

## Console Playlists Menu



• menu navigation accepts gamepad + keyboard + mouse

• gamepad or **[Esc]** to back out of any option

• **[←]** decreases or **[→]** increases master volume

• attract mode videos and game favorites run when idle

• left **[Ctrl]** to assign your Cheevos account + password used with compatible games to record your accomplishments!

• **[F1]** – **[F6]** boots Commodore computers 1982–97

• **[F7]** show wireless status

• **[F8]** list any connected USB and Bluetooth controllers

• **[F9]** list all quick-picks for simpler and popular games

• logo key prompts for Bookshelf PDF manual search  
mainly for computer & console games

## RetroArch **Hotkey** Command Assignments

**Reset** the running game



**Switch** from running game back to the RetroArch **Quick Menu**



-or- hold



down for 2-seconds

**Quit** the running game



-or-



+



combo

**Quit** RetroArch back to the console **Playlists** menu



### Other **Hotkey** Assignments

Toggle game **Focus** keyboard mode

**Caps Lock** key

Take a **Screenshot**

**PrtScn** print screen key

Insert P1 **Coin** or Game **Select**/Option



Right SHIFT or **SELECT** button

P1 **Start**



ENTER or **START** button

**Save State** of running game




keep (save), load, next, previous slot#

**Volume** controls



decrease, increase, toggle mute

 Commodore logo **Control** key



Left CTRL

Commodore computer **Status bar**



logo

**Desktop** RetroArch menu app



toggle game between window and full screen

## RetroArch **Controllers**

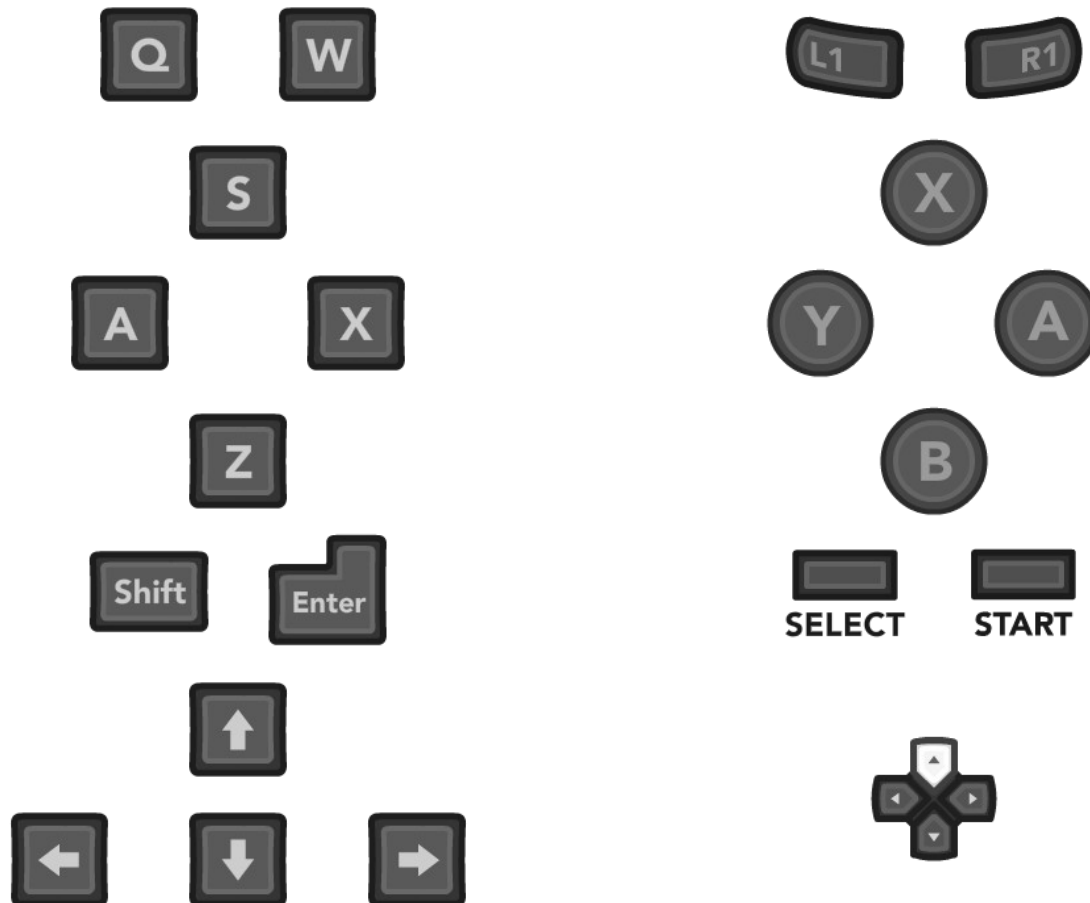
Regardless of your *physical* **Gamepad** controller type – such as the keyboard or a classic 4-way directional pad with 2 buttons or a modern PlayStation controller – each INPUT Assignment in its Controller Profile is for its *virtual* **RetroPad** Controller, which in turn, is *mapped* to the running emulator **Core**:



Binding

Remap

Keyboard Binding → Player 1 **RetroPad** Controller



Atari 2600 console



A simple game controller and the easiest to use. However, the game **console** has some quirky **switches** that have no on-screen display for neither their current state nor change notification. These switch settings can have critical effect on the game selection settings before start and in some instances during play:

- SELECT is for **Option** and START is for **Game Reset** switches
- L1 / R1 sets the Left / Right **Difficulty** switch to **A** mode
- L2 / R2 sets the Left / Right **Difficulty** switch to **B** mode
- TL / TR sets the **TV Type** switch to Color / B&W mode

**Atari 7800** console player controller L1 / R1 changes Left / Right **Difficulty** switches:

Game	Left A / Right A	Left B / Right B	Left A / Right B	Left B / Right A
Beef Drop		Toggle Background Music		
F-18 Hornet		Drop Payload / Eject		
Ikari Warriors	Background Music On	Off	On	Off
Jr. Pac-Man	3 Lives & Jr. Normal Speed	5 Lives & Jr. Fast Speed	3 Lives & Jr. Fast Speed	5 Lives & Jr. Normal Speed
Karateka	Increased Game Difficulty	Decreased	Increased	Decreased
Missing In Action	Invincible / Play Level	Level Select	Level Select	Take Damage / Play Level
Motor Psycho	Set Response Controls	Display Hi Score & Score	Set Response Controls	Display Hi Score & Score
Ninja Golf		Joy Test = Pause-Power, Select, Toggle Right		
Plutos	2 Players Simultaneous	1 Player	2 Players Simultaneous	1 Player
Sentinel	Background Music Off	On	Off	On
Sirius	Advance Difficulty	Beginner	Advance	Beginner
Super Skateboardin'	Background Music Off	On	On	Off
Tomcat - The F14 Fighter Simulator		Raises-Lowers Landing Gear / Arresting Hook		
Touchdown Football		Call Time Out		
Tower Toppler	Play Current Level	Cycle Through Levels	Cycle Through Levels	Play Current Level
Xevious	P1 & P2 = Each button fires both weapons	P1 & P2 = Separate Zapper and Blaster Firing	P1 = Both weapons P2 = Separate	P1 = Separate P2 = Both weapons

## ColecoVision console

Keyboard **1** to **8** starts most games with the controllers implemented as:

- **Fire** Button 1 (or 2) as Retropad A (or B)
- **Dial** keys **1** to **8** as X, Y, R, L, R2, L2, R3, L3
- **Star** **[ ]** or Select and **Hash** **[=]** or Start buttons
- **0** and **9** on keyboard for Player 1
- Player 2 can use the numeric keypad



## Commodore VIC, 64, and Amiga computers

Unlike arcade cabinets and gaming consoles, the computer's primary input is its Keyboard & Mouse. Thus, its Game **FOCUS** is ON at startup which allows the emulator core to take over all Keyboard & Mouse events. That means the RetroArch command **hotkeys** (pause, quit, screenshot, etc.) are not in effect, unless you first toggle Game **FOCUS** to OFF by pressing Caps **Lock** key.

There are computer games that use multiple floppy disks to play, which may include a blank disk for those titles that allow for any save features. There are extra **hotkeys** mapped to perform floppy disk operations, without having to go back & forth between the RetroArch menu & game to find & use them, specifically:

- **[ \ ]** ejects or inserts the *selected* floppy disk from the game's media list
- **[ [ ]** selects the *previous* floppy disk in the game's media list
- **[ ] ]** selects the *next* floppy disk in the game's media list

These **hotkeys** are always in effect:

- Pi **[ ⌘ ]** key toggles the bottom **STATUS** bar for useful information, including current Joystick Port mapping, Floppy Drive activity, and Screen refresh rate (50=PAL, 60=NTSC)
- Right **[ Ctrl ]** key swaps Joystick Port 1 / 2 devices, useful for games that expect the Player 1 joystick to be "plugged into" Port 2
- Right **[ AltGr ]** key toggles Mouse grab useful for only playing computer games from the Desktop window
- Player controller **SELECT** button toggles the On-Screen Keyboard display as pictured here



## DOS computer

- Player controller TL (Thumb Left) button toggles the On-Screen Keyboard display
- **SELECT** quits the running game



NetPlay is RetroArch's mechanism for emulating local multiplayer over the internet, by continuously synchronizing multiple RetroArch instances running the same emulation core and same content. Currently, this approach is only for emulating classic single-system local multiplayer, not link cable play or network multiplayer modes.

By default, the host is always assigned Controller 1, but a client can 'Request Device' to be controller 1. **Request Device** is an advanced network option used for NetPlay, that allows each RetroArch instance to request which device(s)/controller(s) to control. This, for the first example below, enables four players from two instances of RetroArch. Or, for a connecting client to request the player 1 controller from the host, as you do for games that take turns between players and you hand-off the controller to next player up.

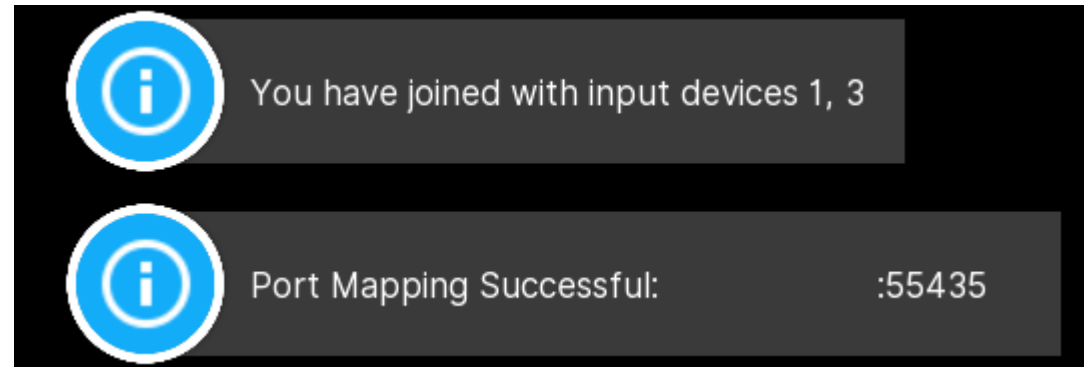
By default, all Request Device # are set to NO. When all Request Device # are set to NO, this allows NetPlay to **automatically** set host as device/controller 1. When the client connects to the host, the client will connect to device/controller 2 for the NetPlay session. Each subsequent client that connects will continue connect to the next available device/controller. For this automatic client-to-controller assignment in a RetroArch NetPlay session to work, all Request Device # settings must be set to NO. If any connecting clients request a device, **automatic assignment is disabled** for everyone and **all clients must request a device** via the settings menu.

## Configure Host's Requested Devices

Set host computer's RetroArch NetPlay to request control of the running core's devices/controllers:

- Navigate to NetPlay → Network
- Set Request Device 1 to YES
- Set Request Device 3 to YES
- Ensure all other Request Device # are set to NO

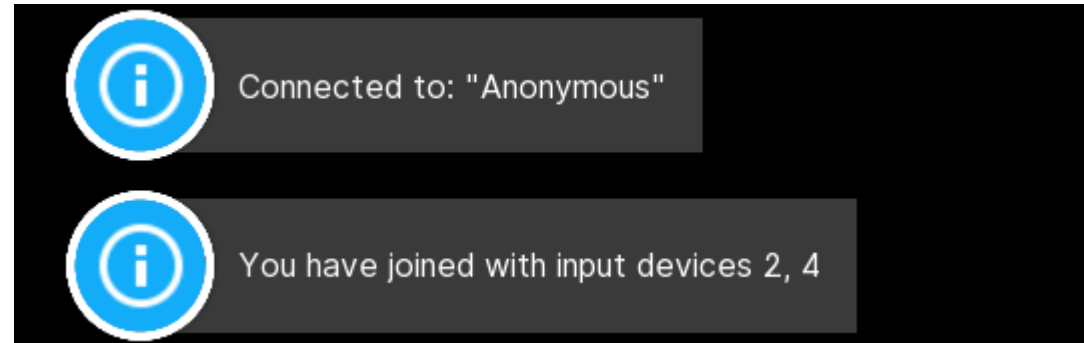
**Host starts** a NetPlay game  
having controllers 1 and 3 →



## Configure Client's Requested Devices

- Navigate to NetPlay → Network
- Set Request Device 2 to YES
- Set Request Device 4 to YES
- Ensure all other Request Device # are set to NO

**Remote Players join** the hosted game  
with controllers 2 and 4 →




## Troubleshooting

As Client: "Failed to Initialize Netplay" often means you were not able to connect to the host. Confirm that you have the correct IP address for the host, and that the host has begun hosting a NetPlay session. Tell the host to check if their host-based firewall is allowing RetroArch to accept connections, and confirm that they have port-forwarding working.

As Host: "Port Mapping Failed" probably indicates a UPnP port-forwarding problem. If you can manually configure your network gateway to forward TCP port 55435 to the local-network IP address of your RetroArch device, then you can do that. Alternatively, enable the use of a Relay Server.

# emulation station

The option to launch another modern frontend – *in a simplified kiosk mode* – to run emulated games is available by pressing  tab key or your player's controller special **MODE** typically marked as a logo button.

**Emulation Station** is pre-loaded with five themes for which one of them will be randomly selected each time – with your preference to override.

↑ There are controller positional buttons explaining navigation and the context menu options available to use

Holding the primary **FIRE** button down will show additional Game Options, particularly if the title has a Manual icon presented, it can fetch & view its documentation from the cloud **Bookshelf**.



↑ use gamepad **SELECT** and **START** buttons for more navigation options

use  to **QUIT** the kiosk and return to console **Playlists**

