

Projet RetroPie



Présentation

* Origine : Suite à une présentation du 2016-03-02 par Charles-Édouard Chevrier. * Servez-vous de votre Raspberry Pi comme console de jeux rétro avec Rétropie. Dans cet atelier je vous présenterai ce système d'exploitation et vous montrerai comment s'en servir. * Matériel requis : Si vous désirez l'installer sur votre propre Raspberry Pi, vous pouvez seulement apporter une carte SD sur laquelle nous l'installerons. Si vous désirez l'essayer lors de l'atelier, apportez votre propre moniteur et une manette de jeux USB. * Public cible : Toute personne, débutante à experte qui désire découvrir Rétropie est la bienvenue à cet atelier.

Description

* The RetroPie Project started with the idea of turning the Raspberry Pi into a retro-gaming console and evolved ever since. * The project uses Raspbian as OS at the bottom and integrates a large set of emulators for a wide variety of computer systems from the past decades. * It auto installs a lot of emulators and with only a bit of configuration you have the frontEnd EmulStation Working and a lot of emulators. Easy and powerfull.

Manipulations

* Référence: De <https://github.com/retropie/RetroPie-Setup/wiki/First-Installation> , * Préparation:

- Section "Download":
 - Téléchargé version correspondant à ma version de RapsberryPi (2) (retropie-4.3-

rpi2_rpi3.img.gz de 612 Mo v4.3 released 2017-09-21)

- Section "Install":
 - For Linux you can use dd command or Etcher,
 - Téléchargé Etcher (Burn images to SD cards & USB drives, safely and easily) (Select Image, select drive, flash!) (for Linux x64) (de <https://etcher.io/>) (etcher-1.2.0-linux-x86_64.zip de 73,4 Mo v1.2.0)
 - Sur votre ordinateur, créer le dossier /home/.../RaspberryPi2
 - Extraire dans ce dossier l'archive Etcher (etcher-1.2.0-x86_64.ApplImage)
 - Rendre le fichier exécutable avec Terminal (réf. <https://askubuntu.com/questions/774490/what-is-an-appimage-how-do-i-install-it>) : `chmod a+x etcher-1.2.0-x86_64.ApplImage` puis l'exécuter par `./etcher-1.2.0-x86_64.ApplImage` et confirmer l'installation Etcher démarre.
 - Insérer la carte SD contenant un carte micro-SD de 16 GB (par ex.) dans la fente du portable, "Flash Complete!"
 - Coller l'archive de Retropie dans ce dossier
 - Dans Etcher, sélectionner l'image de Retropie, sélectionner le drive (SA16G), continue (Flash! 5 min), (validating 1 min)
 - Démontez et retirez la carte SD du portable, insérez la carte micro-SD dans le RaspberryPi2, branchez le fil d'alimentation.
 - Fermez l'application Etcher et le Terminal.
- Section "Configure Controllers":
 - Aller à sous-section "PS3 Controller":
 - Appuyez sur le bouton "Select" de manette (gamepad) pour la configurer
 - Écran d'accueil, appuyez sur le bouton "Select" du gamepad, détecte "ZEROPLUS PLAYSTATION(3)"
 - 4 boutons de gauche = PAD
 - Start, Select
 - Configurer le gamepad (A=cercle, B=X, X=triangle, Y=carré)
 - Left & right shoulder = 1
 - Left & right trigger = 2
 - Thumbs = appuyez sur joysticks
 - Left Analog = joystick gauche
 - Right Analog = joystick droit
 - Hotkeys Enabled (default=SELECT) (pas utilisé Turbo & Home): PRESS ANYTHING=btn Select
 - Select+Start = EXIT
 - Select+Right Shoulder = SAVE
 - Select+Left Shoulder = LOAD
 - Select+Right = Input State Slot Increase
 - Select+Left = Input State Slot Decrease
 - Select+X = RGUI Menu
 - Select+B = Reset
 - OK=(? appuyé ESC clavier je crois)
- Section "EmulationStation":
 - Parmi les 3 méthodes de transfert, commencer par "USB" (ensuite je testerai SFTP)
 - Utiliser autre clef USB (déjà formatée FAT32)
 - Créer un dossier "retropie"
 - Menu « CONFIGURATION » (faire le tour des options disponibles)
 - Menu = START, BACK = X, ROND = aller dans menu, HAUT-BAS-DROITE = PAD-UP-DOWN-

RIGHT

- Branché USB dans RaspberryPi2
- ...
- A créé les dossiers BIOS, configs & roms
- Téléchargé un ROM pour Commodore-64...
- Copié le ROM sur clef USB dans dossier retropie/roms
- Lien: www.c64.com, menu « Games »

Installation d'émulateur vice (Commodore-64)

Setup-Script : MENU « RETROPIE SETUP » / Manage Packages / Optional / 151 vice (C64 emulator vice) / Binary / (downloading, get, ign, build, new packages installation, preparing, unpacking, processing triggers for man-db, cofiguring vice), revient au menu (faire Back jusqu'à Perform reboot).

Téléchargements de ROMS Commodore-64

1) PAC-MAN [ATARI], Touches : F1=Play/Restart, F3=One/Two player, Unlimited lives=Y, ! détecte pas gamepad Pac-Man, pac-man_atari.zip, extrait archive sur clef USB dans retropie/roms/atari2600, (&atari_xxxx) branché dans Pi, SELECT avec A (rond), SHOW IP = 192.168.10.109 (activer sur router) Menu QUIT / RESTART EMULATION STATION, REALLY RESTART? = YES (reboot Pi), GAME COLLECTION SETTINGS = ALL GAMES De Winows10, ping OK, File Browser \\retropie, copié rom dans /megadrive,! Créé /c64 et copié ROM, RESTART,!

Windows10 : créé /Documents/retropie_roms_dwn & /Documents/retropie

2) Téléchargé Avenger 1983, déplacé .zip dans /retropie_roms_dwn, extract all in /retropie, copié dans \\retropie\roms\c64, Menu QUIT / RESTART EMULATION STATION. Rond(X) pour configurer jeu (inclus Quit emulator), Virtual keyboard pour touches : A=Fire, L=Left, ;=Right, ESC=Pause AUDIO DEVICE=PCM vers SPEAKER ou ... ou MASTER =! pas de son

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2) PAC-MAN [ATARI], Touches : F1=Play/Restart, F3=One/Two player, Unlimited lives=Y, ! détecte pas gamepad

Autres : Battle Bound Project (Tanks) Beach-Head Boulder Dash 1,2,3 (homme sous terre, pierres tombent) Brick Busters (balle rebondissante qui doit détruire mur en haut) Buggy Boy (si trouve pas beau jeu)

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Références

* RetroPie Wiki : <https://github.com/retropie/RetroPie-Setup/wiki> * petRockBlog : <http://blog.petrockblock.com/retropie/>

Installation & configuration (RetroPie Setup Script)

- First-install, go to "SD-card image" section.
- Doing a manual installation with the RetroPie Setup Script is a better way for learning what actually gets installed. Also, you might already have installed something else that you do not want to re-install and configure again. Another cause for manually installing everything with the RetroPie script is that you can configure which components get installed and which not. However, if you are already familiar with the RetroPie Project, the setup script and the components it installs, or if you just would like to quickly turn your RPi into a retro console this SD-card image might definitely be useful for you!
- The RetroPie Setup Script lets you install and configure all the emulators, front-ends, drivers, and other components for your retro-gaming console.
- Technically, it is a bash script that consists of a few thousand lines of code and is run from the command line. The complete sources are hosted at Github to support collaboration, feedback, bug reporting, and pull requests.
- Prepared Github repository with a shell script that automatically installs all needed packages. It has a console-based GUI and makes the installation of everything you need for retro gaming very easy. The script was tested on the Raspbian distribution.
- Setup : Follow these instructions - Manual installation - (from the Github site) (written here for information).
 - This script is designed for use on Raspbian Jessie and Wheezy for the Raspberry Pi. Before

- using the script, please *make sure that you have run the raspi-config script to extend your root file system *. You can run the script with `sudo raspi-config`
- To run the RetroPie Setup Script make sure that your APT repositories are up-to-date and that Git is installed :
 - `sudo apt-get update`
 - `sudo apt-get upgrade`
 - `sudo apt-get install git`
 - Then you can download the latest RetroPie setup script with :
 - `cd`
 - `git clone -depth=1 https://github.com/RetroPie/RetroPie-Setup.git`
 - The script is executed with :
 - `cd RetroPie-Setup`
 - `sudo ./retropie_setup.sh`
 - When you first run the script it may install some additional packages that are needed. Note that you might need to reboot your Raspberry, if your firmware was updated during the installation process.
- Binaries and Sources : RetroPie Setup offers the possibility to install from binaries or build from source. For most users installing from binary should suffice (building from source can take more than a day on a Raspberry Pi).

Installation & configuration (SD-card image)

- There exists an SD-card image with a complete installation by the RetroPie Setup Script that comes with all supported emulators and functions.
- The RetroPie SD-card image is a ready-to-use image that provides a full installation of all systems and functions that are supported by the RetroPie Setup Script. Here is a short description about the features of the image:
 - Complete installation of all available emulators that are supported by the RetroPie Setup Script.
 - Automatic start of Emulation Station, the front-end for browsing and running the ROMs.
 - Pre-configured splash screen that can be customized with the RetroPie-Setup Script.
 - SAMBA shares for each system for copying ROMs on the RPi via network.
 - USB daemon for copying ROMs on the RPi via USB stick.
- The image was tested on an Raspberry Pi model B, revision 1 (256 MB). It is a ready-to-go installation that just needs to be filled up by your ROMs and, eventually, your BIOS files.
- RetroPie 3.6. The easiest way to install RetroPie is the SD image which is a ready to go system built upon top of the Raspbian OS.
- Follow these instructions - Installation SD Images - the very basics to get you up and running from a blank SD card to first boot into EmulationStation.

Supported systems/emulators

* The RetroPie SD-card includes emulators for a whole range of gaming history. Some of these systems are (noté ceux que je connais) :

- Amiga (UAE4ALL)
- C64 (VICE)
- MAME (RetroArch/mame4all-pi, RetroArch/mame4all)

- Voir la liste des Emulateurs du Wiki

Présentation

Avantage : bureau disponible et peut y déposer ROMs dans dossiers raspbian startx ou dans retroPie = station possible installer Kodi & retroPie simultanément! map manette RetroPie : configuration Demo Nin64 / Mario Kart (start+select = quit), émulateur (choix qui va mieux avec cette console), PS1 : Crash team racing (CTR) PS1 mieux que C-64 emuparadise = dwn roms frozenrom torrents coolrom.com (section française) romhacking.net

Installer raspbian, suivre procédure :

<http://blog.petrockblock.com/2012/07/22/retroPie-setup-an-initialization-script-for-retroarch-on-the-raspberrypi/> prend une nuit!

```
sudo raspi-config (force hdmi)
```

Commodore-64

Description

* The Commodore 64 is an 8 Bit personal computer introduced in 1982 by Commodore International. This model holds the world record for the highest-selling single computer model of all time. * References : <https://github.com/retroPie/RetroPie-Setup/wiki/Commodore-64>

Amiga

Description

* The Amiga was a family of personal computers released by Commodore in the 1980's and 1990's. * References : <https://github.com/retroPie/RetroPie-Setup/wiki/Amiga>

MAME : Multiple Arcade Machine Emulator

Description

* MAME stands for Multiple Arcade Machine Emulator. MAME can emulate thousands of games that otherwise would have been lost in the ash-heaps of history. * References : <https://github.com/retroPie/RetroPie-Setup/wiki/MAME>

AdvanceMAME (Multiple Arcade Machine Emulator)

* Passer à la section "RetroPie Project" ci-dessous puisque c'est un des systèmes supportés. * Description : A really popular download for the Raspberry Pi, and you can run an increasing number of games on your

Pi as developers in the community work on recompiling for Raspbian. * References :

- Shea Silverman's Blog / Tutorial Raspberry Pi and MAME Part 2 (aussi : “Raspberry Pi Gaming”, 2nd edition)

* Download : AdvanceMAME * Installation :

1. `sudo dpkg -i advancemame-raspberrypi_1-1_armhf.deb`
2. Once it's installed, just type `advname` and it will create your configuration file.
3. Roms go in `~/.advance/rom/`
4. Edit your `advname.rc` for your display :
 - a. For HDMI try : `device_video_clock 5 - 50 / 15.62 / 50 ; 5 - 50 / 15.73 / 60`
 - b. For NTSC TVs try : `device_video_clock 5 - 50 / 15.73 / 60`
5. To run a game : `advname gamename (ie advname sf2)`
6. ENJOY!!!

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Permanent link:
<https://linuq.org/projets/retropie>

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