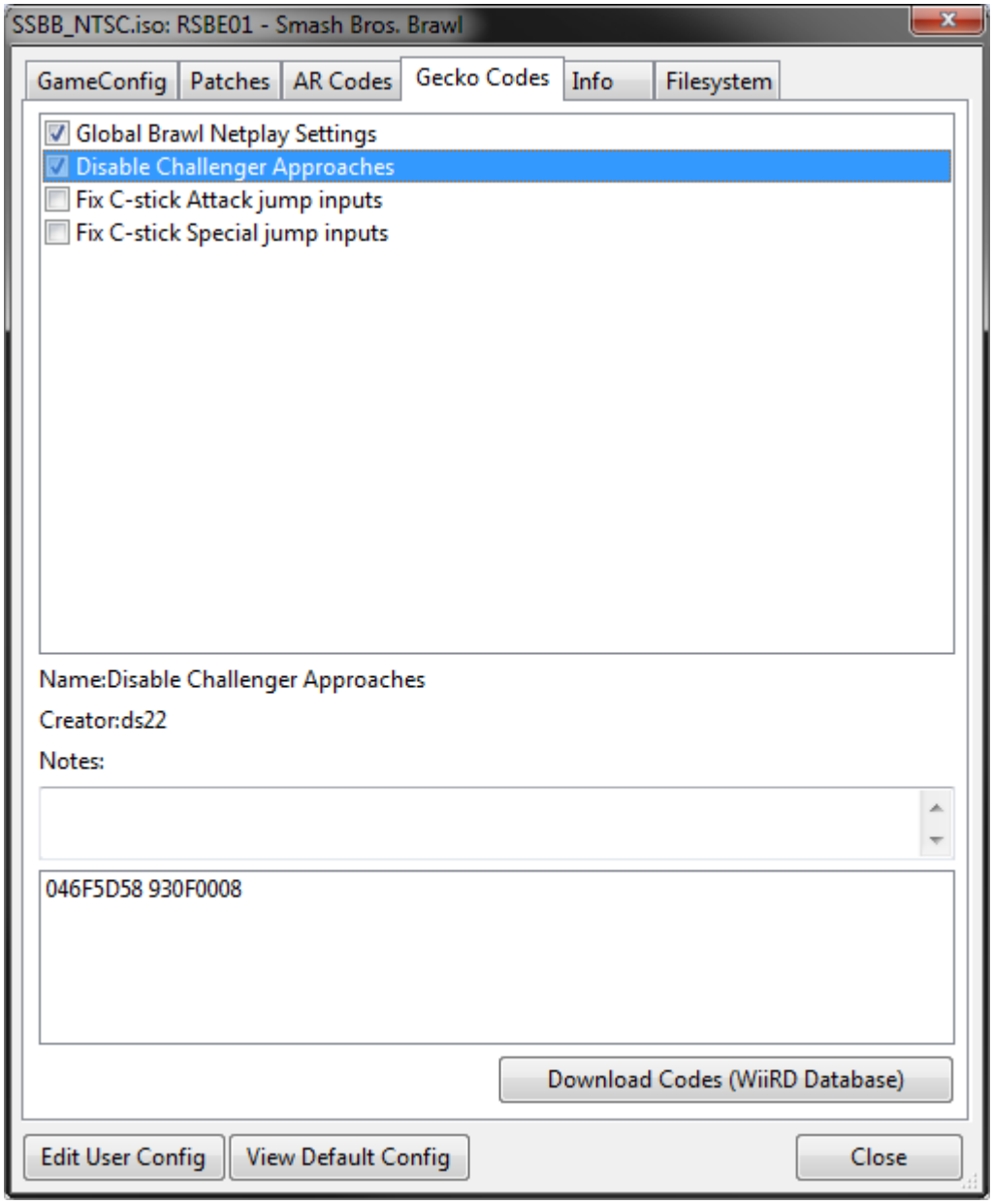
Dolphin Config Guide 1.0

(By p.i., with screenshots by Four Sword)

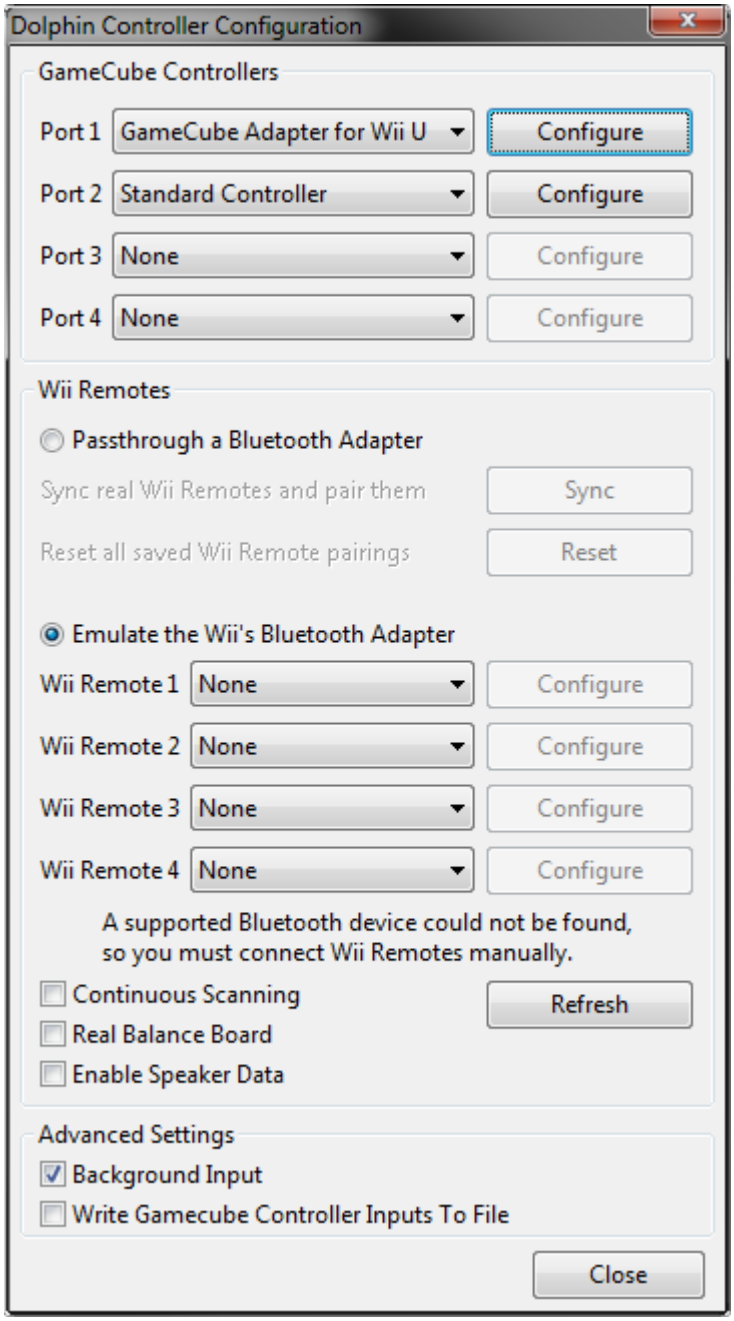
First, make sure you have the current netplay build. https://www.mediafire.com/file/bfsebj20srv9rh2/Brawl_netplay_new_build_v1.0.zip/file for Windows. https://www.mediafire.com/file/6otwrm7yql24rd1/dolphin-2-15-mac.zip/file for Mac.

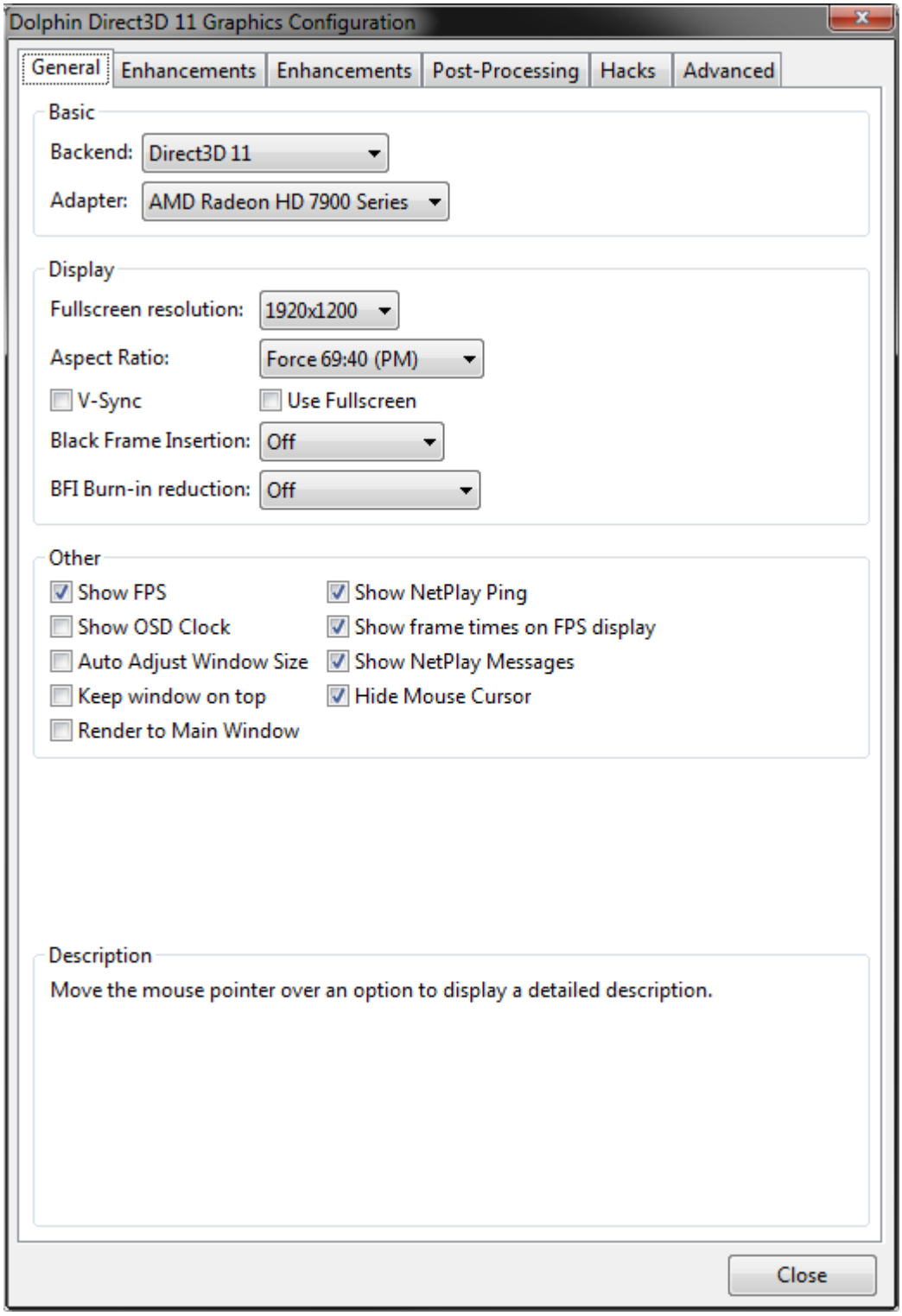
Many options in Dolphin must be specified exactly in order for netplay to work and to minimize desyncs.

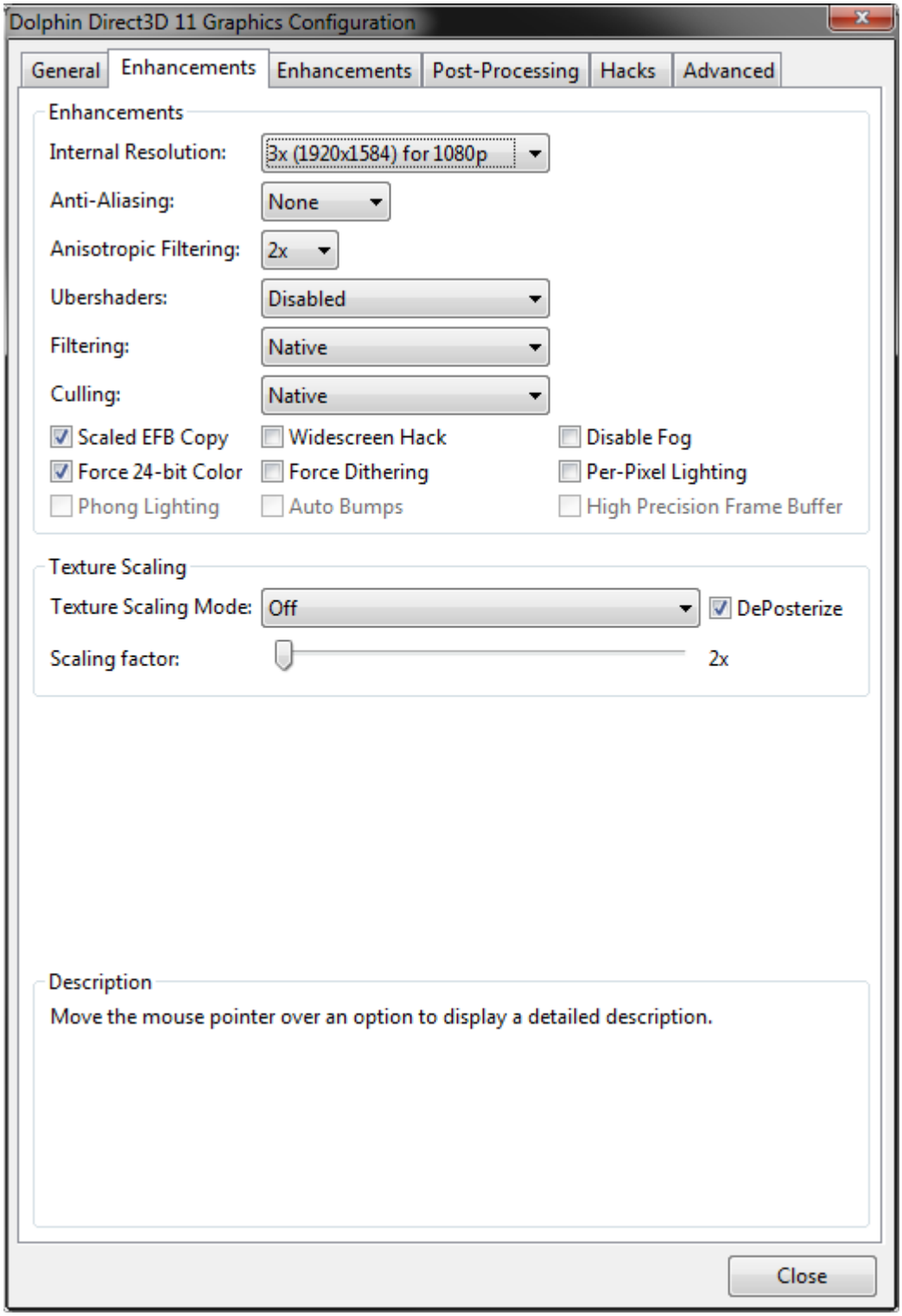
Desync: when different players see different things happening in the game.



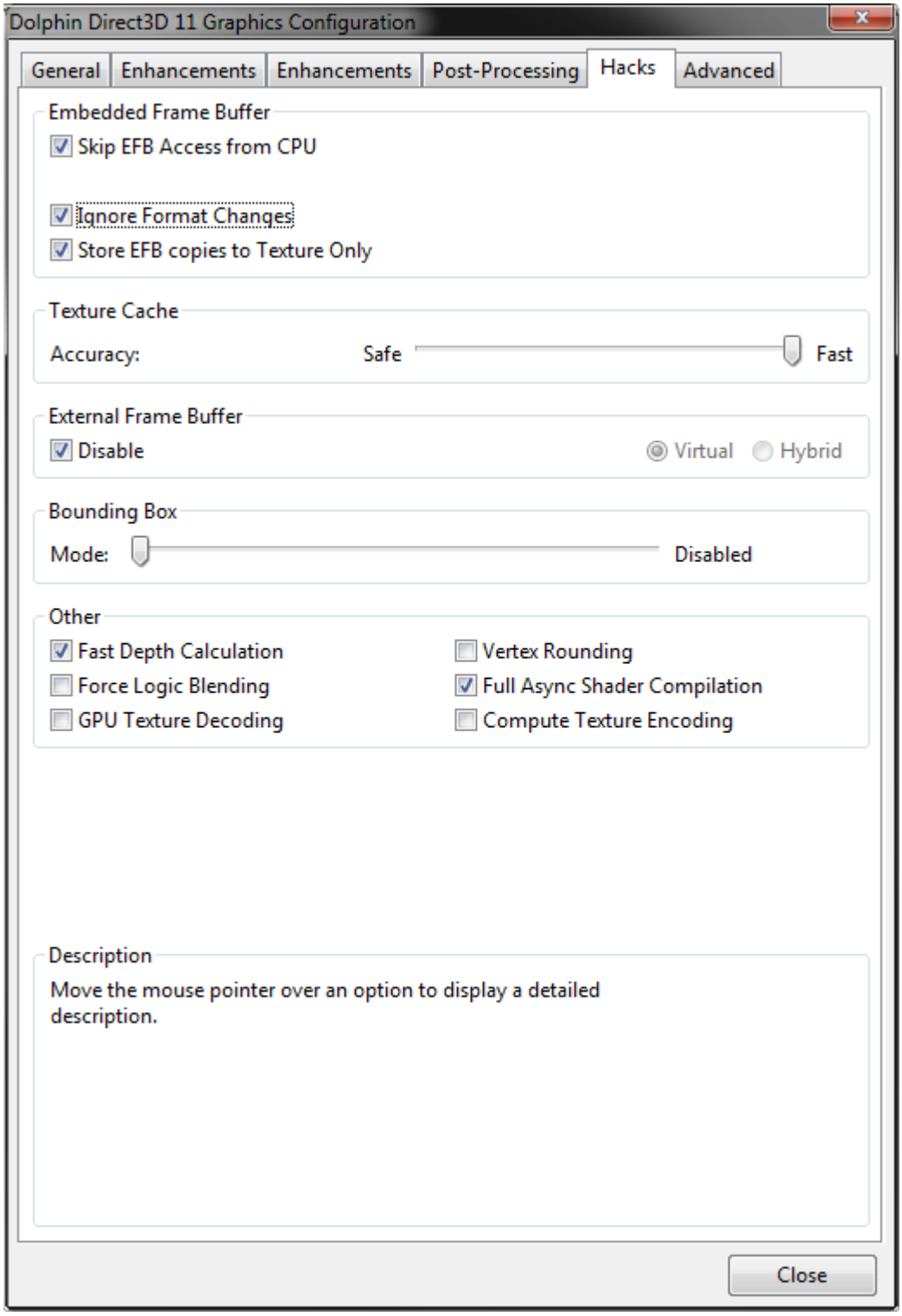
Right click Brawl in the Dolphin game list and go to Properties. Make sure the "Global Brawl Netplay Settings" and "Disable Challenger Approaches" codes are on. (Note: You won't have the C-stick codes by default. If you add any extra codes, they must be disabled for netplay.)

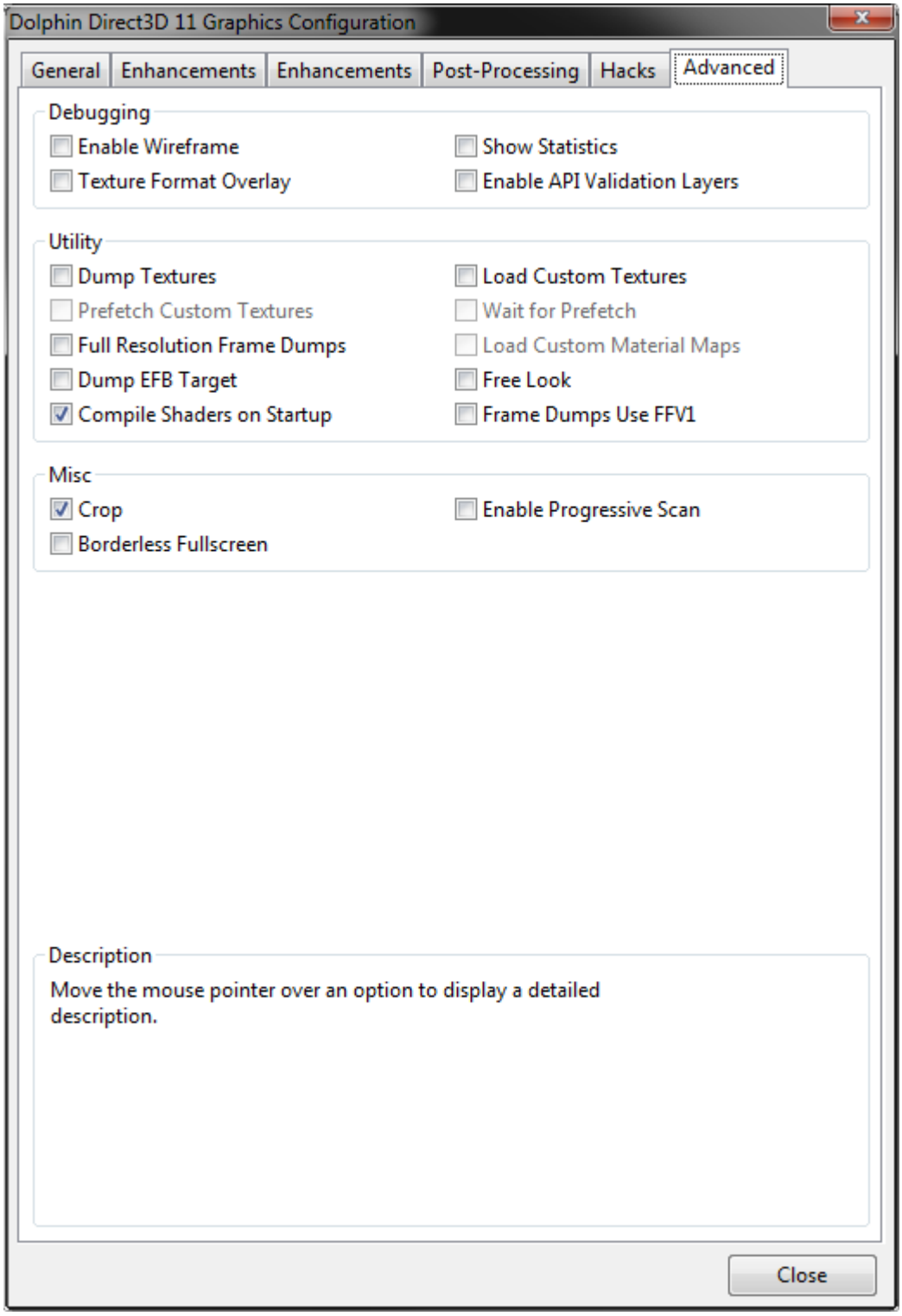

Dolphin Controller Configuration
GameCube Controllers
Port 1
GameCube Adapter for Wii U
Configure
Port 2
Standard Controller
Configure
Port 3
None
Configure
Port 4
None
Configure
Wii Remotes
Passthrough a Bluetooth Adapter
Sync real Wii Remotes and pair them
Sync
Reset all saved Wii Remote pairings
Reset
Emulate the Wii's Bluetooth Adapter
Wii Remote 1
None
Configure
Wii Remote 2
None
Configure
Wii Remote 3
None
Configure
Wii Remote 4
None
Configure
A supported Bluetooth device could not be found,
so you must connect Wii Remotes manually.
Continuous Scanning
Refresh
Real Balance Board
Enable Speaker Data
Advanced Settings
Background Input
Write Gamecube Controller Inputs To File
Close

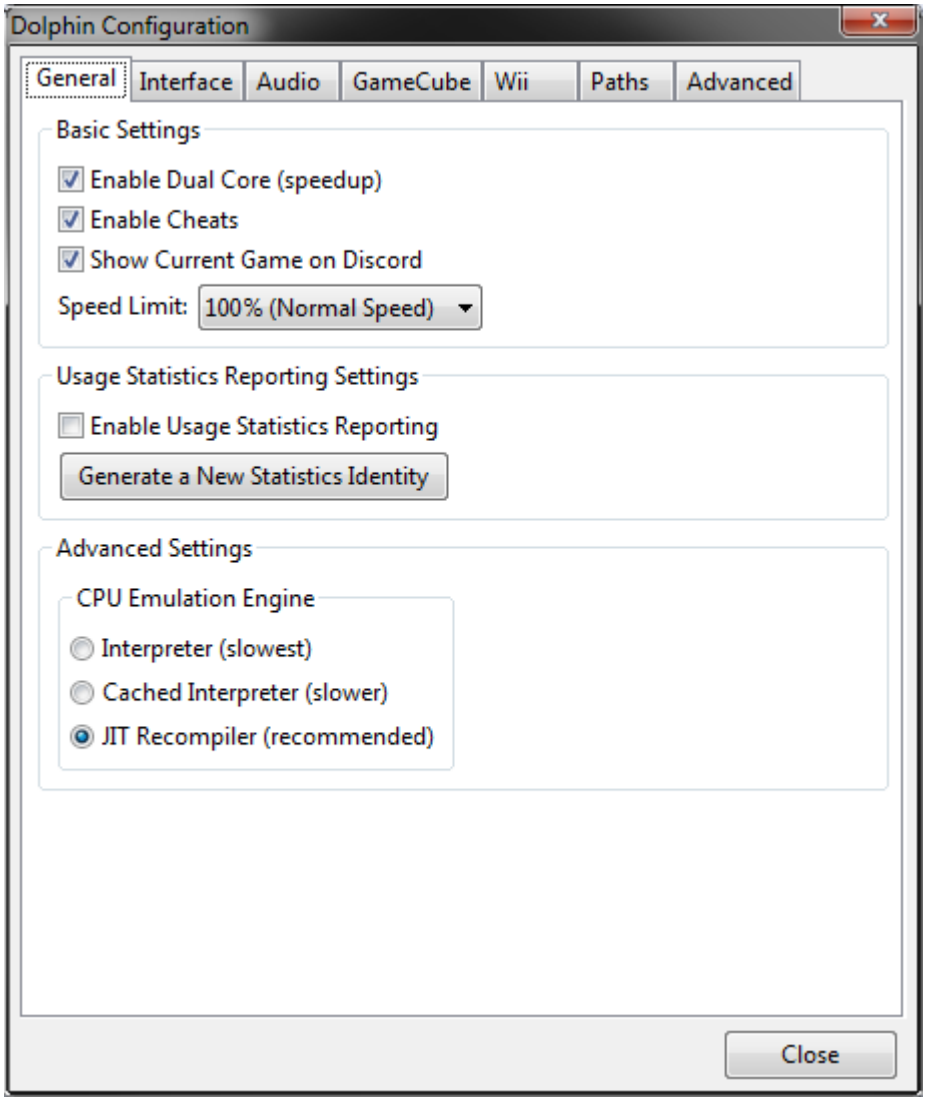

Dolphin Direct3D 11 Graphics Configuration
General
Enhancements
Enhancements
Post-Processing
Hacks
Advanced
Basic
Backend:
Direct3D 11
Adapter:
AMD Radeon HD 7900 Series
Display
Fullscreen resolution:
1920x1200
Aspect Ratio:
Force 69:40 (PM)
V-Sync
Use Fullscreen
Black Frame Insertion:
Off
BFI Burn-in reduction:
Off
Other
Show FPS
Show OSD Clock
Auto Adjust Window Size
Keep window on top
Render to Main Window
Show NetPlay Ping
Show frame times on FPS display
Show NetPlay Messages
Hide Mouse Cursor
Description
Move the mouse pointer over an option to display a detailed description.
Close

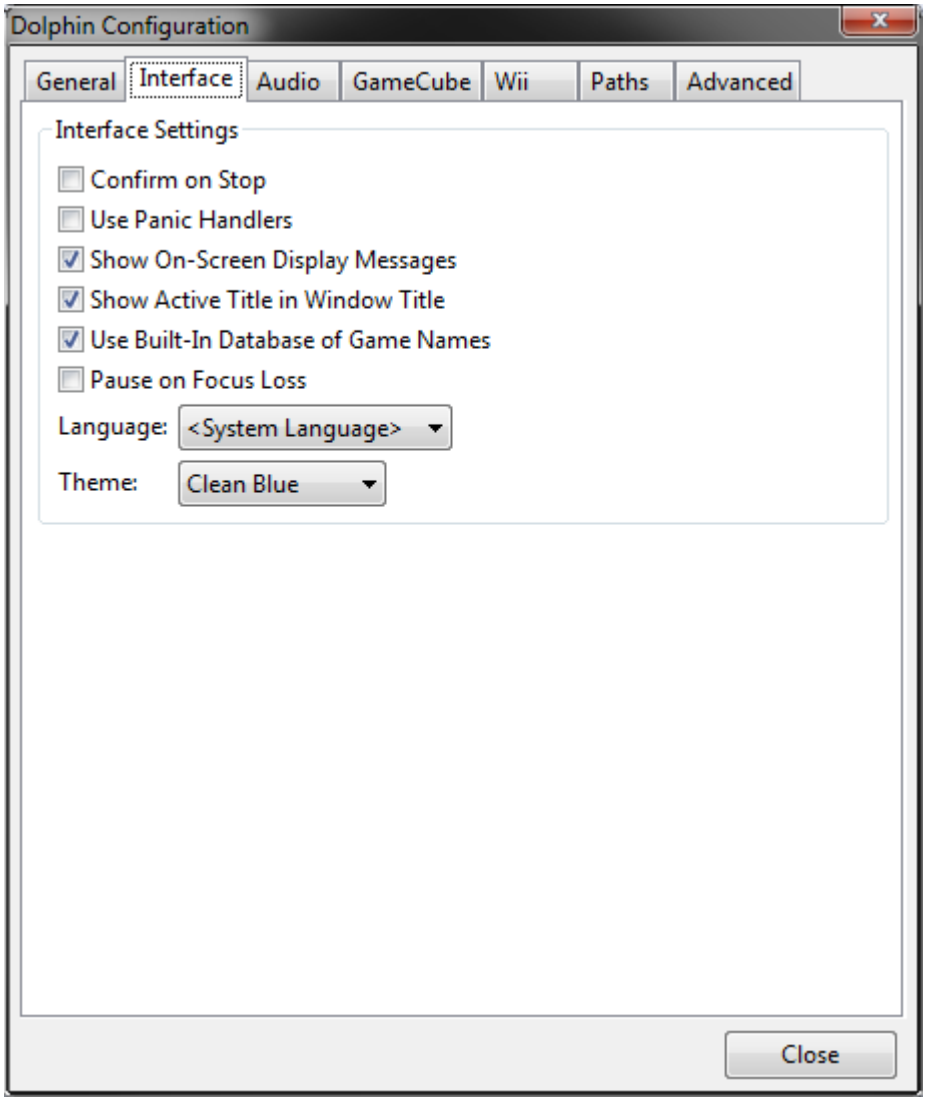


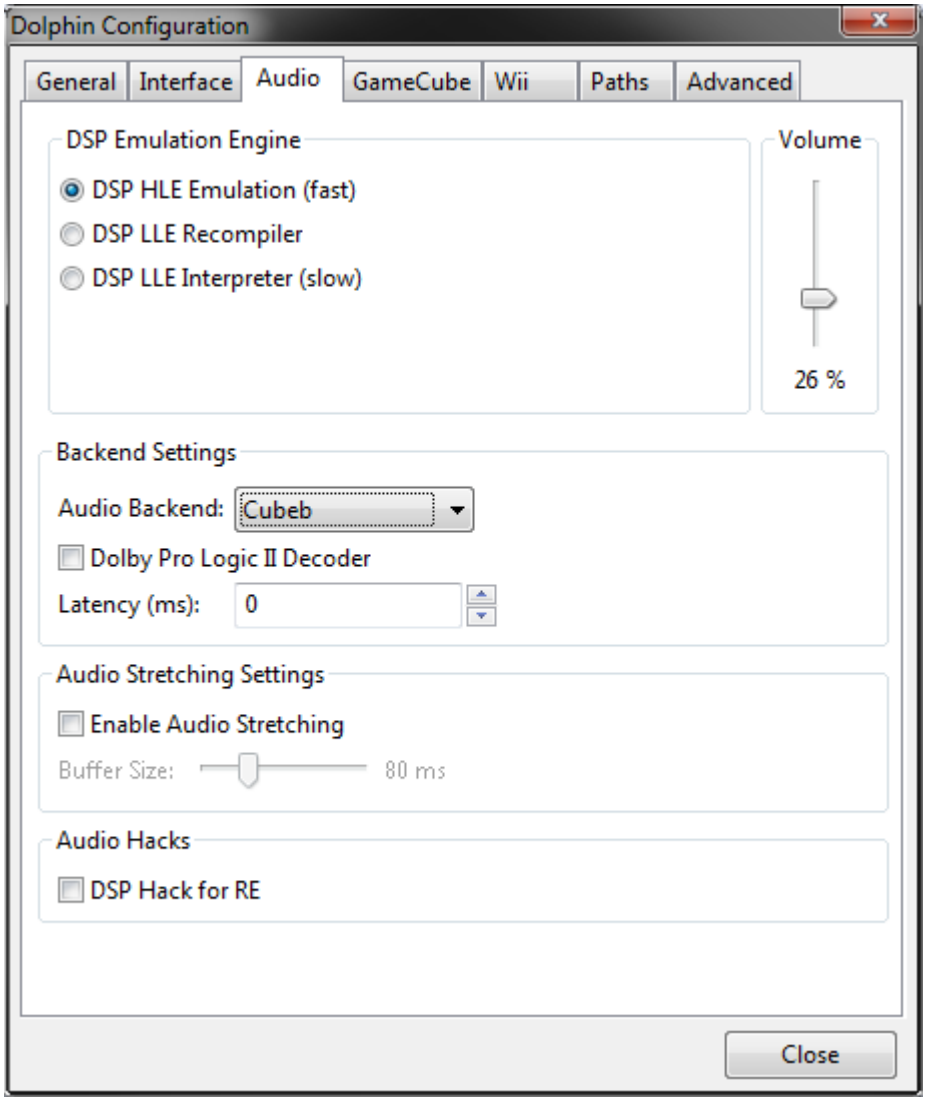
(Note: Most graphics settings won't cause desyncs. However it's important that your computer is able to consistently hit 60 fps. If necessary, make sure the internal resolution is "1x" and the various filtering options are off.)

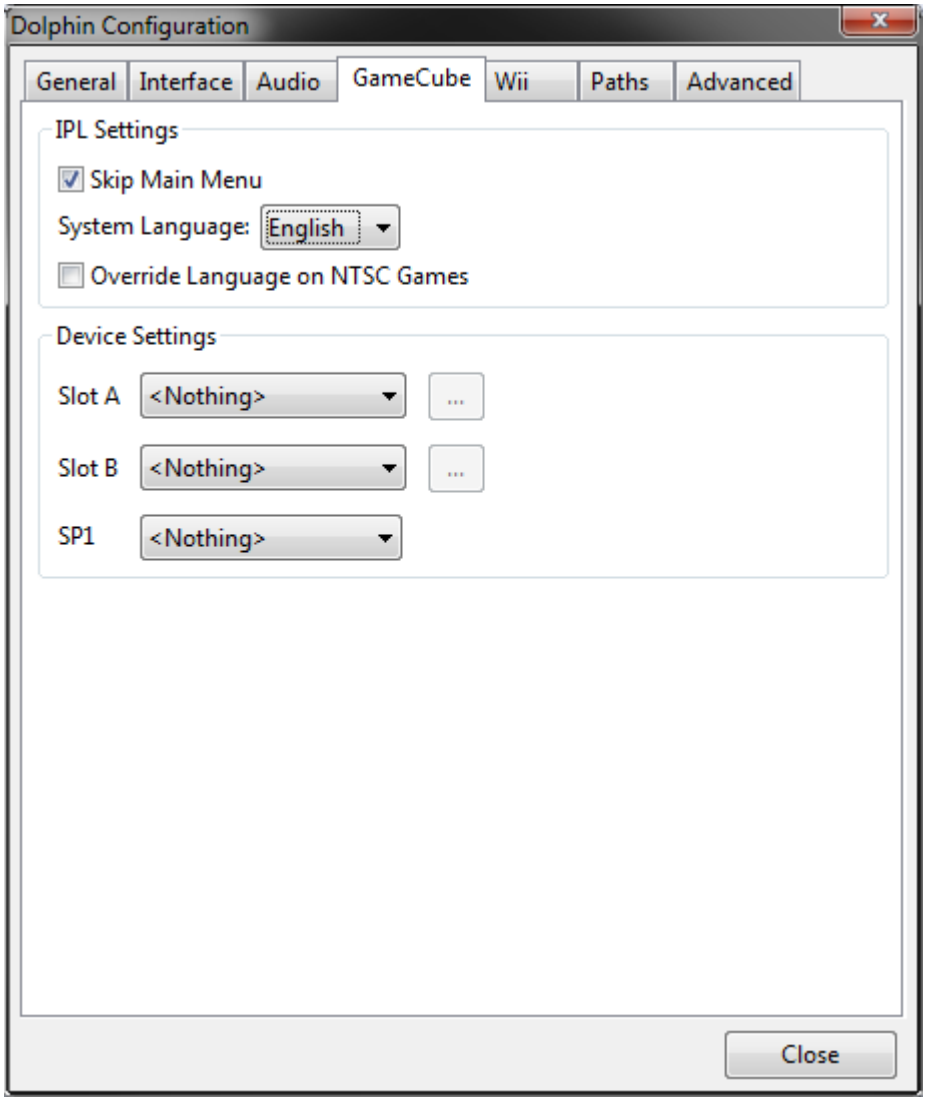

Dolphin Direct3D 11 Graphics Configuration
General
Enhancements
Enhancements
Post-Processing
Hacks
Advanced
Embedded Frame Buffer
Skip EFB Access from CPU
Ignore Format Changes
Store EFB copies to Texture Only
Texture Cache
Accuracy:
Safe
Fast
External Frame Buffer
Disable
Virtual
Hybrid
Bounding Box
Mode:
Disabled
Other
Fast Depth Calculation
Force Logic Blending
GPU Texture Decoding
Vertex Rounding
Full Async Shader Compilation
Compute Texture Encoding
Description
Move the mouse pointer over an option to display a detailed description.
Close

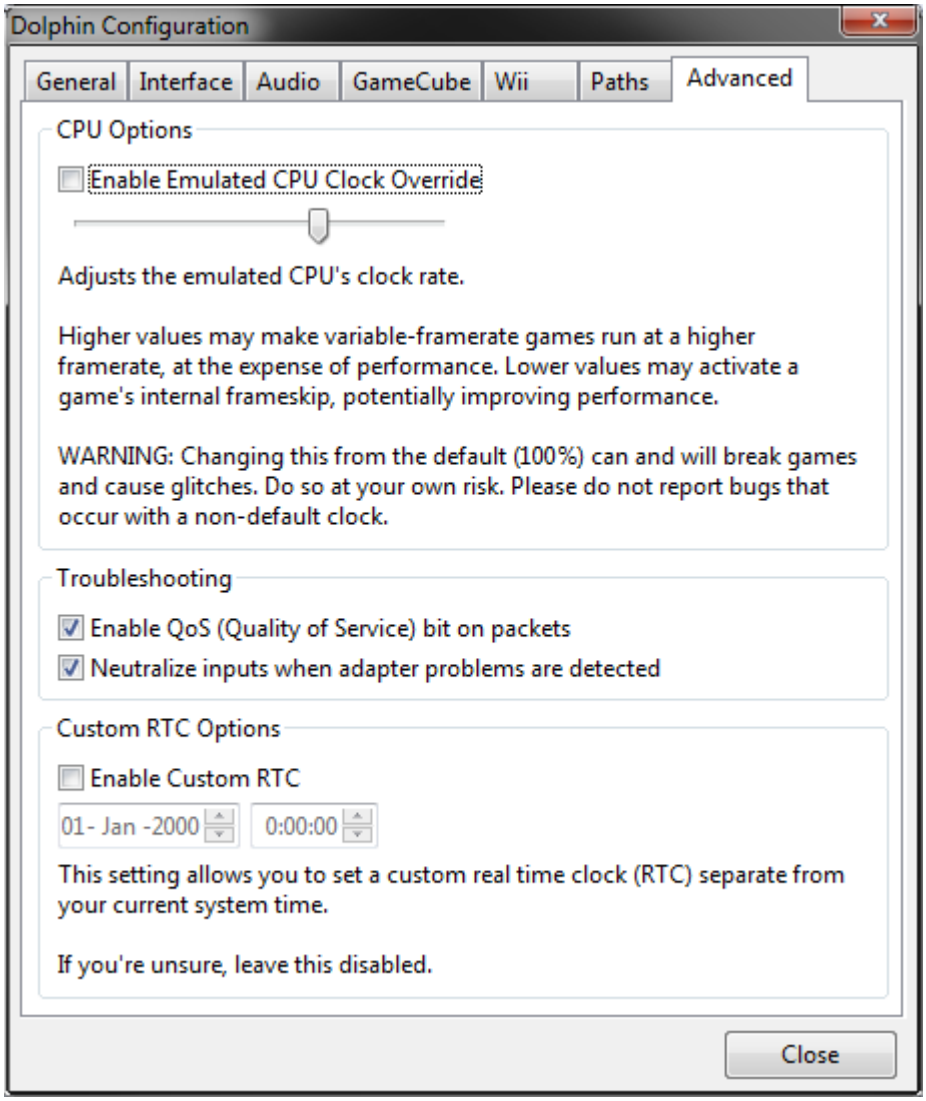

Dolphin Direct3D 11 Graphics Configuration
General
Enhancements
Enhancements
Post-Processing
Hacks
Advanced
Debugging
Enable Wireframe
Show Statistics
Texture Format Overlay
Enable API Validation Layers
Utility
Dump Textures
Load Custom Textures
Prefetch Custom Textures
Wait for Prefetch
Full Resolution Frame Dumps
Load Custom Material Maps
Dump EFB Target
Free Look
Compile Shaders on Startup
Frame Dumps Use FFV1
Misc
Crop
Enable Progressive Scan
Borderless Fullscreen
Description
Move the mouse pointer over an option to display a detailed description.
Close


Dolphin Configuration
General
Interface
Audio
GameCube
Wii
Paths
Advanced
Basic Settings
Enable Dual Core (speedup)
Enable Cheats
Show Current Game on Discord
Speed Limit:
100% (Normal Speed)
Usage Statistics Reporting Settings
Enable Usage Statistics Reporting
Generate a New Statistics Identity
Advanced Settings
CPU Emulation Engine
Interpreter (slowest)
Cached Interpreter (slower)
JIT Recompiler (recommended)
Close


Dolphin Configuration
General
Interface
Audio
GameCube
Wii
Paths
Advanced
Interface Settings
Confirm on Stop
Use Panic Handlers
Show On-Screen Display Messages
Show Active Title in Window Title
Use Built-In Database of Game Names
Pause on Focus Loss
Language:
<System Language>
Theme:
Clean Blue
Close


Dolphin Configuration
General
Interface
Audio
GameCube
Wii
Paths
Advanced
DSP Emulation Engine
DSP HLE Emulation (fast)
DSP LLE Recompiler
DSP LLE Interpreter (slow)
Volume
26 %
Backend Settings
Audio Backend:
Cubeb
Dolby Pro Logic II Decoder
Latency (ms):
0
Audio Stretching Settings
Enable Audio Stretching
Buffer Size:
80 ms
Audio Hacks
DSP Hack for RE
Close


Dolphin Configuration
General
Interface
Audio
GameCube
Wii
Paths
Advanced
IPL Settings
Skip Main Menu
System Language:
English
Override Language on NTSC Games
Device Settings
Slot A
<Nothing>
...
Slot B
<Nothing>
...
SP1
<Nothing>
Close



Netplay settings (no screenshot)

Minimum buffer must be set to approximately ping (in ms) / 8. Common values range from 8 (very good) to 20 (transatlantic lag).

Spectating can be done by having a third person join the game, and clicking "Assign Controller Ports" to remove the spectator's port (this will prevent the spectator from causing lag for the other players). Spectators should not host.

Recording replays can be done by checking the "Record input" box. These files can only be played back in Dolphin, but they are very small and recording them has no performance impact.