

Advanced arcade emulation on Batocera



If new to arcade emulation, it is recommended to read the [arcade guide](#) first before reading this one.



This section could probably do with an overhaul of its headers.

All the arcade emulators on Batocera



Too many columns. Information is not accurate. For the actual information here, can it be merged with the table on the regular guide?

Arcade emulator	Alternative name	Romset	Roms folder	Default on hardware	Purpose	Extras	Notes
MAME (standalone)	Mame	Latest	mame	PC	All arcade hardware	highscores, samples, overlays	The latest and greatest, usually the hardest to run
libretro/mame	Mame	Latest	mame	PC	All arcade hardware	highscores, samples, overlays	Batocera for PC is shipped with the latest stable MAME version available at the time of release, see table up there
libretro/imame4all	iMame4All	0.37b5	mame	RPi0 (< v30)	All arcade hardware	highscores, samples, overlays	Very old version, good for lower devices like pi0, but not many games supported
libretro/mame0139	Mame2010	0.139	mame	PC	All arcade hardware	highscores, samples, overlays	Good core for medium powerful boards like Pi3

Arcade emulator	Alternative name	Romset	Roms folder	Default on hardware	Purpose	Extras	Notes
libretro/mame078plus	Mame2003Plus	0.78+	mame	PC	All arcade hardware	highscores, samples, overlays	Good port for less powerful boards with back porting of more recent developments Romset is a bit specific, it's not the same as standard 0.78
libretro/fbneo	Final Burn Neo	Latest	fbneo	All	All 2D arcade hardware	highscores	1.0.0.X romset is always evolving, it is mostly base on MAME 0.187 romset, but some ROMs are different
libretro/neogeo	Neo Geo	Latest	fbneo	All	All 2D arcade hardware	highscores	can also set to use mame emulators, but fbneo is the recommended way to go
libretro/flycast	Flycast	Latest	atomiswave	All	Atomiswave arcade hardware		AtomisWave roms can be picked from the latest mame romset
libretro/flycast	Flycast	Latest	naomi	All	Naomi arcade hardware		Naomi roms and CHD can be picked from the latest mame romset
Hypseus	Daphne	Specific	daphne	All	Daphne arcade hardware		Emulator for laserdisc arcade games like Dragon's Lair, uses a very specific non-mame based romset

Arcade emulator	Alternative name	Romset	Roms folder	Default on hardware	Purpose	Extras	Notes
libretro/fbalpha2012	Final Burn Alpha	FB Alpha 0.2.97.29	fbneo / neogeo	RPi0 (>v31)	All 2D arcade hardware		Emulator that performs well on low-power boards. Retropietest's excellent page on it (note we aren't using the same romset version).

NeoGeo system



The NeoGeo system is not an emulator itself, but uses the FBNeo emulator. (Why do we have this? This doesn't work like this for any other system. This section is also confusing, are we no longer defining systems by their folder? Are settings retained from the general mame and fbneo folder?)

You can use this system to visually separate the NeoGeo games from the other arcade games, they will appear as a dedicated system in EmulationStation.

It uses the same romset as the FBNeo emulator.

Setting a Rotary Joystick with libretro mame2003plus

If you have a special stick like the [Happ Rotary Arcade](#) you need to configure both joystick and keyboard at same time:

```
Dial : AZERTY keyboard: "^" (between "P" and "Enter") -- QWERTY keyboard: "[" (leftbracket)
Dial : AZERTY keyboard: "$" (between "P" and "Enter") -- QWERTY keyboard: "]" (rightbracket)
Dial 2 : AZERTY keyboard: "*" (between "m" and "Enter") -- QWERTY keyboard: "/" (slash)
Dial 2 : AZERTY keyboard: "!" (between "m" and Right) -- QWERTY keyboard: "\" (backslash)
```

You must launch your game, open the *Retroarch menu* with **Hotkey + B**, go to **Input Interface** and activate the option **Simultaneous**. Then you can use your joystick and keyboard keys at the same time.

Highscores

Highscores can be tracked and kept through the use of `highscore.dat` which must be in the right

version for each emulator / emulator version, they can be found or must be placed here :

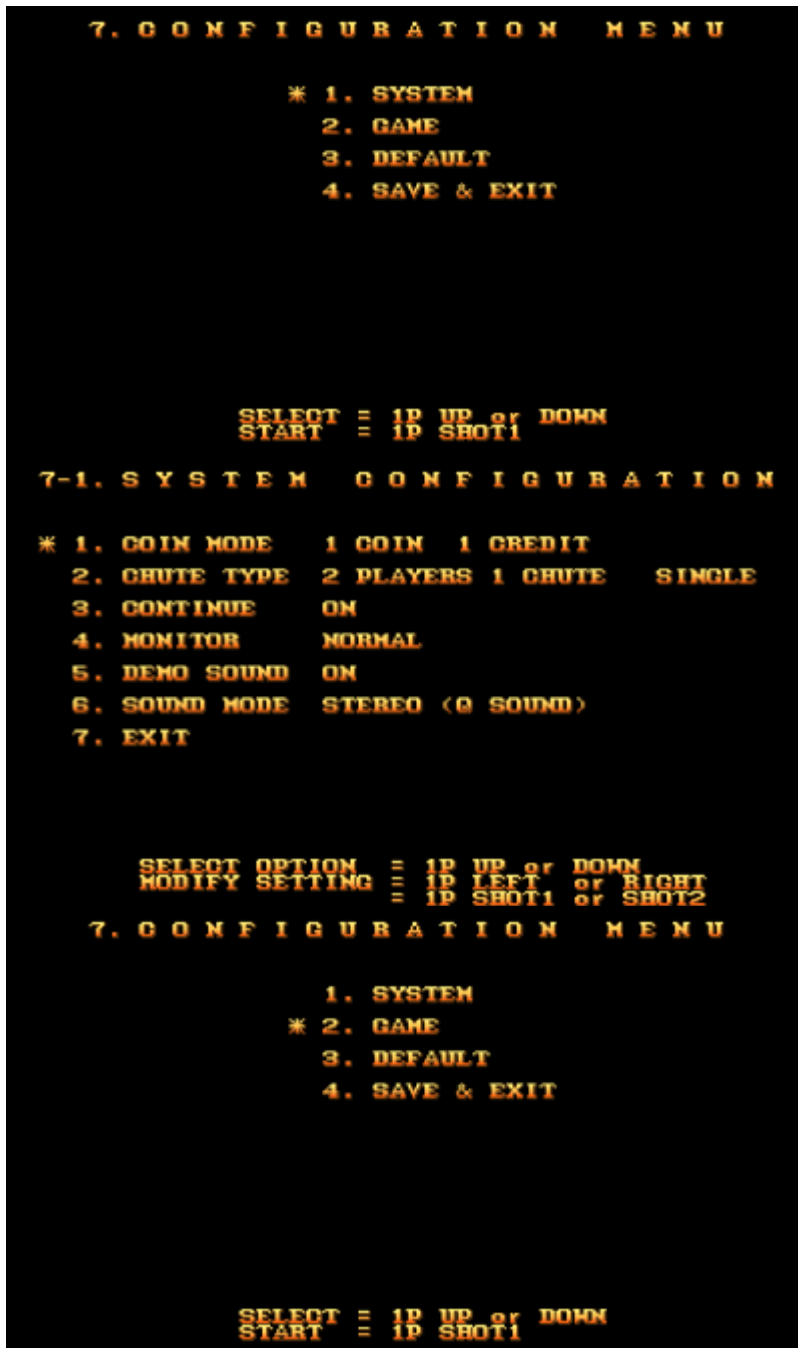
- For FBNeo : /userdata/bios/fbneo
- For mame2003plus : /userdata/saves/mame/mame2003-plus/hi
- For mame2010: /userdata/saves/mame/mame2010/hi
- For mame: see temporary solution in following [post](#)

Configuration menus

This is the per-game menu for accessing the machine's advanced configuration such as its dip switches, service mode and diagnostic input.



For **FB NEO**, the default combo is [START] + [L1] + [R1] (old versions (what older versions? Be specific): Hold [START])











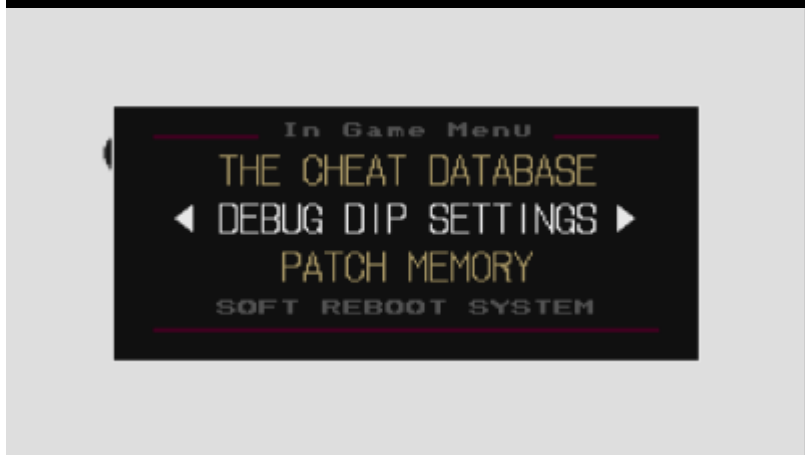


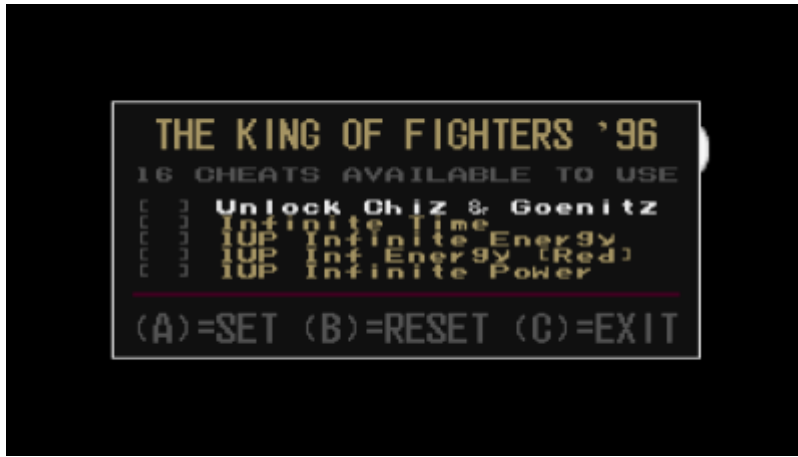
For MAME, the default combo is pushing in [L3] + [R3] (old versions (what older versions? Be specific. I also don't think this was even removed, ie. you can still press Tab on the keyboard to access the dip switch menu): [Tab] on the keyboard)



For NEOGEO:

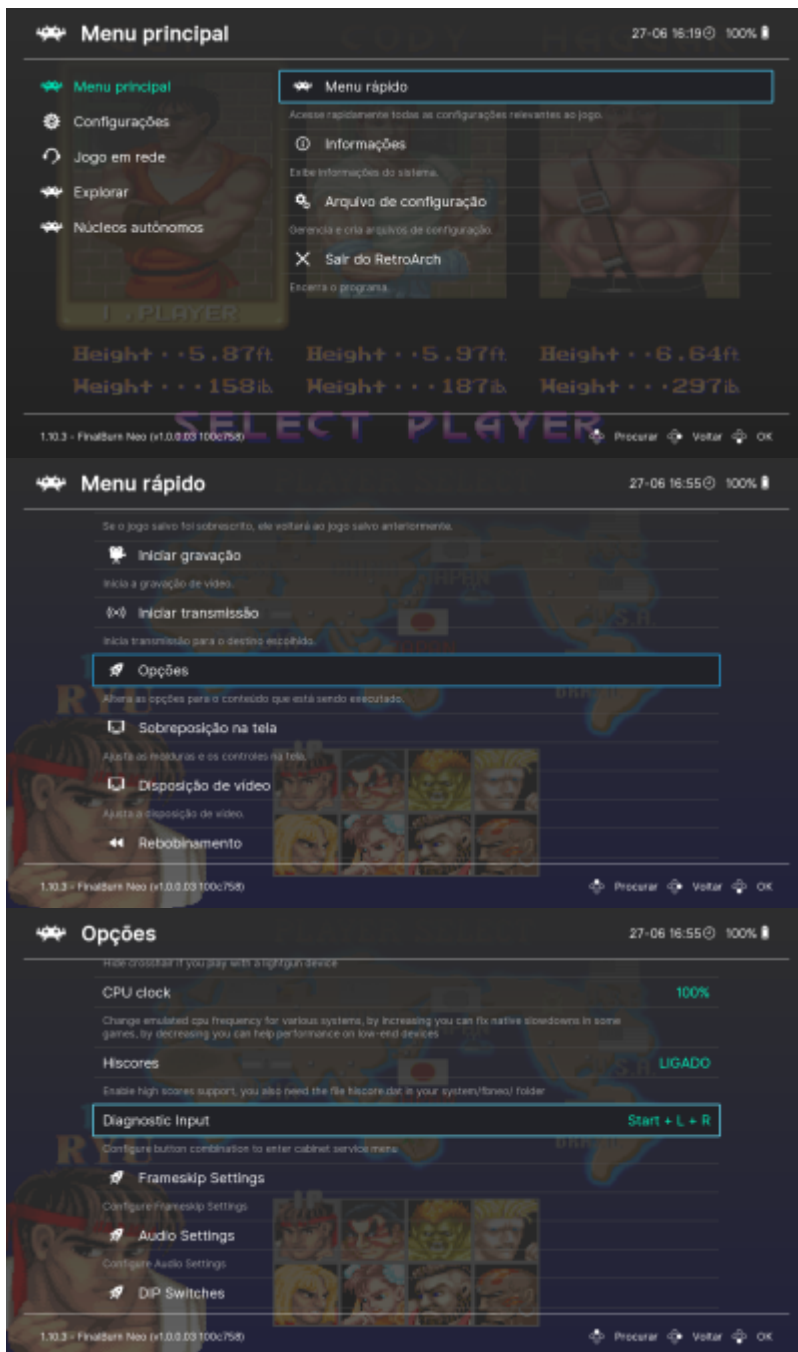
- For the default ( **Fix Me!** factory?) NEOGEO BIOS, the default combo is [START] + [L1] + [R1] (old versions ( **Fix Me!** what older versions? Be specific): Hold [START])
- For the universal BIOS:
 - At the boot screen, the default combo is holding down  +  + 
 - During gameplay, the default combo is holding down [START] + [SELECT] or holding down [START] +  +  + 



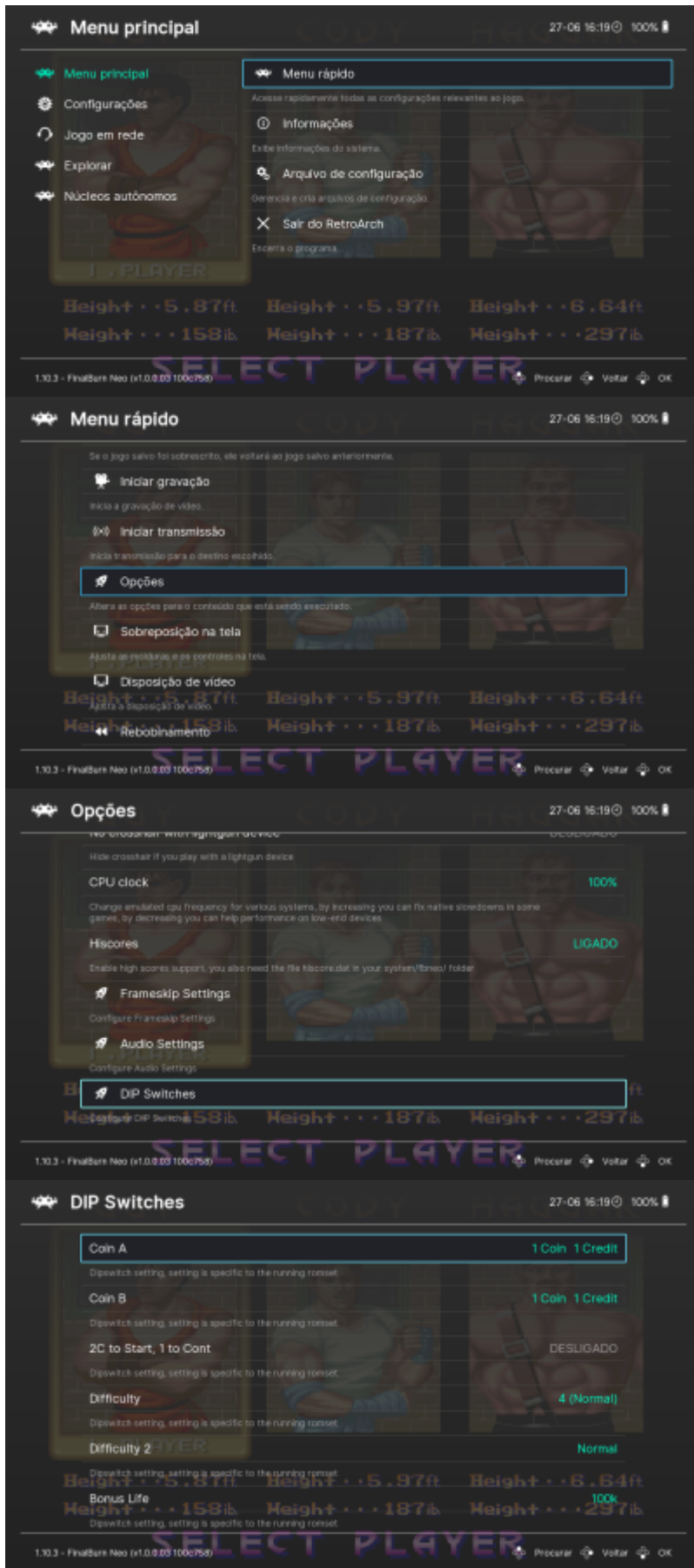


Setup a new shortcut via RetroArch:

[HOTKEY] +  → **Quick Access** → **Options** → **Diagnostic Input**

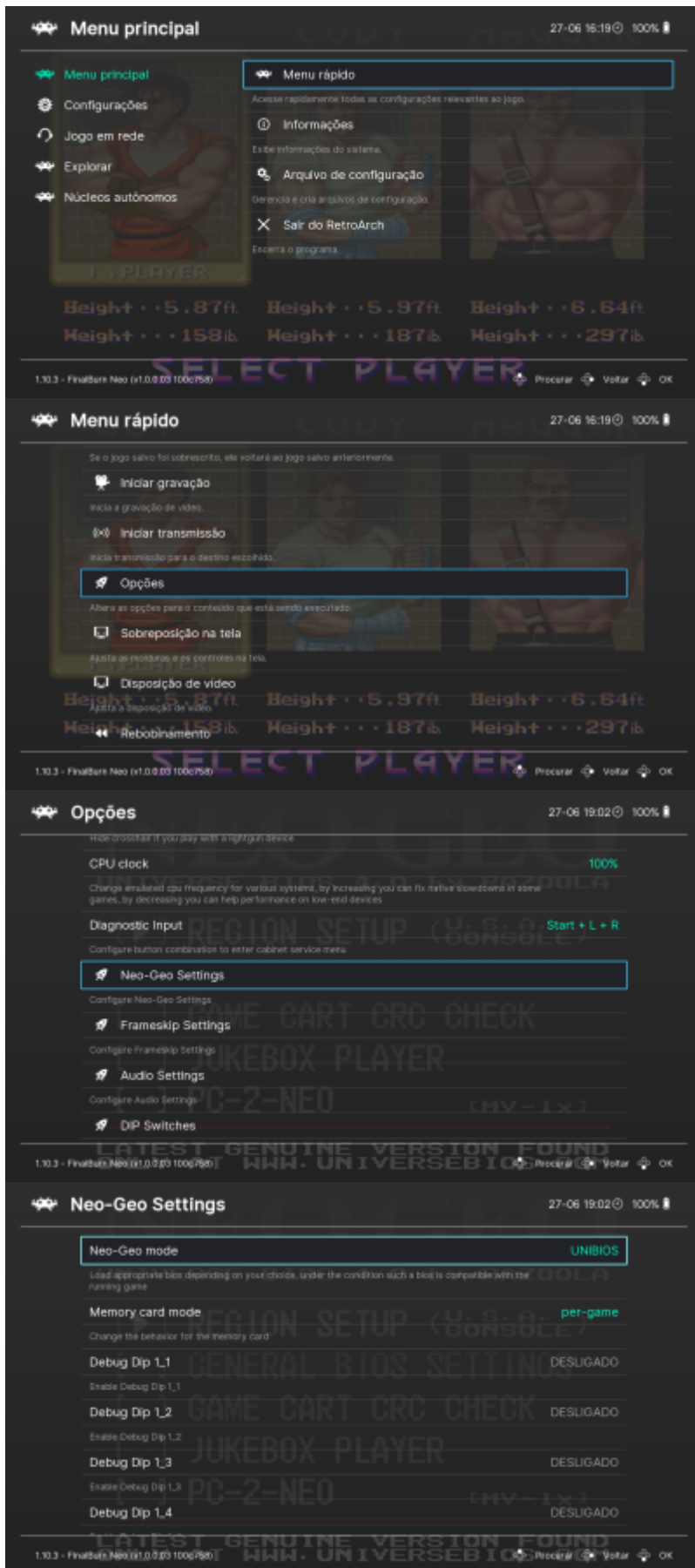


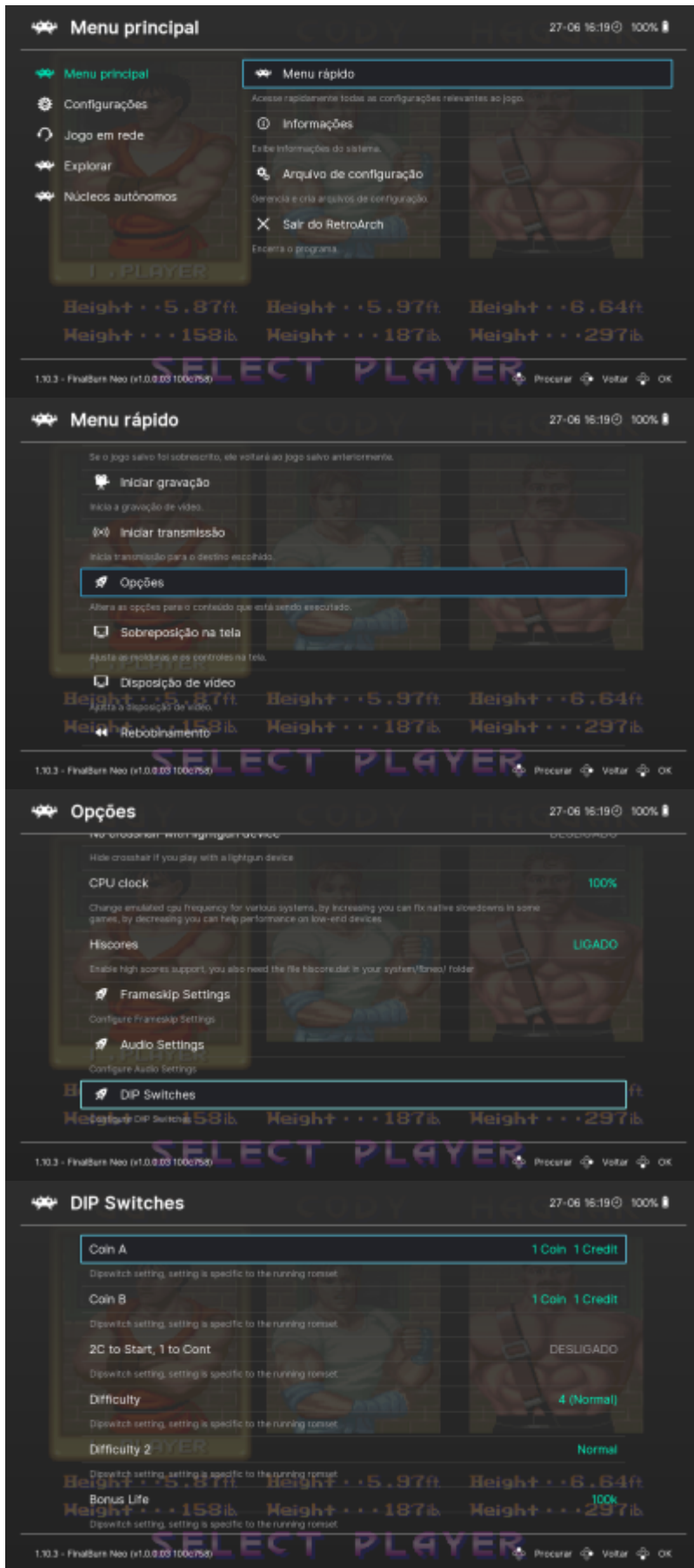
Setup DIP Switches via RetroArch: [HOTKEY] +  → **Quick Access** → **Options** → **Dip Switches**

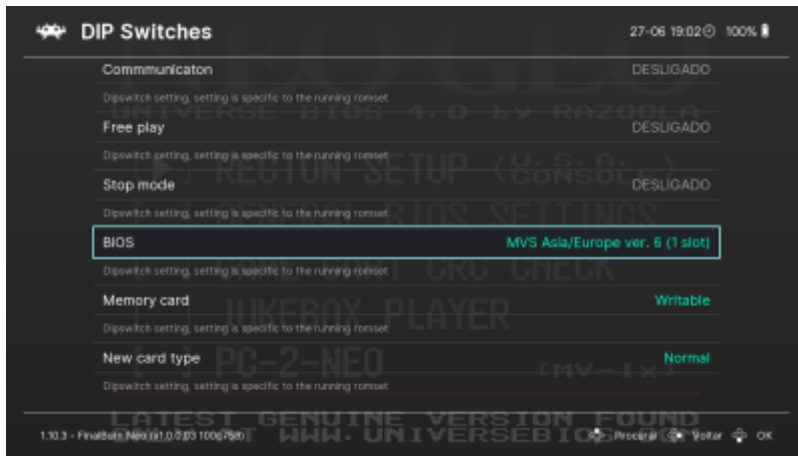



Setup NEO-GEO BIOS via RetroArch:


[HOTKEY] +  → **Quick Access** → **Options** → **SPECIFIC NEO GEO BIOS** → **UNIBIOS** or **SPECIFIC BY DIP SWITCHES (UNIBIOS)**







 Not all games have a dip switch menu, and may crash when using these commands.

 Here you can change number of players, get more lives, switch for arcade or console mode, setup subtitles, or even active the free mode!



Options available (Defaults)

- Diagnostic Input (shortcut combination):
 - None
 - Hold Start
 - Start + A + B
 - Hold Start + A + B
 - **Start + L + R** (Default)
 - Hold Start + L + R
 - Hold Select
 - Select + A + B
 - Hold Select + A + B
 - Select + L + R
 - Hold Select + L + R
- DIP Switches (settings) - may differ from game to game:
 - Autofire: Off* or On
 - Coin Mode: Mode 1*, Mode 2
 - Coin A / Coin B | Coinage | Coin setting : 4 Coins 3 Credit, 2 Coins 1 Credit, 1 Coin 1 Credit*, 1 Coin 2 Credits, 1 Coin 3 Credits, 1 Coin 4 Credits, 1 Coin 6 Credits, Free to Play
 - 2C to Start, 1 to Continue: Yes or No* | Starting Coin: Normal, 2x
 - Difficulty: 1 (Easiest), 2, 3, 4 (Normal)*, 5, 6, 7, 8 (Hardest)
 - Difficulty 2: Easy, Normal*, Hard, Hardest
 - Bonus Life: 100K*, 200K, 100K and every 200K, None
 - Number of Players: 1, 2*, 3, 4
 - Change Lives: 1, 2*, 3, 4, 5
 - Free to play: Yes or No*
 - Freeze: : Yes or No*

- Flip: Yes or No*
- Demo Sound | Attractive: Yes* or No
- Allow Continue: Yes* or No
- Game Mode: Game* or Test
- Sound Output: Mono or Stereo
- Unknown: Off* or On
- Region: Europe, USA or Japan
- Mode: ARCADE or CONSOLE-AES
- Subtitles: English, Japanese, Korean or Portuguese
- Jukebox

←-

MAME input remap files

MAME machines can be remapped in-game by pressing [L3] + [R3] (old versions: [Tab]) to open the MAME configuration screen, then go to "Input for this game". Press [Enter] or . Inputs can be cleared by double-tapping [Enter]/ instead.

Remap configuration files are stored at `\userdata\saves\mame\mame(version)\cfg\`. More info at [the remapping page](#).

Automatic Controller Mapping

Standalone MAME and libretro/MAME have options to automatically map the controls for certain games and controller types. For more information, see [Automatic Controller Layouts](#).

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