Socrates

The Socrates is a console developed by VTech. It was released in 1988.

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

Quick reference

- **Accepted ROM formats:** `.bin`, `.zip`, `.7z`
- **Folder:** `/userdata/roms/socrates`

Emulators
libretro: mame
MAME

BIOS

MD5 checksum	Share file path	Description
0efac0c2cc168c0d495e1c4e04ea9f5a	bios/socrates.zip	
99af124aa300ecd44f5dc9d5a2599778	bios/socrates.zip	
7046c2b27f51c9a5d33b4d6103f29acf	bios/socrates.zip	
6878302c362321eeee7e40d285cf7d30	bios/socrates.zip	
31c29c57e3d3e6788ba5817eaaa8b17a	bios/socrates.zip	

ROMs

Place your Socrates ROMs in `/userdata/roms/socrates`.

Software list mode recommended.

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: `socrates.videomode`, `socrates.videomode`, `socrates.ratio`, `socrates.shaderset`, `socrates.smooth`, `socrates.integerscale`, `socrates.bezel`, `socrates.bezel_stretch`, `socrates.hud`, `socrates.bezel.tattoo`, `socrates.bezel.tattoo_corner`, `socrates.bezel.tattoo_file`, `socrates.bezel.resize_tattoo`, `socrates.ai_service_enabled`, `socrates.ai_target_lang`, `socrates.ai_service_url`, `socrates.ai_service_pause`, `socrates.runahead`, `socrates.secondinstance`, `socrates.video_frame_delay_auto`, `socrates.vrr_runloop_enable`, `socrates.video_threaded`

ES setting name `batocera.conf_key`	**Description ⇒ ES option `key_value`**
Settings that apply to all cores of this emulator	
GRAPHICS API `socrates.gfxbackend`	Choose which graphics API library to use. Vulkan may not work for every core. ⇒ OpenGL `gl`, GLCore `glcore`, Vulkan `vulkan`.
AUDIO LATENCY `socrates.audio_latency`	In milliseconds. Can reduce crackling/cutting out. ⇒ 256 256, 192 192, 128 128, 64 64, 32 32, 16 16, 8 8.
ALLOW ROTATION `socrates.video_allow_rotate`	Allow cores to set rotation. ⇒ On `true`, Off `false`.
CONTROLLER TO LIGHTGUN `socrates.lightgun_map`	Map controller inputs to lightgun inputs ⇒ On `true`, Off `false`.

libretro: mame

libretro: mame configuration

Standardized features for this core: `socrates.autosave`, `socrates.netplay`, `socrates.padtokeyboard`

ES setting name `batocera.conf_key`	**Description ⇒ ES option `key_value`**
Settings that apply to all systems this core supports	
OVERCLOCK (UNSTABLE) `global.mame_cpu_overclock`	Enhancement. Reduces system slowdown. Causes issues in some games. ⇒ default `default`, 30 30, 35 35, 40 40, 45 45, 50 50, 55 55, 60 60, 65 65, 70 70, 75 75, 80 80, 85 85, 90 90, 95 95, 100 100, 105 105, 110 110, 115 115, 120 120, 125 125, 130 130, 135 135, 140 140, 145 145, 150 150.

ES setting name `batocera.conf_key`	Description ⇒ ES option `key_value`
RENDERING RESOLUTION `global.mame_altres`	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`, 1280×720 `1280×720`, 1600×800 `1600×800`, 1920×1080 `1920×1080`, 2560×1440 `2560×1440`, 3840×2160 `3840×2160`.
SHARE MAME ARTWORK `global.sharemameart`	Use the same art paths as standalone MAME - not recommended if using decorations or shaders. ⇒ On (Default) `1`, Off `0`.
CROP ARTWORK `global.artworkcrop`	Crop MAME artwork to maximize the game screen and only fill unused space. ⇒ On (Default) `1`, Off `0`.
CUSTOM MAME CONFIG `global.customcfg`	Set system-wide controls via MAME menu ⇒ On `1`, Off `0`.
ALT DPAD MODE `global.altdpad`	If the D-Pad is oriented incorrectly for your controller. ⇒ Off (Default) `0`, DS3 Orientation `1`, X360 Orientation `2`.
Settings specific to socrates	
SOFTWARE LIST `socrates.softList`	Use MAME software lists to identify ROM ⇒ Don't Use (Default) `none`, Video Technology Socrates cartridges `socrates`.
UI KEYS `socrates.enableui`	Toggle with hotkey + D-pad up or Scroll Lock in-game. ⇒ Off at Start `0`, On at Start `1`.
CUSTOM GAME CONFIG `socrates.pergamecfg`	Enable per-game custom configuration via MAME menu. ⇒ On `1`, Off `0`.

MAME

MAME, the Multiple Arcade Machine Emulator, is a multi-purpose emulation framework which facilitates the emulation of vintage hardware and software. Originally targeting vintage arcade machines, MAME now also supports a wide variety of vintage computers, video game consoles and calculators. MAME doesn't use an individual “core” for each system like RetroArch does, instead the ROM itself usually contains the necessary information to accurately emulate it, thus making it specific to the version of MAME it was made for. Overall it's a very complicated subject, we have a guide specific to arcade just for it.

MAME configuration

MAME offers a **Menu** in-game (`[HOTKEY]` +  or `[Tab]` on the keyboard). This can be used to manually adjust inputs or game settings. If you're having issues with a specific game, check the MAMEdev FAQ for that game here. All options can also be edited by opening the `mame.ini` file.

Standardized features available to all versions of this emulator: `socrates.videomode`, `socrates.padtokeyboard`, `socrates.videomode`, `socrates.bezel`,

`socrates.bezel_stretch`, `socrates.hud`, `socrates.bezel.tattoo`, `socrates.bezel.tattoo_corner`, `socrates.bezel.tattoo_file`, `socrates.bezel.resize_tattoo`

ES setting name `batocera.conf_key`	**Description ⇒ ES option `key_value`**
Settings that apply to all versions of this emulator	
VIDEO MODE `socrates.video`	BGFX for post-processing, accel/opengl for raw image. ⇒ BGFX `bgfx`, Accel `accel`, OpenGL `opengl`.
BGFX GRAPHICS API `socrates.bgfxbackend`	Depends on video mode being set to BGFX. Vulkan is better, when supported. ⇒ MAME Detect `automatic`, OpenGL `opengl`, OpenGL ES `gles`, Vulkan `vulkan`.
BGFX VIDEO FILTER `socrates.bgfxshaders`	Apply a post-processing effect. ⇒ Off `None`, Bilinear `default`, CRT Geom `crt-geom`, CRT Geom Deluxe `crt-geom-deluxe`, CRT Geom Deluxe (RGB) `crt-geom-deluxe-rgb`, CRT Geom Deluxe (Composite) `crt-geom-deluxe-composite`, Super Eagle `eagle`, HLSL `hlsl`, HQ2X `hq2x`, HQ3X `hq3x`, HQ4X `hq4x`.
CRT SWITCHRES `socrates.switchres`	Allows the use of switchres profiles if present. ⇒ Off `0`, On `1`.
VERTICAL ROTATION (TATE) `socrates.rotation`	Rotates screen by 90 degrees. Intended for rotating displays. ⇒ Off `None`, Rotate 90 `autoror`, Rotate 270 `autorol`.
ARTWORK CROP `socrates.artworkcrop`	Crop artwork to only unused space, keeping the game as large as possible. ⇒ Off (Default) `0`, On `1`.
ALT DPAD MODE `socrates.altdpad`	If the D-Pad is oriented incorrectly for your controller. ⇒ Off (Default) `0`, DS3 Orientation `1`, X360 Orientation `2`.
CUSTOM MAME CONFIG `socrates.customcfg`	Set system-wide controls via MAME menu ⇒ On `1`, Off `0`.
DATA PLUGIN `socrates.dataplugin`	Make game history, setup instructions, and special moves viewable in the menu ⇒ Enabled `1`, Disabled (Default) `0`.
Settings specific to `socrates`	
SOFTWARE LIST `socrates.softList`	Use MAME software lists to identify ROM ⇒ Don't Use (Default) `none`, Video Technology Socrates cartridges `socrates`.
UI KEYS `socrates.enableui`	Toggle with hotkey + D-pad up or Scroll Lock in-game. ⇒ Off at Start `0`, On at Start `1`.
CUSTOM GAME CONFIG `socrates.pergamecfg`	Enable per-game custom configuration via MAME menu. ⇒ On `1`, Off `0`.

Controls

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

Troubleshooting

Further troubleshooting

For further troubleshooting, refer to the generic support pages.

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