Retroflag GPI

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Help & Information

Guides

- Setup Guide - https://howchoo.com/g/ndc3njbhytv/retroflag-gpi-setup
- Retroflag GPI Guides - https://sinisterspatula.github.io/RetroflagGpiGuides/
- SBCGaming Discord - https://discord.gg/JdXc6nx
- SBCGaming Reddit - https://www.reddit.com/r/SBCGaming
- Retroflag GPI Case Users Discord - https://discord.gg/GSN7w5Z
- Retroflag GPI Case Users Reddit - https://www.reddit.com/r/retroflag_gpi/

Game Testing

- N64 Game Testing - https://sudomod.com/forum/viewtopic.php?t=3115
- SNES Game Testing - https://docs.google.com/spreadsheets/d/17dqyfRGQ6lGvvxdygcuXXBhvMy5cjxDBOojQlZrXJ-A
- GBA Game Testing - https://docs.google.com/spreadsheets/d/1rUQzqihIW39dWcadUuQOjuZ9nZVH0uB86fjQjUbb13c

Software & ROMS

Software

- GPI Patch - http://download.retroflag.com/Products/GPi_Case/GPi_Case_patch.zip
- Shutdown Scripts - https://github.com/RetroFlag/retroflag-picase
- RPI-Clone - https://github.com/billw2/rpi-clone
- PIShrink - https://github.com/aikoncwd/PiShrink
- Raspi2PNG Screenshots - https://github.com/AndrewFromMelbourne/raspi2png

ROMS

- https://vimm.net/?p=vault
- https://beta.nopaystation.com/
- https://the-eye.eu/public/rom/
- https://www.reddit.com/r/Roms/comments/bv812c/romemulator_search_engine/
- https://theromdepot.com
- Random rom collection - https://drive.google.com/drive/folders/0B1VEYI5Xz677UjM4bEtTektJRFk

Hardware

Powerbank - https://www.amazon.com/gp/product/B07SZ75WFG/

Hardcase - https://www.amazon.com/gp/product/B073QN2M8S/

(Recommend cutting out the flap and mesh)

Power Cables - TOTOT 2 Pack USB to Right Angle 2.5x0.7mm Plug 5V 3A DC Barrel Jack Power Cables - https://www.amazon.com/gp/product/B07TFTMYK6/

USB Hub with Ethernet - UGREEN RJ45 Ethernet Adapter with USB 2.0 Hub & **Micro USB 2.0 OTG Cable**

- https://www.amazon.com/gp/product/B00N9S9Z0G/
- https://www.amazon.com/gp/product/B00LLUEJXW/

Replacement parts & Toolkit - https://tl-computers.square.site/product/gpi-case-parts-kit/14?cp=true&sbp=false

Configurations

PCSX-Rearmed Setup

```
####################

sudo ./RetroPie-Setup/retropie_setup.sh
go to manage packages, driver, xboxdrv, install from source.
Takes 1 hour 15 mins to compile.

 'Enable xboxdrv'
and then 'Disable xboxdrv'.

#############

sudo reboot


############################################
sudo nano /opt/retropie/configs/all/runcommand-onstart.sh

#!/bin/sh

if [ "$1" = "psx" ] || [ "$1" = "gba" ]
then
    sudo /opt/retropie/supplementary/xboxdrv/bin/xboxdrv \
    --evdev /dev/input/by-id/usb-RetroFlag_GPi_Case_RetroFlag_01-event-joystick \
    --detach-kernel-driver \
    --silent \
    --force-feedback \
    --deadzone-trigger 15% \
    --deadzone 4000 \
    --mimic-xpad \
    --dpad-as-button \
    --evdev-absmap ABS_X=x1,ABS_Y=y1,ABS_RX=x2,ABS_RY=y2,ABS_Z=lt,ABS_RZ=rt \
    --evdev-keymap
BTN_SOUTH=a,BTN_EAST=b,BTN_NORTH=x,BTN_WEST=y,BTN_TL=lb,BTN_TR=rb,BTN_THUMBL=tl,BTN_THUMBR=tr
,BTN_MODE=guide,BTN_SELECT=back,BTN_START=start,BTN_TRIGGER_HAPPY3=du,BTN_TRIGGER_HAPPY4=dd,B
TN_TRIGGER_HAPPY1=dl,BTN_TRIGGER_HAPPY2=dr \
    --evdev-absmap ABS_HAT0X=dpad_x,ABS_HAT0Y=dpad_y \
    --ui-buttonmap x=KEY_X,a=KEY_C,b=KEY_V,lb=KEY_A,Y=KEY_S,rb=KEY_D \
    --ui-buttonmap guide=KEY_B,start=KEY_ENTER,back=KEY_ESC \
    --ui-buttonmap du=KEY_UP,dd=KEY_DOWN,dl=KEY_LEFT,dr=KEY_RIGHT \
&
fi


######################################
sudo nano /opt/retropie/configs/all/runcommand-onend.sh

#!/bin/sh

fbset -g 320 240 320 240 8
fbset -g 320 240 320 240 32
sudo killall xboxdrv
```

```
####################################

That's it,  Now you'll need a bluetooth keyboard to hit esc and setup the controller
inputs, --Or try adding these to your pcsx.cfg

nano /opt/retropie/configs/psx/pcsx/pcsx.cfg

binddev = sdl:keys
bind return = player1 START
bind escape = player1 SELECT
bind escape = Enter Menu
bind a = player1 L1
bind c = player1 SQUARE
bind d = player1 R1
bind s = player1 CIRCLE
bind v = player1 CROSS
bind x = player1 TRIANGLE
bind up = player1 UP
bind down = player1 DOWN
bind right = player1 RIGHT
bind left = player1 LEFT
binddev = sdl:Microsoft X-Box 360 pad
bind escape = Enter Menu


####################################

useful test commands (while the emulator is running, do them on ssh session):

cat /proc/bus/input/devices
ls /dev/input/by-id/
evtest /dev/input/event[1]
```

N64 Controller Setup

```
- Open /opt/retropie/configs/n64/InputAutoCfg.ini
- Find "[Microsoft X-Box 360 pad]" section
- Replace this section with the code below
- Choose mupen64plus-gles2n64 to play

[Microsoft X-Box 360 pad]
plugged = True
plugin = 2
mouse = False
AnalogDeadzone = 4096,4096
AnalogPeak = 32768,32768
Mempak switch =
Rumblepak switch =
Start = button(7)
Z Trig = button(4)
; Z Trig set to L button
L Trig =
R Trig = button(5)
A Button = button(1)
; A Button set to B
B Button = button(3)
; B Button set to Y
C Button R =
C Button L = button(6)
; C Button L set to Select
```

```
C Button D = button(0)
; C Button D set to A
C Button U = button(2)
; C Button U set to X
X Axis = hat(0 Left Right)
Y Axis = hat(0 Up Down)
; Microsoft X-Box 360 pad_END
```

Mods & OS

Operating Systems

- Blast 16 - http://www.blast16project.com/
- GPI Recalbox (Beta) - https://forum.recalbox.com/topic/18156/gpi-case-recalbox-6-1-beta-3-new-public-beta
- RetroPie - https://retropie.org.uk/download/
- Latta - https://www.lakka.tv/
- Pegasus - https://pegasus-frontend.org/
- GPI Users - https://drive.google.com/drive/folders/1a4PJI1axHDaKanj2wIbSsvKj3PHbHqL9

Case Modification

- Stickers - https://www.etsy.com/listing/701060668/retroflag-gpi-case-custom-cartridge

Rechargeable Battery Mod

- https://youtu.be/eBA2bvqCtnI

Scrapers

- Skraper - https://www.skraper.net/ - Currently Broken
- Universal XML Scraper - https://github.com/Universal-Rom-Tools/Universal-XML-Scraper/releases - Buggy but works
- Skyscraper - https://github.com/muldjord/skyscraper - Haven't tested yet

Splashscreens

Converting Video Splashscreens using VLC

Setting for Cropping

- Go to Tools > Preferences
- Click on All under Show Settings in the lower left corner
- Under Video > Filters , Click "Video Cropping Filter"
- Under Video > Filters > Croppadd, set the amount of pixels to crop from
    - From wide screen, 100px from Top & Bottom & 250 from Left & Right (May have to tweak depending on video size)
- Click Save (Make sure to uncheck Video Cropping Filter after you are done converting or it will crop all your videos)

Settings for Conversion

- Profile Type - Video - H.264 + MP3 (MP4)
- Encapsulation
    - MP4/MOV
- Video Codec
    - Encoding Parameters
        - Codec - H-264
        - Bitrate - Not used
        - Quality - 1
        - Frame Rate - 20fps
    - Resolution
        - Scale - .5
        - Frame Size : Auto on Height and Width
    - Filters
        - Video Cropping Filter (If converting from Wide Screen)
- Audio Codec
    - Keep Original Audio Track

Splashscreens

https://retropie.org.uk/forum/topic/2563/rook-s-collection-o-splash-screens

Making a Splashscreen

Filetypes:

- Image Splashes must be `.png` file type
- Video Splashes must be `.mp4` file type

Dimensions:

- 4x3 Dimensions: 320x240

Formatting:

- Names must be all lowercase
- Spaces must be hyphens

Naming Conventions:

Regular Splash Screen:

`username` - `title.png`

4x3 Splash Screen

`username` - `title` - `4x3.png`

Video Splash Screen

`username` - `title` - `video.mp4`

Themes

ES Themes

Themes

Architect (Mine) - https://github.com/kaleben0/architect

Super Retroboy - https://github.com/KALEL1981/es-theme-Super-Retroboy

MiniJawn - Install from Theme Gallery
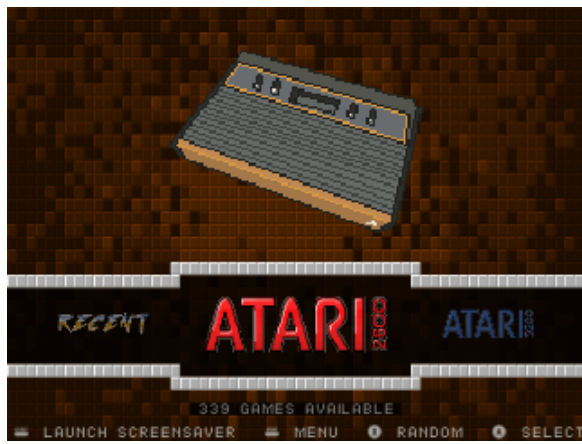

TFT - Install from Theme Gallery

Gameboy Zero 3.5 - gbz - Install from Theme Gallery

Gameboy Zero 3.5 Dark - gbz35-dark - Install from Theme Gallery

ES-Pixel - https://github.com/bebeidon/es-theme-pixel

Theme Gallery - https://github.com/RetroPie/RetroPie-Setup/wiki/themes

Theme Code

Alternate Menu Backgrounds

If we take NES as an example, in the file es-theme-simple-master/nes/theme.xml, the following lines determine the background image:

```
<image name="background" extra="true">
    <path>./art/nes_art_blur.jpg</path>
</image>
```

The default image, nes_art_blur.jpg is in theart folder within thenes folder. Place your preferred artwork in the art folder. Replace the name of the artwork in the xml file and save. When you restart ES, you should have a new background image for NES.