

Sonic Retro



These emulators, part of the [Ports](#) section of Batocera are enhanced versions of the original Sonic 1, 2 and Sonic CD for the Sega Megadrive/Genesis and CD32.

They require additional game files from the recent iOS/Android ports to setup the games.

Data Files Setup

Sonic 1 and 2

This port requires the `.rsdk` files from the Android or iOS versions of Sonic 1 & Sonic 2.

The Android APKs can be opened in 7zip. You need to extract the file `/assets/Data.rsdk.xmf` and rename it to `Data.rsdk` and place it in a folder named `[Game Name].son` (for example `Sonic 1.son`).

Sonic CD

For Sonic CD, you can use the files from the Android, iOS, or Steam versions, as well as the video files from the Steam version.

The APK can be extracted the same way. If you're using the Steam version, the `Data.rsdk` file is in the game's folder. The `rsdk` and `videos` folder should be in a folder named `[Game Name].scd` (i.e. `Sonic CD.scd`).

Options and Emulators

Batocera will auto-select the port to use based on the folder's extension - `sonic2013/rsdk4` for `.son` folders, or `soniccd/rsdk3` for `.scd` folders.

Selecting the wrong emulator will be ignored as the two versions are not compatible. The options are slightly different between the two, so you may need to manually select the emulator to change them.

The dev menu option is needed to run mods.

Working game data files

Here are the checksums of some data files that have been reported to be working.

Sonic game	Game file	md5
Sonic 1	Sonic 1.son/Data.rsdk	f679e87477bbed17ff1bdb9a6793f49c
Sonic 2	Sonic 2.son/Data.rsdk	b7339e7a4cf4ae6264449eec06465c7c
Sonic CD	Sonic CD.scd/Data.rsdk	78a03b962acf3e2622addab9cdb8e2ce

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Last update: **2021/09/05 05:52**

