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

Lutro

Lutro is a retro-inspired 2D game engine for libretro, based on the love2d API.

This system scrapes metadata for the "lutro" group and loads the `lutro` set from the currently selected theme, if available.

Grouped with the "ports" group of systems.

Quick reference

- **Emulator:** RetroArch
- **Core:** libretro: lutro
- **Folder:** `/userdata/roms/lutro`
- **Accepted ROM formats:** `.lutro`, `.zip`, `.7z`

BIOS

No Lutro emulator in Batocera needs a BIOS file to run.

ROMs

Place your Lutro ROMs in `/userdata/roms/lutro`.

Sample games from Lutro's Github:

- https://github.com/kivutar/onion-kidd
- https://github.com/kivutar/love-vespa
- https://github.com/kivutar/lutro-spaceship
- https://github.com/libretro/lutro-platformer
- https://github.com/libretro/lutro-game-of-life
- https://github.com/libretro/lutro-snake
- https://github.com/libretro/lutro-tetris
- https://github.com/libretro/lutro-iyfct
- https://github.com/libretro/lutro-sienna
- https://github.com/libretro/lutro-pong

Check out the titles on their showcase: https://lutro.libretro.com/#showcase

Lutro demo games on libretro website: http://buildbot.libretro.com/assets/cores/Lutro/

Emulators

RetroArch

RetroArch (formerly SSNES), is a ubiquitous frontend that can run multiple "cores", which are essentially the emulators themselves. The most common cores use the libretro API, so that's why cores run in RetroArch in Batocera are referred to as "libretro: (core name)". RetroArch aims to unify the feature set of all libretro cores and offer a universal, familiar interface independent of platform.

RetroArch configuration

RetroArch offers a **Quick Menu** accessed by pressing [HOTKEY] + ⊕ which can be used to alter various things like RetroArch and core options, and controller mapping. Most RetroArch related settings can be altered from Batocera's EmulationStation.

Standardized features available to all libretro cores: `lutro.videomode`, `lutro.ratio`, `lutro.smooth`, `lutro.shaders`, `lutro.pixel_perfect`, `lutro.decoration`, `lutro.game_translation`

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all cores of this emulator	
GRAPHICS API `lutro.gfxbackend`	Choose which graphics API library to use. Vulkan is better, when supported. ⇒ OpenGL `opengl`, Vulkan `vulkan`.
AUDIO LATENCY `lutro.audio_latency`	In milliseconds. Can reduce crackling/cutting out. ⇒ 256 `256`, 192 `192`, 128 `128`, 64 `64`, 32 `32`, 16 `16`, 8 `8`.
THREADED VIDEO `lutro.video_threaded`	Improves performance at the cost of latency and more video stuttering. ⇒ On `true`, Off `false`.

libretro: Lutro

libretro: Lutro configuration

Controls

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

Troubleshooting

Further troubleshooting

For further troubleshooting, refer to the generic support pages.

From:
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Last update: **2021/12/16 11:16**