Mr. Boom

Batocera is shipped with a working build of Mr. Boom. Mr. Boom is an up to 8 player Bomberman clone libretro core. The name of the game is to bomb away your enemies and other players.

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

Grouped with the “ports” group of systems.

Quick reference

- **Emulator:** RetroArch
- **Core:** libretro: MrBoom
- **Folder:** /userdata/roms/mrboom
- **Accepted ROM formats:** .libretro

BIOS

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

Game files

MrBoom can be found in /userdata/roms/mrboom. It is safe to remove the contents of this folder if you no longer desire it.

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: `mrboom.videomode`, `mrboom.ratio`, `mrboom.smooth`, `mrboom.shaders`, `mrboom.pixel_perfect`, `mrboom.decoration`, `mrboom.game_translation`

<table>
<thead>
<tr>
<th>ES setting name batocera.conf_key</th>
<th>Description ⇒ ES option key_value</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>GRAPHICS BACKEND mrboom.gfxbackend</strong></td>
<td>Choose your graphics rendering ⇒ OpenGL opengl, Vulkan vulkan.</td>
</tr>
<tr>
<td><strong>AUDIO LATENCY mrboom.audio_latency</strong></td>
<td>Audio latency in milliseconds, turn it up if you hear crackles ⇒ 256 256, 192 192, 128 128, 64 64, 32 32, 16 16, 8 8.</td>
</tr>
<tr>
<td><strong>THREADED VIDEO mrboom.video_threaded</strong></td>
<td>Improves performance at the cost of latency and more video stuttering. Use only if full speed cannot be obtained otherwise. ⇒ On true, Off false.</td>
</tr>
</tbody>
</table>

libretro: MrBoom

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<tr>
<td><strong>TEAM MODE global.mrboom-aspect</strong></td>
<td>Choose the Team mode color ⇒ Selfie Native, Color Color, Sex Sex, Skynet Skynet.</td>
</tr>
<tr>
<td><strong>MONSTERS global.mrboom-nomonster</strong></td>
<td>Enable or disable monsters on battle ⇒ Off False, On True.</td>
</tr>
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</table>

Controls

Here are the default MrBoom's controls shown on a Batocera Retropad:

- B  Drop Bomb/Join game
- Select Add a bomberman bot (while in the join game screen)
- Start  Start game
- Move   Up/Down/Left/Right or Push bomb
- A  Detonate bomb (when you have the Remote control power)/Join game
- X  Jump (while riding a Kangaroo)/Join game

Troubleshooting
Further troubleshooting

For further troubleshooting, refer to the generic support pages.

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