Dolphin Emulator

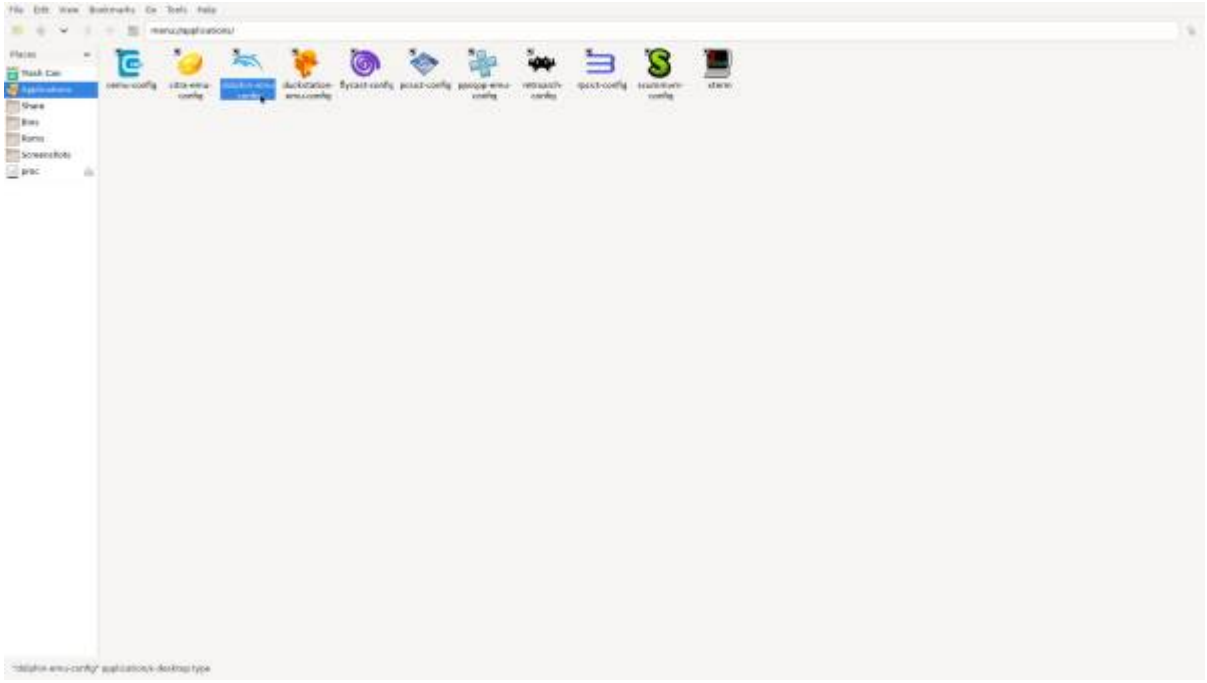
This section covers topics for the Dolphin Emulator that are relevant for both System (Gamecube and Wii) If you are looking for information on the individual systems themselves, please visit the following articles:

- Wii
- Gamecube

How to access the Dolphin interface

As probably already explained in the two child topics for Gamecupe/ WII, you can find the Dolphin interface via the PCManFM environment. Here again in short:

- To access dolphin interface, you must first connect a keyboard to your Batocera system.
- after a keyboard is connected, you can open PCManFM by pressing the "**F1**" key.
- On the left side under **Places**, select the point **applications**.
- start the application "**dolphin-emu-config**".



Location of the Global User Directory

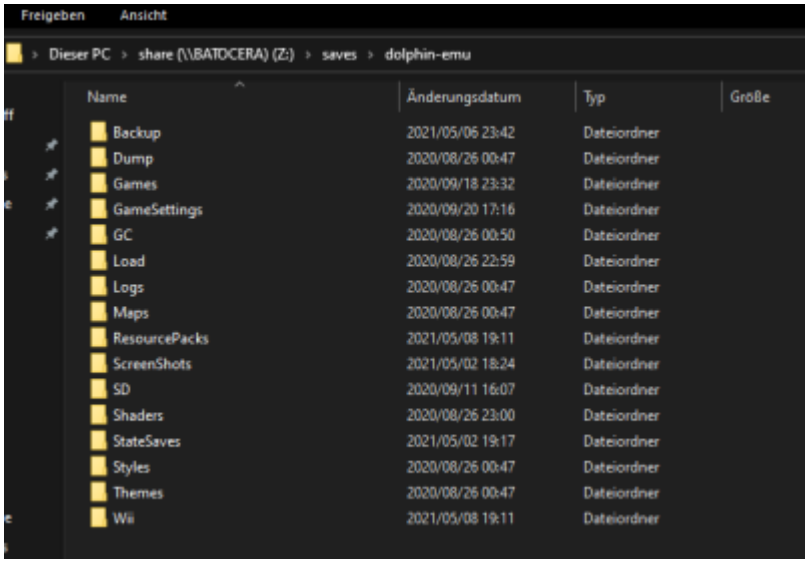
The Global User Directory are the location where texture packs, saves, settings, screenshots, themes, etc. are kept. It can be considered as the work-folder of dolphin. In batocera you found this directory on the following path:

local

- /userdata/saves/dolphin-emu

through the network

- /saves/dolphin-emu



**Here is a brief explanation of the most useful folders in this directory **

- **Load**
  contains the ShaderPresets and Textures folder. In the texture folder you can store your per game texture packs
- **GameSettings**
  the location for your GameINI configuration files
- **StateSaves**
  folder for save stages
- **SD**
  can be used as the location of a virtual SD card (Gecko OS for example) *Need to be set via the settings in dolphin*

GameINI

You can configure settings per game through their GameINI. GameINI is a plain text file with game's GameID as its file name and INI as its file extension. The GameINI config file is useful to get out per game functions from dolphin at game start that are not available in batocera directly. This can include specific settings that are necessary for a game to run without errors, but also thinks like controller profiles, performance hacks and overall spicial generally deeper settings.

to learn more about the GameINI, visit the dolphin wiki. In the following post are the individual commands of the GAMEINI explained:

* https://wiki.dolphin-emu.org/index.php?title=GameINI

Also useful is the following forum post in the Dolphin forum, where the UNOFFICIAL gameini settings are posted:

* https://forums.dolphin-emu.org/Thread-unofficial-howto-using-gameini-settings-per-game

Via the dolphin wiki you can also find topics for each wii / gamecube game, with the recommended settings.

In general, it is recommended to visit the Dolphin wiki for every game that causes issues / glitches or to check the recommended settings in advance. Please note that the wiki offten only lists recommended settings, but not always the commands for the GAMEINI. You have to search for the appropriate command in the GameINI topic that we mentioned above. you can also search for completed gameini packages in the www.

Hotkey Button combination

Some function of dolphin are mapped to a hotkey Button combination. Here is a quick overview.

Select Save Stage slot
on a SNES styled gamepad you can select save stage 1 and 2 over the **dpad up / down + hotkey** button combination
Save a Save Stage
On a SNES styled gamepad you can save a game stage over the combination of **hotkey + SOUTH Button**

- **NOTE:** *Save stages are not compatible to older **and newer** dolphin builds. Have this in mind if you make an batocera system update (check first if the update comes with a new Dolphin build) Save stages you make in game (on the virtual memory card) are compatible over cross-versions.*

Load a save Stage
On a SNES styled gamepad you can load a game stage over the combination of **hotkey + NORTH Button**
Pause and resume the Emulation
you can set the emulation on a break point via **hotkey + SOUTH Button**, and resume it by pressing the combination again.
Select Video Mode
you can switch the Video mode via **R1 + hotkey** not realy needed (not necessary on normal basis)
Make a screenshot
you can make a screenshot via **L1 + hotkey**.

- *Screenshots in dolphin are saved on the **/saves/dolphin-emu/ScreenShots** folder.*

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https://wiki.batocera.org/ - **Batocera.linux - Wiki**

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https://wiki.batocera.org/emulators:dolphin?rev=1620592197

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