Hypseus Singe

SINGE (or Singe), SINGE is the **S**omewhat **I**nteractive **N**ostalgic **G**ame **E**ngine [1], a Lua-based scripting system that allows LaserDisc or any pre-recorded video source games to be simulated as a playable game. The Hypseus fork, integrating compatibility with SINGE-based games, refers it simply as Hypseus Singe.

This system scrapes metadata for the `daphne, arcade` group(s) and loads the `singe` set from the currently selected theme, if available.



Quick reference

- **Emulator:** SINGE/Hypseus
- **Folder:** `/userdata/roms/singe/`
- **Accepted ROM formats:** `.daphne .squashfs`

BIOS

No Singe simulator in Batocera needs a BIOS file to run.

ROMs

Since v40, Singe-based games (**not to be confused with DAPHNE**) must be placed in `/userdata/roms/singe/`.

If you are on Batocera prior to v40, place your ROMs in `/userdata/roms/daphne/` instead.

Place your Singe ROMs in `/userdata/roms/singe/`.

Depending on what assets you have, there are two versions of Singe: `Singe 1.x` from 2006 and `Singe 2.x` from 2020.

All Singe assets are available from the Hypseus Singe data repository.

Singe 1.x

Singe 1.x are legacy assets mostly known and used with limited functionnalities.

The file structure consists of a directory with the ending `.daphne` (containing video, audio and text files) in the folder `/roms/`. For example, `freedomfighter`:

```
roms
|-- singe
|    |
|    |-- freedomfighter.daphne (contains all the assets at root level)
|    |    |-- cdrom folder (image and audio ROMs)
|    |    |-- ...
|    |    |-- freedomfighter.singe (LUA-script file)
|    |    |-- freedomfighter.txt (Framefile)
|    |    |-- ...
```

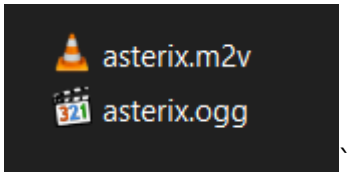
Singe 2.x

Many Singe 2 ROMs require `Framework` folder to work.

It must be downloaded from the Hypseus Singe data repository.

Singe 2.x are newer assets with some nice new features like animated spirtes and compatibility with HD upscaled games.

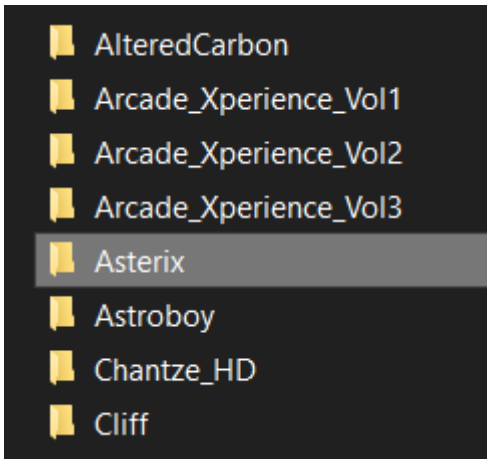
To install the newer assets, let's use `Asterix` ROM for example.:



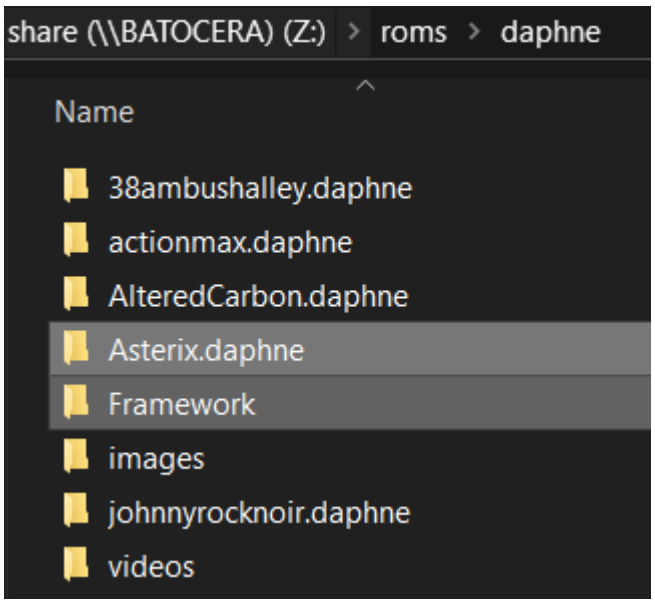
`

As mentionned, we will download and extract `singe2` assets from the Hypseus Singe data repository.

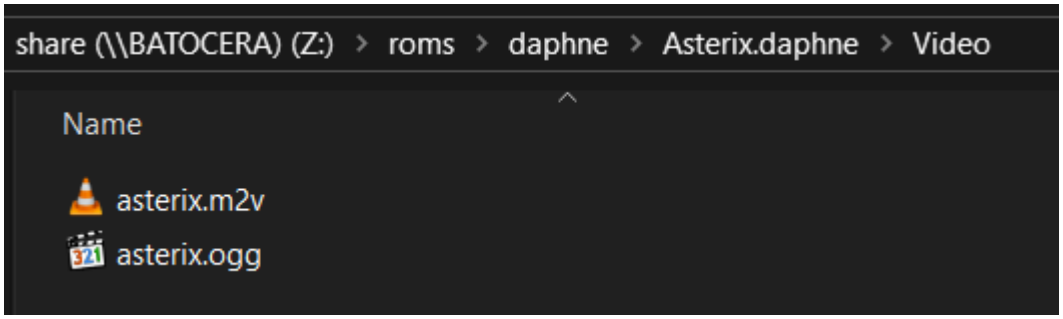
First, navigate to `/00-singe2/` folder. You should find `Asterix` folder there:



Rename the folder `Asterix` to `Asterix.daphne` and copy it into Batocera `/userdata/roms/singe/` along with `Framework` folder.



Upload `asterix.m2v` and `asterix.ogg` files into `Video` folder of the ROM asset (`/userdata/roms/singe/Asterix.daphne/Video/`):



The file structure consists of a directory with the ending `.daphne` (containing video, audio and text files subdivided by folders) in the folder `/roms/`. For example, `Asterix`:

```
roms
|-- singe
|     |
|     |-- Asterix.daphne
|     |     |-- Cfg
|     |     |-- Fonts
|     |     |-- Overlay
|     |     |-- Script
|     |     |-- Sounds
|     |     |-- Video (ROM files go into this folder)
|     |     |     |-- asterix.m2v  (image ROM)
|     |     |     |-- asterix.ogg  (audio ROM)
|     |
|     |-- Framework
```

Simulators

SINGE/Hypseus

SINGE is the most known simulator for video-based games. We use the Hypseus Singe, a fork of the original DAPHNE emulator.

SINGE/Hypseus configuration

Standardized features available to all cores of this emulator: `daphne.videomode`, `daphne.ratio`, `daphne.padtokeyboard`

ES setting name `batocera.conf_key`	**Description ⇒ ES option `key_value`**
Settings that apply to all cores of this emulator	
ES setting name `batocera.conf_key`	**Description ⇒ ES option `key_value`**
Settings that apply to all cores of this emulator	
GRAPHICS API `daphne.gfxbackend`	Choose which graphics API library to use. Vulkan may not work on all hardware. ⇒ OpenGL `OpenGL`, Vulkan `Vulkan`.
ASPECT RATIO `daphne.daphne_ratio`	Not all games support stretching, depending on their video files. ⇒ Original `original`, Stretch `stretch`, Force 4:3 `force_ratio`.
SCREEN ROTATION `daphne.daphne_rotate`	⇒ 0 degrees `0`, 90 degrees `90`, 270 degrees `270`.
SMOOTH GAMES (BILINEAR FILTERING) `daphne.bilinear_filter`	⇒ On `0`, Off `1`.

ES setting name `batocera.conf_key`	Description ⇒ ES option `key_value`
SCANLINES `daphne.daphne_scanlines`	Use with the stretch aspect ratio and adjust joystick sensitivity as required. ⇒ Off `0`, On `1`.
BLEND SPRITES (SINGE) `daphne.blend_sprites`	Restore BLENDMODE outline on Singe sprites. ⇒ Off `0`, On `1`.
OVERLAY SIZE (SINGE) `daphne.overlay_size`	⇒ Standard `0`, HD Gun Games `oversize`, Singe 2 Full `full`, Singe 2 Half `half`.
ABSOLUTE MOUSE INPUT `daphne.abs_mouse_input`	This option is required for some gun games when playing with a mouse. ⇒ Off `0`, On `1`.
INVERT AXIS `daphne.invert_axis`	Invert the vertical joystick axis on flight games. ⇒ Off `0`, On `1`.
JOYSTICK TO CURSOR SENSITIVITY `daphne.singe_joystick_range`	⇒ 5 `5`, 10 `10`, 15 `15`, 20 `20`.
HIDE LIGHT GUN CROSSHAIRS `daphne.singe_crosshair`	Hide crosshairs in supported games e.g. ActionMax. ⇒ Off `0`, On `1`.
SDL TEXTURE ACCESS STREAMING `daphne.daphne_texturestream`	Can improve video performance. Do not use with ActionMax games or scanlines. ⇒ Off `0`, On `1`.
CUSTOM CONTROLLER `daphne.daphne_joy`	Use controller settings manually defined in custom.ini. ⇒ Off `0`, On `1`.

Controls

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

Gamepad	Arcade
SELECT	Input Coin
START	START Player 1
A	Action Button
X	Singe Overlay
D-pad	Stick

Troubleshooting

Further troubleshooting

For further troubleshooting, refer to the generic support pages.

1)

As quoted on their website

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