

# GPi Case

Recalbox: Buttons not working

Lakka: Auto-resizes partition on first boot Uses RetroArch Setup wifi 192.168.1.27 Access smb://IP no username/password Copy games to ROMs folder Start testing a Super Nintendo games, because they require no BIOS to run. We recommend games from the no-intro sets, because they are clean, tested, and will scan properly.

<https://www.romsgames.net/roms/> <https://www.arcadepunks.com/download-raspberry-pi-zero-images/>  
<https://www.arcadepunks.com/retro-pi-downloads-page/>  
<https://www.arcadepunks.com/download-raspberry-pi-zero-images/>  
<https://www.myabandonware.com/game/super-cauldron-1iu>

<http://www.lakka.tv/doc/BIOSes/>

Scanning your games Using your joypad, go to the last tab with the + icon. Choose the directory to scan. If you added your game directly to the roms folder, then just choose Scan This Directory.

Once finished, you will see a new tab at the right end of the menu. Launching a game

Go to the new tab you just created. You should see your games in the list.

<http://www.lakka.tv/get/linux/rpi/install/first-boot/games/>

Save State: User Interface → Quick Menu → Show save/load state option is on. I also tried enabling "SaveRAM autosave" each 30s. The description of "makes a savestate at the end of retroarch's runtime" is quite cryptic. SSH (root:root) → /storage/.config/retroarch/retroarch.cfg → savestate options...

Update: Type lakka-update, wait for the download to finish, reboot

Purging config / adjust config

```
systemctl stop retroarch
## rm .config/retroarch/retroarch.cfg
vi .config/retroarch/retroarch.cfg
systemctl start retroarch
```

For Gameboy scaling: Disable integer scaling (1x integer is max to fit on screen, so GB is tiny on screen) shader interpolation/bilinear-scaling-simple for 720p scaling

## Hardware Mods

micro-usb:

[https://www.youtube.com/watch?v=eBA2bvqCtnI&feature=emb\\_logo&ab\\_channel=AdamBuilds](https://www.youtube.com/watch?v=eBA2bvqCtnI&feature=emb_logo&ab_channel=AdamBuilds) USB-C+HDMI out <https://www.youtube.com/watch?v=jOZ-ZQHMOII>  
[https://www.reddit.com/r/RetroPie/comments/bzzqtr/retroflag\\_gpi\\_case\\_battery\\_and\\_charger/](https://www.reddit.com/r/RetroPie/comments/bzzqtr/retroflag_gpi_case_battery_and_charger/)

Adafruit's PowerBoost ? → Not enough space in case

Rechargeable AA batteries are not exactly "1500mAh each". The mAh rating is at the batteries rated voltage of 1.2v. When you connect batteries you can increase voltage (series) or amperage (parallel), but not both (at least, not without adding even more batteries for a series+parallel setup). When you run three batteries in series, as in the GPI, the capacity doesn't go up, so you get 1500mAh at 3.6v, compared to 4000mAh at 3.7v for the LiPo. Plus the charging circuit is built in.

Battery mod using stock jack plug: <https://www.youtube.com/watch?v=Jb4aO5uMR9o>

Retroflag GPI case Battery and Charger Modification

[https://www.reddit.com/r/retroflag\\_gpi/comments/c06g1e/retroflag\\_gpi\\_case\\_battery\\_and\\_charger/](https://www.reddit.com/r/retroflag_gpi/comments/c06g1e/retroflag_gpi_case_battery_and_charger/)

[https://www.reddit.com/r/RetroPie/comments/bzzqtr/retroflag\\_gpi\\_case\\_battery\\_and\\_charger/](https://www.reddit.com/r/RetroPie/comments/bzzqtr/retroflag_gpi_case_battery_and_charger/)

<https://www.etsy.com/listing/750387181/gpio-case-nimh-charging-circuitdiy>

[https://www.youtube.com/watch?v=eBA2bvqCtnI&feature=emb\\_logo&ab\\_channel=AdamBuilds](https://www.youtube.com/watch?v=eBA2bvqCtnI&feature=emb_logo&ab_channel=AdamBuilds)

From:

<http://wuff.dyndns.org/> - **Wulf's Various Things**

Permanent link:

<http://wuff.dyndns.org/doku.php?id=raspberrypi:gpio-case&rev=1610542215>

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