Access to Retro User Quick Start Guide

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1. Introduction & Overview

Access to Retro Frontend is a frontend emulation application (not to be confused with web frontend) that allows runs video game console emulators compiled as "virtual consoles". The main focus of Access to Retro is accessibility so that everyone can enjoy retro gaming regardless of their experience with emulation.

This guide is meant as a very short introduction to the frontend program, showing all the main features and explaining all the settings.

2. First Setup
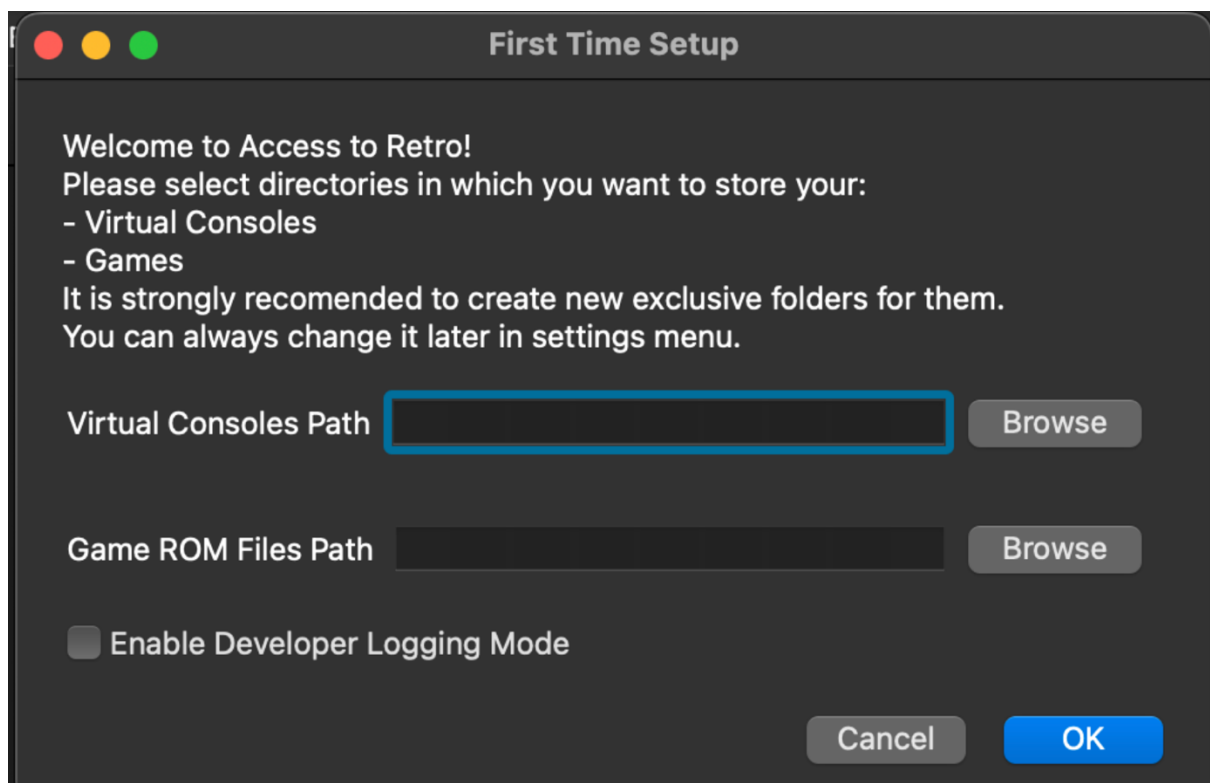
When starting the application for the first time you will need to select two paths, one for virtual consoles and second for games. All virtual consoles/games will be installed to those paths. Unless you are a virtual console developer you should not select "Enable Developer Logging Mode".

After clicking OK you will then be asked to configure your input device, please see the section about input configuration for more information.

3. Input Configuration

The input configuration is unified – this means that you only need to map your device's inputs to the controller presented in the input configuration window, it is up to virtual console developer to then translate that unified controller inputs to the input of emulated device. While this might seem a little big confusing all you have to know, as user, is that you only need to configure input once and all emulators will use that configuration.

To bind a key on your device to a unified controller key you have to click the button next to the name of the unified button and click the button on your device.
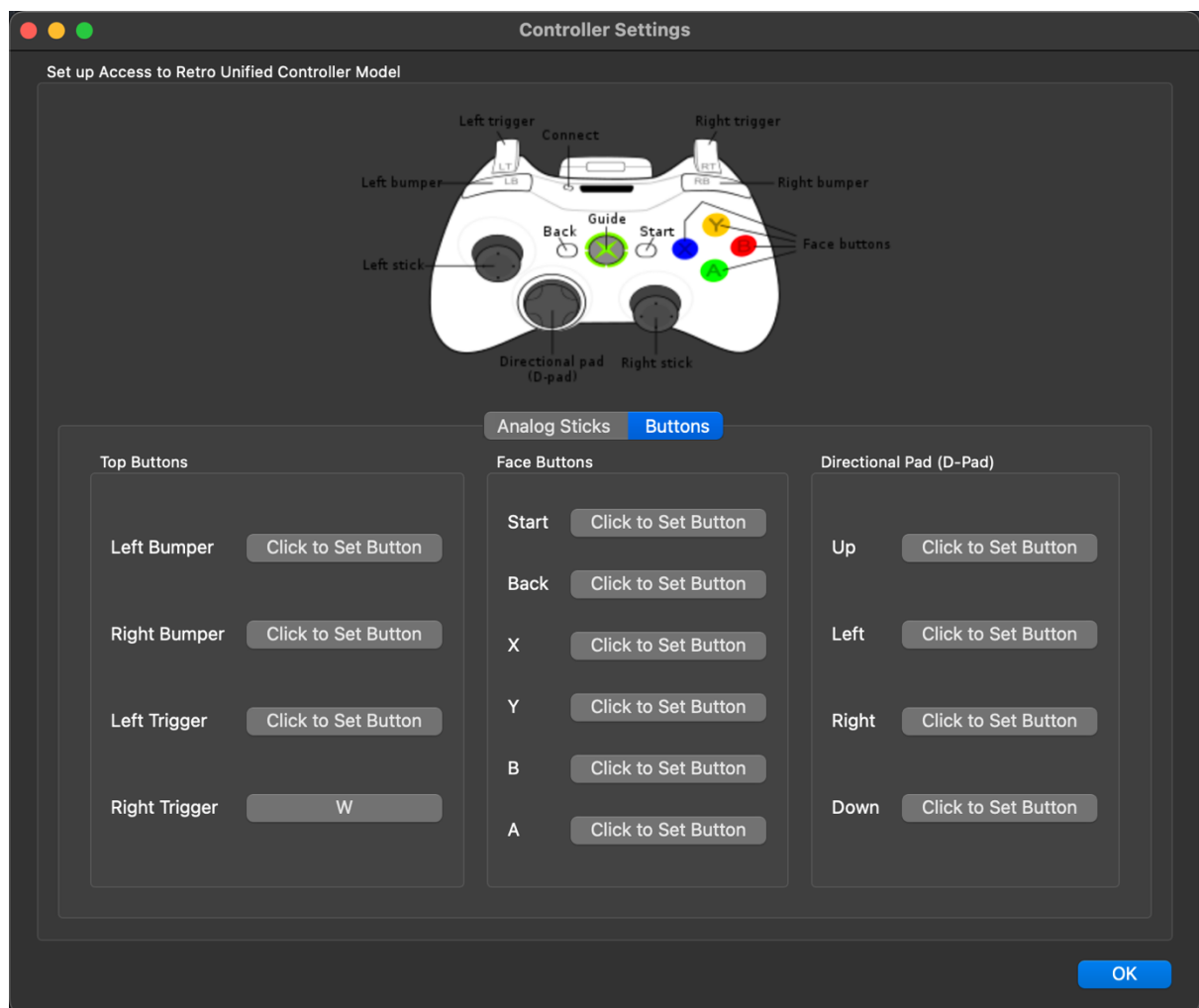
4. Settings

Unless you are an advanced user or a virtual console developer you should only change settings in "General" tab. Here are all the settings explained:
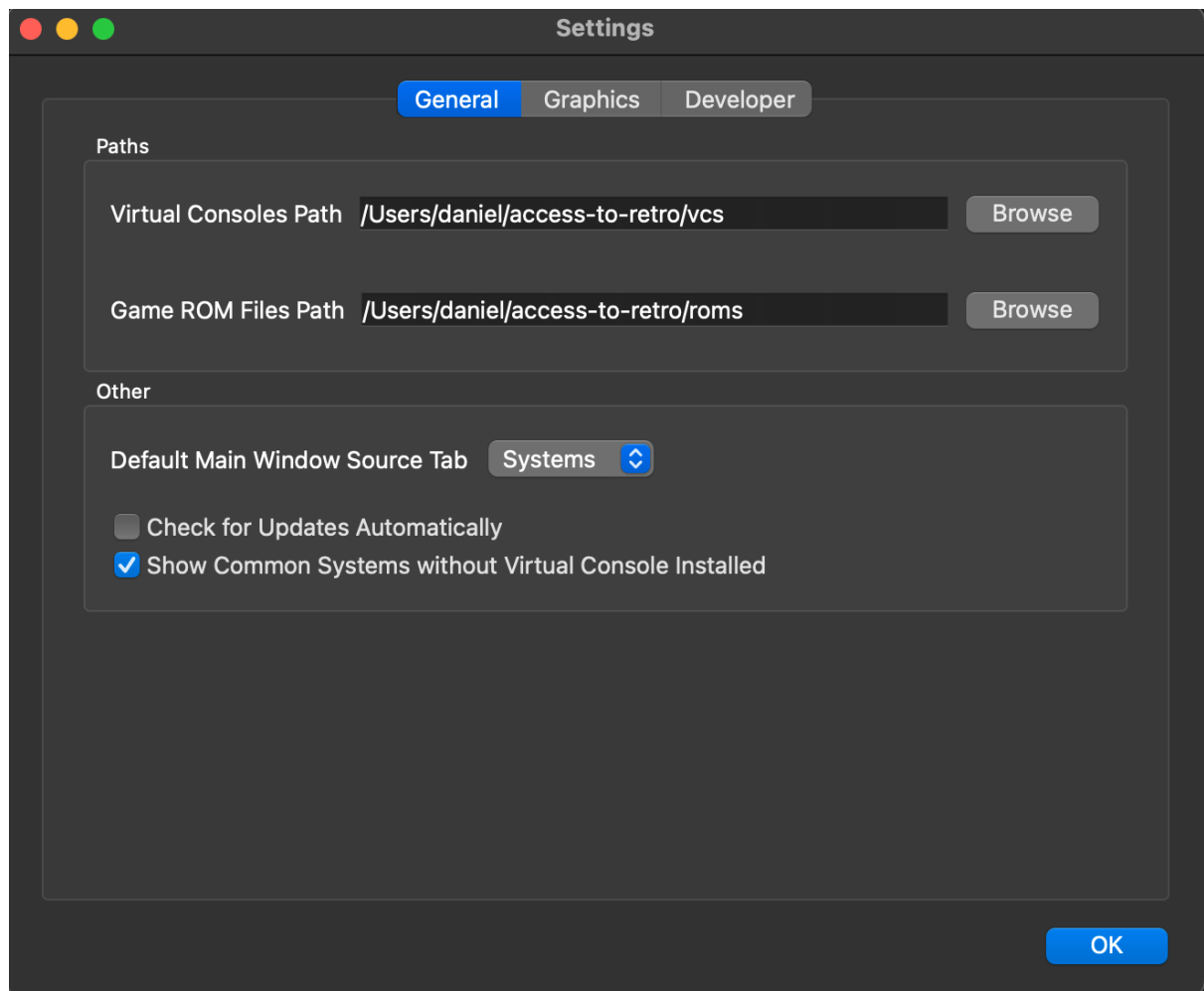
Paths:
- Virtual Console Path: Path to the folder where all the virtual consoles are installed.
- Game ROM Files Path: Path to the folder where all the games are installed.

Others:
- Default Main Window Source Tab: The default tab that will show in the main window when the frontend application is launcher – either systems or games
- Check for Updates Automatically: Check for updates without the need for user to do so manually.
- Show Common Systems without Virtual Console Installed: By default, in the main window systems tab only game systems with a virtual console installed that emulates it are shown, if this is enabled then a lot of standard game systems will show up even if there are no virtual consoles installed for them.
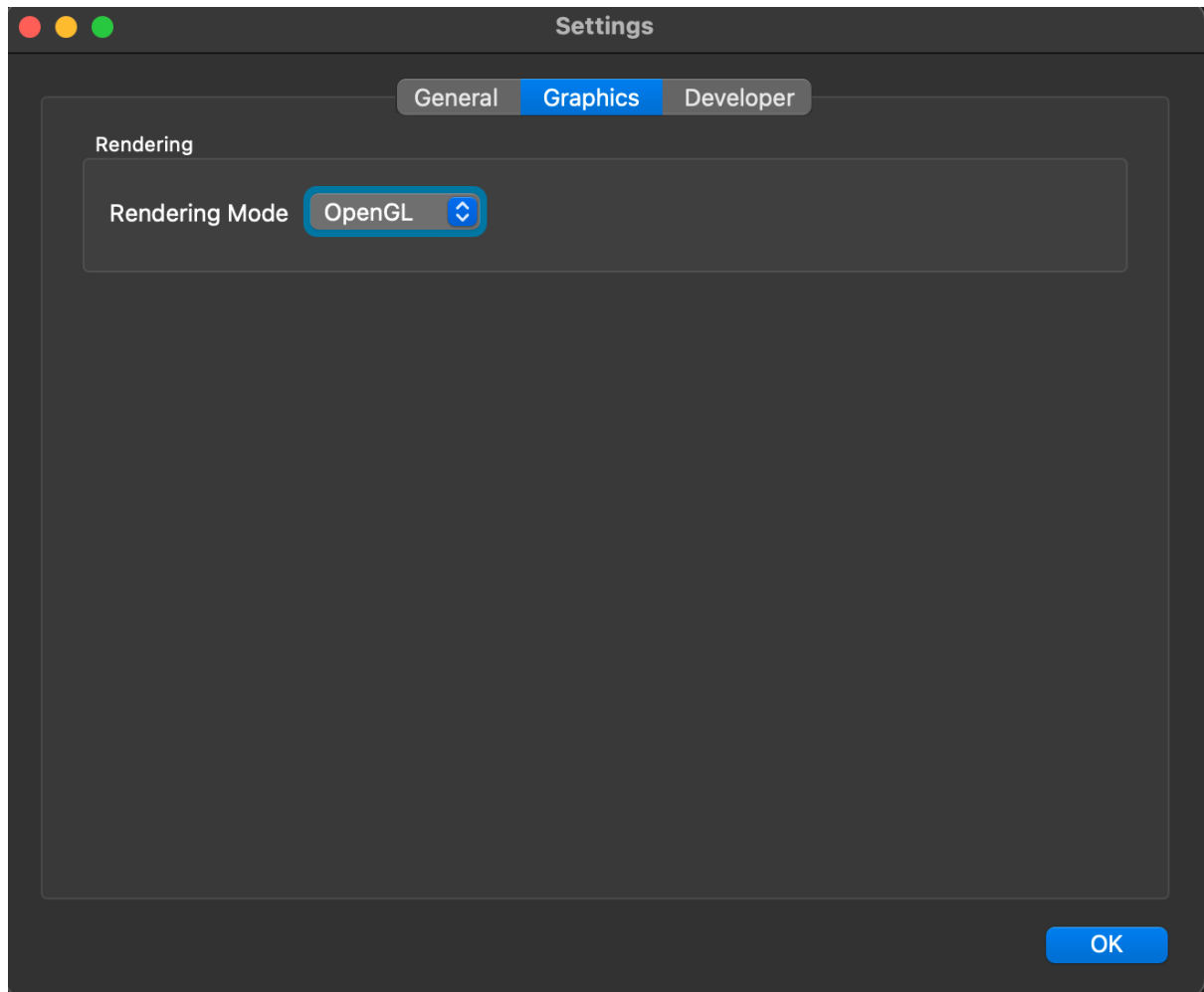
Rendering:
- Rendering Mode: Graphical API/mode that will be used to output graphics (this does not affect the graphical mode used by virtual console developers) – either OpenGL (GPU accelerated) or Software (No GPU acceleration, graphics drawn by CPU). It is strongly recommended to use OpenGL.
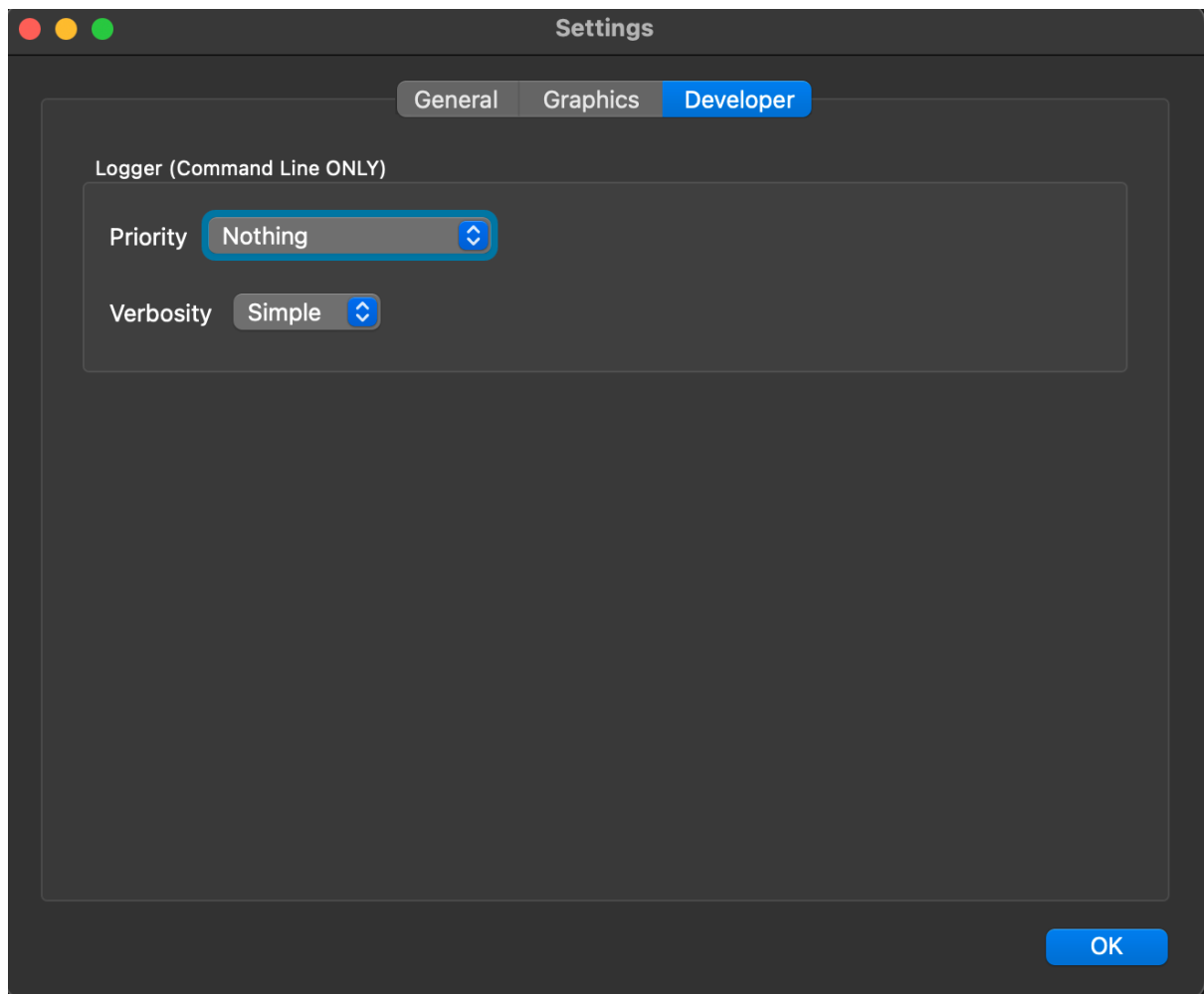
Logger:
- Priority: Minimum priority of messages logged, messages with lower priority than that will be ignored.
- Verbosity: Verbosity of the messages that are logged.

5. Game & Virtual Console Manager/Installation

There are two methods of installing virtual consoles and games:
- You can move the game/virtual console files to the directories specified in the first-time setup or settings.
- You can use the built-in manager.

The user of built-in manager is recommended for beginners, you can start it from the main window of the application.
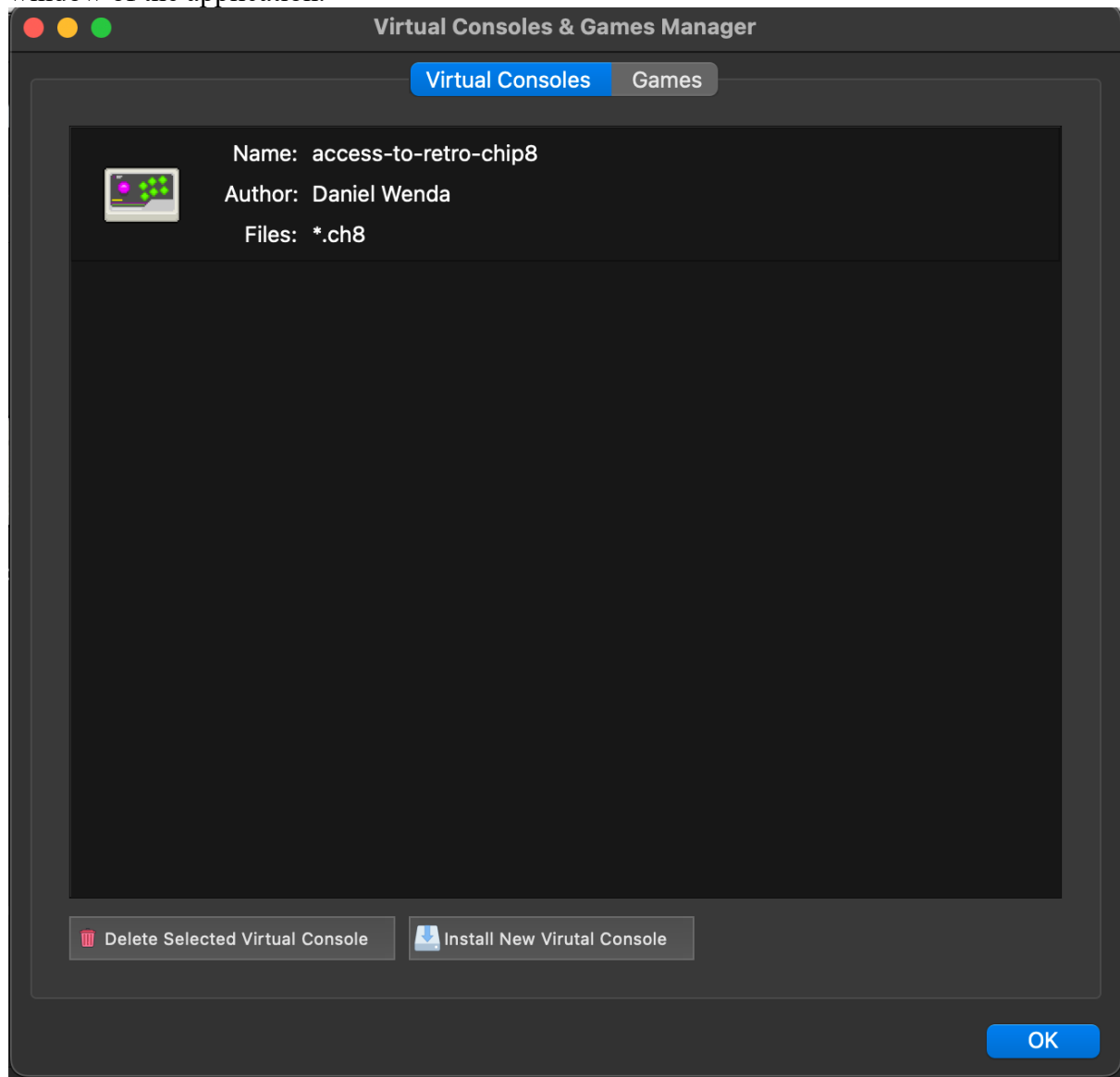
You can select a virtual console/game and click "Delete Selected Virtual Console/Game" to delete it, or you can click "Install New Virtual Console/Game" to copy a file that you will select to the previously mentioned directory. This is usually much faster than copying them manually.