



RetroArch Blackberry (v0.9.9)

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May 28, 2013

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1 Introduction

RetroArch Blackberry is an app that has been designed to run and play:

- Games
- Emulators
- Tech demos (OpenGL and non-OpenGL)

Emulators and games that can be run on RetroArch come in the form of pluggable 'engines' which are called 'libretro cores'. The version that you just installed already has most of the full library of 'cores' preinstalled.

2 Disclaimer

RetroArch Blackberry is released for free and will always be free. There are no ads (push or otherwise), there is no 'spying' going on in the form of analytics or collecting stats, there is no 'paid DLC', and on and on - all the unsavory and bad aspects of this 'new generation of computing' are not to be found here. It will never be sold with a pricetag - not even disguised as a 'donationware version'. If you happen to have 'paid' for RetroArch Android or a derivative of it, you have been scammed and you should probably demand your money back from the scam artist in question (and scam artists they are).

Just because the GPL allows people to make derivative copies of RetroArch for commercial purposes does not mean that we support it or even approve of it. If you sell RetroArch or a derivative copy of it for any commercial purpose, you are part of the problem and you need to be learnt a quick lesson in etiquette. Note to any 'entrepreneurs' out there that might be tempted by this 'easy route to makin' some money' - I honestly wouldn't bother - we will undercut you by offering this all for free and doing a better job at it to boot. That and I severely doubt you can come up with many trinkets that will persuade people to throw away their money on a derivative version when they can have it all for free to begin with - just saying - save yourself the time and the effort, because it isn't going to work out.

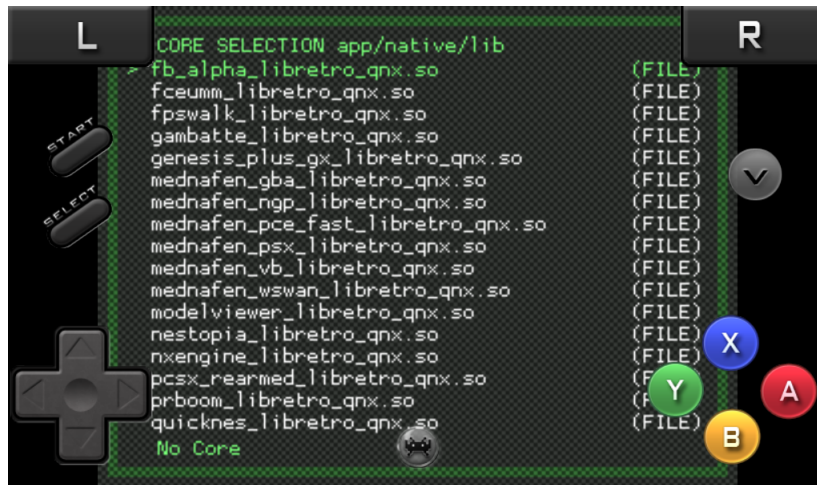


Figure 1: Select a core from this menu.

3 How to run

At startup, RetroArch Blackberry will show you the built-in menu. This will always be your starting point when starting up RetroArch.

3.1 Select a core

The first thing you should do from here is select a 'libretro core' (if it says 'No Core' at the bottom of the menu). You can do this by using the onscreen controls to select 'Core' and then press the 'RetroPad A' button (which from now on we shall refer to as the 'Confirm button'). From there it should show you a new menu selection screen called 'CORE SELECTION'.

If you are unsure which core does what, you should read the accompanied 'RetroArch Cores Manual' guide (available as a PDF). After having made your choice, select the core you want to use and press the 'Confirm button'.

At the bottom of the menu screen, it should now show the name of the core.

3.2 Select a data file

The next thing you need to do is load a data file for the core to use.

Select one of these cores in the menu.

3.3 Select a game

After you have selected a core, you will need to select a compatible game from the filebrowser. It will then attempt to load the core with that specific game. Note: the 'shared' folder on Blackberry Playbook can be found at the following filesystem path:



Figure 2: After selecting the core, you will need to load a game.

```
/accounts/1000/shared/documents
```

4 Controls

4.1 Touchscreen overlay

RetroArch uses an overlay as a 'mock' gamepad to play with. The 'overlay' controls will always be bound to Player 1.

The gamepad abstraction that you see here is what we call the 'RetroPad'. When you make a libretro core and when your core supports a gamepad, it will always use as its gamepad model this pad.

The RetroPad has the same face and shoulder buttons as a Super Nintendo gamepad. In addition to this, it also has the L2/R2/L3/R3 additional buttons and the twin analog sticks from a Sony DualShock gamepad.

Next to the gamepad buttons you also see two unrelated buttons.

4.1.1 RetroArch button

By pressing this button, you will be taken to the built-in menu RGUI. From here you can change nearly all options from within RetroArch without having to exit out of the game and go to an external GUI. More detailed information about RGUI can be read later on.

4.1.2 Next button

The next button (the one with the arrow facing downwards) takes you to the 'next slide' in an overlay. If you are on the last slide then pressing this button



Figure 3: 'RetroPad overlay' screen.

will take you to the first slide again and the cycle will continue from there.

4.2 Touchscreen menu navigation

Each touchscreen overlay has a couple of screens that can be navigated to. To go to the next screen of the overlay, you press the 'circle' icon at the bottom.

Most of the overlays that come bundled with RetroArch Android have the same screen order.

4.2.1 Gamepad screen

You can control the game with this screen. It can also be used inside RGUI for navigating the menu.

4.2.2 Quick Menu screen

The actions on this screen have various effects on the game currently running.

- LOAD STATE - Load a save state from the currently selected save state slot.
- SAVE STATE - Save state to the currently selected save state slot.
- STATE MINUS - Go back one save state slot.



Figure 4: 'Quick Menu' screen.

- STATE PLUS - Go forward one state slot.
- REWIND - Rewind the game in real-time. Note - the 'Rewind' option needs to be enabled at the Settings menu or else this option won't work.
- SLOWMOTION - Press and hold this button to let the game run in slow-motion.
- RESET - Resets the game/system.
- FAST FORWARD - Fast forward the game in real-time.
- NEXT SHADER - Load the next shader in the folder (NOTE: only if shaders are enabled)
- PREVIOUS SHADER - Load the previous shader in the folder (NOTE: only if shaders are enabled)

4.2.3 Gameplay screen

This screen is useful for when you are playing with an USB or Bluetooth gamepad but you would still like to have access to the Quick Menu or Gamepad screen without outright disabling overlays. If you press the 'Next button', you will go back to the first slide of the overlay (the 'Gamepad' screen').



Figure 5: 'Gameplay' screen.

4.3 Variations

RetroArch Blackberry comes packaged with a number of different-looking overlays. Below is an image showing the different overlays:

You can select between a number of different overlays from either the Settings menu and/or RGUI.

4.3.1 Making your own custom overlays

You can make your own custom overlays for use with RetroArch Android. If you want to learn how to do this, you should read the 'Overlay Guide'.

5 RetroArch on other platforms

RetroArch isn't only available for Blackberry QNX. It is available on other platforms as well, including:

- PlayStation3
- Xbox 1
- Xbox 360
- Wii/Gamecube

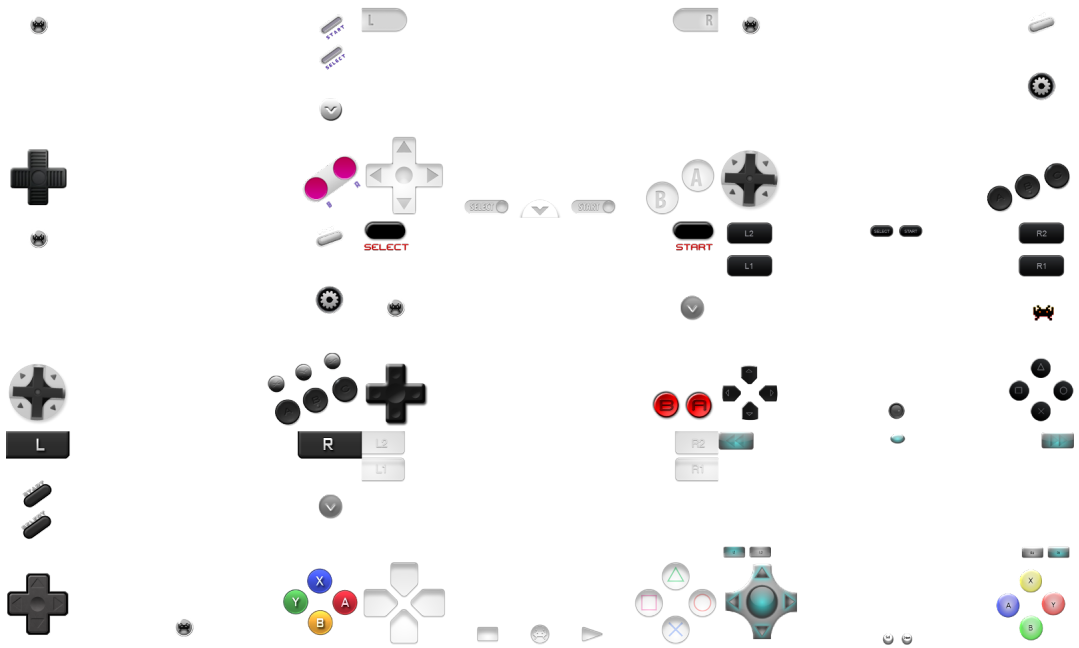


Figure 6: All the default high-resolution overlays packaged with RetroArch Android.

- Raspberry Pi
- PC (Mac/Linux/Windows)
- iOS
- Android

And it will be ported to even more platforms in the future. You might even see the libretro cores running in the official mainline version of XBMC shortly.

6 About Us

Homepage: <http://www.libretro.org>

IRC: #retroarch at freenode

Github (libretro organization): <https://github.com/libretro>

RetroArch @ Github: <https://github.com/Themaister/RetroArch>

Libretro @ Twitter: <https://twitter.com/libretro>

Libretro @ Facebook: <https://www.facebook.com/libretro.retroarch>

7 Troubleshooting

7.1 For Blackberry Playbook only

7.1.1 How can I play with a real physical gamepad?

There doesn't seem to be a way to do so unfortunately on Blackberry Playbook Tablet OS. Blackberry 10 recently added native support for certain gamepads like the PS3 Gamepad and the Wiimote, but it doesn't seem like that is coming to Blackberry Playbook for a while yet.

If there is a way to make gamepads work with a built-in homegrown Bluetooth stack, we could pursue along these lines. We'd be interested in getting to know people who have successfully done this before on Blackberry Playbook for their own apps.

7.2 The touchscreen overlays are not good for me

The comfortability and usability of touchscreen overlays is very device-specific and very subject to personal taste. We allow for the following to help accommodate to your needs:

- In the builtin menu (RGUI->Input Options) you can toggle the opacity of an overlay.
- In the builtin menu (RGUI->Input Options) you can set the scaling factor of the overlay -so you can make it either bigger or smaller.

If you feel despite this that the overlay is still lacking, it is possible to either make your own overlays and add them to the existing collection or edit the existing overlays. It is not hard to do this and should only require you reading some basic documentation and having a text editor.

For more information, please read this:<https://github.com/Themaister/RetroArch/wiki/Overlay-image-configuration>.

7.3 Input overlays don't show up

We have seen this problem manifest itself on a Samsung Galaxy S3 - it appears to be some rights issue to do with accessing the application-specific cache directory. If this happens, please report the bug to us on your specific device and we will put even more effort into getting this issue resolved.

7.4 Shaders make the gameplay unbearably slow

This is to be expected as most shader developers target PS3/360/PC-spec GPUs, and mobile devices are lightyears removed from reaching that stage yet.

The situation might start to change over time as more powerful devices are released with more capable GPUs. For now, if you find any (if not all) shaders are simply too slow on your device, just don't use them.

8 Credits

RetroArch Blackberry

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Daniel De Matteis (Squarepusher2/Twinaphex)
CatalystG

RetroArch Blackberry contributions

Meancoot
Opium2k (overlay images)

Thanks to

Notaz (PCSX ReARMed libretro port - RetroArch ARM Linux patches)
FBA Team (for adopting libretro upstream - FBA)
Eekeke (for adopting libretro upstream - Genesis Plus GX)
CaH4e3 (for adopting libretro upstream - FCEUmm)
Rdanbrook (for adopting libretro upstream - NESTopia Undead)
XBMC devs (for adopting libretro vis a vis RetroPlayer)
Zeromus