Sega Lindbergh

The Sega Lindbergh is an arcade developed by Sega. It was launched in 2005. Designed to be the successor to the Sega NAOMI 2, Lindbergh is the first arcade machine of many to be based on PC architecture with linux OS instead of a home console based on Xbox 360. Features arcade games like After Burner Climax, House of the Dead 4 and OutRun 2 SP SDX.

Five variants were made, each with their own color: Yellow, Red, Red EX, Blue and Silver. For more information about this arcade machines, the article on Sega Retro provides much of it.

This system scrapes metadata for the “lindbergh” and “arcade” groups and loads the `lindbergh` set from the currently selected theme, if available.



Quick reference

- **Emulator:** Sega Lindbergh loader
- **Folder:** `/userdata/roms/lindbergh`
- **Accepted ROM formats:** `.game`

BIOS

No Sega Lindbergh emulator in Batocera needs a BIOS file to run.

ROMs

Lindbergh loader doesn't allow any space in file or folder name. Use underscore instead.

Place your Sega Lindbergh ROMs in `/userdata/roms/lindbergh`. For Batocera to detect a game, you must have a blank file with '.game' extension in the location where the rom will execute from. For best compatibility, use game ID from the working games list below as the file name.

i.e.: for Ghost Squad Evolution game, create `ghostev.game` in the `/userdata/roms/lindbergh/Ghost_Squad_Evolution/vsg_l` directory.

Some games (mostly driving) require extra options in the test menu. You can skip it by making sure your game has the **exact same revision** (e.g.: `initiad5exa.game` if you have `Initial D 5 (Export) (2.0)`) as mentioned in the game list below.

Emulators

Sega Lindbergh loader

With batocera.linux 42, the Lindbergh system is supported. It includes guns and wheels (without force feedback) support.

Games list

Name	Executable file	Version	Revision	ID	Genre	Working ?	Notes
2 Spicy	apacheM.elf			2spicy	Gun	✔	Left/right d-pad on light guns to go left/right
After Burner Climax (Export)	abc		Rev B	abclimax	Flight	✔	
	abc		Rev A	abclimaxa	Flight	?	
	abc	SDX	Rev A	abclimsdx	Flight	✔	
	abc	SE	Rev A	abclimse	Flight	?	
Ghost Squad Evolution	vsg or gsevo		Rev A	ghostsev	Gun	✔	Left d-pad on light guns to switch rate of fire
Harley-Davidson: King of the Road	chopperM.elf			hdkotr	Wheel	✔	
Hummer	a.elf		Rev A	hummer	Wheel	✔	
	a.elf	SDLX	Rev A	hummerlx	Wheel	?	
Hummer Extreme	hummer_Master.elf		Rev A	hummerxt	Wheel	✔	
	hummer_Master.elf	MDX	Rev A	hummerxtm	wheel	?	
Initial D 4 (Export)	id4.elf		Rev D	initiad4ex	Wheel	✔	
	id4.elf		Rev B	initiad4exb	Wheel	✔	
	id4.elf		Rev C	initiad4exc	Wheel	✔	

Name	Executable file	Version	Revision	ID	Genre	Working ?	Notes
Initial D Arcade Stage 4	id4.elf		Rev G	initiad4	Wheel	✔	
	id4.elf		Rev A	initiad4a	Wheel	✔	
	id4.elf		Rev B	initiad4b	Wheel	✔	
	id4.elf		Rev C	initiad4c	Wheel	✔	
	id4.elf		Rev D	initiad4d	Wheel	✔	
Initial D 5 (Export)	id5.elf	4.0		initiad5ex	Wheel	✔	
	id5.elf	2.0		initiad5exa	Wheel	✔	
	id5.elf	2.0	Rev A	initiad5exab	Wheel	?	
Initial D Arcade Stage 5	id5.elf		Rev B	initiad5	Wheel	?	
	id5.elf		Rev A	initiad5a	Wheel	?	
Let's go Jungle!	lgj_final		Rev B	letsgoju	Gun	!	START button for action; super sensitive axis
	lgj_final		Rev A	letsgojua	Gun	?	
Let's go Jungle! Special	lgjsp_app			letsgojusp	Gun	✔	START button for action
OutRun 2 SP SDX	Jennifer			outr2sdx	Wheel	✔	
OutRun 2 SP SDX	Jennifer			outr2sdxa	Wheel	?	
OutRun 2 SP SDX	Jennifer	Bootleg		outr2sdxg	Wheel	✔	Hacked music track
Primeval Hunt	main.exe			primevah	Gun	✔	
R-Tuned Ultimate Street Racing	dsr			rtuned	Wheel	✔	
Rambo	ramboM.elf			rambo	Gun	✔	
Sega Race TV	drive.elf			segartv	Wheel	✔	
The House of the Dead 4	hod4M.elf		Rev C	hotd4	Gun	✔	
	hod4M.elf		Rev A	hotd4a	Gun	✔	
	hod4M.elf		Rev B	hotd4b	Gun	✔	
The House of the Dead 4 Special	hod4M.elf	Export		hotd4sp	Gun	✔	
	hod4M.elf		Rev B	hotd4spb	Gun	?	
The House of the Dead EX	hodexRI.elf			hotdex	Gun	✔	
Virtua fighter 5 (Export)	vf5			vf5	Fight	✔	
	vf5		Rev A	vf5a	Fight	✔	
	vf5		Rev B	vf5b	Fight	✔	
	vf5		Rev C	vf5c	Fight	✔	

Name	Executable file	Version	Revision	ID	Genre	Working ?	Notes
	vf5		Rev D	vf5d	Fight	✔	
Virtua fighter 5 C	vf5	Public C	Rev E	vf5e	Fight	✔	
Virtua fighter 5 Final Showdown	vf5	6.0	Rev B	vf5fs	Fight	✔	
	vf5	1.0	Rev A	vf5fsa1	Fight	✔	
	vf5	2.0	Rev A	vf5fsa2	Fight	✔	
	vf5	6.0	Rev A	vf5fsa6	Fight	✔	
	vf5	1.0	Rev B	vf5fsb1	Fight	✔	
Virtua fighter 5 R	vf5		Rev G	vf5r	Fight	✔	
	vf5		Rev D	vf5rd	Fight	✔	
Virtua Tennis 3	vt3 or vt3_Lindbergh		Rev C	vtennis3	Sport	✔	
Virtua Tennis 3	vt3 or vt3_Lindbergh		Rev A	vtennis3	Sport	✔	
Virtua Tennis 3	vt3 or vt3_Lindbergh		Rev B	vtennis3	Sport	✔	

Game specific notes

Ghost Squad Evolution

DISPLAY: There is actually no resolution patch at the moment. Game display is limited to 640×480. Crashes were reported. **There is no fix yet**.

Initial D 4/5 series

CARD READER ERROR: To bypass card reader check, enable it in emulation station advanced settings.

CONTROLS: Steering control is very sensitive. **There is no fix yet**.

Let's Go Jungle!

CONTROLS: aiming sensitivity is very high. To reduce this, launch the game in test mode, then go to gun calibration and calibrate the entire screen. Save and quit.

If playing with one light gun, P2 action button is `ACTION` (secondary button).

Let's Go Jungle! Special

DISPLAY: There is an issue with resolution patch if you play the game with 1080p or beyond. Change video mode to lower.

CONTROLS: If playing with one light gun, both action buttons are on the dpad. Left dpad for P1 action; right dpad for P2 action.

Virtua fighter 5 Final Showdown

DISPLAY: If you have a black screen, limit video mode resolution to 1080p.

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