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Retropie manual setup

RetroPie allows you to turn a raspberry pi or PC into a retro gaming machine. It builds on Raspbian, EmulationStation, RetroArch and many other projects that allow you to play your favorite Arcade, home-console and classic PC games with minimal setup. For users who are energy, it also provides a wide range of configuration tools to customize the system as you want. What is an emulator? An emulator is software that makes a computer behave like another computer, or in retropie's case a computer that behaves like a video game console like Super Nintendo. The RetroPie SD image is pre-installed with many different emulators. What are ROMs? ROMs are digital versions of game cartridges. Loading the ROM into the emulator is the equivalent of inserting the cartridge into the game console. ROMs are copyrighted content and as such are not part of RetroPie. Configure controllers The first time you start, your file system will be automatically extended, then you will be greeted by the following screen - this menu configures controls for both Emulationstation and RetroArch emulators: Hold down any button on the keyboard or gamepad and the name will appear at the bottom and then it will open to the configuration menu: Follow the on-screen instructions to configure the gamepad - if you run the buttons, hold down the button to skip each unused button. When you get to OK, press the button that you configured as A. If you want to configure more than one controller, you can do so from the Start emulationstation menu. More details about manual driver configurations can be found on this page here. See the following diagrams: SNES controller keyboard shortcuts let you press a combination of buttons to access features such as storing, loading, and exiting emulators. The following chart shows the default combinations of keyboard shortcuts. By default, select the keyboard shortcut by holding down Select and pressing another button to start the command. Note that keyboard shortcuts are specific only to retroarch/libretto-based emulators. Keyboard shortcuts Action Select + Start Exit Select + Right Arm Save Select + Left Arm Load Select + Right Input Status Slot Increase Select + Left Input State Slot Select + X RGUI Menu Select + B Reset EmulationStation Where are the systems? When you first see EmulationStation you may wonder why you don't see systems like SNES or Game Boy- worry not- they are installed on the system, THE ROM just needs to be added to their respective rom folders before they become visible. Roms transfer are described in the following steps. Wifi If you want to use wifi to transfer a ROM over a network rather than a USB stick or Ethernet cable, you will need to set wifi- which can also be done from the Retropie menu in the emulation station: Wifi connection: Choose an SSID from the list: Enter the Wifi password (it may take a while to After configuration you will see your IP address For more WiFi configuration options see this page HERE Installing additional emulators on RetroPie 4.0+, not everything is installed by default. Pre-made images contain the best working emulators for each hardware-supported system. This should include everything most users will do. Ports like earthquakes and destruction and some other emulators like ScummVM can be installed later. The software can be installed from retropie-setup script - which is accessible from the RetroPie menu on EmulationStation. Once there you can go to Manage Packages where you will see different sections. In each section there are lists of packages that can be installed (and this will show what is currently installed). Stable additional packages are in the Optional section, with more unstable packages listed in experimental. Packages are sorted first by type (emulators/libretto kernels/ports), then alphabetically. You can select a package to install or remove it. Some packages also have additional configurations. Rom transfer Due to the nature/complexity of the Copyright/Intellectual Property Rights Act, which varies significantly from country to country, the ROM cannot be equipped with RetroPie and must be provided by the user. You should only have ROM games that you own. There are three main ways to transfer a ROM: USB (make sure your USB is formatted to FAT32 or NTFS) first create a folder called retropie on a USB stick to connect to pi and wait for it, until the end of flashing pull the USB out and plug it into your computer to add the ROM to your respective folder (in the retropie /roms folder) plug it back into the raspberry pi wait until it ends flashing to restore the emulationstation from the Start menu See this video for reference: SFTP NOTE you need to enable SSH to make SFTP work. Wired (needs ethernet cable) Wireless (needs wifi dongle) There are many SFTP programs out there, for windows many people using WinSCP for Mac you can use something like Cyberduck Default username: pi Default password: raspberry You can also log in as root if you want to change more files than just roms, but first you need to enable root password, which is explained here Samba-Shares if on windows type \\retropie to your computer folder. You can also replace retropie with raspberry pi ip address, if you open the finder on MAC OS X, select the Go menu and Connect to Server. Type smb://retropieand press Connect. Play! After you have added roms you need to restart the emulationstation in order to be able to show up. You can restart the emulationstation from the Start menu, or restart pi with sudo restart. Check out the rest of the docs for more detailed information on individual emulators, advanced settings etc. If you still can't figure it out The RetroPie community is very useful on the forum. Watch 568 Star 8.8k Fork 1.3k You can't do this at this time. You signed in with a different tab or window. Reload to update the session. You log off in another folder or window. Reload to update the session. We use optional third-party analytics cookies to understand how you use GitHub.com to create better products. Teach more. We use optional third-party analytics cookies to understand how you use GitHub.com to create better products. You can update your selection at any time by clicking on the cookie preferences at the bottom of the page. For more information, please refer to our privacy statement. We use basic cookies to perform basic functions of the website, such as logging in. Additional information Always active We use analytics cookies to understand how you use our website to improve it, such as how much information you use to collect information about the pages you visit and how many clicks you need to complete a task. More information Congratulations! You have discovered the wonderful world of RetroPie-your entire childhood is within reach! RetroPie is a combination of several projects, including RetroArch, EmulationStation and many others. This site is for people who are just getting started on RetroPie. The easiest way to install RetroPie is an SD image that is ready to go system built on top of Rasberry Pi OS - this is the method described in the following guide. Alternatively, advanced users can install RetroPie manually. This guide will provide you with the basics that allow you to get it up and running from an empty SD card at first launch to EmulationStation. If you hate reading then see this video. Otherwise, read on! Raspberry Pi hardware (A, A+, B, B+, 2, Zero, 3, 4) - for best performance, use the Raspberry Pi 4 Raspberry Pi Case (optionally but recommended) MicroSD card (see compatible SD card list here) MicroSD Card Reader (optional for RetroPie installation if your computer doesn't have a sdcard slot) HDMI cable or 4 RC PoleA on 3.5mm cable (HDMI best). Tv or computer monitor - really any screen with HDMI or RCA ports Wifi Dongle or Ethernet Cable (Wifi is built for pi model 3 / 4 - see the list compatible with wifi dongle here) 5V 2A Micro USB Power supply (2.5A for Pi 3) / 5.1V 3A USB-C for Pi 4. USB keyboard and mouse (if you want to set things up, or you can use the SSH) USB game controller of your choice (or you can get a control block to use original SNES controllers) The easiest way to get most of these components is through a kit like Canakit. Installation download Currently there are 3 versions of RetroPie. There is one version for Raspberry Pi 0/1 (Model A, A+, B, B+), raspberry pi 2/3 version and Raspberry Pi 4 version. get an SD image for your Raspberry Pi version from the following page: if you are not sure which version of the version Pi you have, you can count raspberries at startup: Raspberry Pi 0/1 Raspberry Pi 2/3/4 If you get an error illegal instructions when shoes, or if it just boots to the terminal, you have chosen the wrong SD image or the image has been damaged for download or extraction. Once you have downloaded the SD card image you need to extract it using a program like 7-Zip. You will extract the downloaded GZ file and the extracted file will be a .img file. To extract from the command line, you can enter the following in the terminal window, location X with the version you downloaded: gunzip retropie-4. X.X-rpi2_rpi3.img.gz Installation Installation Installation Image RetroPie SD on a MicroSD card. (You may need a MicroSD card reader to connect it to your computer) Check out the official Raspberry Pi Writing guidelines for IMAGE TO THE SD CARD. Note: RetroPie is built on raspberry pi OS Buster (Linux based operating system for Raspberry Pi) and as such is a partition on the EXT4 SD card (Linux file system). This partion is not visible on Windows systems, so the tab will appear as a smaller size than usual and you won't be able to see everything on the card, but it's all there. You will have access to the file system over the network as described in the ROM transfer section below. If you are updating from a previous version of retropia, see HERE. Configure controllers The first time you start, your file system will be automatically extended, then you will be greeted by the following screen - this menu configures controls for both Emulationstation and RetroArch emulators: Hold down any button on the keyboard or gamepad and the name will appear at the bottom and then it will open to the configuration menu: Follow the on-screen instructions to configure the gamepad - if you run the buttons, hold down the button to skip each unused button. When you get to OK, press the button that you configured as A. If you want to configure more than one controller, you can do so from the Start emulationstation menu. More details about manual driver configurations can be found on this page here. See the following diagrams for reference: SNES XBox 360 Controller PS3 Controller Keyboard shortcut The keyboard shortcut button allows you to press a button in combination with another button to access features such as saving, loading, and terminating in emulator. It is recommended that you use the Select button as a keyboard shortcut. The following chart shows the default combinations of keyboard shortcuts. For example, if you chose Select as a keyboard shortcut, it means that you hold down Select and press the second button to start the command. Note: Keyboard shortcut combinations are specific to retroarch/libretto-based emulators. Keyboard Shortcut Combined Action Hotkey + Start Exit Hotkey + Right Arm Save Keyboard Shortcut + Left Arm Load Keyboard Shortcut + Right Input State Slot Increase shortcut + left input status Slot Reduction Hotkey + X RGUI Menu Hotkey + B Reset For more information, see EmulationStation Where are the systems? 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Ports like earthquakes and destruction and some other emulators like ScummVM can be installed later. The software can be installed from retropie-setup script - which is accessible from the RetroPie menu on EmulationStation. Once there you can go to Manage Packages where you will see different sections. In each section there are lists of packages that can be installed (and this will show what is currently installed). Stable additional packages are in the Optional section, with more unstable packages listed in experimental. Packages are sorted first by type (emulators/libretto kernels/ports), then alphabetically. You can select a package to install or remove it. Some packages also have additional configurations. Rom transfer Due to the nature/complexity of the Copyright/Intellectual Property Rights Act, which varies significantly from country to country, the ROM cannot be equipped with RetroPie and must be provided by the user. You should only have ROM games that you own. 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Wired (needs ethernet cable) Wireless (needs wifi dongle) There are many SFTP programs out there, for windows many people using WinSCP for Mac you can use something like Cyberduck Default username: pi Default password: raspberry You can also log in as root if you want to change more files than just roms but first you need enable the root password that is explained here if you enter \\retropie in your computer folder in Windows. You can also replace retropie with raspberry pi ip address if you open Finder on MAC OS X, select Go menu and Connect to Server.... Type smb://retropie or smb://retropie.local, and then press Connect. AUDIO General RetroPie audio will work out of the pack without any tuning, but if you have sound problems, you should follow the instructions on the Sound Problems page to fix them. If you're using a USB Audio device or using an after-sales RPi HAT audio device (such as a Justboom sound card), you'll most likely need to visit the Sound Issues page. Play! After you have added roms you need to restart the emulationstation in order to be able to show up. You can restart the emulationstation from the Start menu, or restart pi with sudo restart. Check out the rest of the docs for more detailed information on individual emulators, advanced settings etc. If you still can't figure it out, the RetroPie community is very useful on the forum. The RetroPie project is primarily maintained by several developers who develop the project in their spare time. If you have found the RetroPie project useful, please consider donating the project here. As you become more familiar with RetroPie, pay it forward by helping others on the forum. Project RetroPie is what it is today because of the many community contributions. Thanks! You!