Microsoft Xbox

The Xbox is a sixth-generation console released by Microsoft on November 15, 2001. Known as the DirectXbox during development, it is notable for the specs having similarities to a PC, namely as a result of using familiar components around the x86 architecture. It had a custom Pentium III CPU at 733 MHz with 64 MB of RAM, and a custom Nvidia GPU codenamed NV2A at 233 MHz. The Xbox was often said to be the most powerful console from the sixth generation, and Sega later designed the Chihiro arcade system with the same components. It retailed at $299.99.

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

Quick reference

- **Emulator**: xemu
- **Folder**: /userdata/roms/xbox
- **Accepted ROM formats**: .iso, .squashfs

### BIOS

<table>
<thead>
<tr>
<th>MD5 checksum</th>
<th>Share file path</th>
<th>Description</th>
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<tbody>
<tr>
<td>d49c52a4102f6df7bdf8d0617ac475ed</td>
<td>bios/mcpx_1.0.bin</td>
<td></td>
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<tr>
<td>39cee882148a87f93cb440b99dde3ceb</td>
<td>bios/Complex_4627.bin</td>
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</table>

Fortunately, the original Xbox uses a bog-standard hard-drive that you can just connect to your computer and clone.

1. Unlock your drive
2. Connect it to a computer
3. Use a cloning application like `dd` to clone the entire contents of the drive straight to a file

This file can be used as-is.

*These instructions have been summarised from Xemu's official documentation on it.*

Alternatively, you can use a dummy hard-drive image, though do note that this may have issues with certain games.

If using a dummy image, you can install a custom dashboard into it such as NevolutionX. This is not necessary but may improve the user experience.
**ROMs**

Place your Xbox ROMs in `/userdata/roms/xbox/`.

ISO files must be in the XISO format. You can create it with `extract-xiso` on your PC from an extracted Xbox game directory:

```bash
# Create halo-2.iso in the current directory containing the files within
./halo-2.iso
./extract-xiso -c ./halo-2
```

In case the Github link is down, you can also download an older version of it from the author's Sourceforge page.

You can also just drag and drop the file into `extract-xiso`.

**Emulators**

**xemu**

*xemu* is a free and open-source low-level Xbox emulator continuing much of the work done on XQEMU. It focuses on stability, performance, and ease of use. While still in an early stage it already runs a lot of commercial games.

We use the latest *xemu* release.

**xemu configuration**

Standardized features available to all cores of this emulator: `xbox.videomode`

<table>
<thead>
<tr>
<th>ES setting name</th>
<th>Description =&gt; ES option key_value</th>
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<td>batocera.conf_key</td>
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</table>

Settings that apply to all cores of this emulator

**SCALING MODE** `xbox.scaling`

Choose the scaling mode for the game screen. Set it to stretch if you want to a fullscreen experience, or Widescreen if playing on a 16:9 screen. Will not upscale the resolution.

⇒ Center center, Scale scale, Stretch stretch, Widescreen scale_ws169.
**Controls**

Here are the default Microsoft XBOX's controls shown on a Batocera Retropad:

![Diagram of Xbox controls]

**Troubleshooting**

**My games are all in French!**

Actually this can be any language, but French seems to be *more common*.
It is recommended to properly set your language on your original Xbox and extract the BIOS files again. As long as your Xbox has the correct language set, it will use that language.

It would be weird if you were using a BIOS for another Xbox, wouldn't it?

If for some reason you aren't able to set the language from your Xbox, you can directly edit the EEPROM settings on the hard-drive image using Ernegien's Original Xbox EEPROM Editor. The EEPROM can be found at /userdata/saves/xbox/xemu_eeprom.bin.

**Further troubleshooting**

For further troubleshooting, refer to the [generic support pages](https://wiki.batocera.org/).