



# Hypseus Singe

SINGE (or Singe), [SINGE](#) is the **S**omewhat **I**nteractive **N**ostalgic **G**ame **E**ngine <sup>1)</sup>, a Lua-based scripting system that allows LaserDisc or any pre-recorded video source games to be simulated as a playable game. The [Hypseus fork](#), integrating compatibility with SINGE-based games, refers it simply as Hypseus Singe.

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



## Quick reference

- **Emulator:** [SINGE/Hypseus](#)
- **Folder:** /userdata/roms/singe/
- **Accepted ROM formats:** .daphne .squashfs

## BIOS

No Singe simulator in Batocera needs a BIOS file to run.

## ROMs

Since v40, Singe-based games (**not to be confused with [DAPHNE](#)**) must be placed in /userdata/roms/singe/.

If you are on Batocera prior to v40, place your ROMs in /userdata/roms/daphne/ instead.

Place your Singe ROMs in /userdata/roms/singe/.

Depending on what assets you have, there are two versions of Singe: Singe 1.x from 2006 and Singe 2.x from 2020.

All Singe assets are available from the [Hypseus Singe data repository](#).

## Singe 1.x

Singe 1.x are legacy assets mostly known and used with limited fonctionnalités.

The file structure consists of a directory with the ending .daphne (containing video, audio and text files) in the folder /roms/. For example, freedomfighter:

```
roms
|-- singe
|   |
|   |-- freedomfighter.daphne (contains all the assets at root level)
|   |   |-- cdrom folder (image and audio ROMs)
|   |   |-- ...
|   |   |-- freedomfighter.singe (LUA-script file)
|   |   |-- freedomfighter.txt (Framefile)
|   |   |-- ...
```

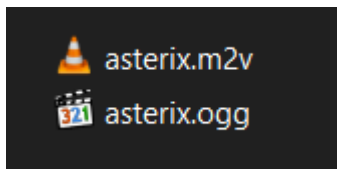
## Singe 2.x

**Many Singe 2 ROMs require Framework folder to work.**

It must be downloaded from the [Hypseus Singe data repository](#).

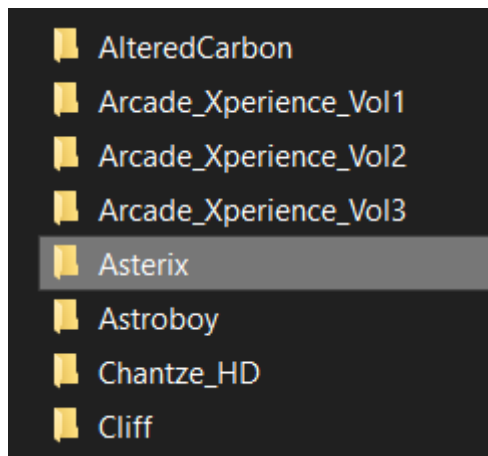
Singe 2.x are newer assets with some nice new features like animated sprites and compatibility with HD upscaled games.

To install the newer assets, let's use Asterix ROM for example.:

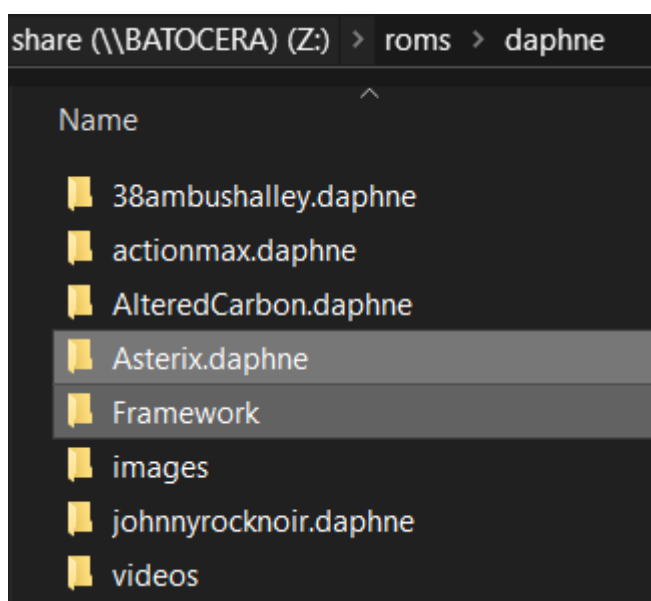


As mentioned, we will download and extract singe2 assets from the [Hypseus Singe data repository](#).

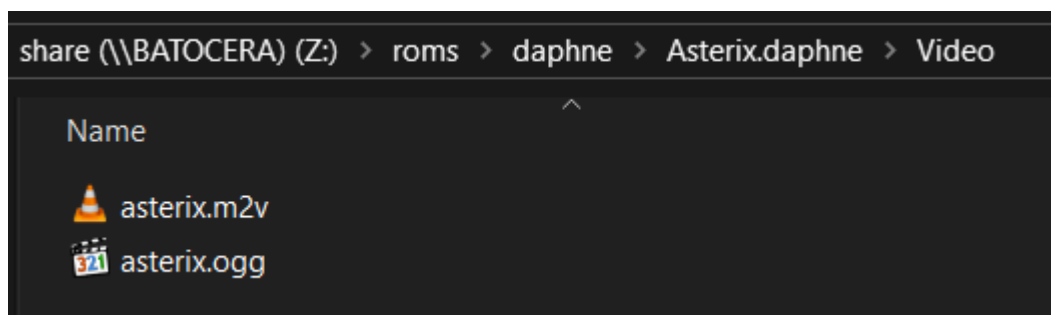
First, navigate to /00-singe2/ folder. You should find Asterix folder there:



Rename the folder Asterix to Asterix.daphne and copy it into Batocera /userdata/roms/singe/ along with Framework folder.



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



The file structure consists of a directory with the ending .daphne (containing video, audio and text files subdivided by folders) in the folder /roms/. For example, Asterix:

```
roms
|-- singe
|   |
|   |-- Asterix.daphne
|   |   |-- Cfg
```

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

## Simulators

### SINGE/Hypseus

SINGE is the most known simulator for video-based games. We use the [Hypseus Singe](#), a fork of the [original DAPHNE emulator](#).

#### SINGE/Hypseus configuration

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

| ES setting name batocera.conf_key                        | Description ⇒ ES option key_value                                                                                                 |
|----------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------|
| Settings that apply to all cores of this emulator        |                                                                                                                                   |
| ES setting name batocera.conf_key                        | Description ⇒ ES option key_value                                                                                                 |
| Settings that apply to all cores of this emulator        |                                                                                                                                   |
| GRAPHICS API daphne.gfxbackend                           | Choose which graphics API library to use. Vulkan may not work on all hardware.<br>⇒ OpenGL OpenGL, Vulkan Vulkan.                 |
| ASPECT RATIO daphne.daphne_ratio                         | Not all games support stretching, depending on their video files.<br>⇒ Original original, Stretch stretch, Force 4:3 force_ratio. |
| SCREEN ROTATION daphne.daphne_rotate                     | ⇒ 0 degrees 0, 90 degrees 90, 270 degrees 270.                                                                                    |
| SMOOTH GAMES (BILINEAR FILTERING) daphne.bilinear_filter | ⇒ On 0, Off 1.                                                                                                                    |
| SCANLINES daphne.daphne_scanlines                        | Use with the stretch aspect ratio and adjust joystick sensitivity as required.<br>⇒ Off 0, On 1.                                  |
| BLEND SPRITES (SINGE) daphne.blend_sprites               | Restore BLENDMODE outline on Singe sprites.<br>⇒ Off 0, On 1.                                                                     |

| ES setting name batocera.conf_key                                 | Description ⇒ ES option key_value                                                              |
|-------------------------------------------------------------------|------------------------------------------------------------------------------------------------|
| <b>OVERLAY SIZE (SINGE)</b> daphne.overlay_size                   | ⇒ Standard 0, HD Gun Games oversize, Singe 2 Full full, Singe 2 Half half.                     |
| <b>ABSOLUTE MOUSE INPUT</b> daphne.abs_mouse_input                | This option is required for some gun games when playing with a mouse.<br>⇒ Off 0, On 1.        |
| <b>INVERT AXIS</b> daphne.invert_axis                             | Invert the vertical joystick axis on flight games.<br>⇒ Off 0, On 1.                           |
| <b>JOYSTICK TO CURSOR SENSITIVITY</b> daphne.singe_joystick_range | ⇒ 5 5, 10 10, 15 15, 20 20.                                                                    |
| <b>HIDE LIGHT GUN CROSSHAIRS</b> daphne.singe_crosshair           | Hide crosshairs in supported games e.g. ActionMax.<br>⇒ Off 0, On 1.                           |
| <b>SDL TEXTURE ACCESS STREAMING</b> daphne.daphne_texturestream   | Can improve video performance. Do not use with ActionMax games or scanlines.<br>⇒ Off 0, On 1. |
| <b>CUSTOM CONTROLLER</b> daphne.daphne_joy                        | Use controller settings manually defined in custom.ini.<br>⇒ Off 0, On 1.                      |

## Controls

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



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

## Troubleshooting

### Further troubleshooting

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

1)

As quoted on their website

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