



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.

**NAOMI 2**

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
<a href="#">libretro: flycast</a>
<a href="#">flycast</a>

## 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	

<b>MD5 checksum</b>	<b>Share file path</b>	<b>Description</b>
ecadb008179cale6f4fe3fa091ab5df2	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.

## 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

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

<b>ES setting name batocera.conf_key</b>	<b>Description ⇒ ES option key_value</b>
<b>RENDERING RESOLUTION</b> <code>global.reicast_internal_resolution</code>	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.
<b>Target color for player 1.</b> <code>global.reicast_lightgun1_crosshair</code>	⇒ Red Red, Blue Blue, Green Green, White White, Disabled disabled.
<b>Target color for player 2.</b> <code>global.reicast_lightgun2_crosshair</code>	⇒ Red Red, Blue Blue, Green Green, White White, Disabled disabled.
<b>Target color for player 3.</b> <code>global.reicast_lightgun3_crosshair</code>	⇒ Red Red, Blue Blue, Green Green, White White, Disabled disabled.
<b>Target color for player 4.</b> <code>global.reicast_lightgun4_crosshair</code>	⇒ Red Red, Blue Blue, Green Green, White White, Disabled disabled.
<b>TEXTURE MIP-MAPPING (BLUR)</b> <code>global.reicast_mipmapping</code>	Smooth textures on distant 3D objects based on angle. ⇒ Off disabled, On enabled.
<b>ANISOTROPIC FILTERING</b> <code>global.reicast_anisotropic_filtering</code>	Improves clarity of distant textures when mip-mapping is enabled. ⇒ Off False, 2x 2, 4x 4, 8x 8, 16x 16.
<b>TEXTURE UPSCALING (XBRZ)</b> <code>global.reicast_texupscale</code>	Enhancement. Upscales screen textures (2D games only). ⇒ Off False, 2x 2x, 4x 4x, 6x 6x.
<b>FRAMESKIP</b> <code>global.reicast_frame_skipping</code>	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.
<b>FORCE WINDOWS CE MODE</b> <code>global.reicast_force_wince</code>	Required for some games. ⇒ Off disabled, On enabled.

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

<b>ES setting name batocera.conf_key</b>	<b>Description ⇒ ES option key_value</b>
<b>Settings that apply to all cores of this emulator</b>	
<b>SCREEN RATIO</b> <code>naomi2.flycast_ratio</code>	Choose which screen ratio you want to use. ⇒ Default False, Widescreen True.
<b>RENDER RESOLUTION</b> <code>naomi2.flycast_render_resolution</code>	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.

<b>ES setting name batocera.conf_key</b>	<b>Description ⇒ ES option key_value</b>
<b>GRAPHICS API naomi2.flycast_renderer</b>	Choose your graphics renderer. ⇒ OpenGL (Default) 0, Vulkan 4.
<b>ROTATE SCREEN 90 DEGREES naomi2.flycast_rotate</b>	Rotate the screen by 90 degrees. ⇒ Normal False, Rotate True.
<b>ANISOTROPIC FILTERING naomi2.flycast_anisotropic</b>	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

### Further troubleshooting

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

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