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

Triforce

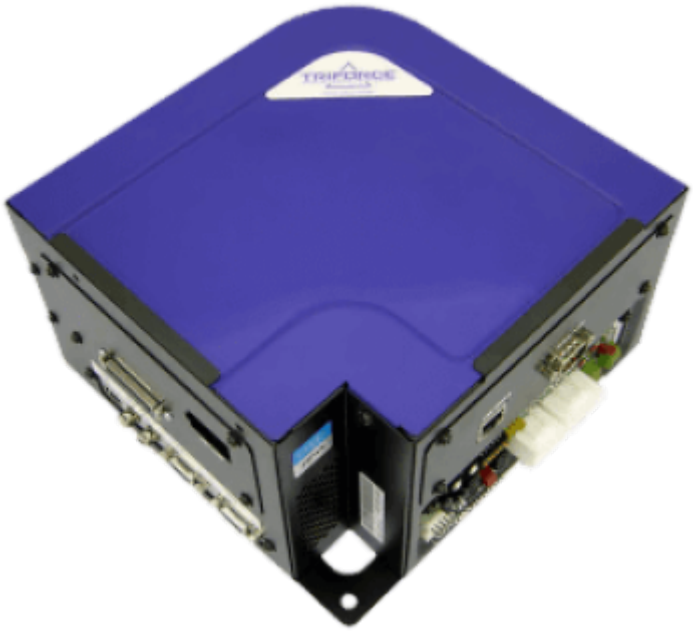
The Triforce is a arcade developed by a collaboration between Namco, Sega, Nintendo. It was released in 2003. Added in Batocera **v34** for only *x86_64*.

The name “Triforce” was used to signify the three separate companies working together to produce the board. Nintendo provided the hardware's motherboard (very similar to the GameCube), Sega provided one of the formats used to store the game data on (GD-ROMs, the same disc format used by the Dreamcast) and all three would help with developing the software.

Since the Triforce system uses much of the same hardware as the GameCube, Dolphin is capable of emulating the system. However, this was only supported by Dolphin's “Triforce” branch, which hasn't been updated in eight years, and likely is never to be integrated into the main branch in the state that it's in. The main Dolphin branch just doesn't support Triforce games as of writing (hence why its wiki says all games are at 1 star compatibility).

Dolphin Triforce's integration into Batocera is still under development, some things won't work as smoothly as they do for regular Dolphin for instance.

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



Quick reference

- **Emulator:** dolphin_triforce

- **Folder:** `/userdata/roms/triforce`
- **Accepted ROM formats:** `.gcm`, `.iso`, `.gcz`, `.ciso`, `.wbfs`, `.elf`, `.dol`, `.m3u`

BIOS

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

ROMs

Place your Triforce ROMs in `/userdata/roms/triforce`.

Triforce emulation is... troubled, to say the least. A specific version of Dolphin is needed to be used, and certain games need certain workarounds in order to run. Luckily, Batocera automates *most* of that, but manual user action is still required for some games.

Game workarounds

Generate MD5 sums.

F-Zero AX (GFZE01)

Verification required.

The arcade dump of the game is not currently possible to emulate successfully. However, the cool thing about F-Zero AX is that is it basically F-Zero GX with certain flags set. In other words, you can just use F-Zero GX with certain flags set to get F-Zero AX, so that's what we'll do.

MD5 sum: `placeholder`

Get the F-Zero GX image and put it into the ROMs folder. That's it, Batocera will automatically load F-Zero GX in AX mode, replicating the arcade mode.

Mario Kart Arcade GP (GGPE01)

MD5 sum: `placeholder`

This game requires a savestate to be loaded in order to boot up. Download `GGPE01.s01` from https://drive.google.com/drive/folders/1skMJtfBgysmkneFWfsML75Aew60XEcOP and place it into your `/userdata/???/` folder. Boot up the game, and press 🔧 Fix Me! on the keyboard to load the state. If desired, press 🔧 Fix Me! to switch the slot in order to create new save states without overwriting the original one.

It is recommended to “buy” a new Mario card, to allow the game to “record” progression and unlock

rewards. Without the game, this cannot happen. However, since we can't actually use the physical magnetic strip card, it is impossible to use its native save system. Instead, save states must be used to maintain progression.

Mario Kart Arcade GP 2 (GGPE02)

MD5 sum: `placeholder`

This game works as expected out of the box. Press Z to add a credit.

Virtua Striker 2002 (GVSJ8P)

MD5 sum: `placeholder`

This game requires a savestate to be loaded in order to boot up. Download `GVSJ8P.s01` from https://drive.google.com/drive/folders/1skMJtfBgysmkneFWfsML75Aew60XEcOP and place it into your `/userdata/???/` folder. Boot up the game, and press 🔧 Fix Me! on the keyboard to load the state. If desired, press 🔧 Fix Me! to switch the slot in order to create new save states without overwriting the original one.

Virtua Striker 4

Todo: instructions

MD5 sum: `placeholder`

Virtua Striker 4:Ver. 2006

Todo: instructions

MD5 sum: `placeholder`

Incompatible games

The following Triforce games cannot be emulated:

- Gekitō Pro Yakyū
- All The Key of Avalon games

Emulators

Dolphin Triforce

Dolphin Triforce configuration

Standardized features available to all cores of this emulator: `triforce.videomode`, `triforce.decoration`, `triforce.padtokeyboard`

ES setting name `batocera.conf_key`	Description ⇒ ES option `key_value`
Settings that apply to all cores of this emulator	
RENDERING RESOLUTION `triforce.internal_resolution`	Enhancement. Increase the rendering resolution. Makes 3D objects clearer. ⇒ 1x native (640×528) 1, 2x 720p (1280×1056) 2, 3x 1080p (1920×1584) 3, 4x 1440p (2560×2112) 4, 5x (3200×2640) 5, 6x 4K (3840×3168) 6, 7x (4480×3696) 7, 8x 5K (5120×4224) 8.
ASPECT RATIO `triforce.dolphin_aspect_ratio`	The final output image, unrelated to the Wii's emulated NAND setting. ⇒ Force 16:9 1, Force 4:3 2, Stretch to window 3.
UBERSHADERS `triforce.ubershaders`	May not work well on all hardware. Hybrid is preferred, where supported. ⇒ No Ubershaders `no_ubershader`, Exclusive Ubershaders `exclusive_ubershader`, Hybrid Ubershaders `hybrid_ubershader`, Skip Drawing `skip_draw`.
PRE-CACHE SHADERS `triforce.wait_for_shaders`	Compile shaders on next launch of game (one time). Reduces micro-freezes. ⇒ Off (default) `0`, On 1.
PERFORMANCE HACKS `triforce.perf_hacks`	Increase emulator performance, at the cost of accuracy/stability. ⇒ Off `0`, On 1.
USE PAD PROFILES `triforce.use_pad_profiles`	Search for custom configured joystick profiles. ⇒ Off `0`, On 1.
ANISOTROPIC FILTERING `triforce.anisotropic_filtering`	Improves clarity of distant textures. ⇒ Off `0`, 2x 1, 4x 2, 8x 3, 16x 4.
DUAL CORE MODE `triforce.dual_core`	Usually not much faster than single core mode. ⇒ Off `0`, On 1.
GPU SYNC `triforce.gpu_sync`	Speed hack for dual core mode to fix some glitches. ⇒ Off `0`, On 1.
ANTI-ALIASING `triforce.antialiasing`	Enhancement. Smooth out jagged edges on 3D object polygons. ⇒ Off `0`, 2x 2, 4x 4, 8x 8.
ANTI-ALIASING MODE `triforce.use_ssaa`	Toggle MSAA/SSAA. Depends on anti-aliasing being enabled. ⇒ MSAA (default) `0`, SSAA 1.

ES setting name `batocera.conf_key`	**Description ⇒ ES option `key_value`**
LOAD CUSTOM TEXTURES `triforce.hires_textures`	⇒ Off `0`, On `1`.
WIDESCREEN HACK (GLITCHY) `triforce.widescreen_hack`	Enhancement. Only works with a 16/9 ratio and bezels disabled. ⇒ Off `0`, On `1`.
MEMORY MANAGEMENT UNIT `triforce.enable_mmu`	Required by some games. ⇒ Off `0`, On `1`.
VSYNC `triforce.vsync`	Fix screen tearing. CPU heavy. ⇒ Off `0`, On `1`.
RUMBLE `triforce.rumble`	⇒ Off `0`, On `1`.

Other settings can be configured from `dolphin-triforce-config` in the Applications menu (`[F1]` on the system list).

Controls

Right now, automatic controller configuration is broken. The default configuration is set up to support standard X-input controllers, but for other types of controllers manual configuration is required.

Triforce games typically have the GameCube's Z button (defaults to `[R1]`) bound to the “extra credit” button, but some may opt to use the `[START]` button instead.

The GameCube's Y button is usually set to resetting the game. This button is unbound by default, but it is possible to set this manually, so just keep that in mind if creating your own mapping.

Dolphin Triforce's mapping can be configured just like Dolphin's regular controller mapping using its config application.

However saving a custom profile isn't required if just making a general mapping for all its supported games. This may change in the future if automatic mapping gets fixed.

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

Troubleshooting

Further troubleshooting

For further troubleshooting, refer to the generic support pages.

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