

The background is a deep blue gradient. On the left side, there is a glowing, wavy blue streak that appears to be made of a wireframe mesh of small triangles and lines. The text is centered in the upper half of the image.

Motion Blue

A RetroPie image

Motion Blue Base Image

Welcome to the Motion Blue 8GB Base RetroPie Image

The Motion Blue base image is an 8GB RetroPie image that has been created and setup with several design goals in mind. Many new scripts and files have been developed to include new features and enhancements.

The base image has been setup and configured for both Emulation Station and Attract Mode.

Emulation Station is setup with the default theme MotionBlue that includes support for the new option of having video previews instead of just static images (JPG/PNG) and marquee (wheels) and box art as well. Pre-generated gamelist.xml files are provided for many systems.

The Attract Mode front-end has already been configured and setup with all emulators and romlist files for many systems.

A design philosophy was adopted for this build to bring RetroPie in line with the current retro gaming community. The most prominent change was to begin using the community standard for filenames for all configuration files and ROM files. This change now has Attract Mode matching the EmuMovies/HyperSpin naming convention. With this change, end users are more easily able to download new ROMs and media files that will immediately work, thus saving hours of file renaming.

All you will need to provide are your BIOS files along with your ROM files and matching media. Everything else is already setup and waiting. If your rom files are already named appropriately (EmuMovies/Hyperspin compatible names), then simply transfer them to the proper folder and they will automatically show up in the corresponding Emulation Station and Attract Mode displays.

The use of shared media folders for each system allows both Emulation Station and Attract Mode to share the same media files so there is no need to duplicate files.

The Motion Blue base image includes the following features listed below.

*****To properly use this image, your ROM files MUST be named according to the EmuMovies/HyperSpin naming standard.*****

*****NO BIOS OR ROM FILES ARE INCLUDED*****

Motion Blue Base Image

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Included Updates And Features

Main updates and features

Emulation Station Pre-Built Items Include:

- many system gamelist.xml files pre-built and complete (games already scraped for meta-data)
- includes new lines for supporting the new <video> and <marquee> media files

All Attract Mode files adhere to the EmuMovies/HyperSpin naming standard.

- emulator configuration files
- display names
- romlist files
- system media (system artwork: snap, wheel)
- game media (game artwork: boxart, cartart, flyer, marquee, snap, wheel)

Attract Mode Pre-Built Items Include:

- all emulators come pre-built and configured
- all displays come pre-built and visible
- all romlist files come pre-built and complete

With this base image, you will not have to generate any romlist files in Attract Mode. The displays and romlists have already been built. All you will need to do is to copy your ROM and media files and they will automatically show in the corresponding Attract Mode displays.

All of the Attract Mode displays have a Global Filter applied so that they will only show wheel choices if the matching rom file exists.

The two included Motion Blue themes are set as the display defaults. A 16x9 preview window size for the System Selection menu and a 4x3 preview window size for individual system displays.

Emulation Station now supports video previews. The included default theme MotionBlue has been updated to use MP4 files.

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Additional updates and features

1. RetroPie has been updated to the latest release 4.1.8
 - many additional emulators have been installed compared to the default RetroPie image
 - Emulation Station now supports MP4 files for game video previews
2. Attract Mode has been updated to the latest release 2.2.1
 - newest update to fix the loop that may happen when quitting a game and it restarts over and over
 - newest update added the new option to assign a layout to the built-in Displays Menu
 - newest update added the FFMPEG mmal video decoder (mmal is now default)
3. NO CONTROLLERS have been configured
4. RetroPie Tweaks
 - many additional emulators pre-installed
 - common HDMI sound issue fix applied (in /boot/config.txt)
 - 6 button configuration setup for Sega emulators applied
 - Atari 800/5200 emulator updated to now map controllers to Emulation Station configurations
 - MAME Advance configuration files edited to setup for trackball compatibility and turn off Exit Confirmation
5. Emulation Station tweaks
 - default theme is now MotionBlue - includes support for video previews (gamelist.xml must be updated)
 - added new MotionBlue themes for additional systems
 - added in many more systems into the es_systems.cfg file
 - added "Switch to Attract Mode" into the retroPie gamelist.xml file
 - added Kodi to it's own menu item choice
 - Kodi has NOT been configured
 - default behavior for Emulation Station
 - do not save game list information upon exit (this makes bootup/shutdown faster)
 - pre-generated gamelist.xml files for many systems
 - all gamelist.xml files are setup to use boxart/snap/wheel folders for the different media files

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6. Attract Mode tweaks

- Attract Mode Setup wheel has now been enhanced with many more wheels (from ES RetroPie menu items)
many of the menu items from the Emulation Station RetroPie menu have now been added
new wheel images and snaps have been added for them
- new “Generate Favorites” wheel added to auto-generate a new romlist for the Favorites display
new romlist will be generated and will consist of all games currently tagged as a favorite
- new “Change Intro Video” wheel added to easily change the boot up video intro
copy new MP4 files to /home/pi/.attract/intro
choose the wheel and a script will prompt for user input to choose the intro (keyboard required)
- pre-generated romlist files for many systems
all romlist files are full and complete with all available meta-data included
- default keyboard control to bring up the Display Menu = D
- default keyboard control to mark a game as favorite = F
- Kodi has it’s own display and wheel
Kodi has NOT been configured
- all Attract Mode emulator files are included and have been enhanced for new media types
included types: flyer, marquee, wheel, snap, box art, cartridge art

corresponding folders in the /roms/xxx directory (xxx = rom folder name)

```
/roms/xxx/boxart  
/roms/xxx/cartart  
/roms/xxx/flyer  
/roms/xxx/marquee  
/roms/xxx/snap  
/roms/xxx/wheel
```

7. Global media artwork location for MAME and FBA

- pre-configured emulators for all MAME and FBA will look for artwork in the global folders (see below)
- saves SD card space by not duplicating the artwork for each emulator

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First boot-up required actions

After installing the image onto an SD card, follow the procedures below to configure.

The image will default boot into Emulation Station. On the first initial boot-up, you will need to perform the following steps.

1. controller configuration

Since this is a fresh “first-time” boot into Emulation Station, you will be required to setup your controllers. Follow the normal procedures to do that. It’s possible you will need to install additional driver packages. Consult the official RetroPie Wiki to find out more.

**NOTE - you may need to setup RetroPie to access your network, launch the Wifi option in the RetroPie menu to configure the connection.

2. expand file system

Navigate to the RetroPie menu option and launch Raspi-Config.

Choose option one to expand the file system. It will require a reboot upon finishing.

3. load ROMs / Media

At this point, the image is fully setup. All that is left is to begin transferring over your ROM, Media and BIOS files into the proper folders located at /home/pi/RetroPie. Consult the official RetroPie Wiki to find out more.

4. switching to either front-end

ES to AM : in Emulation Station, choose the RetroPie menu item and there is an item to “Switch to Attract Mode”

AM to ES : in Attract Mode, in the Attract Mode Setup display, choose the wheel for Emulation Station

5. in Attract Mode, press TAB > CONTROLS to configure your controller to operate the Attract Mode front-end

Motion Blue Base Image

New ROM Folders Designated In The es_systems.cfg File

Due to some new additions to the Emulation Station es_systems.cfg file, the following folders are setup for their respective systems rom files to be copied into.

This is done so that the new additions will have backgrounds within the Pixel theme and different displays in Attract Mode.

/roms folder	system
gameandwatch	Game and Watch
msx2	Microsoft MSX2
pcenginecd	NEC PC Engine-CD
pspminis	Sony PSP Minis
sfc	Nintendo Super Famicom
sgfx	NEC SuperGrafx
tg16	NEC TurboGrafx-16
tg16cd	NEC TurboGrafx-CD
videopac	Magnavox Odyssey
videopac2	Magnavox Odyssey 2

NOTE:
This image is updated to RetroPie 4.1.8 - you must use the latest Final Burn Alpha romset v0.2.97.39. If you use an older set, you will need to change the default emulator within the RunCommand window to be FBAAlpha2012.

Attract Mode - MAME and FBA media files

To save space on the SD card, all media files for MAME and Final Burn Alpha are placed into the following folders. All of the pre-configured Attract Mode emulator files have been setup to look for the matching artwork in the same location.

/home/pi/RetroPie/roms/arcade/flyer
/home/pi/RetroPie/roms/arcade/marquee
/home/pi/RetroPie/roms/arcade/snap
/home/pi/RetroPie/roms/arcade/wheel

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Emulation Station - Motion Blue Theme

Starting with RetroPie 4.1.8, Emulation Station supports using MP4 video preview files instead of just static images (JPG/PNG) as well as having the ability to show marquees (wheels) for different games.

Motion Blue's default theme for Emulation Station (motionblue) is already setup and compatible for the use of both of these new items.

Motion Blue includes many pre-generated gamelist.xml files for Emulation Station for most of the emulators. These gamelist.xml files are already setup for all games (matching the EmuMovies/Hyperspin naming) to show video previews, marquee wheels, and box art images.

In order for the different media to be shown in the Motion Blue theme, the following folders have been designated within the Emulation Station gamelist.xml files.

These folders are the same folders that Attract Mode uses. Once media has been placed into them, either front-end will use them.

xxxx = specific rom folder

/roms/xxx/boxart	- game box artwork files
/roms/xxx/snap	- game video preview snaps
/roms/xxx/wheel	- game wheel artwork files

Simply copy over your ROM files and the matching media files into the proper locations, restart Emulation Station, and they will automatically be shown in the appropriate menu item.

The gamelist.xml files are written in such a way as to be used with every known file extension possible for each system. No matter what file extension the rom file has, the gamelist.xml will identify it and show in the Emulation Station menu.

NOTE

The pre-generated Emulation Station gamelist.xml files were generated using full romsets for the chosen system. While every attempt was made to make them 100% correct, there may be instances where a certain game may not show up. In that case, manual intervention must be taken to update the gamelist.xml with the missing game information.

Motion Blue Base Image

Attract Mode - Motion Blue Themes

The Motion Blue base image comes pre-built with many system displays visible and have, by default, been assigned one of two Motion Blue themes.

Motion Blue 16x9 - the system selection menu has been assigned the 16x9 theme to showcase the 16x9 system previews

Motion Blue 4x3 - the remaining system's individual displays have been assigned the 4x3 theme for standard game previews

Both themes share the following layout options (accessed by TAB > DISPLAYS > (display) > LAYOUT OPTIONS

Background color - motion images: blue, gray, green, orange, red

- static images: blue, gray, green, orange, red

Cabinet color - blue, gray, green, orange, red

Show or Hide the game text information box at the bottom of the screen

Enable game information - Yes or No

Enable text frame - Yes or No

Show or Hide the system wheel art at the top of the video preview window

Enable system logo - Yes or No

The system logo uses the "Display Name" to find a matching "wheel art" image located in the following folder. By having this enabled, it is easier to identify which system is currently being displayed.

/home/pi/.attract/menu-art/wheel - used to find matching wheel artwork based on "Display Name"

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Attract Mode - Hide Unused/Unneeded System Displays

The Motion Blue base image comes pre-built with many system displays visible. If there is a particular system display that you wish to not use, following this procedure to hide it.

Access the Attract Mode menu: TAB > DISPLAY > (display)

For the display options, change these two settings to “No”

Show in cycle - means “show this display while scrolling left/right through displays”

Show in menu - means “show this display in system selection menu”

Attract Mode - Change Theme

All of the pre-built displays have a default theme assigned to them. However, if you wish to change a particular display’s theme, follow these instructions.

Access the Attract Mode Menu: TAB > DISPLAYS > (display name)

You can then scroll through all available layouts and choose one.

Attract Mode - Add Your Own Theme

The Motion Blue base image comes pre-setup with every display having an assigned default theme. But you are not locked into using those. You can easily change them to whatever theme you like best.

There are already several other themes installed and ready for use and it’s easy to download and copy over new themes as well. Simply copy the new layout folder into the proper directory on the Pi and change any display to use it.

Copy new layouts into the layouts folder: /home/pi/.attract/layouts/

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Attract Mode - Media

All of the media used in the Motion Blue base image conforms to the naming convention used by EmuMovies and HyperSpin.

Here are the designated folder locations for both system media and game media.

System media (used in the system selection menu)

/home/pi/.attract/menu-art/	- main folder
/home/pi/.attract/menu-art/flyer	- currently not used, but future themes may
/home/pi/.attract/menu-art/fanart	- currently not used, but future themes may
/home/pi/.attract/menu-art/snap	- system preview video snaps
/home/pi/.attract/menu-art/wheel	- system wheel artwork

****All of the Attract Mode system media has been included in the respective /home/pi/.attract/menu-art subfolders.****

For individual system media (box art, cartridge art, game flyer, game marquee, game snap, and game wheels)

The following subfolders have been designated and are located under the /roms folders.

xxxx = specific rom folder

/roms/xxx/boxart	- game box artwork files
/roms/xxx/cartart	- game cartridge artwork files
/roms/xxx/flyer	- game flyer artwork files
/roms/xxx/marquee	- game marquee artwork files
/roms/xxx/snap	- game video preview snaps
/roms/xxx/wheel	- game wheel artwork files

****The subfolders have already been created in each /roms directory...simply copy the corresponding media.****

Motion Blue Base Image

Attract Mode - Using the Favorites Menu

As you play games from various systems, it's sometimes nice to have a single place to see all of your favorite games in a single list.

Using the Favorites display is a way to accomplish that.

Favorites can only be tagged while browsing the system/display for the systems. You cannot tag/untag games from the Favorites display itself.

To set your controls within Attract Mode to tag/untag games, here's how.

Access the Attract Mode menu: TAB > CONTROLS

Add Favorite - then add a keyboard or gamepad button to tag/untag a game as a favorite

Also, another nice reminder feature, is to have Attract Mode prompt you when you tag or untag a game.

Access the Attract Mode menu: TAB > GENERAL

Confirm Favorites - this prompts you when you tag a game as a favorite with a Yes/No question

After you have tagged various games, navigate to the Attract Mode Setup display. Within there is a wheel called "Generate Favorites".

Press your allocated button to execute it.

A shell script window will appear (solid black) and will begin gathering all of the games that are currently tagged as a favorite. It will then create a single romlist called Favorites.txt in the /home/pi/.attract/romlists folder.

This special romlist is used the by Favorites display to only show those games.

Periodically re-run this script as you tag and untag games.

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Attract Mode - Pre-Configured Emulator, Display, and Romlist Files

All of the Attract Mode emulators, displays, and romlist files are pre-built and fully configured.

The romlist files are complete and already have every game listed for each system. You will not have to generate a romlist for any emulator.

Each display has a Global Filter applied so that they will only show the game wheels if the matching ROM file exists and is named correctly. As you add additional ROM files, the system display will automatically show them.

Listed below are the pre-built emulators, displays, and romlists.

There are a few variants on a couple of emulator/displays to cater to US/UK choices.

For example:

Sega Genesis / Sega Mega Drive

These are technically identical, but have different system media. If you choose to use the Sega Mega Drive, then simply hide the Sega Genesis display.

Here are the other pre-built US/UK variants.

Sega CD / Sega Mega-CD

The different variants use the same emulator, it just changes which system media set is displayed in Attract Mode.

Super Nintendo Entertainment System

**For Super Nintendo, for PAL preview system video, rename the file in /home/pi/.attract/menu-art/snap rename Super Nintendo Entertainment System (PAL).mp4 to Super Nintendo Entertainment System.mp4

Motion Blue Base Image

Attract Mode - MAME/FBA Arcade Classics and CPS/CAVE Displays

There are three displays that are built for MAME and a display built for Final Burn Alpha. These displays are setup to show every rom that you have copied over.

The 13 different arcade *Classics* wheels are an easier way to navigate the large number of MAME/FBA roms that you have on your build. Instead of having a single system menu with every single game in it, using these breakout menu wheels allows for easier navigation in finding your games.

Their romlists are created in such a way that no matter what MAME or Final Burn Alpha romset you copy over to your Motion Blue install, the different displays will automatically show the wheels for the games you copied over.

Similar to the “Classics” menu wheels, there are four additional wheels that are based upon using the Final Burn Alpha romset. If you copy and use this romset, the breakout CPS 1/2/3 and Cave system menus will automatically show those games as well.

Attract Mode - Boot Intro Video

There are several color variations included for the boot up introduction video (blue, gray, green, orange, and red) along with the default Attract Mode video. You can always add more by transferring MP4 files to the following folder:

```
/home/pi/.attract/intro
```

To easily change the boot up video, run the “Change Intro Video” option from the Attract Mode Setup display. (keyboard required)

It will list all of the available MP4 video files in the /home/pi/.attract/intro folder and you simply choose the appropriate number for the intro video you wish to use.

After pressing <enter>, upon next boot up, your new chosen video will be played.

Motion Blue Base Image

EMULATION STATION PRE-GENERATED GAMELIST.XML FILES

Arcade (uses the /roms/arcade folder)
Atari 2600
Atari 5200
Atari 7800
Atari Lynx
Bandai WonderSwan
Bandai WonderSwan Color
ColecoVision
Daphne
Final Burn Alpha
Frotz (Infocom ZMachine emulator)
GCE Vectrex
MAME (Advance)
MAME (Libretro)
MAME (Mame4all)
NEC PC Engine
NEC SuperGrafx
NEC TurboGrafx-16
NEC TurboGrafx-CD

Nintendo 64
Nintendo Entertainment System
Nintendo Famicom Disk System
Nintendo Game Boy Advance
Nintendo Game Boy
Nintendo Game Boy Color
Nintendo Super Famicom
Nintendo Virtual Boy
Sega 32X
Sega CD/Mega-CD
Sega Game Gear
Sega Genesis/Mega-Drive
Sega Master System
Sega SG-1000
SNK Neo Geo AES
SNK Neo Geo Pocket
SNK Neo Geo Pocket Color
Super Nintendo Entertainment System

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ATTRACT MODE EMULATORS

Amstrad CPC
Arcade (uses the /roms/arcade folder)
Atari 2600
Atari 5200
Atari 7800
Atari Lynx
Attract Mode Setup
Bandai WonderSwan
Bandai WonderSwan Color
ColecoVision
Commodore 64
Commodore Amiga
Daphne
Final Burn Alpha
Frotz (Infocom ZMachine emulator)
Game and Watch
GCE Vectrex
Kodi
Magnavox Odyssey 2
Magnavox Odyssey
MAME (Advance)
MAME (Libretro)
MAME (Mame4all)
Microsoft MSX2
Microsoft MSX
NEC PC Engine-CD
NEC PC Engine
NEC SuperGrafx
NEC TurboGrafx-16
NEC TurboGrafx-CD

Nintendo 64
Nintendo Entertainment System
Nintendo Famicom Disk System
Nintendo Game Boy Advance
Nintendo Game Boy
Nintendo Game Boy Color
Nintendo Super Famicom
Nintendo Virtual Boy
PC
Ports
RetroPie
scripts
ScummVM
Sega 32X
Sega CD (same as Sega Mega-CD)
Sega Dreamcast
Sega Game Gear
Sega Genesis (same as Sega Mega Drive)
Sega Master System
Sega Mega-CD (same as Sega CD)
Sega Mega Drive (same as Sega Genesis)
Sega SG-1000
Sinclair ZX Spectrum
SNK Neo Geo AES
SNK Neo Geo Pocket
SNK Neo Geo Pocket Color
Sony PlayStation
Sony PSP
Sony PSP Minis
Super Nintendo Entertainment System

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ATTRACT MODE DISPLAYS

Attract Mode Setup
Favorites
Kodi
Arcade Classics
Atari Classics
Capcom Classics
Data East Classics
Irem Classics
Konami Classics
Midway Classics
Namco Classics
Nintendo Classics
Sega Classics
SNK Classics
Taito Classics
Williams Classics
Arcade
MAME (Advance)
MAME (Libretro)
MAME (Mame4all)
Final Burn Alpha
Capcom Play System
Capcom Play System II
Capcom Play System III
Cave
Daphne
Atari 2600
Atari 5200
Atari 7800
ColecoVision
GCE Vectrex

NEC PC Engine
NEC PC Engine-CD
NEC SuperGrafx
NEC TurboGrafx-16
NEC TurboGrafx-CD
Nintendo 64
Nintendo Entertainment System
Super Nintendo Entertainment System
Nintendo Famicom Disk System
Nintendo Super Famicom
SNK Neo Geo AES
Sega 32X
Sega CD
Sega Dreamcast
Sega Genesis
Sega Master System
Sega Mega Drive
Sega Mega-CD
Sega SG-1000
Sony PlayStation
Atari Lynx
Bandai WonderSwan
Bandai WonderSwan Color
Nintendo Game Boy
Nintendo Game Boy Advance
Nintendo Game Boy Color
Nintendo Virtual Boy
SNK Neo Geo Pocket
SNK Neo Geo Pocket Color
Sega Game Gear
Sony PSP

Sony PSP Minis
Amstrad CPC
Commodore 64
Commodore Amiga
Frotz
Magnavox Oddysey 2
Microsoft MSX
Microsoft MSX2
ScummVM
Sinclair ZX Spectrum

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ATTRACT MODE ROMLISTS

Amstrad CPC	Magnavox Odyssey 2	Sega Dreamcast
Arcade	Magnavox Odyssey	Sega Game Gear
Arcade Classics	MAME (Advance)	Sega Genesis
Atari 2600	MAME (Libretro)	Sega Master System
Atari 5200	MAME (Mame4all)	Sega Mega-CD
Atari 7800	Microsoft MSX2	Sega Mega Drive
Atari Classics	Microsoft MSX2+	Sega SC-3000
Atari Lynx	Microsoft MSX	Sega SG-1000
Atari ST	Midway Classics	Sinclair ZX Spectrum
Attract Mode Setup	Namco Classics	SNK Classics
Bandai WonderSwan Color	NEC PC Engine-CD	SNK Neo Geo AES
Bandai WonderSwan	NEC PC Engine	SNK Neo Geo Pocket Color
Banpresto	NEC SuperGrafx	SNK Neo Geo Pocket
Capcom Classics	NEC TurboGrafx-16	Sony PlayStation
Capcom Play System III	NEC TurboGrafx-CD	Sony PSP Minis
Capcom Play System II	Nintendo 64	Sony PSP
Capcom Play System	Nintendo Classics	Super Nintendo Entertainment System
Cave	Nintendo Entertainment System	Taito Classics
ColecoVision	Nintendo Famicom Disk System	Visco
Commodore 64	Nintendo Famicom	Williams Classics
Commodore Amiga	Nintendo Game Boy Advance	
Daphne	Nintendo Game Boy Color	
Data East Classics	Nintendo Game Boy	
Favorites	Nintendo Super Famicom	
Final Burn Alpha	Nintendo Virtual Boy	
Frotz	Panasonic 3DO	
Game and Watch	Psikyo	
GCE Vectrex	ScummVM	
Irem Classics	Sega 32X	
Kodi	Sega CD	
Konami Classics	Sega Classics	

Motion Blue Base Image

Atari 5200 Configuration And Emulator Selection

Here are special instructions when playing the Atari 5200 games to specify the new emulator choices.

When the Atari 5200 was being developed for, the game cartridges that were used varied in size. Some games were small (like 4K or 8K big) while others were larger (16K or 32K). This didn't bother the actual console when you inserted the cartridge and played, but for emulation, this does pose an unfortunate side affect.

For emulation, you have to specify what size the original cartridge was for each game, on a game-by-game basis. When you first launch a game, you will see a small window popup that shows what the current emulator that particular game is using. This is called the "runcommand" window. Pressing any button while this window is displayed allows you to change various settings for that particular game.

Note: this is the "runcommand" menu - if you have turned this option off, temporarily turn it back on for this step

You will need to assign a different Atari800 emulator variant to the game to make it run without being asked about cartridge type.

- 1) launch a game, but before it runs, press any button to access the configuration menu
- 2) choose option #2 - set default emulator for rom
- 3) use the chart below to select the proper emulator (they all start with atari800 ...so choose the correct one)
- 4) you can either launch the game or exit back to the games list and change the remaining games that need different emulators

By doing the steps above, RetroPie will save the chosen emulator to the particular game. Then when the game is launched, it will use the proper emulator and launch directly into the game.

***** NOTE***** If this step is skipped, then sometimes when you launch a game, you will either get a "Blank Black Screen" or be prompted to "Select Cartridge Type". You can use the chart below to find the proper cartridge type to select.

Motion Blue Base Image

Atari 5200 ROM - Emulator - Cartridge

This chart will show all of the games and what emulator choice it needs along with what cartridge type it requires.

GAME	EMULATOR	CARTRIDGE	GAME	EMULATOR	CARTRIDGE
Astro Chase	atari800216	Two chip 16 KB 5200 cartridge	Missile Command	atari800216	Two chip 16 KB 5200 cartridge
Ballblazer	atari80032k	Standard 32 KB 5200 cartridge	Montezuma's Revenge featuring Panama Joe	atari800216	Two chip 16 KB 5200 cartridge
Beamrider	atari800116	One chip 16 KB 5200 cartridge	Moon Patrol	atari800116	One chip 16 KB 5200 cartridge
BerZerk	atari800116	One chip 16 KB 5200 cartridge	Mountain King	atari8008k	Standard 8 KB 5200 cartridge
Blue Print	atari800116	One chip 16 KB 5200 cartridge	Mr. Do!'s Castle	atari8008k	Standard 8 KB 5200 cartridge
Bounty Bob Strikes Back!	atari800bountybob	Bounty Bob Strikes Back 40 KB 5200	Ms. Pac-Man	atari800216	Two chip 16 KB 5200 cartridge
Buck Rogers - Planet of Zoom	atari800216	Two chip 16 KB 5200 cartridge	Pac-Man	atari800216	Two chip 16 KB 5200 cartridge
Carol Shaw's River Raid	atari8008k	Standard 8 KB 5200 cartridge	Pengo	atari80032k	Standard 32 KB 5200 cartridge
Castle Blast	atari80032k	Standard 32 KB 5200 cartridge	Pitfall!	atari8008k	Standard 8 KB 5200 cartridge
Castle Crisis	atari80032k	Standard 32 KB 5200 cartridge	Pitfall II: Lost Caverns	atari800116	One chip 16 KB 5200 cartridge
Centipede	atari800216	Two chip 16 KB 5200 cartridge	Pole Position	atari800216	Two chip 16 KB 5200 cartridge
Choplifter!	atari800116	One chip 16 KB 5200 cartridge	Popeye	atari800216	Two chip 16 KB 5200 cartridge
Congo Bongo	atari800116	One chip 16 KB 5200 cartridge	Q-bert	atari8008k	Standard 8 KB 5200 cartridge
Countermeasure	atari800216	Two chip 16 KB 5200 cartridge	QIX	atari800216	Two chip 16 KB 5200 cartridge
			Quest for Quintana Roo	atari800116	One chip 16 KB 5200 cartridge
Defender	atari800216	Two chip 16 KB 5200 cartridge	RealSports Baseball	atari80032k	Standard 32 KB 5200 cartridge
Dig Dug	atari800216	Two chip 16 KB 5200 cartridge	RealSports Football	atari800216	Two chip 16 KB 5200 cartridge
Dreadnaught Factor, The	atari8008k	Standard 8 KB 5200 cartridge	RealSports Soccer	atari800216	Two chip 16 KB 5200 cartridge
Frogger	atari8008k	Standard 8 KB 5200 cartridge	RealSports Tennis	atari800216	Two chip 16 KB 5200 cartridge

*** Bounty Bob does not seem to work at the moment

Motion Blue Base Image

Atari 5200 ROM - Emulator - Cartridge

This chart will show all of the games and what emulator choice it needs along with what cartridge type it requires.

GAME	EMULATOR	CARTRIDGE	GAME	EMULATOR	CARTRIDGE
Frogger II - Threedeeep!	atari800216	Two chip 16 KB 5200 cartridge	Rescue on Fractalus!	atari80032k	Standard 32 KB 5200 cartridge
Galaxian	atari8008k	Standard 8 KB 5200 cartridge	Robotron 2084	atari800116	One chip 16 KB 5200 cartridge
Gorf	atari8008k	Standard 8 KB 5200 cartridge	Space Dungeon	atari800216	Two chip 16 KB 5200 cartridge
Gremlins	atari80032k	Standard 32 KB 5200 cartridge	Space Invaders	atari8008k	Standard 8 KB 5200 cartridge
Gyruus	atari800216	Two chip 16 KB 5200 cartridge	Space Shuttle - A Journey Into Space	atari800116	One chip 16 KB 5200 cartridge
H.E.R.O.	atari800116	One chip 16 KB 5200 cartridge	Star Raiders	atari800216	Two chip 16 KB 5200 cartridge
James Bond 007	atari800216	Two chip 16 KB 5200 cartridge	Star Trek - Strategic Operations Simulator	atari800216	Two chip 16 KB 5200 cartridge
Joust	atari800116	One chip 16 KB 5200 cartridge	Star Wars - Return of the Jedi - Death Star Battle	atari8008k	Standard 8 KB 5200 cartridge
Jungle Hunt	atari800216	Two chip 16 KB 5200 cartridge	Star Wars - The Arcade Game	atari800216	Two chip 16 KB 5200 cartridge
K-Razy Shoot-Out	atari8008k	Standard 8 KB 5200 cartridge	Super Breakout	atari8004k	Standard 4 KB 5200 cartridge
Kaboom!	atari8004k	Standard 4 KB 5200 cartridge	Super Cobra	atari8008k	Standard 8 KB 5200 cartridge
Kangaroo	atari800216	Two chip 16 KB 5200 cartridge	Vanguard	atari80032k	Standard 32 KB 5200 cartridge
Keystone Kapers	atari8008k	Standard 8 KB 5200 cartridge	Wizard of Wor	atari800116	One chip 16 KB 5200 cartridge
Koffi - Yellow Kopter	atari80032k	Standard 32 KB 5200 cartridge	Zaxxon	atari80032k	Standard 32 KB 5200 cartridge
Mario Bros.	atari80032k	Standard 32 KB 5200 cartridge	Zenji	atari8008k	Standard 8 KB 5200 cartridge
MegaMania	atari8008k	Standard 8 KB 5200 cartridge	Zone Ranger	atari800116	One chip 16 KB 5200 cartridge
Meteorites	atari800116	One chip 16 KB 5200 cartridge			
Miner 2049er Starring Bounty Bob	atari800116	One chip 16 KB 5200 cartridge			

*** Joust does not seem to work at the moment

Motion Blue Base Image

Atari 5200 Emulator Configuration File

The file that controls all of the different Atari 800 variant emulator choices should have all of these setup within it. If you find one is missing, here is the information about the file and it's contents. Each line sets up a new variation name for the Atari800 emulator but includes the specified cartridge type as an additional parameter.

When you access the runcommand window after launching a game, this is the list where it knows what emulator choices to present.

Directory: /opt/retroPie/configs/atari5200
File: emulators.cfg

Contents: *****I've spaced them out in this document for easier reading*****

```
atari800="/opt/retroPie/emulators/atari800/bin/atari5200.py; /opt/retroPie/emulators/atari800/bin/atari800 -5200 -cart-type 16 -cart %ROM%"
```

```
atari8004k="/opt/retroPie/emulators/atari800/bin/atari5200.py; /opt/retroPie/emulators/atari800/bin/atari800 -5200 -cart-type 20 -cart %ROM%"
```

```
atari8008k="/opt/retroPie/emulators/atari800/bin/atari5200.py; /opt/retroPie/emulators/atari800/bin/atari800 -5200 -cart-type 19 -cart %ROM%"
```

```
atari80032k="/opt/retroPie/emulators/atari800/bin/atari5200.py; /opt/retroPie/emulators/atari800/bin/atari800 -5200 -cart-type 4 -cart %ROM%"
```

```
atari800216k="/opt/retroPie/emulators/atari800/bin/atari5200.py; /opt/retroPie/emulators/atari800/bin/atari800 -5200 -cart-type 6 -cart %ROM%"
```

```
atari800116k="/opt/retroPie/emulators/atari800/bin/atari5200.py; /opt/retroPie/emulators/atari800/bin/atari800 -5200 -cart-type 16 -cart %ROM%"
```

```
atari800bountybob="/opt/retroPie/emulators/atari800/bin/atari5200.py; /opt/retroPie/emulators/atari800/bin/atari800 -5200 -cart-type 7 -cart %ROM%"
```

```
default = "atari800"
```

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Additional Information And Sources

RetroPie website

<https://retropie.org.uk>

Official RetroPie Wiki

<https://github.com/RetroPie/RetroPie-Setup/wiki/First-Installation>

Attract Mode website

<http://attractmode.org>

Attract Mode quick start

<http://attractmode.org/docs/Readme.html>

Hyperspin

<http://www.hyperspin-fe.com>

EmuMovies

<http://emumovies.com>

Hyperspin Database XML files

<https://hyperlist.hyperspin-fe.com>

Universal XML Scraper

<https://github.com/Universal-Rom-Tools/Universal-XML-Scraper/releases>

Motion Blue Base Image

Emulation Station Motion Blue Theme



Motion Blue Base Image

Attract Mode Motion Blue Theme

