Magnavox Odyssey²

The Magnavox Odyssey² is a console developed by Magnavox - Philips, as a follow-up to the first home videogame console ever, the Magnavox Odyssey. The Magnavox Odyssey² was released in 1978 for $179.99 USD ($475 in 2021).

This system scrapes metadata for the “odyssey2” group and loads the `odyssey2` set from the currently selected theme, if available.



Quick reference

- **Emulator:** RetroArch
- **Core:** libretro: O2EM
- **Folder:** `/userdata/roms/o2em`
- **Accepted ROM formats:** `.bin`, `.zip`, `.7z`

BIOS

There is conflicting information about whether BIOS is required or not!

MD5 checksum	Share file path	Description
562d5ebf9e030a40d6fabfc2f33139fd	o2rom.bin	Odyssey2 BIOS - G7000 model
f1071cdb0b6b10dde94d3bc8a6146387	c52.bin	Videopac+ French BIOS - G7000 model
c500ff71236068e0dc0d0603d265ae76	g7400.bin	Videopac+ European BIOS - G7400 model
279008e4a0db2dc5f1c048853b033828	jopac.bin	Videopac+ French BIOS - G7400 model

ROMs

Place your Magnavox Odyssey² ROMs in `/userdata/roms/o2em`.

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: `odyssey2.videomode`, `odyssey2.ratio`, `odyssey2.smooth`, `odyssey2.shaders`, `odyssey2.pixel_perfect`, `odyssey2.decoration`, `odyssey2.game_translation`

ES setting name `batocera.conf_key`	**Description ⇒ ES option `key_value`**
Settings that apply to all cores of this emulator	
GRAPHICS BACKEND `odyssey2.gfxbackend`	Choose your graphics rendering ⇒ OpenGL `opengl`, Vulkan `vulkan`.
AUDIO LATENCY `odyssey2.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 `odyssey2.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: O2EM

O2EM is an open-source Magnavox Odyssey² emulator. This is the libretro port of that.

libretro: O2EM configuration

ES setting name `batocera.conf_key`	**Description ⇒ ES option `key_value`**
Settings that apply to all systems this core supports	
EMULATED HARDWARE `global.o2em_bios`	Choose what Odyssey/Videopac system to emulate ⇒ Odyssey 2 (NTSC) `o2rom.bin`, Videopac G7000 (European) `c52.bin`, Videopac+ G7400 (European) `g7400.bin`, Videopac+ G7400 (France) `jopac.bin`.

ES setting name batocera.conf_key	Description ⇒ ES option key_value
CONSOLE REGION global.o2em_region	To force 60hz or 50hz if the auto detection fail ⇒ Autodetect autodetect, NTSC NTSC, PAL PAL.
SWAP GAMEPADS global.o2em_swap_gamepads	Some games accept player 1 input from controller 2 ⇒ Off disabled, On enabled.
CROP OVERSCAN global.o2em_crop_overscan	Remove the border around the edges of the screen ⇒ Off disabled, On enabled.
GHOSTING EFFECT global.o2em_mix_frames	Simulate CRT phosphor ghosting effects ⇒ Off disabled, Simple mix, Ghosting (65%) ghost_65, Ghosting (75%) ghost_75, Ghosting (85%) ghost_85, Ghosting (95%) ghost_95.
AUDIO FILTER global.o2em_low_pass_range	Soften the hash sound effect from some games ⇒ Off 0, 10% 10, 20% 20, 30% 30, 40% 40, 50% 50, 60% 60, 70% 70, 80% 80, 90% 90.

Controls

The Magnavox Odyssey² used both a standard joystick controller with a single button and the built-in keyboard. The keyboard is already mapped to your default keyboard but most games utilized just the joystick.

In some games, for example UFO/Satellite Attack, the player order is swapped. This can be solved by switching the player order for the affected games, or by saving a manual remap with the controller IDs swapped.

Here are the default Magnavox Odyssey²'s controls shown on a Batocera Retropad:

Troubleshooting

Further troubleshooting

For further troubleshooting, refer to the generic support pages.

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