

Multi-Emulator Launcher

A custom frontend for libretro cores with PS4 controller support, automatic game scanning, ZIP handling, and multi-disk game management.

Features

- ✓ **Automatic Platform Detection** - Scans your ROM folders and creates tabs automatically
- ✓ **ZIP Support** - Automatically extracts and caches ZIPped ROMs
- ✓ **Multi-Disk Games** - Intelligently groups and launches multi-disk games
- ✓ **PS4 Controller Support** - Full navigation with DualShock 4
- ✓ **BIOS Management** - Organized BIOS folder structure matching your platforms
- ✓ **Smart Caching** - Fast loading of previously extracted ZIPs
- ✓ **Clean UI** - Dark theme, easy navigation

Project Structure

```
emulator-launcher/
├── main.py           # Main entry point
├── requirements.txt  # Python dependencies
├── config/
│   ├── settings.json # User configuration
│   └── platforms.json # Platform definitions
├── src/
│   ├── game_scanner.py # ROM scanning
│   ├── platform_config.py # Platform management
│   ├── rom_loader.py # ZIP handling
│   ├── core_launcher.py # Game launching
│   └── gui_main.py # GUI interface
├── cores/           # Place libretro cores here
│   ├── puae_libretro.so
│   ├── hatari_libretro.so
│   ├── cap32_libretro.so
│   └── ...
├── bios/            # BIOS files organized by platform
│   ├── Amiga/
│   │   ├── kick13.rom
│   │   └── kick31.rom
│   ├── Atari ST/
│   │   └── tos.img
│   └── ...
├── roms/            # Your ROM collection
│   ├── Amiga/
│   ├── Atari ST/
│   └── Amstrad CPC/
```

| └─ ...
└─ saves/
└─ cache/

Save states and SRAM

Extracted ZIP cache

Installation

Prerequisites

1. **Python 3.8+**
2. **RetroArch** installed and accessible in PATH
3. **Libretro cores** for your platforms

Step 1: Install Python Dependencies

```
bash  
  
pip install -r requirements.txt
```

Step 2: Install RetroArch

Linux (Ubuntu/Debian):

```
bash  
  
sudo add-apt-repository ppa:libretro/stable  
sudo apt update  
sudo apt install retroarch
```

macOS:

```
bash  
  
brew install retroarch
```

Windows: Download from <https://www.retroarch.com/>

Step 3: Download Libretro Cores

Option A: Via RetroArch

1. Open RetroArch
2. Go to Main Menu → Online Updater → Core Downloader
3. Download cores for your platforms:
 - **Amiga:** P-UAE or PUAUE

- **Atari ST:** Hatari
- **Amstrad CPC:** Caprice32
- **Atari 2600:** Stella
- **Atari 800:** Atari800
- etc.

Option B: Copy from RetroArch

Find your RetroArch cores directory:

- **Linux:** `~/.config/retroarch/cores/`
- **macOS:** `~/Library/Application Support/RetroArch/cores/`
- **Windows:** `%APPDATA%\RetroArch\cores\`

Copy the `.so` (Linux), `.dylib` (Mac), or `.dll` (Windows) files to the launcher's `cores/` directory.

Step 4: Organize Your ROMs

Place your ROMs in the `roms/` directory with each platform in its own folder:

```
roms/
├── Amiga/
│   ├── Aladdin Disk 1.adf
│   ├── Aladdin Disk 2.adf
│   ├── Feud_Atari-8-bit_EN.zip
│   └── ...
├── Atari ST/
│   ├── Arkanoid.st
│   ├── Batman.st
│   └── ...
└── ...
```

Supported folder names:

- Acorn Electron
- Amiga
- Amstrad 464
- Amstrad 6128
- Amstrad CPC
- Apple-II

- Atari 2600
- Atari 800
- Atari-8-bit
- Atari ST

Step 5: Add BIOS Files

Place BIOS files in `bios/` organized by platform:

```
bios/
├── Amiga/
│   ├── kick13.rom
│   ├── kick20.rom
│   └── kick31.rom
├── Atari ST/
│   └── tos.img
├── Atari 800/
│   ├── ATARIXL.ROM
│   └── ATARIBAS.ROM
└── ...
```

Required BIOS files:

Platform	Files Needed
Amiga	kick13.rom, kick20.rom, kick31.rom
Atari ST	tos.img
Atari 800/8-bit	ATARIXL.ROM, ATARIBAS.ROM

Usage

Starting the Launcher




```
bash

python main.py
```

Keyboard Controls

- **Arrow Keys** - Navigate game list
- **Enter** - Launch selected game
- **Left/Right Arrows** - Switch between platform tabs
- **Escape** - Exit launcher

PS4 Controller Controls

- **D-Pad / Left Stick** - Navigate game list
-  **(Cross)** - Launch game
-  **(Circle)** - Exit
- **L1 / R1** - Switch between platform tabs
- **Options Button** - Open settings
-  **(Triangle)** - Quick actions (future)

Game Icons