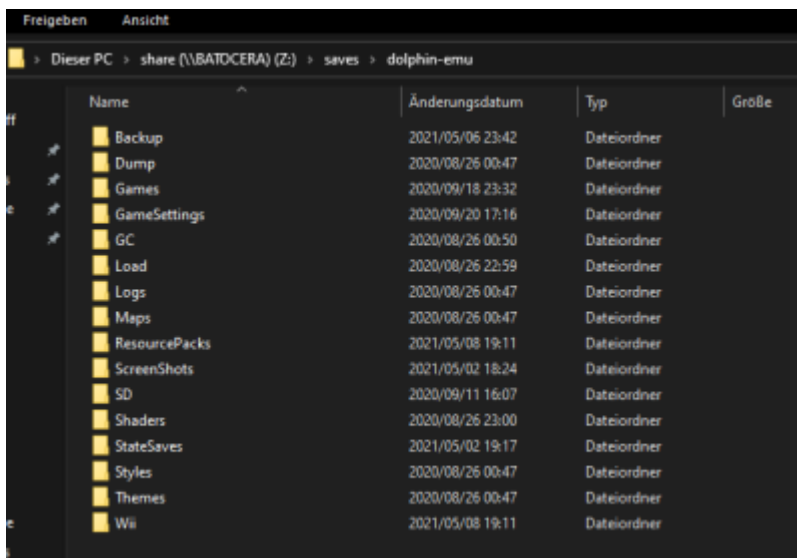


through the network

- /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 often 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.

Example of GameINI

For each game you need to create a .ini file with the Gameld of the ROM. So, for example, the Gameld for Metroid Prime 2: Echoes (USA) is G2ME01 (which can be found on the [dolphin wiki's game page for it](#)) and so the INI file needs to be named G2ME01.ini. The Gameld must match the ROM exactly. A thorough explanation of Gamelds can be found [on Dolphin's wiki](#).

The ini file needs to contain the settings for the game. For Metroid Prime 2: Echoes, we would like to have async shaders, widescreen patch, etc. And so the ini file would contain the following:

G2ME01.ini

```
[Video_Settings]

AspectRatio = 1

wideScreenHack = True

WaitForShadersBeforeStarting = True

[ActionReplay]

$Widescreen Culling Fix

04302498 38600001

0430249C 4E800020

04302298 38600001

0430229C 4E800020

043022F8 38600001

043022FC 4E800020
```

```
04302450 38600001  
04302454 4E800020  
04302364 38600001  
04302368 4E800020  
[ActionReplay_Enabled]  
$Widescreen Culling Fix
```

I got the widescreen culling patch from the same dolphin wiki page where I found the Gameld. Sometimes the hacks/patches use gecko codes instead and, in that case, you must have cheats enabled. You can look up a lot of the available ini options here. Also note in these examples I am forcing aspect ratio to 16:9 so I don't need to configure this in batocera.



This means you don't need cheats enabled for ActionReplay codes, but **do** need cheats enabled for Gecko codes.

Here is another example with Gecko codes for Prince of Persia: The Sands of Time to also achieve widescreen:

[GPTE41.ini](#)

```
[Core]  
EnableCheats = True  
  
[Video_Settings]  
AspectRatio = 1  
  
[Video_Hacks]  
XFbToTextureEnable = False  
  
[Gecko]  
$16:9 Widescreen  
2006ACD0 4180FD6C  
06004000 00000010  
C002B4A4 EC000732
```

```
D01F0110 481AF56C
0416DF94 C00296C4
041B3574 4BE50A8C
044EAFE4 3F1A0000
E2000001 80008000
[Gecko_Enabled]
$16:9 Widescreen
```

Once you have the patches and hacks added to your ini file, you need to add the file in the right location so dolphin will load it. Place the ini files in /userdata/saves/dolphin-emu/GameSettings. The next time dolphin is launched it will automatically pick up these settings in the ini files.

There is no easy way to ensure you have configured the ini file correctly except to launch the game and see if things look as expected e.g. things don't look stretched anymore, etc.

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 really 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.*

From:

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

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