



This article needs some TLC. Read at your own risk.

## Triforce

The [Triforce](#) is a arcade developed by a collaboration between Namco, Sega, Nintendo. Its first games appeared in 2002. Added in Batocera **v34** for only `x86_64`.

The name “Triforce” was used to signify the three separate companies working together to produce the board. Nintendo provided the hardware's motherboard (very similar to the [GameCube](#)), Sega provided one of the formats used to store the game data on (GD-ROMs, the same disc format used by the [Dreamcast](#)) and all three would help with developing the software.

Since the Triforce system uses much of the same hardware as the GameCube, Dolphin is capable of emulating the system. However, this was only supported by Dolphin's “Triforce” branch, which hasn't been updated in eight years, and likely is never to be integrated into the main branch in the state that it's in. The main Dolphin branch just doesn't support Triforce games as of writing (hence why its wiki says all games are at 1 star compatibility).

Dolphin Triforce's integration into Batocera is still under development, some things won't work as smoothly as they do for regular Dolphin for instance.

This system scrapes metadata for the “triforce, arcade” group(s) and loads the `triforce` set from the currently selected theme, if available.



### Quick reference

- **Emulator:** [dolphin\\_triforce](#)
- **Folder:** `/userdata/roms/triforce`
- **Accepted ROM formats:** `.gcm`, `.iso`, `.gcz`, `.ciso`, `.wbfs`, `.elf`, `.dol`, `.m3u`

### BIOS

No Triforce emulator in Batocera needs a BIOS file to run.

## ROMs

Place your Triforce ROMs in `/userdata/roms/triforce`.

Triforce emulation is... troubled, to say the least. A specific version of Dolphin is needed to be used, and certain games need certain workarounds in order to run. Luckily, Batocera automates *most* of that, but manual user action is still required for some games.

### Game workarounds



Generate MD5 sums.

### F-Zero AX (GFZE01)



Verification required.

The arcade dump of the game is not currently possible to emulate successfully. However, the cool thing about F-Zero AX is that it is basically F-Zero GX with certain flags set. In other words, you can just use F-Zero GX with certain flags set to get F-Zero AX, so that's what we'll do.


#### MD5 sum: placeholder

Get the F-Zero GX image and put it into the ROMs folder. That's it, Batocera will automatically load F-Zero GX in AX mode, replicating the arcade mode.

### Mario Kart Arcade GP (GGPE01)

#### MD5 sum: placeholder

This game requires a savestate to be loaded in order to boot up. Download GGPE01.s01 from <https://drive.google.com/drive/folders/1skMjtfBgysmkneFWfsML75Aew60XEcOP> and place it into your

`/userdata/???` folder. Boot up the game, and press  **Fix Me!** on the keyboard to

load the state. If desired, press  **Fix Me!** to switch the slot in order to create new save states without overwriting the original one.

It is recommended to “buy” a new Mario card, to allow the game to “record” progression and unlock rewards. Without the game, this cannot happen. However, since we can't actually use the physical magnetic strip card, it is impossible to use its native save system. Instead, save states must be used to maintain progression.

### Mario Kart Arcade GP 2 (GGPE02)


**MD5 sum:** placeholder

This game works as expected out of the box. Press Z to add a credit.

### Virtua Striker 2002 (GVSJ8P)

**MD5 sum:** placeholder

This game requires a savestate to be loaded in order to boot up. Download GVSJ8P.s01 from <https://drive.google.com/drive/folders/1skMjtfBgysmkneFWfsML75Aew60XEcOP> and place it into your

/userdata/???/ folder. Boot up the game, and press  **Fix Me!** on the keyboard to

load the state. If desired, press  **Fix Me!** to switch the slot in order to create new save states without overwriting the original one.

### Virtua Striker 4



Todo: instructions

**MD5 sum:** placeholder

### Virtua Striker 4:Ver. 2006



Todo: instructions

**MD5 sum:** placeholder

### Incompatible games

The following Triforce games cannot be emulated:

- Gekitō Pro Yakyū
- All The Key of Avalon games

## Emulators

## Dolphin Triforce

### Dolphin Triforce configuration

Standardized features available to all cores of this emulator: `triforce.videomode`, `triforce.decoration`, `triforce.padtokeyboard`

ES setting name <code>batocera.conf_key</code>	Description ⇒ ES option <code>key_value</code>
<b>Settings that apply to all cores of this emulator</b>	
<b>RENDERING RESOLUTION</b> <code>triforce.internal_resolution</code>	Enhancement. Increase the rendering resolution. Makes 3D objects clearer. ⇒ 1x native (640×528) 1, 2x 720p (1280×1056) 2, 3x 1080p (1920×1584) 3, 4x 1440p (2560×2112) 4, 5x (3200×2640) 5, 6x 4K (3840×3168) 6, 7x (4480×3696) 7, 8x 5K (5120×4224) 8.
<b>ASPECT RATIO</b> <code>triforce.dolphin_aspect_ratio</code>	The final output image, unrelated to the Wii's emulated NAND setting. ⇒ Force 16:9 1, Force 4:3 2, Stretch to window 3.
<b>UBERSHADERS</b> <code>triforce.ubershaders</code>	Improve performance with Ubershaders. Ubershaders take advantage of your GPU to avoid in-game stutters as it generates shaders for the first time; this can happen when a certain special effect shows on the screen or a new model is rendered. Hybrid ubershaders are preferred, it will use the GPU accelerated ubershader if available to avoid stutter, otherwise it will fall back to traditional shader generation. Exclusive ubershaders will only use ubershaders, only activate this option if you have an extremely powerful GPU. Normally there is no downside to activating ubershaders, however it does increase the minimum requirements out of your GPU to run. On especially weak hardware, such as SBCs, ubershaders are disabled by default. They can still be manually turned on, but you may encounter more stutter if on an SBC. Skip draw is a hack that opts to take a different approach altogether: don't display the object in game if its shader hasn't compiled yet. Obviously, this can result in visual glitches, but may be the best option performance-wise if your hardware is extremely weak.; asynchronous is preferred, synchronous is more compatible. ⇒ No Ubershaders <code>no_ubershader</code> , Exclusive Ubershaders <code>exclusive_ubershader</code> , Hybrid Ubershaders <code>hybrid_ubershader</code> , Skip Drawing <code>skip_draw</code> .
<b>PRE-CACHE SHADERS</b> <code>triforce.wait_for_shaders</code>	Compile shaders on next launch of game (one time). Reduces micro-freezes. ⇒ Off (default) 0, On 1.

ES setting name batocera.conf_key	Description → ES option key_value
<b>PERFORMANCE HACKS</b> triforce.perf_hacks	Increase emulator performance, at the cost of accuracy/stability. Settings set to "True" with this option: Defer EFB copies to RAM DeferEFBCopies, Scaled EFB Copy EFBScaledCopy, EFB Copies EFBToTextureEnable, Skip Presenting Duplicate Frames SkipDuplicateXFBs, XFB copies XFBToTextureEnable, Force Texture Filtering ForceFiltering, Arbitrary Mipmap Detection ArbitraryMipmapDetection, Disable Copy Filter DisableCopyFilter, Force 24-Bit Color ForceTrueColor. Settings set to "False" with this option: Bounding Box BBoxEnable, Ignore Format Changes EFBEmulateFormatChanges. ⇒ Off 0, On 1.
<b>USE PAD PROFILES</b> triforce.use_pad_profiles	Search for custom configured joystick profiles. ⇒ Off 0, On 1.
<b>ANISOTROPIC FILTERING</b> triforce.anisotropic_filtering	Improves clarity of distant textures. ⇒ Off 0, 2x 1, 4x 2, 8x 3, 16x 4.
<b>DUAL CORE MODE</b> triforce.dual_core	Usually not much faster than single core mode. Decreases stability. ⇒ Off 0, On 1.
<b>GPU SYNC</b> triforce.gpu_sync	Speed hack for dual core mode to fix some glitches. ⇒ Off 0, On 1.
<b>ANTI-ALIASING</b> triforce.antialiasing	Enhancement. Smooth out jagged edges on 3D object polygons. ⇒ Off 0, 2x 2, 4x 4, 8x 8.
<b>ANTI-ALIASING MODE</b> triforce.use_ssaa	Toggle MSAA/SSAA. Depends on anti-aliasing being enabled. ⇒ MSAA (default) 0, SSAA 1.
<b>LOAD CUSTOM TEXTURES</b> triforce.hires_textures	⇒ Off 0, On 1.
<b>WIDESCREEN HACK (GLITCHY)</b> triforce.widescreen_hack	Enhancement. Only works with a 16/9 ratio and bezels disabled. ⇒ Off 0, On 1.
<b>MEMORY MANAGEMENT UNIT</b> triforce.enable_mmu	Required by some games. ⇒ Off 0, On 1.
<b>VSYNC</b> triforce.vsync	Fix screen tearing. CPU heavy. ⇒ Off 0, On 1.
<b>RUMBLE</b> triforce.rumble	⇒ Off 0, On 1.

Other settings can be configured from `dolphin-triforce-config` in the Applications menu ([F1] on the system list).

## Controls



Right now, automatic controller configuration is broken. The default configuration is set up to support standard X-input controllers, but for other types of controllers manual configuration is required.

Triforce games typically have the GameCube's Z button (defaults to [R1]) bound to the "extra credit" button, but some may opt to use the [START] button instead.

The GameCube's Y button is usually set to resetting the game. This button is unbound by default, but it is possible to set this manually, so just keep that in mind if creating your own mapping.

Dolphin Triforce's mapping can be configured [just like Dolphin's regular controller mapping](#) using its config application.



However saving a custom profile isn't required if just making a general mapping for all its supported games. This may change in the future if automatic mapping gets fixed.

Here are the default Triforce's controls shown on a [Batocera RetroPad](#):



## Troubleshooting

### Further troubleshooting

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

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