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

Hikaru

The Hikaru is a arcade developed by Sega. It was released in 1999.

A list of known games can be found on System16's hardware page.

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

Quick reference

- **Emulator:** demul
- **Folder:** `/userdata/roms/hikaru`
- **Accepted ROM formats:** `.zip`, `.7z`

BIOS

MD5 checksum	Share file path	Description
aac601811a25d7b31a3d5f3f1f82f338	bios/hikaru.zip	
e95415b161121bef35ade12367138c63	bios/mie.zip	

ROMs

Place your Hikaru ROMs in `/userdata/roms/hikaru`.

Emulators

Demul

From their FAQ:

> Demul is Sega's multi-system game console and automaton emulator, originally intended solely to emulate the Sega Dreamcast game console. Currently, the emulator also supports emulation of Sega Dreamcast-based slot machines: Naomi, Naomi 2 and Atomiswave . Support for Sega Model 3, Sega Hikaru, Sega Saturn is under development .

Demul is run in Batocera under Wine, so any limitations that apply to Wine also applies to Demul (such as requiring `ext4` or more advanced filesystems, flaky controller compatibility and only working on x86_64). Demul also requires graphics cards with Vulkan support.

Demul configuration

Standardized features available to all cores of this emulator: `hikaru.videomode`, `hikaru.videomode`, `hikaru.bezel`, `hikaru.bezel_stretch`, `hikaru.hud`, `hikaru.bezel.tattoo`, `hikaru.bezel.tattoo_corner`, `hikaru.bezel.tattoo_file`, `hikaru.bezel.resize_tattoo`

ES setting name `batocera.conf_key`	**Description ⇒ ES option `key_value`**
Settings that apply to all cores of this emulator	
GAME ASPECT RATIO `hikaru.demulRatio`	⇒ Stretch `0`, 4:3 (Default) 1, 16:9 2.
VSYNC `hikaru.demulVSync`	Fix screen tearing. ⇒ Off `0`, On 1.

First run

After loading a Naomi 2 ROM for the first time, Batocera will download and install the appropriate files. This process takes a few minutes up to (a long time) depending on your internet speed. There is no progress bar.

Service menu

Redo this section, add images, explain what it's actually for, etc.

A keyboard required to access this menu.

While running a game, press `[F4]` to access the service menu for that title. This menu contains different options for each game, and saves their configuration independently.

Repeatedly press `[F2]` to navigate the menu, and press `[F4]` to confirm.

Controls

Currently controllers cannot be configured using the desktop app. This is a limitation of the Demul app under Wine. As of writing, only Player 1 is mapped with the default layout.

This part needs to be rewritten. It contains important information so it will remain here for now.

Demul uses decimal for pad configuration in the padDemul.ini To determine the decimal we have to convert the hexadecimal to decimal. You can edit arcade controls they're under the [JAMMAx_x]

headings depending on the number of controllers.

Controller 1 = 0x100 & 0x200 for the buttons & the 2x analog sticks. Controller 2 = 0x101 & 0x201 etc.

Device input hex codes are listed in the appropriate linux kernel input.h depending on the controller type. i.e. A gamepad's 'start' button is 0x13b Therefore controller 1's start button is 0100013b in hex or 16777531 in decimal. Controller 2 would be 0101013b / 16843067 accordingly.

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



Troubleshooting

Further troubleshooting

For further troubleshooting, refer to the generic support pages.

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

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Last update: **2022/04/20 10:13**