RETROLAUNCHER

What is RETROLauncher?

RETROLauncher is a launcher with a graphical environment for retro games, created entirely in Lua under the Enceladus development environment, in conjunction with Retroarch, POPStarter and Neutrino for the execution of the games.

The main objective of creating this program is to provide a friendly, attractive and customizable graphical environment to manage ROMS libraries on the PS2. In addition to being able to have all those libraries in one place and with easy access.

RETROLauncher seeks to avoid complex configurations, so the configurations are reduced to the minimum possible, just place the ROM and play, however, all the configurations are completely editable if an advanced user wishes to modify them, they are still there.

What do I need to run RETROLauncher?

RETROLauncher is capable of running without any ROMs/ISOs, and will even run if cores or ".ELF" files are found missing. We will be warned if there are any problems finding these files before running games. However, certain guidelines are required for proper execution of RETROLauncher.

Requirements for correct execution of RETROLauncher:
+ Place the "RETROLauncher" folder in the root of the USB, it works in other directories, but it is recommended that it be in the root because Retroarch will continue saving in the root, if you place RETROLauncher in another folder delete all Retroarch configurations under the name of "retroarch.cfg" and "retroarch-salamander.cfg".
+ If you are going to run RETROLauncher on a USB flash drive with "exFAT" format, make sure you have the corresponding drivers on the PS2 Memory Card.
+ For POPStarter (PS1) you must have the POPS folder in the root of the USB, as well as the binaries necessary for it to run ("IOPRP252.IMG" and "POPS_IOX.PAK" respect name and capitalization), the binaries are not included with RETROLauncher for legal reasons. POPStarter is only found in the RETROLauncher files.
+ It is mandatory that when running RETROLauncher there are not two USB sticks connected simultaneously to the PS2 USB ports. If RETROLauncher detects the existence of multiple memories in the USB ports, the program will not start and will force it to restart, as well as if the USB memory is in the second USB port. This is to avoid known issues in RETROLauncher when executing and manipulating directories.
+ To run DVD from the reader it is necessary that the disc be placed before running RETROLauncher or it can be placed after, in the latter case update the list so that the DVD is listed in the APPS section (once listed it is necessary to restart to be able to load another DVD).

Warning: **RETROLauncher manipulates directories, reads, writes and deletes RETROLauncher's own data (files), and although tests have been carried out, it is recommended that it not be used together with important data. It is also very important that you verify the source from which RETROLauncher downloads since being open source, the code can be manipulated to make it malicious.**
THE RESPONSIBILITY FOR THE USE OF RETROLauncher IS AT YOUR OWN COUNT, TRY TO BACK UP YOUR DATA BEFORE USING RETROLauncher AND DOWNLOAD THE PROGRAM FROM RELIABLE SOURCES.

What games can I launch with RETROLauncher?

RETROLauncher uses different versions of Retroarch, as well as POPStarter and Neutrino. Therefore, the games and compatibility are limited to the different cores and emulators used, **RETROLauncher is not an emulator but a launcher, it does not improve compatibility with the games, it only launches them.**

List of Emulators/Cores included in RETROLauncher:

+ Atari 2600 (Not compatible with "exFAT")
Core Retroarch: "stella2014_libretro_ps2.elf" (supports saving state)
Version: Retroarch - Version 1.9.14

+ Neo Geo Pocket
Core Retroarch: "race_libretro_ps2.elf"
Version: Retroarch - Version 1.14.0

+ Nintendo Famicom (hold circle when selecting game, to run alternative Core)
Core Retroarch: "fceumm_libretro_ps2.elf" (supports saving state)
Version: Retroarch - Version 1.19.1
Alternative Core Retroarch: "quicknes_libretro_ps2.elf" (supports saving state)
Versión: Retroarch - Version 1.19.0

+ Nintendo Game Boy (hold circle when selecting game, to run alternative Core)
Core Retroarch: "gambatte_libretro_ps2.elf" (supports saving state)
Version: Retroarch - Version 1.15.0
Alternative Core Retroarch: "tgbdual_libretro_ps2.elf" (supports saving state)
Versión: Retroarch - Version 1.19.1

+ Nintendo Game Boy Color (hold circle when selecting game, to run alternative Core)
Core Retroarch: "gambatte_libretro_ps2.elf" (supports saving state)
Version: Retroarch - Version 1.15.0
Alternative Core Retroarch: "tgbdual_libretro_ps2.elf" (supports saving state)
Versión: Retroarch - Version 1.19.1

+ Nintendo Game Boy Advance (High loading times)
Core Retroarch: "gpsp_libretro_ps2.elf" (supports saving state)
Version: Retroarch - Version 1.15.0
Important Note: For better compatibility with games place the GBA BIOS in the following directory, Retroarch will find it automatically.
Directory: "USB:/RETROLauncher/System/RetroarchPS2/Nintendo Game Boy Advance/retroarch/system/"
BIOS name: "gba_bios.bin"
It should look like this:
"USB:/RETROLauncher/System/RetroarchPS2/Nintendo Game Boy Advance/retroarch/system/gba_bios.bin"

+ Nintendo Super Famicom
Core Retroarch: "snes9x2002_libretro_ps2.elf" (supports saving state)
Version: Retroarch - Version 1.17.0

+ PlayStation 1 (Requires drivers for exFAT)
POPStarter: "POPSTARTER.ELF"
Version: POPSTARTER - Version 13

+ PlayStation 2
Neutrino: "Neutrino.elf"
Version: Neutrino – Version 1.3.1

+ Sega Game Gear
Core Retroarch: "picodrive_libretro_ps2.elf" (supports saving state)
Version: Retroarch - Version 1.15.0

+ Sega Master System
Core Retroarch: "picodrive_libretro_ps2.elf" (supports saving state)
Version: Retroarch - Version 1.15.0

+ Sega Megadrive (hold circle when selecting game, to run alternative Core)
Core Retroarch: "picodrive_libretro_ps2.elf" (supports saving state)
Versión: Retroarch - Version 1.19.1
Alternative Core Retroarch: "picodrive_libretro_ps2_alt.elf" (better performance / error when using save states)
Versión: Retroarch - Version 1.15.0

+ Sega SG-1000
Core Retroarch: "picodrive_libretro_ps2.elf" (supports saving state)
Version: Retroarch - Version 1.15.0

+ Applications ELF
Enceladus: "Enceladus.elf"
Version: Enceladus - Released 10/02/2024


How do I use RETROLauncher?

When RETROLauncher starts it will automatically list the games found in the "Roms" folders, just select an item from the list and the game will run.
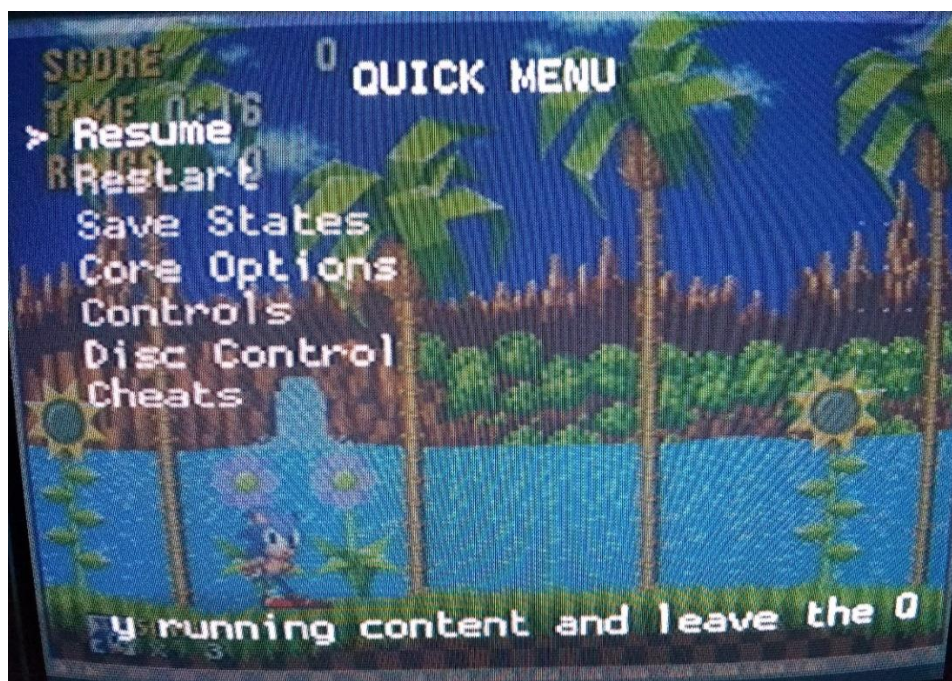
RETROLauncher Controls:
+ To move in the menu, use the Directional Pad, "Up" and "Down" for slow movement, "left" and "right" for fast movement.
+ With the "L2" and "R2" buttons you can jump through the list (10 title jump).
+ To see the number of games found press and hold "Circle".
+ To run the game you must press "X".
+ To run the games with alternative Cores, hold "Circle" while pressing "X".
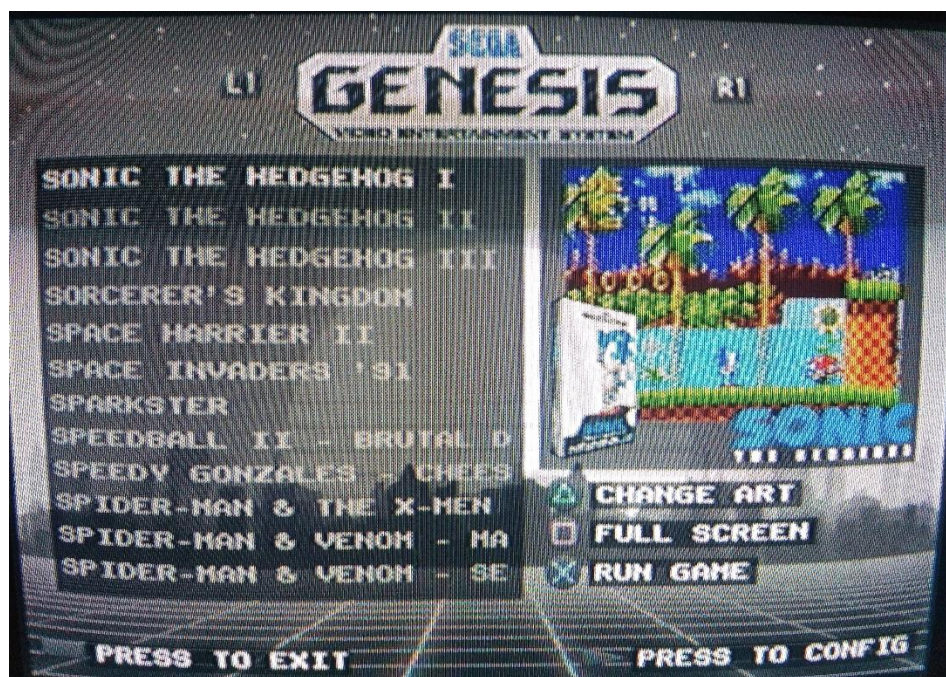
+ To change systems you must press "L1" or "R1".

+ To update the current system list you must press "R3" (games can be hot added to the USB memory).

+ To restart RETROLauncher you must press "L3".

+ To configure the RETROLauncher options, press "Start".

+ To exit RETROLauncher press "Select".
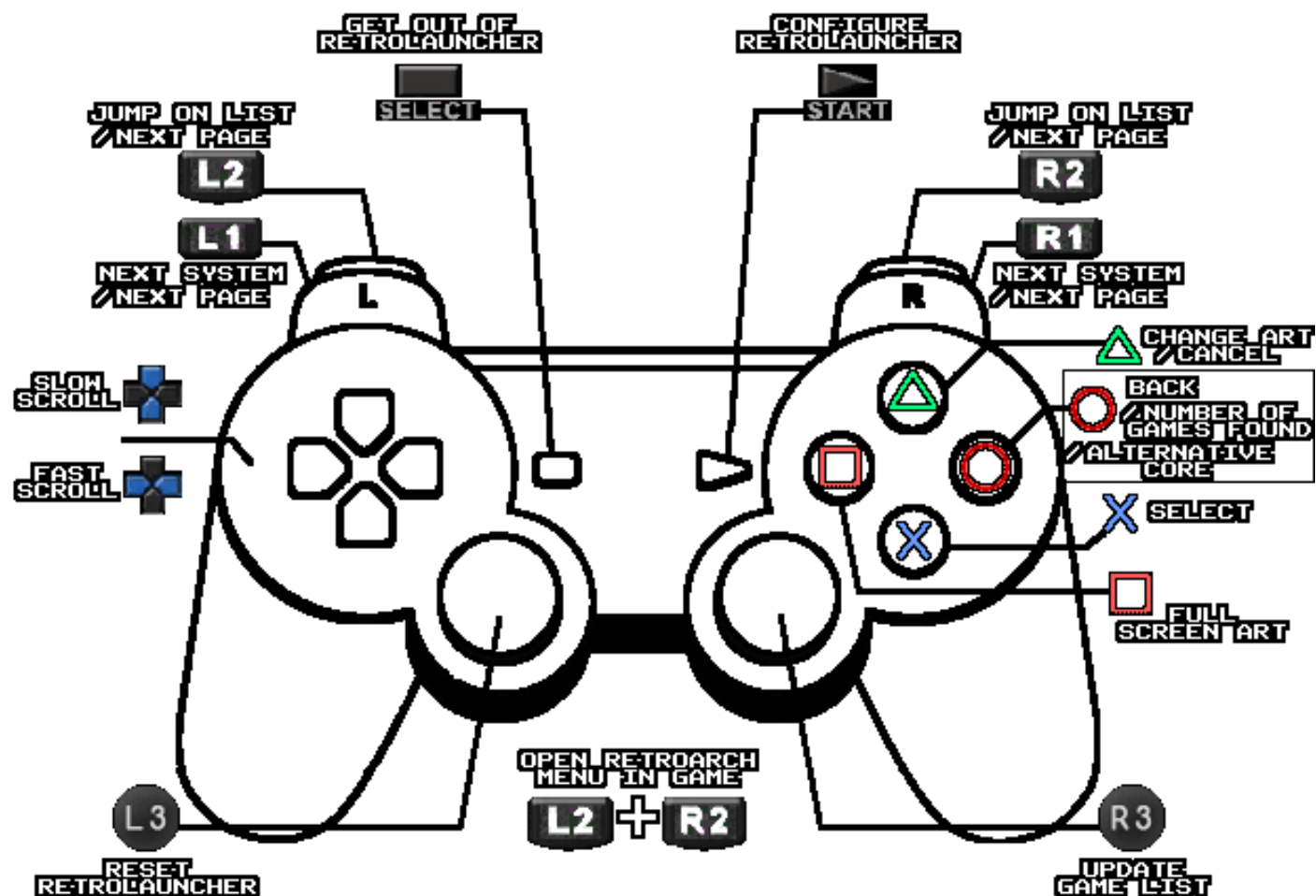
+ In the case of Retroarch, once the game has started, pressing the L2 + R2 combination will open the Retroarch menu (if you modify core options, save the options and restart Retroarch, do not resume the game).

+ Once in the Retroarch menu, pressing "Circle" will return to the main Retroarch menu where we can configure the video as well as restart Retroarch. By pressing "X" on "Restart RetroArch" we will return to the RETROLauncher menu, each time a game RETROLauncher will save that executed game so that when you restart you remain in the last game launched.

Note 1: In the case of games run with POPStarter or Neutrino, it will not return to the RETROLaucher menu unless indicated in external applications such as "Free MCBoot".
Note 2: All systems save the last game run with the exception of the "APPS" system, which does not save the last application run for the reason that the list of APPS is not ordered alphabetically, so their positions may vary for each restart of RETROLauncher, generating conflicts.

How do I add Games?

To add games to RETROLauncher, simply copy the ROMs/ISOs into the directories corresponding to each Emulator/Core, respecting the extensions of each file.

Location of supported ROM paths and extensions:

Roms Atari 2600:
+ Directory: "USB:/RETROLauncher/Roms/Roms Atari 2600/"
+ Supported extensions: ".a26" ".bin" ".zip"
Example: "USB:/RETROLauncher/Roms/Roms Atari 2600/Game.a26"

Roms Neo Geo Pocket:
+ Directory: "USB:/RETROLauncher/Roms/Roms Neo Geo Pocket/"
+ Supported extensions: ".ngc" ".ngp" ".zip"
Example: "USB:/RETROLauncher/Roms/Roms Neo Geo Pocket/Game.ngc"

Roms Nintendo Famicom:
+ Directory: "USB:/RETROLauncher/Roms/Roms Nintendo Famicom/"
+ Supported extensions: ".nes" ".fds" ".unf" ".zip"
Example: "USB:/RETROLauncher/Roms/Roms Nintendo Famicom/Game.nes"

Roms Nintendo Game Boy:
+ Directory: "USB:/RETROLauncher/Roms/Roms Nintendo Game Boy/"
+ Supported extensions: ".gb" ".zip"
Example: "USB:/RETROLauncher/Roms/Roms Nintendo Game Boy/Game.gb"

Roms Nintendo Game Boy Color:
+ Directory: "USB:/RETROLauncher/Roms/Roms Nintendo Game Boy Color/"
+ Supported extensions: ".gbc" ".zip"
Example: "USB:/RETROLauncher/Roms/Roms Nintendo Game Boy Color/Game.gbc"

Roms Nintendo Game Boy Advance:
+ Directory: "USB:/RETROLauncher/Roms/Roms Nintendo Game Boy Advance/"
+ Supported extensions: ".gba" ".bin"
Example: "USB:/RETROLauncher/Roms/Roms Nintendo Game Boy Advance/Game.gba"

Roms Nintendo Super Famicom:
+ Directory: "USB:/RETROLauncher/Roms/Roms Nintendo Super Famicom/"
+ Supported extensions: ".smc" ".sfc" ".zip"
Example: "USB:/RETROLauncher/Roms/Roms Nintendo Super Famicom/Game.smc"

VCDs Play Station 1:
+ Directory: "USB:/POPS/"
+ Supported extensions: ".vcd"
Example: "USB:/POPS / Game.vcd"

ISOs Play Station 2:
+ Directory 1: "USB:/RETROLauncher/Roms/ISOs Play Station 2/"
+ Directory 2: "USB:/DVD/"
+ Directory 2: "USB:/CD/"
+ Supported extensions: ".iso"
Example 1: "USB:/RETROLauncher/Roms/ISOs Play Station 2/Game.iso"
Example 2: "USB:/DVD/Game.iso"
Example 2: "USB:/CD/Game.iso"

Roms Sega Game Gear:
+ Directory: "USB:/RETROLauncher/Roms/Roms Sega Game Gear/"
+ Supported extensions: ".gg" ".zip"
Example: "USB:/RETROLauncher/Roms/Roms Sega Game Gear/Game.gg"

Roms Sega Master System:
+ Directory: "USB:/RETROLauncher/Roms/Roms Sega Master System/"
+ Supported extensions: ".sms" ".zip"
Example: "USB:/RETROLauncher/Roms/Roms Sega Master System/Game.sms"

Roms Sega Megadrive:
+ Directory: "USB:/RETROLauncher/Roms/Roms Sega Megadrive/"
+ Supported extensions: ".bin" ".gen" ".smd" ".md" ".zip"

Example: "USB:/RETROLauncher/Roms/Roms Sega Megadrive/Game.bin"

Roms Sega SG-1000:
+ Directory: "USB:/RETROLauncher/Roms/Roms Sega SG-1000/"
+ Supported extensions: ".sg" ".zip"
Example: "USB:/RETROLauncher/Roms/Roms Sega SG-1000/Game.sg"

ELFs APPS:
+ Directory 1: "MC0:/APPS/"
+ Directory 2: "MC1:/APPS/"
+ Directory 3: "USB:/APPS/"
+ Directory 4: "USB:/RETROLauncher/Roms/APPS/"
+ Directory 5: "CD:/" "DVD:/"
+ Directory 6: Any application installed on the MC or USB root via SAS (Save APP System).
+ Supported extensions: ".elf"
 Example 1: "USB:/RETROLauncher/Roms/APPS/Application.elf"
 Example 2: "USB:/APPS/Application.elf"
Note 1: RETROLauncher will search in the root of the directories indicated above and also in a sublevel of them. This means that if I place the application inside a folder in those directories, RETROLauncher will also find it and list it.
        Example 1: "USB:/RETROLauncher/Roms/APPS/Sub Directory/Application.elf"
        Example 2: "USB:/APPS/New Directory/Application.elf"
        Example 3: "MC0:/APPS/Sub Directory/Application.elf"
Note 2: RETROLauncher will search the root of the CD/DVD for a PS2 executable. This means that if I place a Play Station 2 CD/DVD in the tray, RETROLauncher will also find it and list it. (It will only list it once, if you change the disc once a DVD has been listed, it will not be updated and RETROLauncher will need to be restarted). In the case of PS2 games, it will show the game ID, if the ID is found in the dictionary, it will be translated (if you want to add games to the dictionary, edit "USB:/RETROLauncher/System/Respaldo/PS2_IDs.cfg").

How do I configure RETROLauncher?

To configure RETROLauncher on the home screen we must press "START" and we will access the menu. Some of the settings will take effect immediately but others require saving. If the changes are not saved, they will be lost upon reboot. Configurations that require the specific loading of a file will be reset to their default configuration, in case the files are not found after restart.

Menu settings in RETROLauncher:

Page Change:

To switch between configuration pages you must press any of the 4 shoulder buttons (L1, L2, R1, R2).

RGB Effect (PAGE 1):

This setting is responsible for turning the backlight changing effect on and off. If it is deactivated, the colors will be fixed and do not vary in tone.
Note: Requires settings to be saved to apply.

Color in Backgrounds (PAGE 1):

This setting is responsible for activating and deactivating the color layer that is applied to the background. If you deactivate the background it will be seen in its original color.

Note 1: If this option is deactivated, the "RGB Effect" option will also automatically be deactivated.
Note 2: Requires settings to be saved to apply.

Fixed Color in Backgrounds (PAGE 1):

This configuration is responsible for setting a certain color in all menus. Both the background and the text of all menus will be set to the configured color.

The RED, GREEN and BLUE options correspond to the color you want to set, the image in the center shows the effects on the default images and the text will automatically change to the color that is being configured in order to know how the color will look when is applied. The values are changed by hovering over the color and pressing the Pad "Right" or "Left".

Note 1: If this option is activated and the "Color in Backgrounds" option is deactivated, the configured color will only be applied to the menu texts, leaving the background in its original color.
Note 2: If this option is activated, the "RGB Effect" option will also be automatically deactivated.
Note 3: If there is no background with a mask, the color will be applied to the wallpaper.
Note 4: Requires settings to be saved to apply.

List Style (PAGE 1):

This configuration is responsible for changing the different styles available to display the game lists. These styles are pre-configured but you can add more or modify the existing ones by editing the code.
Note: Requires settings to be saved to apply.

Activate Systems (PAGE 1):

This configuration is responsible for activating and deactivating the different systems. If any system is deactivated, it will not appear in the RETROLauncher menu and when changing systems it will automatically go to the next activated one.

Note 1: It is mandatory that at least one system is activated; if all of them are deactivated, the first one will automatically be activated.
Note 2: The "Super Famicom", "APPS" and "Play Station 2" systems are disabled by default, the reason is that these systems were added but their performance or functionality is limited, this means that they work but not as fine as they would. in other specific applications (it is recommended to use other standalone applications such as SNESticle/Snes Station/OPL/Neutrino PS2/XMB Launcher).
Note 3: Requires settings to be saved to apply.

Save Settings (PAGE 1):

– SAVE SETTINGS –

To save the configuration, simply hover over this option and press "X" (the configurations made on both pages will be saved).

Page Change:

L1 PAGE 2 R1

To switch between configuration pages you must press any of the 4 shoulder buttons (L1, L2, R1, R2).

Font Type (PAGE 2):

FONT TYPE   1

This setting is responsible for switching between the different available text fonts.
Note 1: The text sources found will not be represented with their name, they will only receive a number in the order in which they were found.
Note 2: Requires settings to be saved to apply.

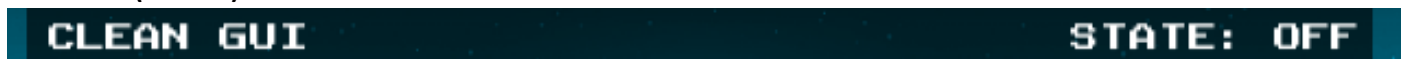**Change the background (PAGE 2):**

CHANGE THE BACKGROUND   1

This setting is responsible for switching between the different available wallpapers.
Note 1: The wallpapers found will not be represented with their name, they will only receive a number in the order they were found.
Note 2: Requires settings to be saved to apply.

Clean GUI (PAGE 2):

CLEAN GUI   STATE: OFF

This setting is responsible for showing or hiding the on-screen navigation buttons as well as the text that accompanies them.
Note: Requires settings to be saved to apply.

Force Garbage Collection (PAGE 2):

FORCE GARBAGE COLLECTION   STATE: ON

This configuration allows you to force garbage collection in the program code. By default, it is activated so that the program is more stable in performance. If it is deactivated, performance can improve but with a lot of instability.
Note: Requires settings to be saved to apply (restarting the program is also recommended).

Custom APP/ELF Output (PAGE 2):

CUSTOM APP/ELF OUTPUT   DEFAULT
PS2 SYSTEM MENU

This configuration is responsible for changing the default output of RETROLauncher for a custom ".ELF" application.
Note 1: Clicking on the "Custom APP/ELF Output" option changes the device where ".ELF" will be searched. The search options are:

+ "Default" for default output to PS2 system.
+ "mc0:/" for the first memory card.
+ "mc1:/" for the second memory card.
+ "mass:/" for USB memory.

Note 2: Clicking on the option below will open an explorer to search for the ".ELF" application on the selected device. Once in the explorer, with "X" you open the directories and select the application, with "Circle" you return to the previous directory, and with "Triangle" you cancel the search. The explorer will only show folders and applications with the ".ELF" extension. If no folder or application is found, a message will appear indicating that there are no compatible files. If everything is correct you will see the selected application in the configuration menu.

Note 3: If the selected application is not found when loading the configuration, it will return to the default output.
Note 4: Requires settings to be saved to apply (restarting the program is also recommended).

See full route In the APPS menu (PAGE 2):

SEE FULL ROUTE IN THE APPS MENU   **STATE: OFF**

This configuration allows you to show the full path in the application menu, it is very useful when you have several applications with the same name in subfolders or on different devices.
Note: Requires settings to be saved to apply.

Sound in the menu (PAGE 2):

SOUND IN THE MENU   **STATE: OFF**
SOUND VOLUME   **65**

This setting turns sound effects on and off in the RETROLauncher menu. When active, the "Sound Volume" option below controls the volume of the sound effects.
Note 1: To modify the volume, click on the "Sound Volume" option and press the Pad direction keys ("Left" or "Right").
Note 2: If sounds are not found and the option is active, playback of that sound will be skipped.
Note 3: Requires settings to be saved to apply.

Screenshot as background (PAGE 2):

SCREENSHOT AS BACKGROUND   **STATE: OFF**

This setting allows screenshots of each game to be displayed as wallpaper in each system menu, when the game is selected.
Note: Requires settings to be saved to apply.

Scanlines on the menu (PAGE 2):

SCANLINES ON THE MENU   **STATE: OFF**

This setting activates a scanlines effect on the RETROLauncher menu.
Note 1: The effect is a ".png" image on the menu, this image can be changed by others to achieve different scanline effects (USB:/RETROLauncher/System/Medios/Default/SCANLINES.png).
Note 2: Requires settings to be saved to apply.

Vibration in menu (PAGE 2):

VIBRATION IN MENU   **STATE: OFF**

This setting activates a vibration effect in the RETROLauncher menu.
Note 1: Sometimes the vibration effect stays stuck, just execute another movement to correct it.
Note 2: Requires settings to be saved to apply.

Extra directories (PAGE 2):

EXTRA DIRECTORIES   **STATE: ON**

This setting enables or disables searches in extra system directories. These directories are directories where Applications or PS2 ISOs are usually added. It is very useful for when you do not want to move the applications or ISOs to the internal directory of RETROLauncher (By default it is activated).
Directories that are added to the search when this option is activated:
+ "MC0:/APPS/" - For APPS.
+ "MC1:/APPS/" - For APPS.
+ "USB:/APPS/" - For APPS.
+ "DVD:/" – For APPS.
+ Applications installed by SAS (Save APP System). For APPS system.
+ "USB:/DVD/" - For Play Station 2.
+ "USB:/CD/" - For Play Station 2.

Note 1: If it is disabled, it will only list the applications and ISOs found within the RETROLauncher "Roms" directory.

Note 2: Requires settings to be saved to apply.

Reset all settings (PAGE 2):

This option restores all RETROLauncher settings to default, in addition to restoring Retroarch settings.

Note 1: There is the option to clear Retroarch saved games when running games with internal memory. This option is activated by pressing "R1" when it asks if we want to reset the options. Be careful because this option will delete the saves from all systems (it is recommended that you manually delete the games).
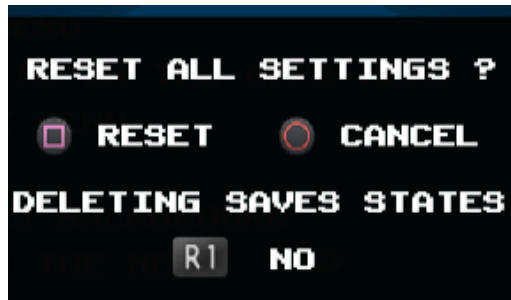
Note 2: Once the restoration has started, do not turn off or restart the console, wait for it to finish.

Credits (PAGE 2):

This option shows the credits of all the applications and media behind RETROLauncher.

Note 2: If you press "Triangle" the credits are skipped.

Save Settings (PAGE 2):

To save the configuration, simply hover over this option and press "X" (the configurations made on both pages will be saved).

Note: Do not disconnect the USB flash drive before or during saving because you will get an error. When the game list is visible the save will be complete (should be immediate).

How do I add covers and screenshots?

To add images to the games listed in RETROLauncher, just copy the images to the directories corresponding to each Emulator/Core, respecting the names of each file and the necessary requirements.

Image requirements:

+ It must be an image in ".png" format

+ The image must have a transparency mask otherwise it will not be shown.

+ The name of the image must be the same as the ROM/APPS, respecting upper and lower case.

      Example: If the ROMS is called "GamEs.nes" the image must be called "GamEs.png".

+ It is recommended to use resolutions lower than 420x320 (they can be higher although it affects performance).

+ It is recommended to use ".png" images in 8-bit, 256-color format (It greatly improves performance).

+ The lighter the image, the smoother the system will run (recommended below 50 KB).

+ The image must be in the directory corresponding to the ROM emulator.

      Example:

      Game: "USB:/RETROLauncher/Roms/Roms Sega Megadrive/Example.bin"

      Cover: "USB:/RETROLauncher/Multimedia/Covers/Covers Sega Megadrive/Example.png"

      Screenshots: "USB:/RETROLauncher/Multimedia/Screenshots/Screenshots Sega Megadrive/Example.png"

Image directories:

Atari 2600:
Cover: "USB:/RETROLauncher/Multimedia/Covers/Covers Atari 2600/"
Screenshots: "USB:/RETROLauncher/Multimedia/Screenshots/Screenshots Atari 2600/"

Neo Geo Pocket:
Cover: "USB:/RETROLauncher/Multimedia/Covers/Covers Neo Geo Pocket/"
Screenshots: "USB:/RETROLauncher/Multimedia/Screenshots/Screenshots Neo Geo Pocket/"

Nintendo Famicom:
Cover: "USB:/RETROLauncher/Multimedia/Covers/Covers Nintendo Famicom/"
Screenshots: "USB:/RETROLauncher/Multimedia/Screenshots/Screenshots Nintendo Famicom/"

Nintendo Game Boy:
Cover: "USB:/RETROLauncher/Multimedia/Covers/Covers Nintendo Game Boy/"
Screenshots: "USB:/RETROLauncher/Multimedia/Screenshots/Screenshots Nintendo Game Boy/"

Nintendo Game Boy Color:
Cover: "USB:/RETROLauncher/Multimedia/Covers/Covers Nintendo Game Boy Color/"
Screenshots: "USB:/RETROLauncher/Multimedia/Screenshots/Screenshots Nintendo Game Boy Color/"

Nintendo Game Boy Advance:
Cover: "USB:/RETROLauncher/Multimedia/Covers/Covers Nintendo Game Boy Advance/"
Screenshots: "USB:/RETROLauncher/Multimedia/Screenshots/Screenshots Nintendo Game Boy Advance/"

Nintendo Super Famicom:
Cover: "USB:/RETROLauncher/Multimedia/Covers/Covers Nintendo Super Famicom/"
Screenshots: "USB:/RETROLauncher/Multimedia/Screenshots/Screenshots Nintendo Super Famicom/"

PlayStation:
Cover: "USB:/RETROLauncher/Multimedia/Covers/Covers PlayStation/"
Screenshots: "USB:/RETROLauncher/Multimedia/Screenshots/Screenshots PlayStation/"

PlayStation 2:
Cover: "USB:/RETROLauncher/Multimedia/Covers/Covers PlayStation 2/"
Screenshots: "USB:/RETROLauncher/Multimedia/Screenshots/Screenshots PlayStation 2/"

Sega Game Gear:
Cover: "USB:/RETROLauncher/Multimedia/Covers/Covers Sega Game Gear/"
Screenshots: "USB:/RETROLauncher/Multimedia/Screenshots/Screenshots Sega Game Gear/"

Sega Master System:
Cover: "USB:/RETROLauncher/Multimedia/Covers/Covers Sega Master System/"
Screenshots: "USB:/RETROLauncher/Multimedia/Screenshots/Screenshots Sega Master System/"

Sega Megadrive:
Cover: "USB:/RETROLauncher/Multimedia/Covers/Covers Sega Megadrive/"
Screenshots: "USB:/RETROLauncher/Multimedia/Screenshots/Screenshots Sega Megadrive/"

Sega SG-1000:
Cover: "USB:/RETROLauncher/Multimedia/Covers/Covers Sega SG-1000/"
Screenshots: "USB:/RETROLauncher/Multimedia/Screenshots/Screenshots Sega SG-1000/"

APPS:
Cover: "USB:/RETROLauncher/Multimedia/Covers/Covers APPS/"
Screenshots: "USB:/RETROLauncher/Multimedia/Screenshots/Screenshots APPS/"

How do I add text fonts?

To add text fonts to RETROLauncher, just copy the fonts to the corresponding directory, respecting the necessary requirements.

Text font requirements:
+ It must be a font with a ".ttf" or ".otf" extension.
+ It can have any name as long as the extension is ".ttf" or ".otf" (Short names are recommended).
+ The name of the sources will not be reflected in the configurations, only a number will be assigned.

Directory of text sources: "USB:/RETROLauncher/Multimedia/Others/Font/"

Note 1: To change the fonts you must enter the RETROLauncher settings, change the Fonts and save the configuration.
Note 2: Text fonts may not fit RETROLauncher well, if you want to adjust the font you must edit the font with some specific program, you can also edit the code (not recommended).
Note 3: If by mistake I configure a font that is too small or illegible, it will be enough to delete the fonts from the directory and the default font will be automatically loaded.

How do I add wallpapers?

To add wallpapers to RETROLauncher, just copy the images to the corresponding directory, respecting the necessary requirements.

Wallpaper requirements:
+ It must be an image in ".png" format.
+ The image must have a transparency mask otherwise it will not be displayed.
+ The resolution should be a maximum of 640x480, although it may be lower.
+ It is recommended to use ".png" images in 8-bit, 256-color format.
+ It can have any name as long as the extension is ".png" (Short names are recommended).
+ The name of the funds will not be reflected in the configurations, only a number will be assigned.

Wallpapers Directory: "USB:/RETROLauncher/Multimedia/Others/Background/"

Note 1: If the background is not visible, it is possible that it does not have a transparency mask.
Note 2: If the resolution is lower or higher than indicated, the image will automatically adapt to 640x480.
Note 3: To change the background you must enter the RETROLauncher configuration, change the background and save the configuration.

How do I add sound effects?

To add sound effects to RETROLauncher, just replace the sound effects in the corresponding directory, respecting the necessary requirements.

Sound effects requirements:
+ It must be sounds in ADPCM format.
+ They must have the ".adp" extension.

+ If you have an audio with an ".adpcm" extension, just rename it to ".adp".
+ The name of the sounds must be the following:
> + "back.adp" / Audio to go back and change images.
> + "error.adp" / Audio to mark execution errors or cancellation of actions.
> + "move.adp" / Audio for movement through menu items.
> + "next.adp" / Audio for emulator change.
> + "run.adp" / Audio for the execution and activation of elements.

Sound effects directory: "USB:/RETROLauncher/System/Medios/Sound/Menu/"

Note 1: There may be playback problems if the audio is poorly encoded or if it is very large in size.

Note 2: There is extra audio that serves as background music. If you do not want to listen to this extra audio, it can be deleted without problems (it can also be replaced).
> + music.adp / Audio with background music.
> **Extra Audio Directory:** "USB:/RETROLauncher/System/Medios/Sound/Background/"

How do I add VMC support to PS2 games?

Automatic Way:

RETROLauncher has a menu to automatically configure the VMCs to open this menu press "circle" on a game in the list and the game options will open on the screen, all the VMCs found in the "USB:/VMC" directory will automatically be listed with ".bin" extension, activate the VMC and then select one of the found VMCs, finally save the settings and all files will be automatically created by RETROLauncher.

Note: RETROLauncher does not create VMC, use other applications to create them, it will only be searched with the corresponding extension (".bin") and in the indicated directory ("USB:/VMC/").

Manual Way:

To add virtual memories to PS2 games, you must create a text file in which the command line to load the virtual memory is located, and then finally rename it with the same name of the game that you want to use the virtual memory and change the extension to ".vmcd" so that it is recognized by RETROLauncher.

Steps to create ".vmcd":

+ Create a ".txt" file.

+ Edit the file and add the load command for virtual memories inside:
> **Command:** -mc0=mass:/" virtual memory directory"
> **Example:** -mc0=mass:/VMC/generic_0.bin

+ Save the file and change the extension from ".txt" to ".vmcd".

+ Move the file to the same directory where the game is located and rename it with the same name as the game to which you want to add the virtual memory.
> **Example:**
> **Game:** "USB:/RETROLauncher/Roms/ISOs Play Station 2/Game.iso"
> **vmcd:** "USB:/RETROLauncher/Roms/ISOs Play Station 2/Game.vmcd"

Note 1: If the command is written incorrectly, the game will not start (respect upper and lower case).

Note 2: If the virtual memory file does not exist, the virtual memory will not be loaded but the game will run with the physical virtual memory.

Note 3: A file must be created for each game in which you want to run the virtual memory (it can be the same virtual memory but each game must have its own command line to load the VMC).

Note 4: If there is a ".mode" file and a ".vmcd" file, both are loaded, they can coexist.

Note 5: the automatic mode will delete and create the configurations as well as read them, if you configure VMC manually, the automatic mode will also take them when entering the game settings.

How do I add compatibility modes to PS2 games?

Automatic way:
RETROLauncher has a menu to automatically configure compatibility modes, to open this menu press "circle" on a game in the list and the game options will open on the screen, activate the modes you want to apply to the game, then save the configuration and all files will be created automatically by RETROLauncher.

Manual way:
To add compatibility modes to PS2 games, you must create a text file containing the command line that loads the compatibility modes, and then finally rename it with the same name of the game that you want to use the modes. compatibility and change the extension to ".mode" so that they are recognized by RETROLauncher.

Steps to create ".mode":
+ Create a ".txt" file.
+ Edit the file and add the compatibility modes command inside:

> **Command:** -gc=" modes that you want to activate"
> **Example:** -gc=1235
> **modes:**
>> 1 - IOP: Accurate reads (sceCdRead)
>> 2 - IOP: Sync reads (sceCdRead)
>> 3 - EE : Unhook syscalls
>> 5 - IOP: Emulate DVD-DL
>
> **Note:** You can add multiple ways by chaining the numbers.

+ Save the file and change the extension from ".txt" to ".mode".
+ Move the file to the same directory where the game is located and rename it with the same name as the game to which you want to add the compatibility modes.

> **Example:**
> **Game:** "USB:/RETROLauncher/Roms/ISOs Play Station 2/Game.iso"
> **mode:** "USB:/RETROLauncher/Roms/ISOs Play Station 2/Game.mode"

Note 1: If the command is written incorrectly, the game will not start (respect upper and lower case letters, do not leave spaces).
Note 2: If there is a ".mode" file and a ".vmcd" file, both are loaded, they can coexist.
Note 3: A file must be created for each game in which you want to run compatibility modes (each game must have its own command line if you want to load compatibility modes).
Note 4: Check if the game supports the modes in case the game does not start when setting them up.
Note 5: Auto mode will delete and create settings as well as read them, if you set compatibility modes manually, auto mode will also take them when entering game settings.

How do I run PS2 games from MX4SIO? (Experimental)
To add games that are in the MX4SIO, you must create an empty text file on the USB and in the same directory where you have the ".ISO" game in the MX4SIO, give it the same name that the game has within MX4SIO and change the extension from ".txt" to ".mx4". This empty file with the extension ".mx4" will tell RETROLauncher that this game is running from the MX4SIO.

Example 1:
Game in MX4SIO: "MX4SIO:/DVD/game.iso"
Direct access to the game on the USB: "USB:/DVD/Game.mx4"

Example 2:
Game in MX4SIO: "MX4SIO:/CD/game 2.iso"
Direct access to the game on the USB: "USB:/CD/Game 2.mx4"

NOTE 1: It is important to respect the directory of the shortcut, if a shortcut is placed in the "USB:/DVD/" folder and the game within the MX4SIO is located in the "MX4SIO:/CD/" directory, the game will not would be executed. Place the shortcuts on the USB in the same directory as your games in MX4SIO.

NOTE 2: The only two directories where the shortcuts will be searched are "USB:/DVD/" and "USB:/CD/".

NOTE 3: If the name is misspelled and does not match the game in MX4SIO, or if it is found to be non-existent, Neutrino will not run it.

NOTE 4: Compatibility modes are fully functional and configurable from RETROLauncher.

VMC for gaming on MX4SIO

In order to load a VMC when running a game from MX4SIO, it is mandatory that the VMC be located in the MX4SIO directory ("MX4SIO:/VMC/"), although RETROLauncher can assign a VMC to it, these memories are located on the USB if we assign a VMC from the RETROLauncher menu, the game will not run because it will not find that VMC in MX4SIO.

To solve this you can do some "tricks":

+ have a copy of the VMC on the USB and another on the MX4SIO with the same name **(it takes up space and can confuse the saved games by having duplicate memories).**

+ Create a text file in the "USB:/VMC/" directory with the same name as the VMC found in MX4SIO and change the extension from ".txt" to ".bin" **(it is not recommended because it can be confused when assigning it that memory to games that are on the USB causing them not to start).**

+ The best option is to manually create the VMC file ".vmcd" in the same directory as the shortcut on the USB, give it the same name as the shortcut, and indicate in the command the name of the VMC found in the directory from MX4SIO ("MX4SIO:/VMC/").

Example:

> **Direct access to the game on the USB:** "USB:/CD/Game 2.mx4"
> **Virtual memory for the game in MX4SIO:** "USB:/CD/Game 2.vmcd"
> **Command** -mc0=mass:/VMC/generic_0.bin

Note that the VMC directory is still "massive", this is correct, the important thing is the name of the VMC, it has to be the same as that of MX4SIO.

NOTE 1: If the VMC name is misspelled and does not match the VMC in MX4SIO, or if it is found to be non-existent, Neutrino will not run the game.

NOTE 2: The system for VMC and the modes are the same for MX4SIO and for USB. The only thing that changes is that the VMC must exist in the MX4SIO otherwise it fails to run.

How do I run PS2 games from HDD? (Experimental)

Exactly the same as with MX4SIO, only change the extension of the shortcut to ".hdd", you must create an empty text file on the USB and in the same directory where you have the game ".ISO" on the HDD, place the same name as the game on the HDD and change the extension from ".txt" to ".hdd". This empty file with the extension ".hdd" will be responsible for telling RETROLauncher that this game is running from the HDD.

Example 1:

Game in HDD: "HDD:/DVD/Game.iso"

Direct access to the game on the USB "USB:/DVD/Game.hdd"

Example 2:

Game in HDD: "HDD:/CD/Game 2.iso"

Direct access to the game on the USB "USB:/CD/Game 2.hdd"

NOTE 1: If the VMC name is misspelled and does not match the VMC on the HDD, or if it is found to be non-existent, Neutrino will not run the game.

NOTE 2: The system for VMC and the modes are the same for HDD and for USB. The only thing that changes is that the VMC must exist on the HDD otherwise it fails to run.

DO NOT ASSIGN A USB VMC TO THE MX4SIO and HDD SHORTCUTS BECAUSE THE EXECUTION WILL FAIL.

How do I update RETROLauncher emulators and cores?

To update the applications used by RETROLauncher, simply replace all the corresponding files of each application with a new version of the application or with an older version.

Enceladus: Download "Enceladus.elf" rename it to "RETROLauncher.elf" and replace the "RETROLauncher.elf" file found in the folder "USB:/RETROLauncher/"

Neutrino: Download Neutrino and replace all files found in the directory "USB:/RETROLauncher/System/RetroarchPS2/Sony PlayStation 2/"

Cores de Retroarch: Download Retroarch, copy the core you want to replace and replace the core in the respective system folder within the directory "USB:/RETROLauncher/System/RetroarchPS2/". If you want to add another system you can add it by editing the code. Starting with version 1.14.0, exFAT is supported in PS2 Retroarch.

Note: There are certain conflicts with the execution of Retroarch by command in certain versions of cores, I have only tested it on my console, I do not know if it exists in other models, if the update or replacement of the core does not work and the screen remains black, try another version of Retroarch. If your console version has problems with a core, replace the core with other versions to see if the problem is corrected (publish the solution in some media indicating the console version and core/retroarch version to be aware).

How to run RETROLauncher from exFAT?

To run RETROLaucnher from a memory in exFAT format, simply download the file "EXFAT USB support - BDMAssault by israpps (Matías Israelson).rar unzip the folders and copy them to the root of your Memory Card. These are files required for some applications used by RETROLauncher to work with the exFAT format.

Files needed on memory card:
"mc0:/POPSTARTER/usbd.irx"
"mc0:/POPSTARTER/usbhdfsd.irx"
"mc0:/SYS-CONF/USBD.IRX"
"mc0:/SYS-CONF/USBHDFSD.IRX"

Note: Some cores do not support exFAT as they are older versions; You can download newer cores and replace them, although many of those cores will not work with RETROLauncher.

RETROLauncher Known Issues.

"Error starting RETROLauncher": Accompanied by a red message, it is an execution error in the program code, it is recommended to reinstall all RETROLauncher.

"RETROLauncher freezes on the LOADING screen": This error occurs when it cannot find a file related to multimedia media, such as images or text sources. If the game images are in an incompatible format, it will also freeze. Delete recently added images, if it persists reinstall all RETROLauncher.

"Error starting RETROLauncher from OPL": Accompanied by a red message, it is an execution error in the program code, download the file "Problems when running from OPL.rar" and unzip the "RETROLauncher"

folder in the directory where it is located RETROLauncher, combining both folders. Then copy the line from the "conf_apps.cfg" file and paste it into your "conf_apps.cfg" file and that should boot from OPL.

"Error starting RETROLauncher with two USBs": Accompanied by a white message, it is an error with the presence of several USB devices connected to the PS2, follow the instructions in the message and restart RETROLauncher.

"External disk does not start RETROLauncher": Some external disks pause when running Enceladus which causes an error when loading the program, use another medium such as a USB memory or try different versions of Enceladus.

"Black screen when running game": Verify that the game is compatible with the emulator/core you are running. If I replace the core, it means it is not compatible with RETROLauncher, try another core or reinstall all RETROLauncher.

"Error starting game": Accompanied by a red message, it is an execution error in the program code. It is recommended to restart RETROLauncher and verify that the USB device is correctly connected. If it persists, reinstall all of RETROLauncher.

 "Error saving configuration": Accompanied by a red message, it is an execution error in the program code. It is recommended to restart RETROLauncher and verify that the USB device is correctly connected. If it persists, reinstall all of RETROLauncher.

"Freezing in GBA": Not all games are compatible with the GBA core but compatibility improves greatly by placing the GBA BIOS in the corresponding directory, some games correct the freezing and others remain the same, it is a matter of trying.
BIOS: "gba_bios.bin"
Directory: "USB:/RETROLauncher/System/RetroarchPS2/Nintendo Game Boy Advance/retroarch/system/".

"Images are not displayed in the menu": Verify that the image name is correct RETROLauncher is case sensitive. Verify that the image you place has a transparency mask, otherwise the image will be found and displayed but it will be completely transparent.

"PS1 games do not run": There may be many causes but the main ones are:
+ Defective VCDs, if you want to run a VCD make sure you do a correct conversion.
+ Make sure your game supports POPStarter.
+ If you require patches, check if they were placed correctly.
+ If you run PS1 games from exFAT memory make sure you have the drivers on the Memory Card.
+ Verify that the binary names are correct, respecting capitalization.

"PS2 games do not run": There may be many causes but the main ones are:
+ Defective ISOs, if you want to run an ISO of a title whose original format was CD, make sure to do a correct conversion.
+ Make sure your game is not fragmented.
+ Neutrino will run the game on the same system that your console is configured on, if it does not have a chip it will present errors with games that do not belong to the region of your console, you can use patches in the ISOs or GSM to try to run those games.
+ If I set the compatibility modes manually, check that the command is well written and without spaces because it will fail if so.

"Pauses and freezes when loading images": If the images used are very large in size or have high quality encoding, it will cause long pauses while loading them. Be sure to comply with the imaging requirements explained in this document.

"Restarting Retroarch does not open RETROLauncher again": If the Retroarch configurations were manipulated, the return to RETROLauncher is corrupted. To solve it, restore the configuration in the RETROLauncher settings menu, that should solve the problem, if it persists, reinstall all of RETROLauncher.

"Cores sound stutters": This happens on consoles set to PAL or PAL 60, and is because Retroarch automatically configures games to the game's region. To fix this simply open the Retroarch options once inside a game, look for the Core settings and try to force the system to the same as your console or settings, if your console is set to PAL force the games to PAL and the audio speed will be corrected (settings are saved for all games upon exit, although you can assign individual settings to games). So with all Cores or games that present this problem. The ideal is to have everything in NTSC, if you do not have a chip to change the console to NTSC you will have to configure the Cores one by one.

Note: If the Core does not have the option to force the region (GB, GBA, etc.), in the video sync options disable "Vertical Sync (VSync)" and activate the "Sync to Exact Content Framerate" option, with It fixes the choppy audio but at the cost of having some breaks on the screen.

"The control stays vibrating": this sometimes happens when a vibration movement is made and an image is loading. It should be fixed by performing another move, otherwise just restart RETROLauncher.

"Menu sound is bad or defective" – This sometimes happens when the audio does not load correctly. It should be fixed by simply restarting RETROLauncher. If it persists, reinstall all RETROLauncher.

"Game names are not rendered correctly or are altered": This occurs when the game name has a special character (for example "Ñ") and RETROLauncher fails to render the name. To fix this simply change the game name to one that does not contain special characters.

"RETROLauncher slows down": If the game lists are very large and the game names are very long, performance is affected. Make sure that the number of Roms per system is not too large and be more selective with the Roms (lists with less than 1200 games are recommended).

"RETROLauncher does not work on my PS2": RETROLauncher was only tested on a single console model "**SCPH-77006 - NTSC - Japanese**", if you have a problem with a certain model or variables please edit this document or publish the model of your console, if it has a chip, add the model and version, and the medium on which you run RETROLauncher. So I also strongly request that you post if RETROLauncher works correctly on your console.

Credits

Enceladus: Enceladus is an enhanced Lua environment for creating homebrew software for the PS2.
Created by Daniel Santos.
DanielSant0s X: https://x.com/danadsees
Youtube: https://www.youtube.com/channel/UCIDx5TuDp-1IRTRr5l5JSdw
Project Link: https://github.com/DanielSant0s/Enceladus
License: Distributed under GNU GPL-3.0 License.

Retroarch PS2 Port: RetroArch is a frontend for emulators, game engines and media players.
Created by RetroArch contributor fjtrujy (Francisco J. Trujillo).
fjtrujy X: https://x.com/fjtrujy
Retroarch Link: https://www.retroarch.com
Licenses: There is software behind RetroArch that is protected by Non-Commercial licenses. It is important to respect the wishes of the developers and people behind the respective projects.
https://docs.libretro.com/development/licenses/

POPStarter: POPStarter is a launcher which lets you play your PS1 games in combination with PS1 emulator for PS2. Created by developer krHACKen.
POPStarter Link: https://www.psx-place.com/threads/popstarter.19139/

Neutrino: Neutrino is a small, fast and modular PS2 device emulator that maximizes compatibility and performance. Created by developer Maximus32 (Rick Gaiser).
Neutrino Link: https://github.com/rickgaiser/neutrino
License: Academic Free License "AFL" v. 3.0

Original background: https://www.artapixel.com/escp-art-midnight-sun-city-night-retrowave-cyberpunk.html
Created by < e s c p > Art
Youtube: https://www.youtube.com/@escp
License: This Image is licensed under the Creative Commons Zero v1.0 Universal.
Free images by https://www.artapixel.com

Public Pixel: Retro video game style text font.
Designed by GGBotNet.
GGBotNet X: https://twitter.com/ggbotnet
Youtube: https://www.youtube.com/channel/UCndkEEd767CI7wTlNJYKrTg
Public Pixel Link: https://www.ggbot.net/fonts/
License: This Font Software is licensed under the Creative Commons Zero v1.0 Universal.

Spaghetticode: I created RETROLauncher with the sole purpose of having a simple and editable graphical environment to have collections of retro games on PS2, I made it for myself and I wasn't planning to publish it, but I thought it would be good to share it in case someone somewhere was looking for the same thing as me, something retro-focused on our beloved PS2. At no time did I want to offend or disrespect the developers behind the different applications used in this program, if I have done so I apologize. I tried to compile as much information as possible to give the credits correctly. I hope I haven't made a mistake, or that I've overlooked something. If so, I apologize. RETROLauncher we all do it.

Thank you for using RETROLauncher.   Boon Tobias 🦔