

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/17dqyfRGQ6lGvxdygcuxXBhvMy5cjxDBOojQlZrXj-A>
- GBA Game Testing -
<https://docs.google.com/spreadsheets/d/1rUQzqiHlW39dWcadUuQOjuZ9nZVH0uB86fjQjUbb13c>

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=t1,BTN_THUMBR=tr
    ,BTN_MODE=guide,BTN_SELECT=back,BTN_START=start,BTN_TRIGGER_HAPPY3=du,BTN_TRIGGER_HAPPY4=dd,B
    TN_TRIGGER_HAPPY1=d1,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,d1=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/1a4PJl1axHDaKanj2wlbSsvKj3PHbHqL9>

Case Modification

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



Rechargeable Battery Mod

- <https://youtu.be/eBA2bvqCtnI>

Scrapers

- Skrafer - <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

ES 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/nestheme.xml`, the following lines determine the background image:

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

The default image, `nestheme_art_bg.jpg` is in the `art` folder within the `nestheme` 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.