This article needs some TLC. Read at your own risk.

Game Master

The Game Master is a portable developed by Hartung. It was released in 1990.

Also known as:

- Hartung Game Tronic
- Hartung Super Game
- Systema 2000
- Videojet Game Master
- Prodis PDJ-10
- Impel Game Master
- Watara Game Master
- Game Plus

This system scrapes metadata for the “gmaster” group(s) and loads the `gmaster` set from the currently selected theme, if available.



Quick reference

- **Emulator:** MAME
- **Folder:** `/userdata/roms/gmaster`
- **Accepted ROM formats:** `.bin`, `.zip`, `.7z`

BIOS

Requires MAME BIOS file `gmaster.zip` or `.7z` in either gmaster or BIOS folder.

ROMs

Place your Game Master ROMs in `/userdata/roms/gmaster`.

A list of all its known games is available at Wikipedia.

Emulators

MAME

MAME, the Multiple Arcade Machine Emulator, is a multi-purpose emulation framework which facilitates the emulation of vintage hardware and software. Originally targeting vintage arcade machines, MAME has since absorbed the sister-project MESS (Multi Emulator Super System) to support a wide variety of vintage computers, video game consoles and calculators as well. MAME doesn't use an individual “core” for each system like RetroArch does, instead the ROM itself usually contains the necessary information to accurately emulate it, thus making it specific to the version of MAME it was made for. Overall it's a very complicated subject, we have a guide specific to arcade just for it.

MAME configuration

MAME offers a **Menu** in-game (`[HOTKEY]` + or `[Tab]` on the keyboard). This can be used to manually adjust inputs or game settings. If you're having issues with a specific game, check the MAMEdev FAQ for that game here. For MESS systems specifically, you might find more information on MESS's wiki. All options can also be edited by opening the `mame.ini` file.

Standardized features available to all versions of this emulator: `gmaster.videomode`, `gmaster.decoration`, `gmaster.padtokeyboard`

ES setting name `batocera.conf_key`	**Description ⇒ ES option `key_value`**
Settings that apply to all versions of this emulator	
VIDEO MODE `gmaster.video`	BGFX for post-processing, accel/opengl for raw image. ⇒ BGFX `bgfx`, Accel `accel`, OpenGL `opengl`.
BGFX GRAPHICS API `gmaster.bgfxbackend`	Depends on video mode being set to BGFX. Vulkan is better, when supported. ⇒ MAME Detect `automatic`, OpenGL `opengl`, OpenGL ES `gles`, Vulkan `vulkan`.
BGFX VIDEO FILTER `gmaster.bgfxshaders`	Apply a post-processing effect. ⇒ Off None, Bilinear `default`, CRT Geom `crt-geom`, CRT Geom Deluxe `crt-geom-deluxe`, Super Eagle `eagle`, HLSL `hlsl`, HQ2X `hq2x`, HQ3X `hq3x`, HQ4X `hq4x`.
CRT SWITCHRES `gmaster.switchres`	Allows the use of switchres profiles if present. ⇒ Off `0`, On `1`.

ES setting name `batocera.conf_key`	Description ⇒ ES option `key_value`
VERTICAL ROTATION (TATE) `gmaster.rotation`	Rotates screen by 90 degrees. Intended for rotating displays. ⇒ Off `None`, Rotate 90 `autoror`, Rotate 270 `autorol`.
ALT DPAD MODE `gmaster.altdpad`	If the D-Pad is oriented incorrectly for your controller. ⇒ Off (Default) `0`, DS3 Orientation 1, X360 Orientation 2.

Controls

Here are the default Game Master's controls shown on a Batocera RetroPad:



Troubleshooting

Further troubleshooting

For problems with MAME specifically, there are some tips on the troubleshooting section on MAME's system page.

For further troubleshooting, refer to the generic support pages.

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