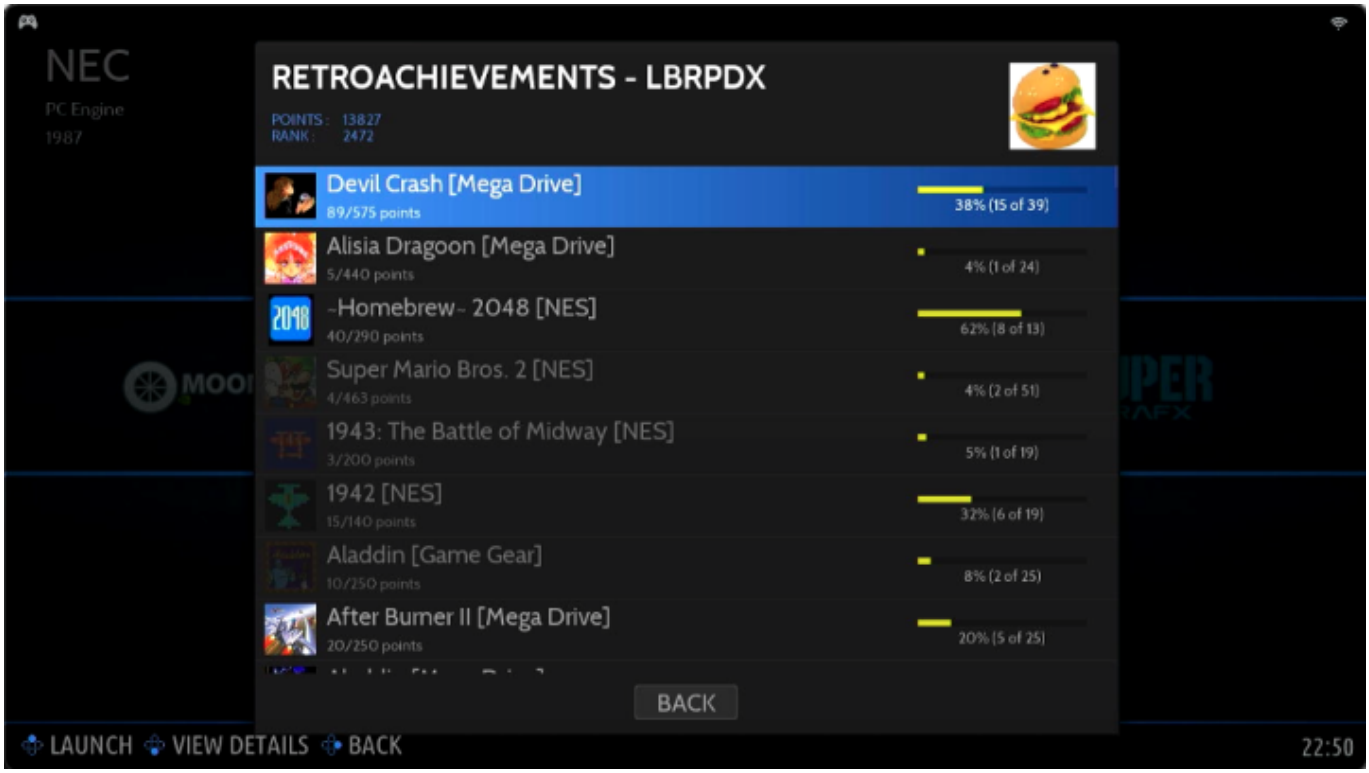
RetroAchievements

RetroAchievements allows you to earn achievements on old retro games like Mario, Sonic, etc. on several home gaming systems, as well as some arcade games using FBNeo (RetroAchievements are not supported in MAME). This is very similar to Xbox 360 or PS3/PS4 achievements or successes and you're able to keep track of what you've unlocked from their website. The best thing about this: it's a free service.

Configuration is through **GAMES SETTINGS → RETROACHIEVEMENTS SETTINGS**

Batocera **v30** introduced an updated look and feel for the RetroAchievements screen. You can select each game to have more details, including each RetroAchivement for each game, and you can even launch the game from this screen!



For the adventurous, you can enable the **HARDCORE MODE** to disable rewind and loading save states. Keep this in mind if you do turn it on if you want to utilize save states in the future!

Custom achievement unlock sound

Batocera comes with an assortment of custom sounds for achievement unlocks (some you may already be very familiar with), but it is also possible to add your own custom sounds to it. They must be in the OGG format in order to work.

Place your sound files in `sounds/retroachievements/`, they will then appear next time you open **GAMES SETTINGS → RETROACHIEVEMENTS SETTINGS → UNLOCK SOUND**.

System-specific information

RetroAchievements are only available on certain Libretro cores (and from **v31** DuckStation). If you play a system that has both standalone and Libretro cores, make sure you select the compatible emulator/core. Not all Libretro cores are compatible with RetroAchievements. To see whether or not you can use RetroAchievements for a particular game, hold (in **v30** and prior, press) and look at the top of the per-game settings. Batocera tells you what core is currently configured, and which one is compatible with achievements (if there is one).



Also, achievements can depend on the ROM format you are using. For example, for PlayStation 1, make sure you are using `*.cue + .bin` or `*.chd` format as they are the only formats supported with RetroAchievements, and **not** the `*.pbp` format (may change in the future). For PlayStation Portable only pure `*.iso` is supported.

Wanna play with us?

Finally, if you want to compete with fellow Batocera users, you can find a list of Batocera RetroAchievements players on this page from the web site.

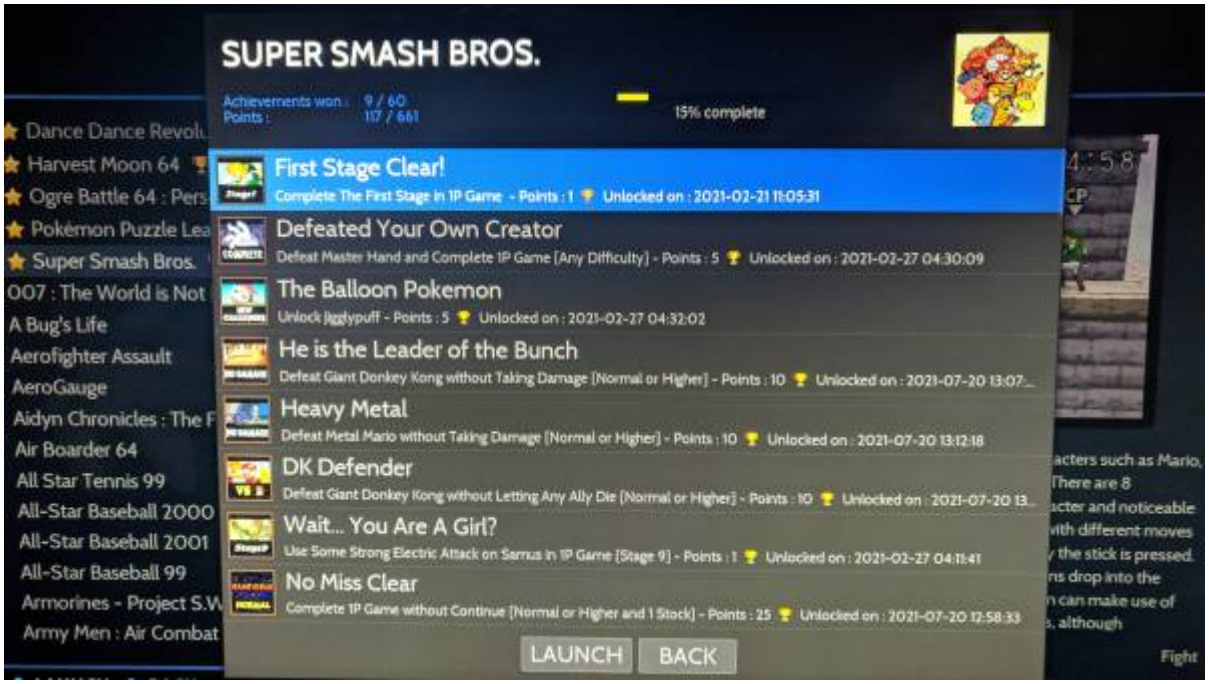
Go to the Discord channel and ask moderators to be added to the list!

Add RetroAchievements support for custom systems

If you add a custom system, for example MSU1, and you know that some games support RetroAchievements, by default the RetroAchievements will NOT be unlockable. This is because your custom system is not referenced by Batocera as available for RetroAchievements. If you have Batocera **v32** or later, you can add a manual `*.cheevos_force` option to `batocera.conf`.

For example, setting `msu1.cheevos_force=true` in `batocera.conf` enables that custom system to have RetroAchievements.

This can also be used for games on systemss that say they support achievements in EmulationStation but don't actually login when launched. For example, if this is what you can see in EmulationStation when going into a game's achievements:



but when in game going to the quick menu's achievements section:



Then adding `n64.cheevos_force=true` to `batocera.conf` would fix it. If this is the case, let the devs in the Discord server know, as this is usually an easy fix.

Manually adjusting RetroAchievement settings

Although most everything related to RetroAchievements can be adjusted from within ES's settings menus, such settings can still be adjusted from `batocera.conf`:

```
## Enable retroarchievements (0,1)
## Set your www.retroachievements.org username/password
## Escape your special chars (# ; $) with a backslash : $ => \$
```

```
global.retroachievements=0
global.retroachievements.hardcore=0
global.retroachievements.leaderboards=0
global.retroachievements.verbose=0
global.retroachievements.screenshot=0
global.retroachievements.username=
global.retroachievements.password=
## Show badges in Retroarch cheevos list and color them when they're win
like on the web site
global.retroarch.cheevos_badges_enable=true
## Show all achievements as if they were already unlocked.
global.retroachievements.encore=true
```

From:
https://www.wiki.batocera.org/ - **Batocera.linux - Wiki**

Permanent link:
https://www.wiki.batocera.org/retroachievements_settings

Last update: **2022/07/16 14:25**