



Hypseus Singe

SINGE (or Singe) is the **S**omewhat **I**nteractive **N**ostalgic **G**ame **E**ngine ¹⁾, 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](#).

Asset version per stable Batocera release

It is important to download the right asset version for your Batocera version. Newer asset version won't work for older versions of Hypseus SINGE. Refer to the following list:

Batocera version	Hypseus SINGE version	Link to asset version
Batocera v41	Hypseus SINGE 2.11.3	Download link
Batocera v40	Hypseus SINGE 2.11.2	Download link
Batocera v39	Hypseus SINGE 2.11.1	Download link
Batocera v38	Hypseus SINGE 2.11.1	Download link
Batocera v37	Hypseus SINGE 2.10.4	Download link
Batocera v36	Hypseus SINGE 2.10.2	Download link
Batocera v35	Hypseus SINGE 2.8.3	Download link
Batocera v34	Hypseus SINGE 2.8.2	Download link
Batocera v33	Hypseus SINGE 2.8.0	Download link
Batocera v32	Hypseus SINGE 2.6.12	Download link

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)
|   |   |-- ...
```

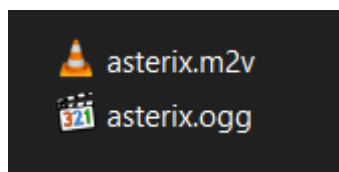
Singe 2.x

Many Singe 2 ROMs require Framework folder to work.

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

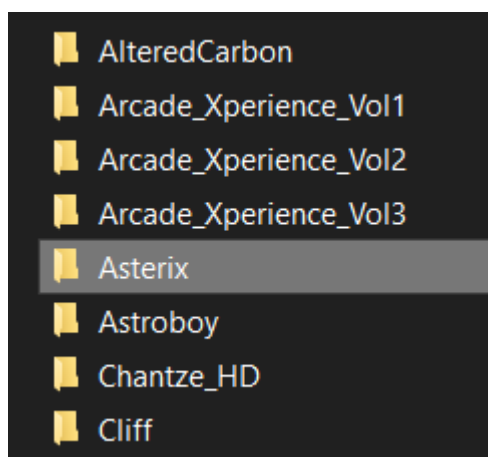
Singe 2.x are newer assets with some nice new features like animated sprites and compatibility with HD upscaled games.

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

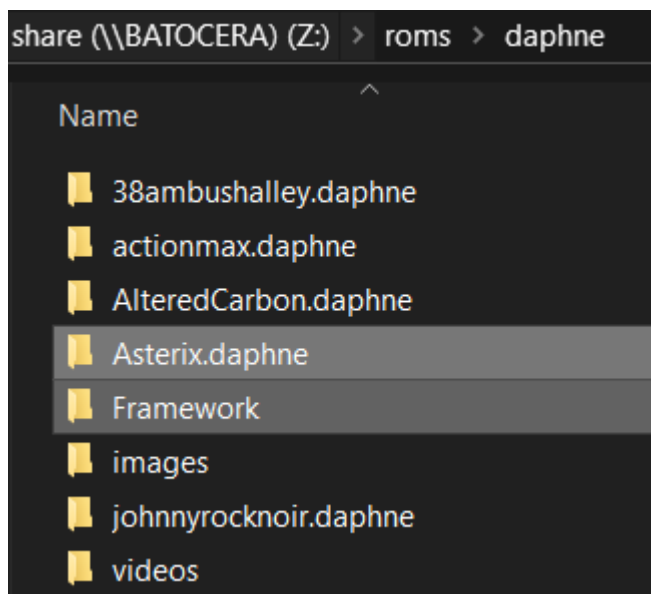


As mentioned, we will download and extract singe2 assets from the Hypseus Singe data repository.

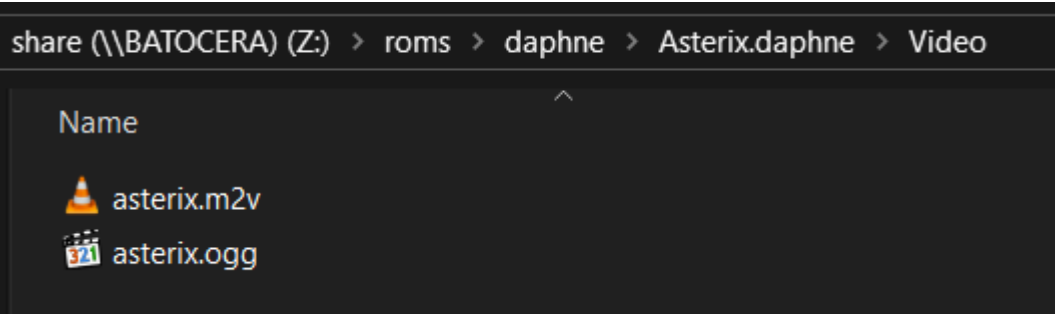
First, navigate to /00-singe2/ folder. You should find Asterix folder there:



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. ⇒ OpenGL OpenGL, Vulkan Vulkan.

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