

RetroAchievements

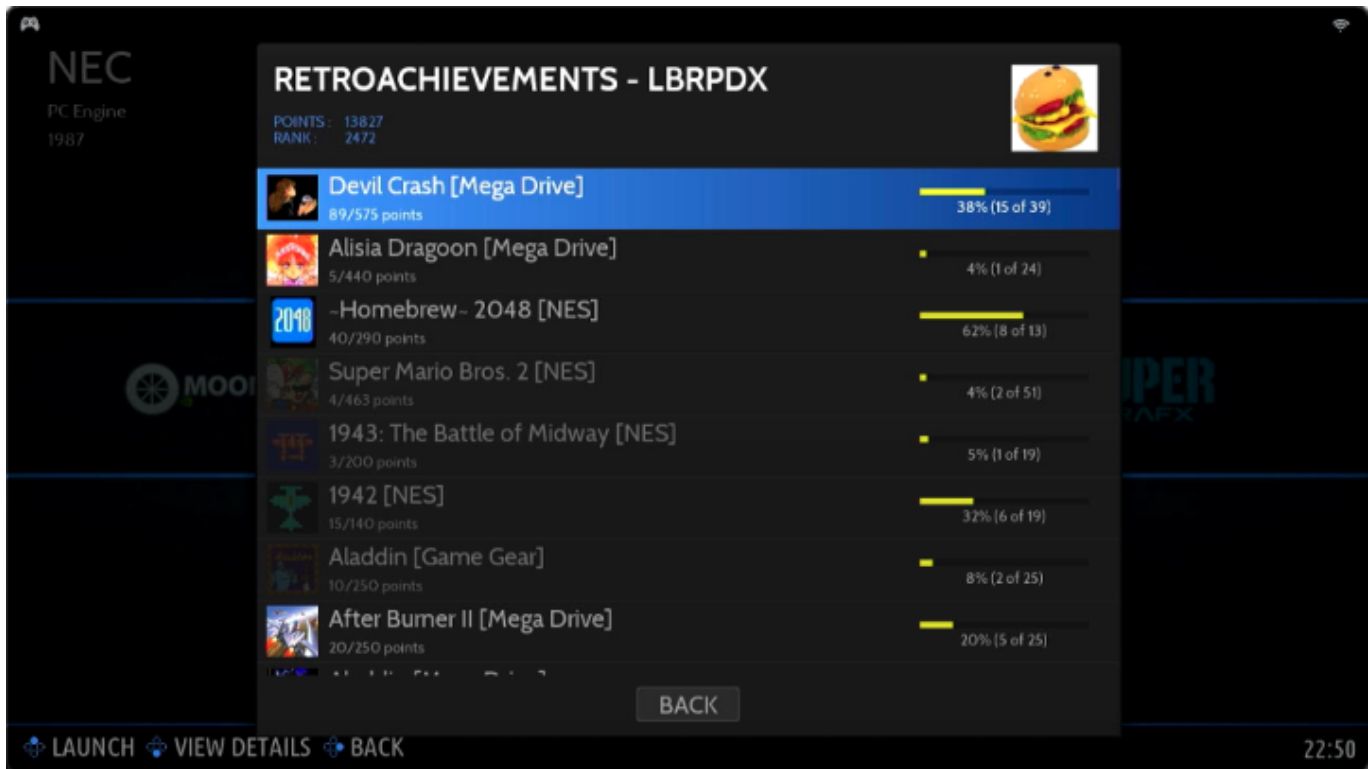
RetroAchievements allows you to earn achievements on old retro games like Mario, Sonic, etc. on several home gaming systems, as well as some arcade games (like Neo Geo or some MAME games). This is very similar to Xbox 360 or PS3/PS4 achievements or successes and you're able to keep track of what you've unlocked from [their website](#). The best thing about this: it's a free service.

Settings



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

- **RETROACHIEVEMENTS**
- **HARDCORE MODE** with this mode on, special Libretro features like rewind, fast forward or cheat codes are disabled. Very much the real "console" experience, for hardcore fans.
- **LEADERBOARDS** some games keep a ranking of all RetroAchievements players. Compete with the best players on the Internet!
- **VERBOSE MODE** when you unlock an achievement, get details about the achievement you have unlocked, with a cute little badge in the upper left corner of your screen.
- **AUTOMATIC SCREENSHOT** do you want to keep a screenshot of the moment you unlocked a RetroAchievement? They are stored in the Batocera screenshot directory.
- **UNLOCK SOUND** if you want to play a sound, like the classic PS3 or Xbox360 success unlock sound. You have a selection of retrogaming-oriented sounds, but you can also add your own unlock sounds in /userdata/sounds/retroachievements/ as long as they are in the **.ogg** format.
- **USERNAME** and **PASSWORD** are the ones you have set up on [the RetroAchievements website](#).
- **SHOW IN MAIN MENU** if you want a shortcut to the RetroAchievement screen from the main menu (see the screenshot below)
- **FIND ALL/NEW GAMES** in order to show a little icon in the Batocera menu for the games that have RetroAchievements, you have to use this option to calculate the MD5 checksums of your ROM files and make sure they match what [the RetroAchievements database](#) is expecting. You can do that for all games in your library, or games that haven't been indexed yet.

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



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're the only formats supported with RetroAchievements, and **not** the PBP format (may change in the future).

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](#).

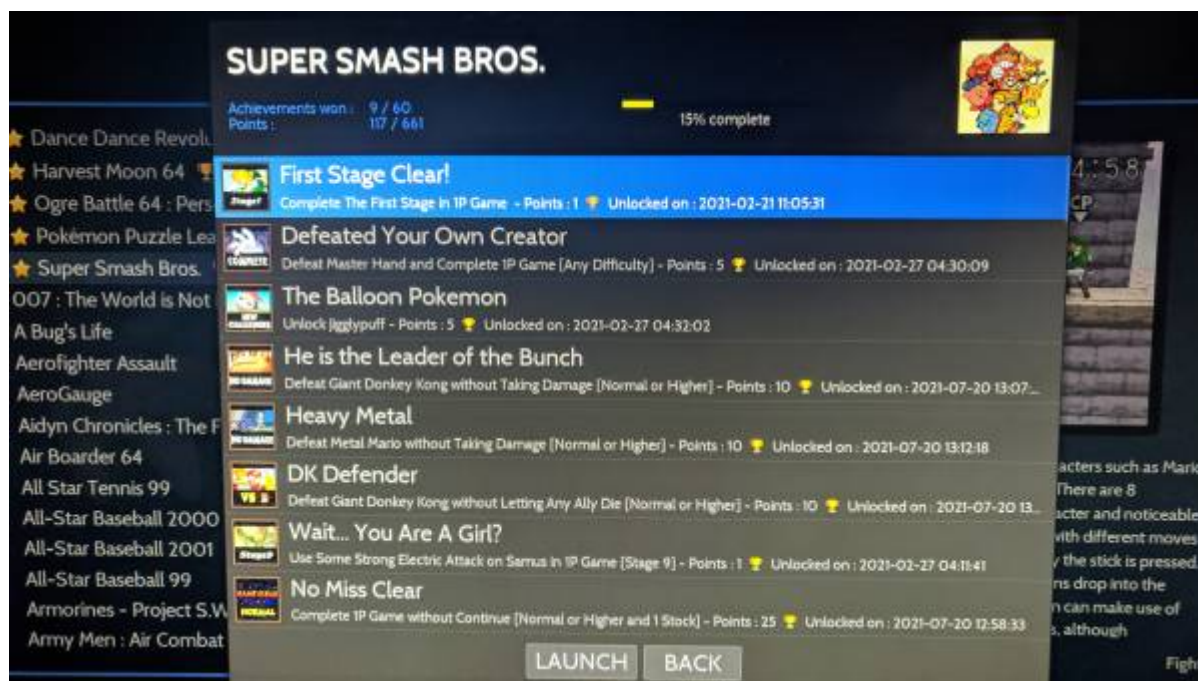
Go to the [Discord channel](#) and ask moderators to be added to the list!

Add RetroAchievements support for custom systems

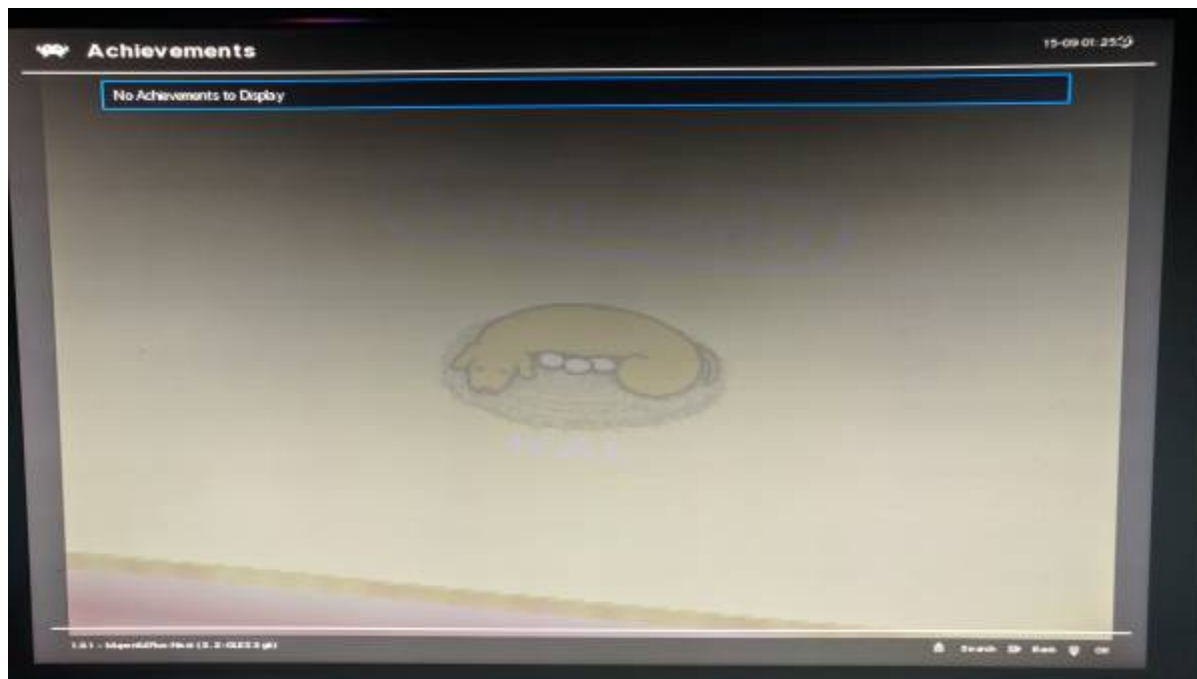
If you add a custom system, for example MSU1, and you know that some games support RetroAchievements, by default the RetroAchievements will NOT be unlockable. This is because your custom system is not referenced by Batocera as available for RetroAchievements. If you have Batocera **v32** or later, you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

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

Permanent link: https://www.wiki.batocera.org/retroachievements_settings?rev=1631751154

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