HOW TO M17???
By KirbyToast
==========
The M17 runs on a 1950mah battery and a nand flash of EmuElec.

The first can be replaced easily with some solder paste and a larger panel battery(MEASURE FIRST!!!) for a small tablet, harvesting the wires of the crap battery in the process.
Emuelec, can only be replaced by rk3128 images of batocera found often in the ps5000/7000 units. Otherwise, customizing emuelec is your best option.
==========

CUSTOMIZING EMUELEC(aka the stock image is crap. Let's fix it):

I. The vanilla experience

—----------

First, download Sleepy's extraction. Extract it to an empty ExFAT microsd
https://mega.nz/file/eBoWFbyb#tkAoW1hGDj8MNr0NjmSo5yb_cXoPB6w10jZxTXTe05A

Apply Sleepy's exit menu hack that makes using START+SELECT in game take you to its retroarch core menu instead:
https://www.mediafire.com/file/pv8urn9cuqt9i0z/SleepyConfigs.zip/file

Apply
- Kirby's ppsspp edit to smooth out performance with the lowest demanding cpu mode and percentile frameskip, as well as lock the controls to d-pad-based. This is a hardware limitation, as there isn't any real analog support.
- Ruka-team's rk3128 August 2021 batocera cores
- the emulationstation fix to look for cue files, not bin files
https://www.mediafire.com/file/td44uc2hwsphn8h/M17_sdcard_Aug2021Upgrade.zip/file
(sleepy's fix is also included)
—----------

II. The Taki Udon experience

—----------

This version of the sd card software package has a lot of control, performance, aspect ratio, and qol fixes, but the controls can't be manually edited in the control menu like with the vanilla experience. Taki edited everything in controlmap files, which you will have to find if you're fond of emulationstation configs. Anywho,

the first thing you will need is taki's sd card image:
https://github.com/Takiiiiiiii/M17-Handheld/tree/main

Taki left bin-vis on for the ps1 menu, fps-vis on for psp, and didn't quite tweak VM performance in ppsspp. He also didn't use updated cores. so be sure to download the August2021 update

above to smooth all of that out.
—----------

II part B. Ruka Team?
They spearheaded a custom batocera fork for the ps5000 that this unit supports. You can review their files BELOW:
—----------
Full batocera
https://github.com/Ruka-CFW/rk3128-cfw/releases/tag/v3.0_beta_1

Just the cores
https://github.com/Ruka-CFW/rk3128-cfw/releases/tag/rk3128-cores-20210726
—----------

III. COMMUNITY STUFF
Things people in the #M17 group have stumbled upon
—----------
A. Octothorp's hack for ADB access
"Hi, in case anyone is interested, I've found a simple method for enabling ADB access on this device. Add these files to your sdcard root (replace em_ui.sh);
https://github.com/octathorp/m17_tools
This is based on fact that everything is run as root user, so simply adding some lines to em_ui.sh can run your custom scripts."
==========
B. Ariekanari's Final Burn Alpha set edits
"Last/final FB Alpha set (FBA 0.2.97.44) before the "controversy" that let to FB Neo has great compatibility. To seperate this romset from other arcade romsets I added a new system FBA:

```
  <system>
    <name>fba</name>
    <fullname>Final Burn Alpha</fullname>
    <manufacturer>Arcade</manufacturer>
    <hardware>arcade</hardware>
    <path>/storage/roms/fbalpha</path>
    <extension>.7z .zip .7Z .ZIP</extension>
    <command>/sdcard/minigui/retroarch -y 12  -c /sdcard/minigui/gbx66.cfg -L
/storage/cores/fbalpha_libretro.so %ROM%</command>
    <platform>arcade</platform>
    <theme>fba</theme>
    <emulators>
      <emulator name="libretro">
        <cores>
          <core default="true">fbalpha</core>
          <core>mame2003</core>
          <core>fbneo</core>
```

```
        </cores>
      </emulator>
    </emulators>
  </system>
```

You might have to rename the command line to point to the correct core fbalpha_libretro.so or fbalpha2012_libretro.so. Check the core directory for the correct name.”

==========

—----------

IV. SAVE FILE LOCATIONS?

You’ll find most game srm files in

/retroarch/saves/

PS1 saves are found in the same folder as their matching CUE file.

SEE CHAT AND TALK TO SLEEPY or Kirby if you have minor issues. Optionally, bug Taki if he doesn’t scare you.