Fightbox R10-PRO



The Fightbox R10-PRO is a controller developped by Shenzhen tebosi electronic technology.

This device works out of the box in batocera (with batocera 45), but the default configuration is not perfect. By following the configuration below, you can make all works perfectly, including trackball games, spinner games, flipper games.

The device contains an arcade pad, flipper buttons, a trackball and a spinner. It is medium quality, mainly the trackball which is very unprecise on slow movements.

The spinner and the trackball are not configured out of the box on batocera cause it is based on generic devices (arduino+barcode reader) but it is easy to configure then in the controller/trackballs and spinners menu (require batocera 45).

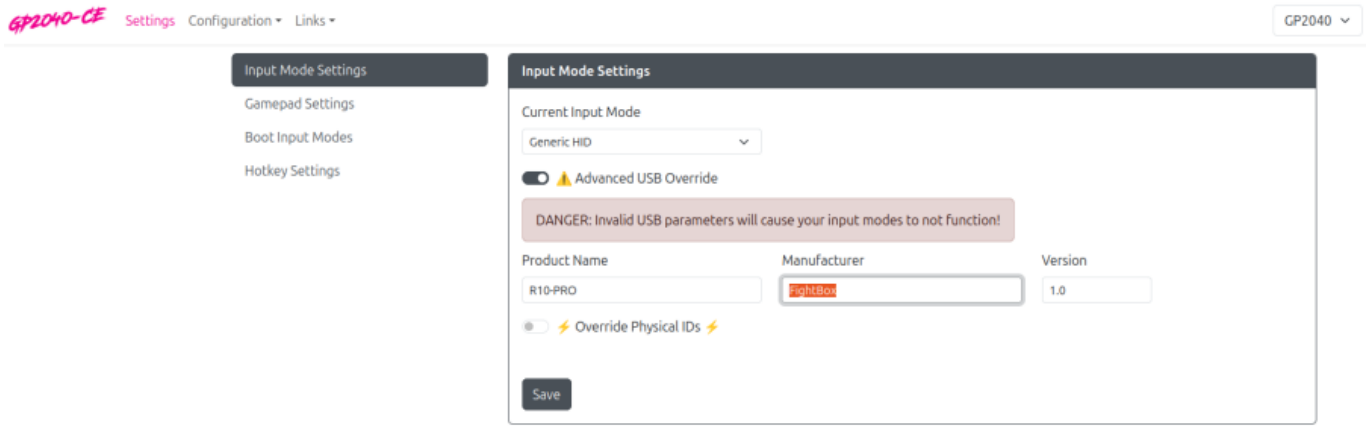
The arcade pad/flippers buttons by default are simulating an xbox controller, and the mapping doesn't respect the classic arcade buttons mapping. But same, it is possible to configure it to make it work perfectly.

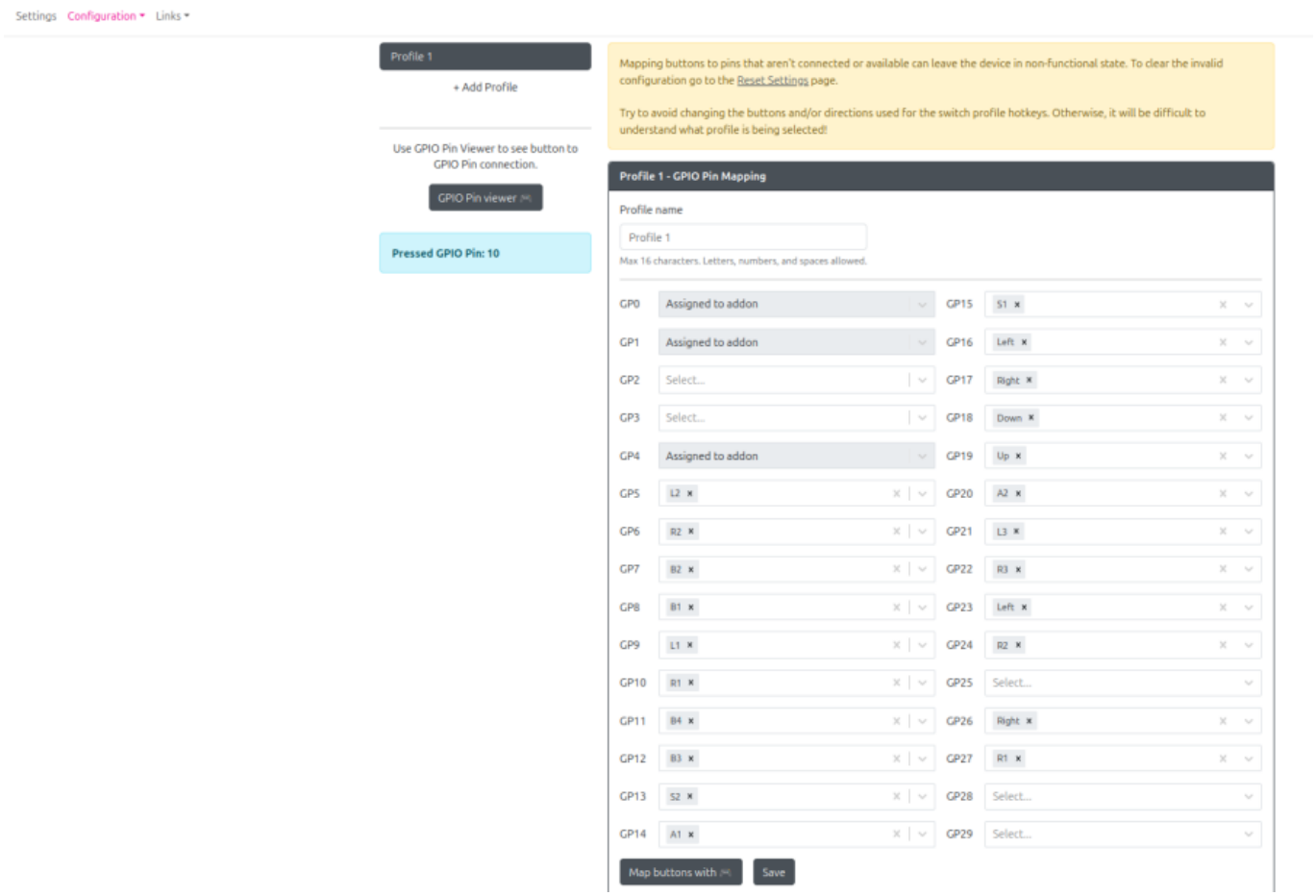
The device uses a GP2040-CE firmware. GP2040-CE firmware is an opensource project to build controllers, like zedmd for dmd, but for pads. GP2040-CE has a built-in Web Configurator that allows users to customize button mappings.

- GP2040-CE Documentation
- GP2040-CE Web Configurator Documentation

Configure the Fightbox R10-PRO as an standard controller

1. Hold the START button while connecting the USB cable on your computer to enter Web Configuration Mode.
2. Open your browser and visit: http://192.168.7.1
3. Go in Input Mode Settings and change “XInput” controller to “Current Input Mode” - see screenshot below
4. Enable Advanced USB Override and set Product Name to “R10-PRO” and Manufacturer to “FightBox” - see screenshot below
5. Go in Configuration/GPIO Pin Mapping and set gp27 to r1 (like the value of gp10) - see screenshot below
6. Save your settings and plug the controller onto your batocera machine





Configure the spinner and trackball

The trackball and spinner are not recognized out of the box.

With batocera 45+, just

1. go in the controllers menu > trackballs and spinners
2. choose “detect a trackball”, then move the trackball
3. choose “detect a spinner”, then move the spinner
4. enjoy playing

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