

# DAPHNE LaserDisc

DAPHNE is the **First Ever Multiple Arcade Laserdisc Emulator!**<sup>1)</sup> For legacy reasons, the [Hypseus fork](#) of the emulator may be referred to as simply DAPHNE.

# DAPHNE

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.

Cool website about Laserdisc games:  
<http://www.dragons-lair-project.com/games/>

Another useful resource is AmberElec's wiki entry on it:  
<https://amberelec.org/System-Laserdisc.html>

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

## BIOS

No Daphne emulator in Batocera needs a BIOS file to run.

## ROMs

### Since v37

It is mandatory to use latest assets from [Hypseus Singe data repository](#).



Depending on your DAPHNE ROM files, you might need to use `singe1` or `singe2` assets.

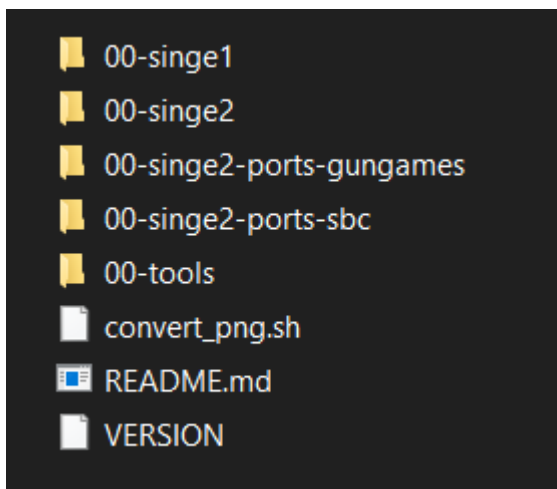


**Single** `.m2v` and `.ogg` ROM files most often need `singe2` assets.

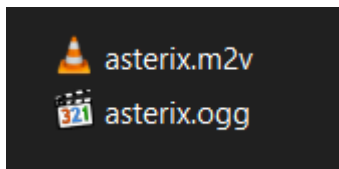
**Multiple** `.m2v` and `.ogg` ROM files use `singe1` assets.

`singe2-ports` assets are made for boards to gain maximum performance and compatibility.

Download the [source code](#) and extract its content to any folder. Open it and you should find the following files:

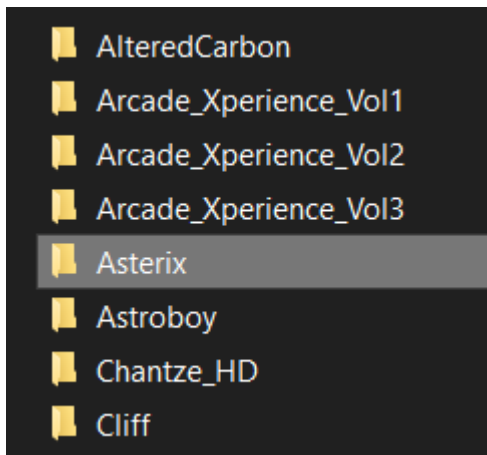


For this example, we will use Asterix ROM:



As mentioned, this will require `singe2` assets.

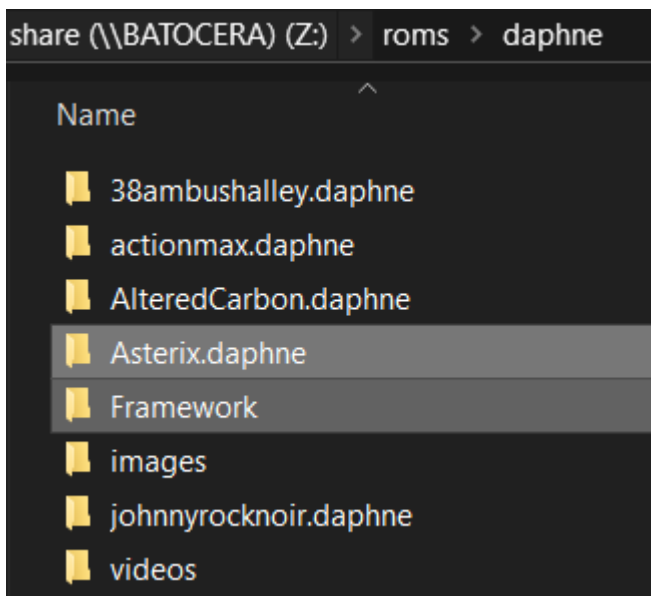
First, navigate to `/00-singe2/` folder. You should find Asterix folder there:



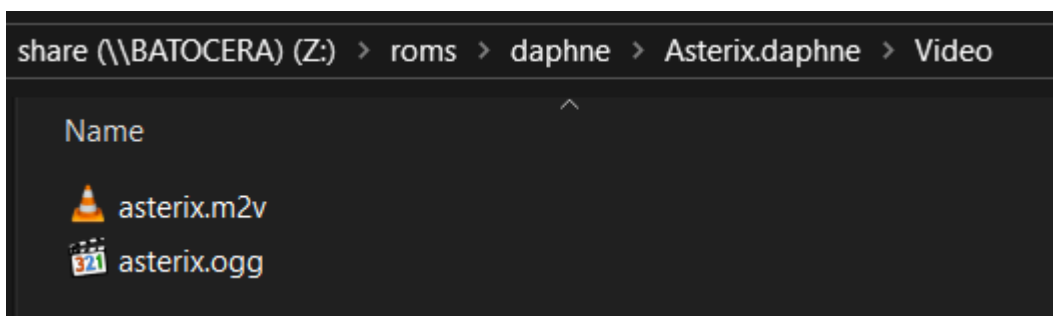
Rename the folder `Asterix` to `Asterix.daphne` and copy it into Batocera

/userdata/roms/daphne/ along with Framework folder.

**Framework is required for Singe 2 ROMs.**



Upload asterix.m2v and asterix.ogg files into Video folder of the ROM asset (/userdata/roms/daphne/Asterix.daphne/Video/):



In the end, your ROM structure should look like this:

```
roms
|-- daphne
|   |
|   |-- Asterix.daphne
|   |   |-- Cfg
|   |   |-- Fonts
|   |   |-- Overlay
|   |   |-- Script
|   |   |-- Sounds
|   |   |-- Video (ROM files go into this folder)
|   |       |-- asterix.m2v (image ROM)
|   |       |-- asterix.ogg (audio ROM)
|   |
|   |-- Framework
```

## Prior to v37 (v36 and less)

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/Hypseus configuration

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

ES setting name batocera.conf_key	Description ⇒ ES option key_value
<b>Settings that apply to all cores of this emulator</b>	
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<b>ES setting name batocera.conf_key</b>	<b>Description → ES option key_value</b>
<b>GRAPHICS API daphne.gfxbackend</b>	Choose which graphics API library to use. Vulkan may not work on all hardware. ⇒ OpenGL OpenGL, Vulkan Vulkan.
<b>ASPECT RATIO daphne.daphne_ratio</b>	Not all games support stretching, depending on their video files. ⇒ Original original, Stretch stretch, Force 4:3 force_ratio.
<b>SCREEN ROTATION daphne.daphne_rotate</b>	⇒ 0 degrees 0, 90 degrees 90, 270 degrees 270.
<b>SMOOTH GAMES (BILINEAR FILTERING) daphne.bilinear_filter</b>	⇒ On 0, Off 1.
<b>SCANLINES daphne.daphne_scanlines</b>	Use with the stretch aspect ratio and adjust joystick sensitivity as required. ⇒ Off 0, On 1.
<b>BLEND SPRITES (SINGE) daphne.blend_sprites</b>	Restore BLENDMODE outline on Singe sprites. ⇒ Off 0, On 1.
<b>OVERLAY SIZE (SINGE) daphne.overlay_size</b>	⇒ Standard 0, HD Gun Games oversize, Singe 2 Full full, Singe 2 Half half.
<b>ABSOLUTE MOUSE INPUT daphne.abs_mouse_input</b>	This option is required for some gun games when playing with a mouse. ⇒ Off 0, On 1.
<b>INVERT AXIS daphne.invert_axis</b>	Invert the vertical joystick axis on flight games. ⇒ Off 0, On 1.
<b>JOYSTICK TO CURSOR SENSITIVITY daphne.singe_joystick_range</b>	⇒ 5 5, 10 10, 15 15, 20 20.
<b>HIDE LIGHT GUN CROSSHAIRS daphne.singe_crosshair</b>	Hide crosshairs in supported games e.g. ActionMax. ⇒ Off 0, On 1.
<b>SDL TEXTURE ACCESS STREAMING daphne.daphne_texturestream</b>	Can improve video performance. Do not use with ActionMax games or scanlines. ⇒ Off 0, On 1.
<b>CUSTOM CONTROLLER daphne.daphne_joy</b>	Use controller settings manually defined in custom.ini. ⇒ Off 0, On 1.

## 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

Here are the default Daphne's controls shown on a [Batocera Retropad](#):



Gamepad	Arcade
SELECT	Input Coin
START	START Player 1
A	Action Button
X	DAPHNE Overlay
D-pad	Stick

# Troubleshooting

## Further troubleshooting

For further troubleshooting, refer to the [generic support pages](#).

1)

As quoted on their website: <http://www.daphne-emu.com>

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