

DAPHNE LaserDisc

A LaserDisc video game is an arcade game that uses pre-recorded video (either live-action or animation) played from a LaserDisc. The first LaserDisc video game was Sega's Astron Belt released in 1983. The genre was popularized by Dragon's Lair released shortly after in the same year. The usage of LaserDiscs provided graphics close to an animated or live-action film which was vastly ahead of other arcade games at the time. However, with the drawback of limited interactivity compared to regular arcade games.

This system scrapes metadata for the daphne, arcade group(s) and loads the daphne set from the currently selected theme, if available.



Quick reference

- **Emulator:** daphne/hypseus
- **Folder:** /userdata/roms/daphne
- **Accepted ROM formats:** .daphne .squashfs

ROMs

Place your DAPHNE ROMs in /userdata/roms/daphne/.

The file structure consists of a directory with the ending .daphne and a corresponding .zip file in the folder roms:

```
roms
|-- daphne
|   |   (The folder below holds a laserdisc...".daphne"
|   |   tells emulationstation to add this to the menu,
|   |   and "dle21" tells daphne to use that game engine)
|   |
|   |-- dle21.daphne
|   |   |-- dle21.commands (Optional extra command-
|   |   |                   line params!)
|   |   |-- dle21.txt      (Framefile)
|   |   |-- lair.m2v
|   |   |-- lair.ogg
|   |
|   |                                     (All roms go into this roms folder)
|   +-- roms
|       +-- dle21.zip
```



Without the additional .zip file in the roms folder the games will be recognized by Batocera but will not be playable!

Emulators

Daphne/Hypseus

DAPHNE is the most famous emulator for LaserDisc arcade games. It supports more games than MAME. We use the [Hypseus Singe](#), a fork of the [original DAPHNE emulator](#).

daphne configuration

Standardized features available to all cores of this emulator: `daphne.videomode`, `daphne.ratio`, `daphne.padtokeyboard`

Command line parameters

In `roms/daphne/<game>.daphne/<game>.commands`, extra command line parameters can be define. For example, for Dragon's Lair in `roms/daphne/lair.daphne/lair.commands`:

[lair.commands](#)

```
-nocrc -noissues -nolog -noserversend -latency 950 -x 640 -y 480 -bank 1 00110111 -bank 0 10011000
```

Controls

The default button mapping is as following:

Gamepad	Arcade
SELECT	Input Coin
START	START Player 1
A	Action Button
X	DAPHNE Overlay



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