

# Star Engine/Sonic Retro Engine



Star Engine (formerly Sonic Retro Engine) are multiple engine ports developed by Rubberduckycooly. They were released in 2021.

These engines, 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.

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

Grouped with the "ports" group of systems.

## Quick reference

- **Accepted ROM formats:** .son, .scd
- **Folder:** /userdata/roms/sonicretro

### Emulators

[sonic2013](#)

[soniccd](#)

## BIOS

The Star Engine itself does not need any BIOS file to run, however it is non-functional without the appropriate .rsdk file for the Sonic game you wish to play.

## Data Files Setup ("ROMS")

### 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 up in an extractor program like 7-zip. 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 Data.rsdk file and videos folder should be in a folder named [Game Name].scd (i.e. roms/sonicretro/Sonic CD.scd/).

## Working game data files

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

Sonic game	Game file	md5	Android APK versions	Notes
Sonic 1	1.son/Data.rsdk	f679e87477bbed17ff1bdb9a6793f49c	Unknown	
		ad10f658daf0f09b367ad7f23e35ff57	v3.0.0 - v3.3.0_57	
		39d3aa33504909a1f0771a7b3045f952	v3.3.0_60 - v3.4.9	
		150e44dfea6a140dbf5575cc18944c51	v3.5.0 - v3.5.1	
		b0a17e35bbc95b00ede921c1c0b80d40	v3.8.1	
Sonic 2	2.son/Data.rsdk	b7339e7a4cf4ae6264449eec06465c7c	Unknown	
		2b2e44eaacbed7a12823e87a500f236f	v1.0.1 - v1.2.9	
		7c638025b63d2da158dfaa70a402ec51	v1.3.0 - v1.3.1	
		4d0821083a7cdb36a39e5cc1afb2e640	v1.6.1	
Sonic CD	CD.scd/Data.rsdk	78a03b962acf3e2622addab9cdb8e2ce	Unknown	
		8c373a84d66bec9eedfbe178f2de39d2	v3.4.5	
		1bd5ad366df1765c98d20b53c092a528	Unknown	Controller doesn't work Mouse works (but no visible mouse cursor) May be a Steam version?

## 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.

## sonic2013

### sonic2013 configuration

Standardized features available to all cores of this emulator: `sonicretro.videomode`

ES setting name batocera.conf_key	Description ⇒ ES option key_value
<b>Settings that apply to all cores of this emulator</b>	
<b>LANGUAGE</b> <code>sonicretro.language</code>	Change the game language ⇒ English 0, French 1, Italian 2, German 3, Spanish 4, Japanese 5, Portugese 6, Russian 7, Korean 8, Chinese 9.
<b>VSYNC</b> <code>sonicretro.vsync</code>	Enable vertical sync ⇒ Off 0, On 1.
<b>SCALING MODE</b> <code>sonicretro.scalingmode</code>	Screen scaling options ⇒ Nearest Neighbour 0, Integer Scale 1, Sharp Bilinear 2, Regular Bilnear 3.
<b>HQ Mode</b> <code>sonicretro.hqmode</code>	Enable High Quality effects for special stages ⇒ Off 0, On 1.
<b>SKIP START MENU</b> <code>sonicretro.skipstart</code>	Bypass the pre-game menu ⇒ Off 0, On 1.
<b>DEV MENU</b> <code>sonicretro.devmenu</code>	Modding and other advanced options ⇒ Off 0, On 1.

## soniccd

### soniccd configuration

Standardized features available to all cores of this emulator: `sonicretro.videomode`

ES setting name batocera.conf_key	Description ⇒ ES option key_value
<b>Settings that apply to all cores of this emulator</b>	
<b>LANGUAGE</b> <code>sonicretro.language</code>	Change the game language ⇒ English 0, French 1, Italian 2, German 3, Spanish 4, Japanese 5.
<b>VSYNC</b> <code>sonicretro.vsync</code>	⇒ Off 0, On 1.
<b>SCALING MODE</b> <code>sonicretro.scalingmode</code>	Screen scaling options ⇒ Nearest Neighbour 0, Integer Scale 1, Sharp Bilinear 2, Regular Bilnear 3.

ES setting name batocera.conf_key	Description ⇒ ES option key_value
HQ Mode sonicretro.hqmode	Enable high quality effects for special stages ⇒ Off 0, On 1.
SPINDASH TYPE sonicretro.spindash	Spindash type ⇒ By Save -1, Sonic 2 0, Sonic CD 1.
DEV MENU sonicretro.devmenu	For modding and other advanced options ⇒ Off 0, On 1.

## Controls

Here are the default Sonic Retro Engine's controls shown on a [Batocera Retropad](#):



## Troubleshooting

### Further troubleshooting

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

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