

# Supported emulators

A spreadsheet with all details on [supported emulators can be found here](#).

## Unsupported emulators

### Why isn't Dolphin (wii/gamecube) supported on my Odroid?

- current versions of Dolphin only have x86\_64 and arm8 JIT.
- older versions supported arm7 (xu4 is arm7) but they are no longer maintained.
- Dolphin requires a 2Ghz CPU (C2 maximum is 1.9 Ghz).

In other words, it could be supported, but through an old version, or it's just too slow.

### Why isn't Reicast (dreamcast) supported on my Odroid C2?

- the Reicast code is not ready for the aarch64 architecture yet.

### Why isn't Apple II supported on my Odroid?

- the Apple II emulator requires SDL (1) to work.
- the SDL v2 was patched to support the Odroid's graphics card, but SDL (1) was not.

In other words, it could be supported but requires the Apple II emulator to upgrade to SDL2.

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