

Mr. Boom

Batocera is shipped with a working build of Mr. Boom! Mr.Boom is an up to 8 player Bomberman clone libretro core. The goal of the game is to bomb away your enemies and other players.

This system scrapes metadata for the “mrboom” group and loads the `mrboom` set from the currently selected theme, if available.

Grouped with the “ports” group of systems.



Quick reference

- **Emulator:** RetroArch
- **Core:** libretro: MrBoom
- **Folder:** `/userdata/roms/mrboom`
- **Accepted ROM formats:** `.libretro`

BIOS

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

Game files

MrBoom can be found in `/userdata/roms/mrboom`. It is safe to remove the contents of this folder if you no longer desire it.

Emulators

RetroArch

RetroArch (formerly SSNES), is a ubiquitous frontend that can run multiple “cores”, which are essentially the emulators themselves. The most common cores use the libretro API, so that's why cores run in RetroArch in Batocera are referred to as “libretro: (core name)”. RetroArch aims to unify the feature set of all libretro cores and offer a universal, familiar interface independent of platform.

RetroArch configuration

RetroArch offers a **Quick Menu** accessed by pressing `[HOTKEY]` +  which can be used to alter various things like RetroArch and core options, and controller mapping. Most RetroArch related settings can be altered from Batocera's EmulationStation.

Standardized features available to all libretro cores: `mrboom.videomode`, `mrboom.ratio`, `mrboom.smooth`, `mrboom.shaders`, `mrboom.pixel_perfect`, `mrboom.decoration`, `mrboom.game_translation`

ES setting name `batocera.conf_key`	**Description ⇒ ES option `key_value`**
Settings that apply to all cores of this emulator	
GRAPHICS BACKEND `mrboom.gfxbackend`	Choose your graphics rendering ⇒ OpenGL `opengl`, Vulkan `vulkan`.
AUDIO LATENCY `mrboom.audio_latency`	Audio latency in milliseconds, turn it up if you hear crackles ⇒ 256 256, 192 192, 128 128, 64 64, 32 32, 16 16, 8 8.
THREADED VIDEO `mrboom.video_threaded`	Improves performance at the cost of latency and more video stuttering. Use only if full speed cannot be obtained otherwise. ⇒ On `true`, Off `false`.

libretro: MrBoom

libretro: MrBoom configuration

ES setting name `batocera.conf_key`	Description ⇒ ES option `key_value`
Settings that apply to all systems this core supports	
TEAM MODE `global.mrboom-aspect`	Choose the Team mode color ⇒ Selfie `Native`, Color `Color`, Sex Sex, Skynet `Skynet`.
MONSTERS `global.mrboom-nomonster`	Enable or disable monsters on battle ⇒ Off `False`, On `True`.

Controls

Here are the default MrBoom's controls shown on a Batocera Retropad:

```
B  Drop Bomb/Join game
Select Add a bomberman bot (while in the join game screen)
Start  Start game
Move   Up/Down/Left/Right or Push bomb
A  Detonate bomb (when you have the Remote control power)/Join game
X  Jump (while riding a Kangaroo)/Join game)
```

Troubleshooting

Further troubleshooting

For further troubleshooting, refer to the generic support pages.

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