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

Video Game Music Player

Video game music player is a utility from MAME used to natively playback video game music from their sources. Notably, it is not playing from a recording of the audio but actually emulating the chips used to play the music itself. Certain sound systems can be very CPU intensive, such as the Q-sound audio board.

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

Quick reference

- **Accepted ROM formats:** `.vgm`, `.vgz`, `.zip`, `.7z`
- **Folder:** `/userdata/roms/vgmplay`

Emulators
libretro: mamevirtual
MAME

BIOS

MD5 checksum	Share file path	Description
108b113a596e800a02fece73f784eeb0	bios/qsound.zip	
96c11a92992bdff7f7e9d98a52621e1f	bios/ym2413.zip	
8740932cda05e518a9955f1d08d6786f	bios/ym2608.zip	

ROMs

Place your Video Game Music Player ROMs in `/userdata/roms/vgmplay`. With that said, MAME's file manager can be used to play ROMs from anywhere in the drive.

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

ES setting name `batocera.conf_key`	**Description ⇒ ES option `key_value`**
Settings that apply to all cores of this emulator	
GRAPHICS API `vgmplay.gfxbackend`	Choose which graphics API library to use. Vulkan may not work for every core. ⇒ OpenGL `gl`, GLCore `glcore`, Vulkan `vulkan`.
AUDIO LATENCY `vgmplay.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 `vgmplay.video_allow_rotate`	Allow cores to set rotation. ⇒ On `true`, Off `false`.
CONTROLLER TO LIGHTGUN `vgmplay.lightgun_map`	Map controller inputs to lightgun inputs ⇒ On `true`, Off `false`.

libretro: mamevirtual

libretro: mamevirtual configuration

Standardized features for this core: `vgmplay.autosave`, `vgmplay.netplay`

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 `1`, Off (Default) `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 vgmplay	
SOFTWARE LIST `vgmplay.softList`	Use MAME software lists to identify ROM ⇒ Don't Use (Default) `none`, Video Game Music Files `vgmplay`.
CUSTOM GAME CONFIG `vgmplay.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 has since absorbed the sister-project MESS (Multi Emulator Super System) to support a wide variety of vintage computers, video game consoles and calculators as well. 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. For MESS systems specifically, you might find more information on MESS's wiki. All options can also be edited by opening the `mame.ini` file.

Standardized features available to all versions of this emulator: `vgmplay.videomode`, `vgmplay.padtokeyboard`, `vgmplay.videomode`, `vgmplay.bezel`, `vgmplay.bezel_stretch`, `vgmplay.hud`, `vgmplay.bezel.tattoo`, `vgmplay.bezel.tattoo_corner`,

`vgmplay.bezel.tattoo_file`, `vgmplay.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 `vgmplay.video`	BGFX for post-processing, accel/opengl for raw image. ⇒ BGFX `bgfx`, Accel `accel`, OpenGL `opengl`.
BGFX GRAPHICS API `vgmplay.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 `vgmplay.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 `vgmplay.switchres`	Allows the use of switchres profiles if present. ⇒ Off `0`, On `1`.
VERTICAL ROTATION (TATE) `vgmplay.rotation`	Rotates screen by 90 degrees. Intended for rotating displays. ⇒ Off None, Rotate 90 `autoror`, Rotate 270 `autorol`.
ARTWORK CROP `vgmplay.artworkcrop`	Crop artwork to only unused space, keeping the game as large as possible. ⇒ Off (Default) `0`, On `1`.
ALT DPAD MODE `vgmplay.altdpad`	If the D-Pad is oriented incorrectly for your controller. ⇒ Off (Default) `0`, DS3 Orientation `1`, X360 Orientation `2`.
CUSTOM MAME CONFIG `vgmplay.customcfg`	Set system-wide controls via MAME menu ⇒ On `1`, Off `0`.
DATA PLUGIN `vgmplay.dataplugin`	Make game history, setup instructions, and special moves viewable in the menu ⇒ Enabled `1`, Disabled (Default) `0`.
Settings specific to vgmplay	
SOFTWARE LIST `vgmplay.softList`	Use MAME software lists to identify ROM ⇒ Don't Use (Default) `none`, Video Game Music Files `vgmplay`.
CUSTOM GAME CONFIG `vgmplay.pergamecfg`	Enable per-game custom configuration via MAME menu. ⇒ On `1`, Off `0`.

Controls

Use the File Manager in the MAME menu to change tracks.

Here are the default Video Game Music Player's controls shown on a Batocera RetroPad:

Troubleshooting

Further troubleshooting

For further troubleshooting, refer to the generic support pages.

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

Permanent link:
https://wiki.batocera.org/systems:vgmplay

Last update: **2022/05/29 04:34**