



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 is it basically F-Zero GX with certain flags set. In other words, you can just use the GameCube's F-Zero GX image with certain flags set to get F-Zero AX, so that's what we'll do.



More images may be compatible.

Acceptable images	MD5 sum
F-Zero GX (USA).iso	81293462cf48c6a482c33e25c4097ac0

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)



More images may be compatible.

Acceptable images	MD5 sum
Mario Kart Arcade GP (USA).iso	4367f5ff113399f5c749d8336f371d7f

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/system/configs/dolphin-triforce/StateSaves folder. Boot up the game, and press [HOTKEY] + [North] (or [F1] on keyboard) to load the state. If desired, hold [Shift] and press the other F keys to use different slots (such as [Shift] + [F2]) in order to create new save states without overwriting the original one.



It is impossible to “insert” an existing Mario card, this functionality does not exist in the emulator. Selecting it will force the clock to fully countdown until you are automatically moved to the next screen. It is, however, still possible to create a new card, though obviously it will not create the physical item.

It is recommended to “buy” a new Mario card, to allow the game to “record” progression and unlock rewards. Without this, the game will not unlock new items as you play. 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)



More images may be compatible.

Acceptable images	MD5 sum
Mario Kart Arcade GP 2 (USA).iso	976b91bcb09fea5b1343f6658d07fcf9

This game works as expected out of the box, excluding Mario card usage. Press Z to add a credit.

It is impossible to use or buy Mario cards.

Virtua Striker 2002 (GVSJ8P)

Acceptable images	MD5 sum
Virtua Striker 2002 (Export).iso	eec44d152ccd630d68f5df85293e06b3

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/system/configs/dolphin-triforce/StateSaves folder. Boot up the game, and press [HOTKEY] + [North] (or [F1] on keyboard) to load the state. If desired, hold [Shift] and press the other F keys to use different slots (such as [Shift] + [F2]) in order to create new save states without overwriting the original one.

Virtua Striker 4





Todo: instructions

Acceptable images	MD5 sum
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Virtua Striker 4:Ver. 2006



Todo: instructions

Acceptable images	MD5 sum
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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 batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all cores of this emulator	
RENDERING RESOLUTION <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.
ASPECT RATIO <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.

ES setting name batocera.conf_key	Description → ES option key_value
UBERSHADERS triforce.ubershaders	<p>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.</p> <p>⇒ No Ubershaders no_ubershader, Exclusive Ubershaders exclusive_ubershader, Hybrid Ubershaders hybrid_ubershader, Skip Drawing skip_draw.</p>
PRE-CACHE SHADERS triforce.wait_for_shaders	<p>Compile shaders on next launch of game (one time). Reduces micro-freezes.</p> <p>⇒ Off (default) 0, On 1.</p>
PERFORMANCE HACKS triforce.perf_hacks	<p>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.</p> <p>⇒ Off 0, On 1.</p>
USE PAD PROFILES triforce.use_pad_profiles	<p>Search for custom configured joystick profiles.</p> <p>⇒ Off 0, On 1.</p>
ANISOTROPIC FILTERING triforce.anisotropic_filtering	<p>Improves clarity of distant textures.</p> <p>⇒ Off 0, 2x 1, 4x 2, 8x 3, 16x 4.</p>
DUAL CORE MODE triforce.dual_core	<p>Usually not much faster than single core mode. Decreases stability.</p> <p>⇒ Off 0, On 1.</p>
GPU SYNC triforce.gpu_sync	<p>Speed hack for dual core mode to fix some glitches.</p> <p>⇒ Off 0, On 1.</p>

ES setting name batocera.conf_key	Description ⇒ ES option key_value
ANTI-ALIASING triforce.antialiasing	Enhancement. Smooth out jagged edges on 3D object polygons. ⇒ Off 0, 2x 2, 4x 4, 8x 8.
ANTI-ALIASING MODE triforce.use_ssaa	Toggle MSAA/SSAA. Depends on anti-aliasing being enabled. ⇒ MSAA (default) 0, SSAA 1.
LOAD CUSTOM TEXTURES triforce.hires_textures	⇒ Off 0, On 1.
WIDESCREEN HACK (GLITCHY) triforce.widescreen_hack	Enhancement. Only works with a 16/9 ratio and bezels disabled. ⇒ Off 0, On 1.
MEMORY MANAGEMENT UNIT triforce.enable_mmu	Required by some games. ⇒ Off 0, On 1.
VSYNC triforce.vsync	Fix screen tearing. CPU heavy. ⇒ Off 0, On 1.
RUMBLE 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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Last update: **2022/03/15 05:36**

