

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



Naomi 2

The Naomi 2 is a arcade developed by Sega. It was released in 2000.

A list of all the games made for it and their provided media format can be found at the [Arcade Otaku Wiki page](#).

This system scrapes metadata for the “naomi2, arcade” group(s) and loads the naomi2 set from the currently selected theme, if available.



Quick reference

- **Accepted ROM formats:** .zip, .7z
- **Folder:** /userdata/roms/naomi2

Emulators
libretro: flycast
flycast

BIOS

Any one of these BIOS files should work.

MD5 checksum	Share file path	Description
728bfe038ce280872057e365ebfc0fee	bios/dc/naomi2.zip	
baf83367044924067e09856ba164aa6f	bios/dc/naomi2.zip	
6f8ad6e3ab04c8ae1cbcaa652b91cf4e	bios/dc/naomi2.zip	
f3f39513484df216d9979f6ae7577942	bios/dc/naomi2.zip	
ab046e62c51d67fb89eade2b8d5f6a8d	bios/dc/naomi2.zip	
096a5217ff6e6c6cafe65a03336760ab	bios/dc/naomi2.zip	
659d579ba9aef5b025d87323044e83f4	bios/dc/naomi2.zip	
cbe0984d03d73869c23da5a3dd2ce207	bios/dc/naomi2.zip	
b624ec7b3b90fdf3be103cdfb1679d1d	bios/dc/naomi2.zip	
a9d82db14b823a5a57885bea1a998eb7	bios/dc/naomi2.zip	
3b1315be24dc8d17f4fa18f3bfc5fe5c	bios/dc/naomi2.zip	
0143cf852cb2a8a41f217bc688f62105	bios/dc/naomi2.zip	
8b88c1f5a06e9b560e887c3b9f879237	bios/dc/naomi2.zip	
b49702e4fadb3b5f9143a3d20afd04b5	bios/dc/naomi2.zip	

MD5 checksum	Share file path	Description
ecadb008179ca1e6f4fe3fa091ab5df2	bios/dc/naomi2.zip	
edeed38a9795e062a9af28c3eba22040	bios/dc/naomi2.zip	
14e6bffff0d4dff6a5a547e7c43680ff	bios/dc/naomi2.zip	
689d2228b00fb59781f82af6e8ecdb78	bios/dc/naomi2.zip	
8373a11106c1c2fc21ac839f75ea488f	bios/dc/naomi2.zip	
7eecfb8e8f82b47ffab92a0c5528100e	bios/dc/naomi2.zip	
960ece0dc22a7c5ff81c812a2993e7cc	bios/dc/naomi2.zip	

ROMs

Place your Naomi 2 ROMs in /userdata/roms/naomi2. Flycast uses the [MAME ROMset](#).

Emulators

RetroArch

RetroArch has [its own page](#).

libretro: Flycast

A fork of a fork of a fork... this is an identical version of standalone Flycast but inside of a libretro core. Makes use of RetroArch's features.

libretro: Flycast configuration

Standardized features for this core: `naomi2.autosave`, `naomi2.use_guns`, `naomi2.cheevos`

ES setting name <code>batocera.conf_key</code>	Description ⇒ ES option <code>key_value</code>
Settings that apply to all systems this core supports	
SYNCHRONOUS RENDERING <code>global.reicast_synchronous_rendering</code>	Can avoid flashing screen issues. Significant performance cost. ⇒ Off disabled, On enabled.

ES setting name batocera.conf_key	Description ⇒ ES option key_value
RENDERING RESOLUTION global.reicast_internal_resolution	Enhancement. Increase the rendering resolution. Makes 3D objects clearer. ⇒ 640×480 640×480, 800×600 800×600, 960×720 960×720, 1024×768 1024×768, 1280×960 1280×960, 1440×1080 1440×1080, 1600×1200 1600×1200, 1920×1440 1920×1440, 2560×1920 2560×1920, 3200×2400 3200×2400, 3840×2880 3840×2880, 4480×3360 4480×3360, 5120×3840 5120×3840, 5760×4320 5760×4320, 6400×4800 6400×4800, 7040×5280 7040×5280, 7680×5760 7680×5760.
Target color for player 1. global.reicast_lightgun1_crosshair	⇒ Red Red, Blue Blue, Green Green, White White, Disabled disabled.
Target color for player 2. global.reicast_lightgun2_crosshair	⇒ Red Red, Blue Blue, Green Green, White White, Disabled disabled.
Target color for player 3. global.reicast_lightgun3_crosshair	⇒ Red Red, Blue Blue, Green Green, White White, Disabled disabled.
Target color for player 4. global.reicast_lightgun4_crosshair	⇒ Red Red, Blue Blue, Green Green, White White, Disabled disabled.
TEXTURE MIP-MAPPING (BLUR) global.reicast_mipmapping	Smooth textures on distant 3D objects based on angle. ⇒ Off disabled, On enabled.
ANISOTROPIC FILTERING global.reicast_anisotropic_filtering	Improves clarity of distant textures when mip-mapping is enabled. ⇒ Off False, 2x 2, 4x 4, 8x 8, 16x 16.
TEXTURE UPSCALING (XBRZ) global.reicast_texupscale	Enhancement. Upscales screen textures (2D games only). ⇒ Off False, 2x 2x, 4x 4x, 6x 6x.
FRAMESKIP global.reicast_frame_skipping	Skip frames to improve performance, at the cost of choppy motion. ⇒ Off disabled, 1 1, 2 2, 3 3, 4 4, 5 5, 6 6.
FORCE WINDOWS CE MODE global.reicast_force_wince	Required for some games. ⇒ Off disabled, On enabled.

ES setting name batocera.conf_key	Description ⇒ ES option key_value
WIDESCREEN CHEAT (PRIORITY) global.reicast_widescreen_cheats	Enhancement. Only works with a 16/9 ratio and bezels disabled. ⇒ Off disabled, On enabled.
WIDESCREEN HACK (GLITCHY) global.reicast_widescreen_hack	Enhancement. Only works with a 16/9 ratio and bezels disabled. ⇒ Off disabled, On enabled.
CONTROLLER 1 TYPE global.controller1_dc	⇒ Gamepad 1, Keyboard 3, Mouse 2, Light Gun 4.
CONTROLLER 2 TYPE global.controller2_dc	⇒ Gamepad 1, Keyboard 3, Mouse 2, Light Gun 4.
CONTROLLER 3 TYPE global.controller3_dc	⇒ Gamepad 1, Keyboard 3, Mouse 2, Light Gun 4.
CONTROLLER 4 TYPE global.controller4_dc	⇒ Gamepad 1, Keyboard 3, Mouse 2, Light Gun 4.

Flycast

[Flycast](#) is a fork of [Reicast](#) (which itself is a fork of nullDC). A highly compatible and accurate standalone emulator.

Flycast can also be used to run [Dreamcast home console](#) games due to being similar hardware.

Flycast configuration

Standardized features available to all cores of this emulator: naomi2.videomode, naomi2.videomode, naomi2.bezel, naomi2.bezel_stretch, naomi2.hud, naomi2.hud_corner, naomi2.bezel.tattoo, naomi2.bezel.tattoo_corner, naomi2.bezel.tattoo_file, naomi2.bezel.resize_tattoo

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all cores of this emulator	
SCREEN RATIO naomi2.flycast_ratio	Choose which screen ratio you want to use. ⇒ Default False, Widescreen True.
RENDER RESOLUTION naomi2.flycast_render_resolution	Choose which internal rendering resolution you want to use. ⇒ 320×240 (Half) 240, 640×480 (Native) 480, 960×720 (x1.5) 720, 1280×960 (x2) 960, 1600×1200 (x2.5) 1200, 1920×1440 (x3) 1440, 2560×1920 (x4) 1920, 2880×2160 (x4.5) 2160.

ES setting name batocera.conf_key	Description ⇒ ES option key_value
GRAPHICS API naomi2.flycast_renderer	Choose your graphics renderer. ⇒ OpenGL (Default) 0, Vulkan 4.
ROTATE SCREEN 90 DEGREES naomi2.flycast_rotate	Rotate the screen by 90 degrees. ⇒ Normal False, Rotate True.
ANISOTROPIC FILTERING naomi2.flycast_anisotropic	Higher values make textures viewed at oblique angles look sharper. ⇒ Disabled (Default) 1, 2x 2, 4x 4, 8x 8, 16x 16.

Controls

Here are the default Naomi 2's controls shown on a [Batocera RetroPad](#):



Troubleshooting

I cannot deactivate "Free Play" in some games

Emulationstation as of v41 (and current v42_beta) has no switch to deactivate "Free Play" on the NAOMI and NAOMI 2 systems. You have to use Retroarch core settings according to the Wiki, see https://wiki.batocera.org/advanced_retroarch_settings.

Sadly, when setting "Free Play" to "OFF" in this Retroarch menu, the setting is *ignored* by most of the games.

To get this setting accepted, you have to access the "System Menu" of the NAOMI game in question and set "COIN/CREDIT SETTING" to "# 1":

1. Enter the Retroarch menu (when in game, Hotkey + South).
2. Go to "Core Options" → "System"
3. Set "Allow Arcade Service Buttons" to "ON" and "Set NAOMI Games to Free Play" to "OFF"
4. Exit the Retroarch menu using "Restart".
5. When in game, press "L3" to enter the System Menu of the game. "R3" is used to navigate this menu, "L3" to select an entry.
6. Navigate this way to "COIN ASSIGNMENTS"
7. Set "COIN/CREDIT SETTING" to "# 1".
8. Exit the System Menu by selecting "EXIT" twice.
9. Optionally you can now set "Allow Arcade Service Buttons" to "OFF" to prevent accidental entering of the game's system menu.

If "COIN/CREDIT SETTING" is set to "# 1", the game in question will respect the Retroarch setting for "Free Play", even if you set "Free Play" to "ON" in Retroarch again.

Further troubleshooting

For further troubleshooting, refer to the [generic support pages](#).

From:

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

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