

Nintendo GameCube

The Nintendo GameCube is a console developed by Nintendo. It was released in 2001.



NINTENDO GAMECUBE



Nintendo Gamecube is emulated through the [Dolphin emulator](#), which is the same emulator we use for the Nintendo Wii. Its emulation performance are stunning, and it offers several options to enhance the graphic quality of the Gamecube titles, that can be upscaled and look gorgeous, even by today's standards, if your PC can support it.

Some of the options for enhanced visual quality are available from the "Advanced System Options". In particular you can enable a higher **VIDEO RESOLUTION** that will upscale the 3D models to a higher resolution, in combination with the use of **HIRES TEXTURES**.

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

Quick reference

- **Emulator:** [Dolphin](#)
- **Accepted ROM formats:** .gcm, .iso, .gcz, .ciso, .wbfs, .rvz, .elf, .dol, .m3u
- **Folder:** /userdata/roms/gamecube

BIOS

No Nintendo GameCube emulator in Batocera needs a BIOS file to run.

ROMs

Place your Nintendo GameCube ROMs in /userdata/roms/gamecube.

Emulators

Dolphin



For general information about the Dolphin Emulator itself, you can also visit the [Dolphin Emulator page](#).

Dolphin configuration

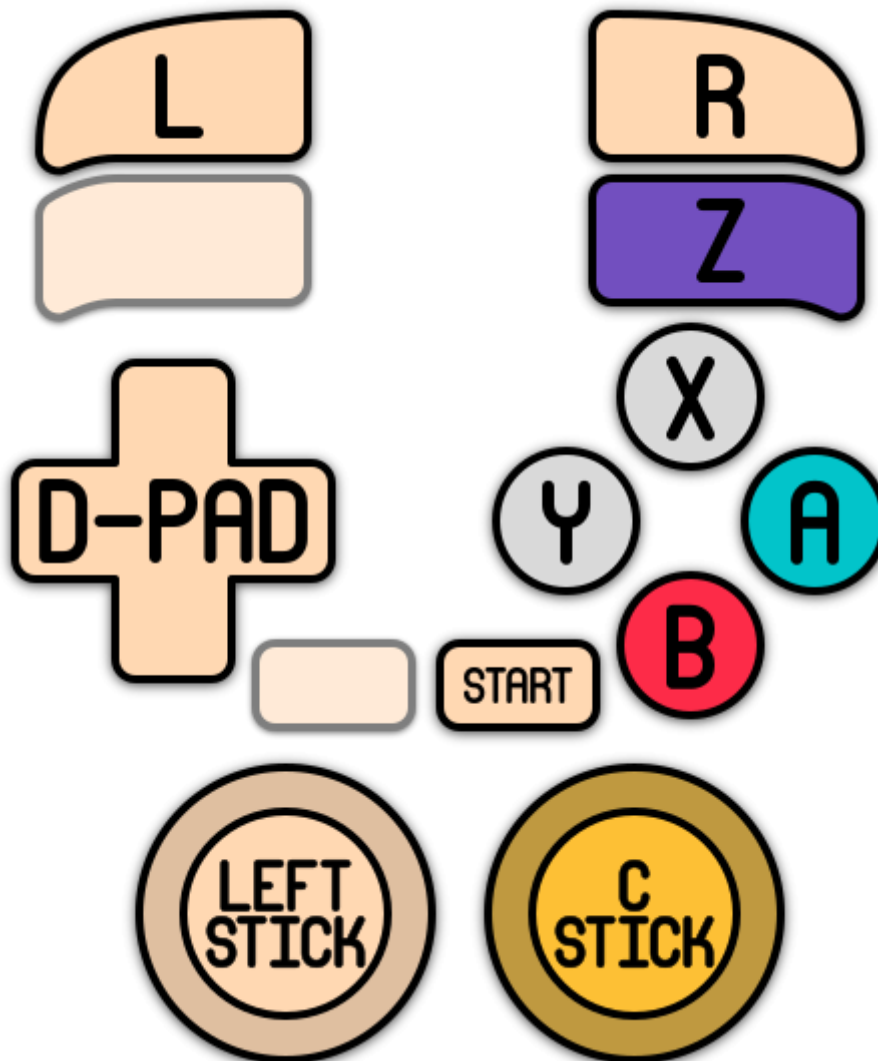
Standardized features available to all cores of this emulator: `gamecube.videomode`, `gamecube.ratio`

ES setting name <code>batocera.conf_key</code>	Description ⇒ ES option <code>key_value</code>
Settings that apply to all cores of this emulator	
GRAPHICS BACKEND <code>gamecube.gfxbackend</code>	Choose your graphics rendering ⇒ OpenGL OGL, Vulkan Vulkan.
RENDERING RESOLUTION <code>gamecube.internal_resolution</code>	Improve the fidelity of 3D models (does not affect 2D sprites). ⇒ 1x native (640×528) 1, 2x 720p (1280×1056) 2, 3x 1080p (1920×1584) 3, 4x 1440p (2560×2112) 4, 5x (3200×2640) 5, 6x 4K (3840×3168) 6, 7x (4480×3696) 7, 8x 5K (5120×4224) 8.
UBERSHADERS <code>wii.ubershaders</code>	Improve performance with Ubershaders. Ubershaders take advantage of your GPU to avoid in-game stutters as it generates shaders for the first time; this can happen when a certain special effect shows on the screen or a new model is rendered. Hybrid ubershaders are preferred, it will use the GPU accelerated ubershader if available to avoid stutter, otherwise it will fall back to traditional shader generation. Exclusive ubershaders will only use ubershaders, only activate this option if you have an extremely powerful GPU. Normally there is no downside to activating ubershaders, however it does increase the minimum requirements out of your GPU to run. On especially weak hardware, such as SBCs, ubershaders are disabled by default. They can still be manually turned on, but you may encounter <i>more</i> stutter if on an SBC. Skip draw is a hack that opts to take a different approach altogether: don't display the object in game if its shader hasn't compiled yet. Obviously, this can result in visual glitches, but may be the best option performance-wise if your hardware is extremely weak.; asynchronous is preferred, synchronous is more compatible. ⇒ No Ubershaders <code>no_ubershader</code> , Exclusive Ubershaders <code>exclusive_ubershader</code> , Hybrid Ubershaders <code>hybrid_ubershader</code> , Skip Drawing <code>skip_draw</code> .
PRE-CACHE SHADERS <code>gamecube.wait_for_shaders</code>	Compile shaders on next launch of game (one time). Reduces micro-freezes. ⇒ Off (default) 0, On 1.

ES setting name batocera.conf_key	Description ⇒ ES option key_value
PERFORMANCE HACKS gamecube.perf_hacks	Increase emulator performance, at the cost of accuracy/stability. Settings set to "True" with this option: Defer EFB copies to RAM DeferEFBCopies, Scaled EFB Copy EFBScaledCopy, EFB Copies EFBToTextureEnable, Skip Presenting Duplicate Frames SkipDuplicateXFBs, XFB copies XFBToTextureEnable, Force Texture Filtering ForceFiltering, Arbitrary Mipmap Detection ArbitraryMipmapDetection, Disable Copy Filter DisableCopyFilter, Force 24-Bit Color ForceTrueColor. Settings set to "False" with this option: Bounding Box BBoxEnable, Ignore Format Changes EFBEmulateFormatChanges. ⇒ Off 0, On 1.
USE PAD PROFILES gamecube.use_pad_profiles	Search for custom configured joystick profiles. ⇒ Off 0, On 1.
ANISOTROPIC FILTERING gamecube.anisotropic_filtering	Improves clarity of distant textures. ⇒ Off 0, 2x 1, 4x 2, 8x 3, 16x 4.
DUAL CORE MODE gamecube.dual_core	Usually not much faster than single core mode. Decreases stability. ⇒ Off 0, On 1.
GPU SYNC gamecube.gpu_sync	Speed hack for dual core mode to fix some glitches. ⇒ Off 0, On 1.
ANTI-ALIASING gamecube.antialiasing	Enhancement. Smooth out jagged edges on 3D object polygons. ⇒ Off 0, 2x 2, 4x 4, 8x 8.
ANTI-ALIASING MODE gamecube.use_ssaa	Toggle MSAA/SSAA. Depends on anti-aliasing being enabled. ⇒ MSAA (default) 0, SSAA 1.
HIRES TEXTURES gamecube.hires_textures	⇒ Off 0, On 1.
WIDESCREEN HACK (GLITCHY) gamecube.widescreen_hack	Enhancement. Only works with a 16/9 ratio and bezels disabled. ⇒ Off 0, On 1.
ENABLE CHEATS gamecube.enable_cheats	To use game cheats or 16/9 Aspect Ratio Fix codes ⇒ Off 0, On 1.
MEMORY MANAGEMENT UNIT gamecube.enable_mmu	Required by some games. ⇒ Off 0, On 1.
FAST DISK SPEED gamecube.enable_fastdisc	Speeds up disc speed to remove any loading. ⇒ Off 0, On 1.
VSYNC gamecube.vsync	Fix screen tearing. CPU heavy. ⇒ Off 0, On 1.
DUALSHOCK MOTION CONTROL gamecube.dsmotion	Emulate the Wii pointer with your DS4's gyroscope. ⇒ Off 0, On 1.
MOUSE AS IR WIIMOTE gamecube.mouseir	Emulate the Wiimote IR control with a mouse. ⇒ Off 0, On 1.
RUMBLE gamecube.rumble	To use vibration on games with Rumble mode. ⇒ Off 0, On 1.

Controls

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



GameCube adapter for Wii U USB passthrough

In a similar fashion to using [Bluetooth passthrough for Wii controllers](#), you can use [USB passthrough](#) to allow Dolphin to entirely handle the GameCube controllers from your adapter.

Download the following file:

[51-gcadapter.rules](#)

```
SUBSYSTEM=="usb", ENV{DEVTYPE}=="usb_device", ATTRS{idVendor}=="057e",  
ATTRS{idProduct}=="0337", MODE="0666"
```

Save it as a [udev rule](#) to `userdata/system/udev/rules.d/51-gcadapter.rules` (there is no need to "reload" the udev rules, if you want to be sure just reboot Batocera).

You must activate "Custom Pad Profile" and select "GameCube Adapter for Wii U" in Dolphin's controller settings. Boot up Dolphin, attach the Adapter, and it should become selectable.



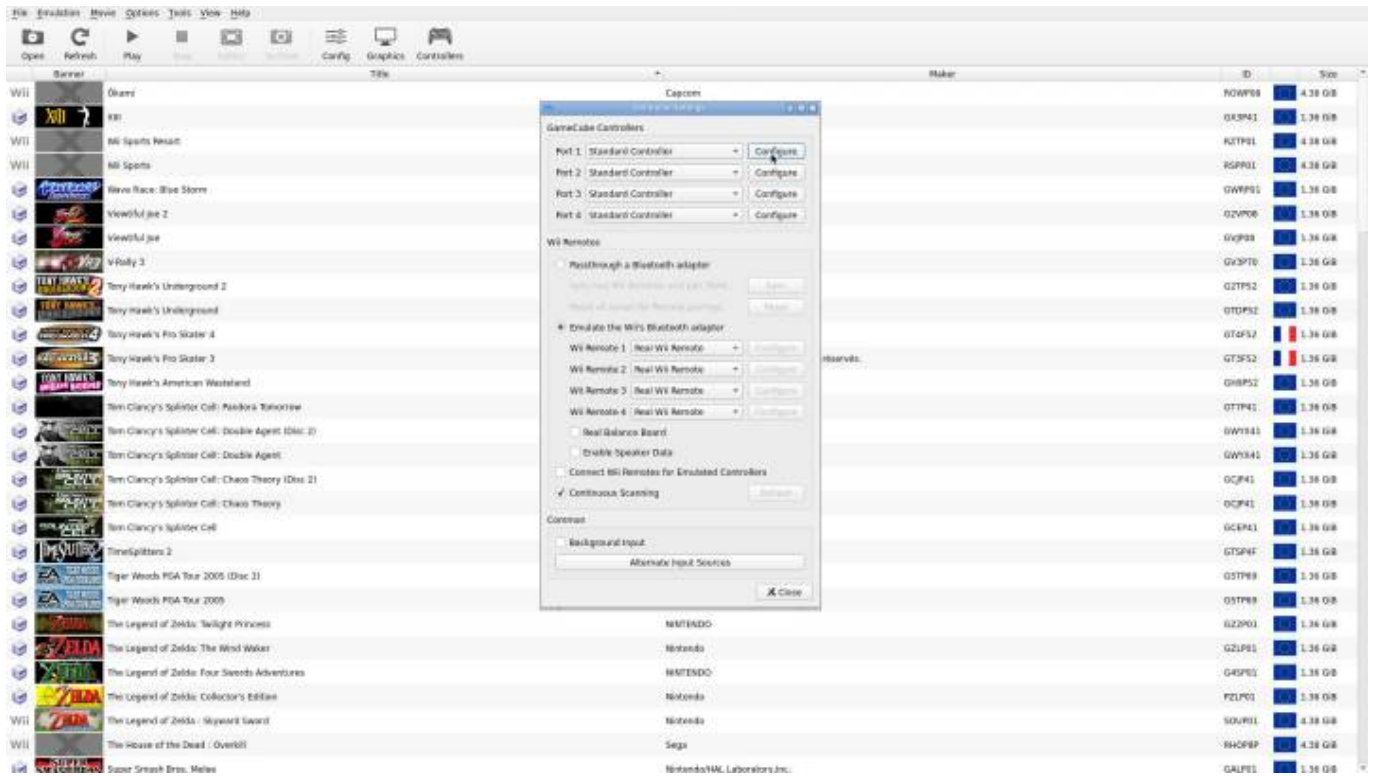
You can access Dolphin's menu in-game with [Alt] + [Tab] to do this.

Custom Pad Profile

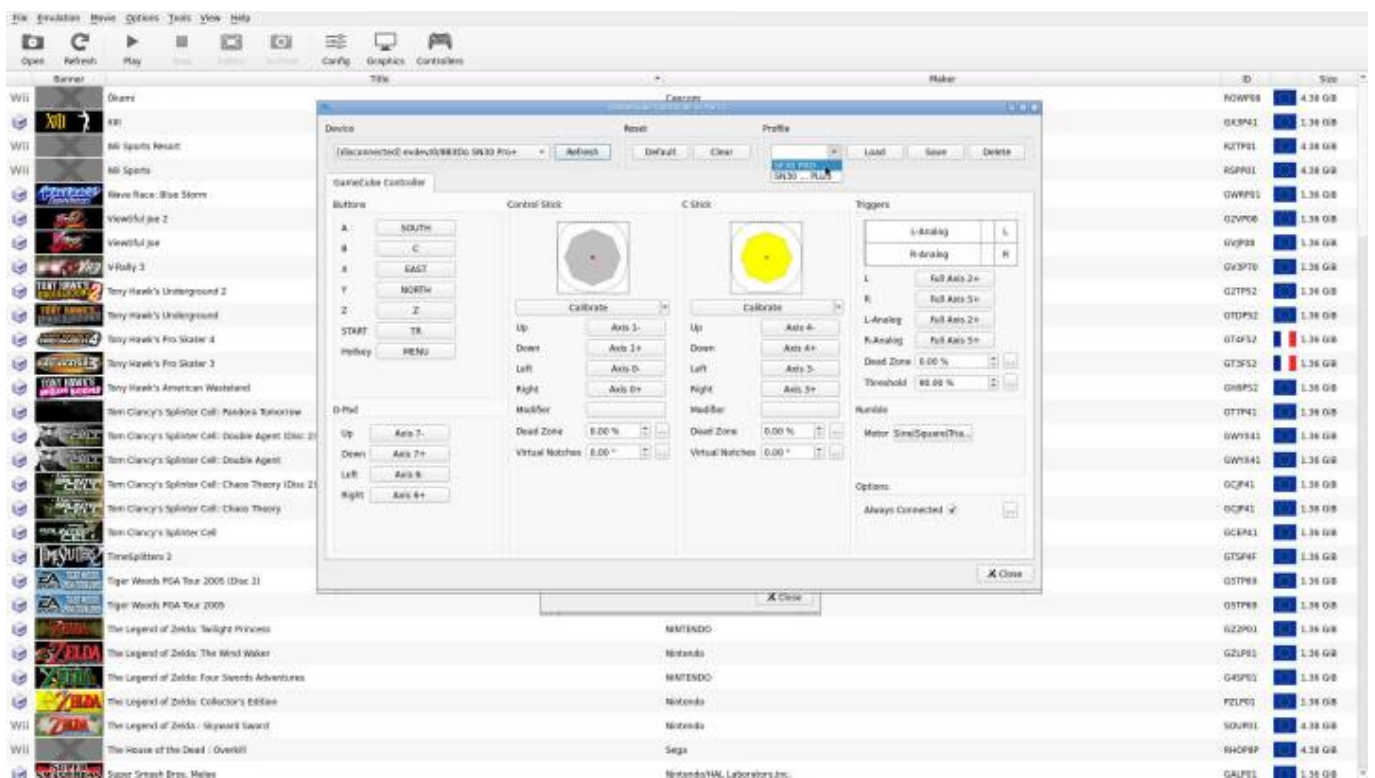
Since **v31**, it's possible to create and save custom pad profiles for GameCube (Dolphin emulator)

All you need to do is to go to **pads options** on Dolphin emulator by pressing the F1 key from system menu on EmulationStation.

System	Game	Maker	ID	Size
Wii	Okami	Capcom	POW98	4.38 GB
Wii	XIII	UBISOFT	043P41	1.38 GB
Wii	Wii Sports Resort	Nintendo	KUTP01	4.38 GB
Wii	Wii Sports	Nintendo	RSPR01	4.38 GB
Wii	Wave Race: Blue Storm	NINTENDO	GWRF01	1.38 GB
Wii	Viewtiful Joe 2	©CAPCOM CO., LTD.	G2VW06	1.38 GB
Wii	Viewtiful Joe	©CAPCOM CO., LTD.	GWVW08	1.38 GB
Wii	VRally 3	Atari	GW3P70	1.38 GB
Wii	Tony Hawk's Underground 2	Activision®	G2TP52	1.38 GB
Wii	Tony Hawk's Underground	Activision	GTDPS2	1.38 GB
Wii	Tony Hawk's Pro Skater 4	Activision	GTF452	1.38 GB
Wii	Tony Hawk's Pro Skater 3	©1999-2001 Activision. Tous droits réservés.	GTF352	1.38 GB
Wii	Tony Hawk's American Wasteland	Activision®	GHBPS2	1.38 GB
Wii	Tom Clancy's Splinter Cell: Pandora Tomorrow	Ubisoft	GTTP41	1.38 GB
Wii	Tom Clancy's Splinter Cell: Double Agent (Disc 2)	Game Disc 2	GWV341	1.38 GB
Wii	Tom Clancy's Splinter Cell: Double Agent	Game Disc 1	GWV341	1.38 GB
Wii	Tom Clancy's Splinter Cell: Chaos Theory (Disc 2)	Game Disc 2	GCP41	1.38 GB
Wii	Tom Clancy's Splinter Cell: Chaos Theory	Game Disc 1	GCP41	1.38 GB
Wii	Tom Clancy's Splinter Cell	©1 2003 UTA Soft Entertainment.	GCP41	1.38 GB
Wii	TimeSplitters 2	Electronic Arts	GTSF4F	1.38 GB
Wii	Tiger Woods PGA Tour 2005 (Disc 1)	Electronic Arts	G3TP89	1.38 GB
Wii	Tiger Woods PGA Tour 2005	Electronic Arts	G3TP89	1.38 GB
Wii	The Legend of Zelda: Twilight Princess	NINTENDO	G2ZP01	1.38 GB
Wii	The Legend of Zelda: The Wind Waker	Nintendo	G2ZP01	1.38 GB
Wii	The Legend of Zelda: Four Swords Adventures	NINTENDO	G4SP01	1.38 GB
Wii	The Legend of Zelda: Collector's Edition	Nintendo	F2LP01	1.38 GB
Wii	The Legend of Zelda: Skyward Sword	Nintendo	S0VW01	4.38 GB
Wii	The House of the Dead - Overkill	Sega	R4CP8P	4.38 GB
Wii	Super Smash Bros. Melee	Nintendo/NAL Laboratories, Inc.	GALP01	1.38 GB



Here, you can customize and save buttons mapping, and stick calibration.



Only one profile per pad.

After that, you simply need to set the **USE PAD PROFILES** option (in Dolphin advanced options on EmulationStation) to **TRUE** and your custom profile will be loaded.



Pad profiles are saved in /userdata/system/configs/dolphin-emu/Profiles.



For more information on remapping per system, refer to the relevant section on [the remapping controls per emulator](#) page.

Troubleshooting

There are infrequent frame-drops in my games despite them running at full-speed most of the time

Your GPU might not be strong enough to calculate the caches in real-time while playing. This can be worked around by activating the **PRE-CACHE SHADERS** `gamecube.wait_for_shaders` setting, at the cost of having to wait a while on your next launch of the game (one time only).

It's still happening!

For exceptionally weak hardware, it might also be worth turning off **UBERSHADERS** `gamecube.ubershaders` altogether.

I have X problem with Y game

Dolphin has a great and informative wiki, usually detailing which settings may need to be altered to

avoid issues in certain games. Search for your game on it here:

https://wiki.dolphin-emu.org/index.php?title=Main_Page

Further troubleshooting

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

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