Retroid Pocket 4 / Pro Setup Guide

by Adin Walls | Feb 22, 2024

Video : https://youtu.be/86hS2z6Do7w

Intro

- I have decided I like full screen mode so I have added that to the settings, if you don't like this you can leave it.
- This is going to take a while but I have taken the thinking out of this for you. Simply go through this guide step by step and your device will be running really nicely with similar controls through all the emulators.

Setup Hardware

- SD card – I got a 256gb but I recommend a 512gb for this device
- SD card reader
- Computer with internet

Setup Wizard and Additional Downloads

In this guide we are going to get our emulators from only a few external sources and then the rest from the app store. For a handy tool to get your externally sources apps organised and up to date, check Russ' guide: RetroGameCorp Retroid Pocket 4/Pro Starter Guide

- Run the initial setup wizard and allow it to load the following emulators:
- AetherSX2
- Dolphin for Handheld (handy for performance)
- RetroArch
- Once setup is complete buy and download these apps from the PlayStore:
- Drastic
- YabaSanshiro 2 Pro
- PPSSPP Gold (normal PPSSPP is free)
- Redream
- Duckstation
- M64Plus FZ Emulator
- External website (the app store versions are quite old but you can use them if you like)
- Citra Canary https://citra-emu.org/download/#
- Dolphin Emulator https://dolphin-emu.org/download/
- Yuzu https://yuzu-emu.org/downloads/
- **A note about Citra:** you may run into an issue where the app says your Roms are encrypted. You can either find a YouTube tutorial on how to de-encrypt your ROMs, find unencrypted versions of your same ROMs are just download the MMJ version of Citra which is what I used to do)
- I used this 3DS ROM decryption tool: https://gbatemp.net/download/batch-cia-3ds-decryptor.35098/download?version=35152
- Here's my link to a nice version of the PS2 emulator (NetherSX2) – it launches natively from Daijisho but some people have notice worse performance: https://cdn.discordapp.com/attachments/1167453794079101099/1168488295773253672/15210-v1.5-4248-noads.apk?ex=65c9eb07&is=65b77607&hm=9e6fd0a1d37f757b30c65884fd54f9a1c3c1ad7fb115aa48a38b3c7ce3ede7d4&
- If you're not a control freak like me and prefer performance, try the AetherSX2 3668 build here: AetherSX2-builds/alpha-3191-3668 at master · AetherSX2-backup/AetherSX2-builds · GitHub
- Also download **Daijisho** from the Playstore for your frontend. Some people also like Dig, like TechDweeb, but he is wrong [jokes]

Other Apps

- Remember this device can do a bunch of things, you may want to download…
- Edge browser (I like Edge)
- Xbox apps
- Steamlink
- Obtanium https://github.com/ImranR98/Obtainium
- Odintools https://github.com/langerhans/OdinTools

Initial Android Setup bits

- SCREEN: Just a note, the RP3+ had dead spots at the bottom of the screen and this has been fixed!
- Swipe the top down menu, swipe right and enable FORCE LANDSCAPE
- SETTINGS > DISPLAY > DARK THEME > [ENABLE]
- SETTINGS > DISPLAY > NIGHT LIGHT > [SET A TIME] (Only if you want)

- GOOGLE > [SIGN INTO GOOGLE] (if you aren't already)
- HANDHELD SETTINGS > POWER SAVING > CLEAN PROCESS WHEN IN STANDBY > ENABLE | IGNORE PACKAGES > [CHECK DAIJISHO] > DONE *NB: This will save battery but kill any process running, including emulators whenever the screen locks. This can actually be quite annoying.* You will see in the video I actually decided to leave this and take the hit on battery performance.
- HANDHELD SETTINGS > VIBRATOR > LOW/MEDIUM/HIGH …?!?!?
- INPUT > CONTROLLER STYLE > [SET THIS IF YOU PREFER AN XBOX LAYOUT]
- INPUT > L2/R2 MODE > BOTH
- **Navigation** – SETTINGS > ACCESSIBILITY > SYSTEM CONTROLS > SYSTEM NAVIGATION > select 3-BUTTON NAVIGATION (This is to stop some emulators resizing to accommodate the little bottom stripe for gesture navigation. If this doesn't bother you, just leave it as is) Another benefit is that it gives you the RECENT APPS view. For some reason this doesn't work well with Yabasanshiro so if you're planning on playing lots of Saturn games, maybe leave this step out.

Formatting your SD card

Insert your SD card and allow Android ro format it, but read this first: I selected Handheld storage for the first time – this formats the card and partitions it to be used as additional onboard storage. I find it to be more trouble than it's worth. Rather set it as Portable Storage.

Import Your Roms and BIOS

- Simply plug the device in via USB (Or insert your SD card into your computer)
- Create a folder "ROMS" (or whatever) in your Root folder or on the SD card
- Drag your games over here
- Create a folder in the ROMS folder called "Bios" and add your Bios files here
- Please don't ask me where to find roms or bios files, just Google it.
- Here's a list of bios files you may need:

PLATFORM	BIOS
Seag CD	bios_CD_E.bin
	bios_CD_J.bin
	bios_CD_U.bin
Sega Saturn	saturn_bios.bin
Sega Dreamcast	dc_boot.bin / boot.bin
Famicom	disksys.rom
Gameboy	gb_bios.bin
Gameboy Advance	gba_bios.bin
NEOGEO	neogeo.zip (to be placed in roms folder / neogeo folder)
Playstation	scph1001.bin (a few options here)
Playstation 2	SCPH-90001_BIOS_V18_USA_230.ROM0 (a few options here)
Turbografx	syscard1.pce
	syscard2.pce
	syscard3.pce
Switch	prod.keys | title.keys

Emulator Setups

If anything is unclear here please watch the video alongside this written guide and you should be fine.

RetroArch

- They've enabled save config on quit so just ***select QUIT RETROARCH when you exit to save changes***.
- **Remapping some of the controls:**
- Open RetroArch:
- SETTINGS > INPUT > MENU CONTROLS > MENU SWOP OK AND CANCEL BUTTONS [DISABLE] *if you plan to have your menus have a Nintendo layout (B left, A right)*
- SETTINGS > INPUT > RETROPAD BINDS > PORT 1 CONTROLS > ANALOG TO DIGITAL TYPE > LEFT ANALOG
- **DOWNLOADING CORES:** Online updater > core downloader > download cores (download as many as you like, they don't take up much space)
- **ON-SCREEN OVERLAY:** Settings > User Interface > On-screen overlay > On-screen overlay > Display Overlay [disable]
- **MAPPING HOTKEYS**
- Open the RetroArch app:
- SETTINGS > INPUT > HOTKEYS > HOTKEY ENABLE > PRESS BACK BUTTON AND HOLD
- SETTINGS > INPUT > HOTKEYS > MENU TOGGLE > PRESS SELECT AND HOLD
- SETTINGS > INPUT > HOTKEYS > LOAD STATE > PRESS L1 AND HOLD
- SETTINGS > INPUT > HOTKEYS > SAVE STATE > PRESS R1 AND HOLD
- Sign into retro achievements: SETTINGS > ACHIEVEMENTS
- **PERFORMANCE TWEAK:** Try a different emulator, remove any filters or shaders. But you should have performance issues here.

Playstation (Duckstation)

- OPEN THE APP
- TAP NEXT
- RESOLUTION SCALE > 5X (FOR 1080P)
- ASPECT RATIO > 16:9 [OPTIONAL]
- WIDESCREEN HACK [ENABLE] [OPTIONAL]
- NEXT
- IMPORT BIOS > TAP ON THE BIOS
- NEXT
- GAME DIRECTORIES > TAP ON + > [FIND YOUR FOLDER] > USE THIS FOLDER > ALLOW
- NEXT FINISH
- MENU [TOP LEFT]
- ACHIEVEMENTS > APP SETTINGS > ENABLE RETROACHIEVEMENTS > LOGIN > [ENTER DETAILS] > LOGIN
- MENU > CONTROLLER SETTINGS > TOUCHSCREEN > NONE
- MENU > CONTROLLER SETTINGS > PORT 1
- DPAD = SAME
- TRIANGLE = X
- CIRCLE = A
- CROSS = B
- SQUARE = Y
- REST = SAME
- ANALOG TOGGLE = NONE
- R1 = R2
- L1 = L2
- L2 /R2 = NONE
- Left stick = same
- Right stick = same
- MENU > CONTROLLER SETTINGS > HOTKEYS
- OPEN PAUSE MENU = BACK
- QUICK LOAD = L1
- QUICK SAVE = R1

N64 (M64Plus FZ Pro PAID APP)

- OPEN THE APP
- TAP CONTINUE
- TAP + > SELECT FOLDER > [FIND YOUR FOLDER] > USE THIS FOLDER > ALLOW
- IT WILL TAKE A FEW MINUTES TO SCAN ALL YOUR GAMES
- TAP MENU (TOP LEFT)
- SETTINGS > DISPLAY > 1440X1080
- SETTINGS > DISPLAY > STRETCH 16:9
- SETTINGS > TOUCHSCREEN > BUTTON OPACITY > 0%
- PROFILES > CONTROLLER > NEW > [GIVE IT A NAME] > OK
- L = L2
- R = R2
- Z = L3
- S = START
- A = A

- B = B
- C PAD = R ANALOG STICK
- DPAD = SAME
- ANALOG = LEFT ANALOG STICK
- SAVE SLOT = R1
- LOAD SLOT = L1
- SELECT PROFILE > CONTROLLER 1 PROFILE > [YOUR NEW PROFILE HERE]
- **PERFORMANCE TWEAK:** Reduce the screen resolution

3DS (CITRA)

- Citra Canary
- OPEN CITRA
- GET STARTED
- GRANT PERMISSION > ALLOW > NEXT
- MICROPHONE > GRANT PERMISSION > WHILE USING APP > NEXT
- CAMERA > GRANT PERMISSION > WHILE USING APP > NEXT
- USER FOLDER > NAVIGATE TO YOUR ROMS FOLDER > TAP USE THIS FOLDER > ALLOW > OK
- ADD GAMES > NAVIGATE TO YOUR GAMES FOLDER > USE THIS FOLDER > ALLOW > NEXT
- CONTINUE
- TAP … TOP LEFT
- SETTINGS > GAMEPAD
- INPUT BINDING
- ACTION BUTTONS ARE THE SAME [SEE VIDEO]
- START + SELECT ARE THE SAME [SEE VIDEO]
- HOME = BACK
- CIRCLE PAD = LEFT ANALOG STICK
- C STICK = RIGHT ANALOG STICK
- DPAD = SAME
- L = L1
- R = R1
- ZL = L2
- ZR = R2
- SWAP SCREEN = L3
- CYCLE LANDSCAPE LAYOUTS = R3
- PRESS B
- SETTINGS > GRAPHICS > GRAPHICS API > VULKAN
- SETTINGS > GRAPHICS > INTERNAL RESOLUTION > 2x
- OPEN A GAME > PRESS BACK BUTTON > OVERLAY OPTIONS > SHOW OVERLAY [DISABLE]
- I couldn't see any noticeable difference with 3x resolution
- **PERFORMANCE TWEAK:** Drop resolution to 1x. Don't forget the R Pro has three performance settings!

Nintendo DS (DRASTIC PAID APP)

- Change options > external controller settings > select key mapping > no mapping
- Change options > External Controller > Map Control > [Follow Prompts]
- Change Options > External Controller > Map Special >
- L3 = Swop 1/2
- R3 = Swop
- L2 = Quick Load
- R2 = Quick Save
- Back = Menu
- Change Options > Video > Enable High-Resolution 3D rendering
- Open a game
- Open menu > disable overlay
- Select screen layout > Landscape
- For some reason you still need to do this for each game unfortunately
- Menu > options > virtual game pad > menu button position > hidden
- **PERFORMANCE TWEAK:** Disable high resolution 3D rendering,

PSP (PPSSPP / Gold)

- Open PPSSPP
- Tap OK
- Find your ROMS folder and tap USE THIS FOLDER
- Tap OK
- Tap SETTINGS
- GRAPHICS > BACKEND > VULKAN
- GRAPHICS > SET RENDERING RESOLUTION TO 4X IF YOU LIKE (I saw retro tech dad do 10x resolution on some games)
- CONTROLS > CONTROL MAPPING >
- REMAP O, X, TRIANGLE, SQUARE
- L = L2

- R = R2
- [DELETE FAST FORWARD MAPPING]
- PAUSE = BACK
- SAVE STATE = R1 [optional]
- LOAD STATE = L1 [optional]
- ON SCREEN TOUCH CONTROLS > DISABLE
- TOOLS > RETROACHIEVEMENTS > LOGIN

Dreamcast (Redream)

- OPEN THE APP
- TAP CONTINUE
- GO TO LIBRARY > ADD DIRECTORY > [FIND YOUR DREAMCAST ROM FOLDER] > USE THIS FOLDER > ALLOW
- INPUT [TOP TAB] > PORT A > INPUT DEVICE > RETROID POCKET CONTROLLER
- DELETE ACTION BUTTON MAPPING (A,B,X,Y)
- A = B
- B = A
- X = Y
- Y = X
- **NOTE:** Your L2/R2 must be set to analog for Dreamcast. But I will show you how to make a Quick Setting button in the top swip down menu.
- FULLSCREEN: This emulator has a cheat feature that enable fullscreen if the 16:9 cheat is available. You will need to enable this on a per game basis.

Sega Saturn (Yabasanshiro 2 Pro PAID APP)

- Open the emulator
- Allow sign in AND SIGN IN WITH YOUR Google Account
- MENU (top left) > SETTINGS > SELECT GAME DIRECTORY
- MENU (top left) > SETTINGS > ENABLE AUTO SAVE STATE > ENABLE
- MENU (top left) > SETTINGS > PLAYER 1 INPUT DEVICE > EDIT KEY MAP
- DPAD = SAME
- L TRIGGER = L1
- R TRIGGER = R1
- START= START
- A = Y
- B = B
- C = A
- X = X
- Y = L3
- Z = R3
- ANALOG X = L ANALOG LEFT
- ANALOG Y = L ANALOG Y
- ANALOG L TRIGGER = L2
- ANALOG R TRIGGER = R2
- MENU = BACK
- OPEN A GAME > PRESS BACK > SETTINGS > SCALING > FULL SCREEN [OPTIONAL]

PS2 (NetherSX2)

Honestly I am a bit frustrated with the whole PS2 emulation thing. AetherSX2 is actually great but it was abandoned a while back and some folks are trying to get something going with NetherSX2 but it mostly offers seem less launching from Daijisho and no ads. If you'd like to use that instead download it here:

- OPEN THE APP
- TAP NEXT
- TAP NEXT AGAIN
- SELECT OPTIMAL/SAFE DEFAULTS (MID TO HIGH PERFORMANCE HANDHELDS)
- ASPECT RATIO > WIDESCREEN [OPTIONAL]
- GPU RENDERER > VULKAN
- UPSCALE MULTIPLIER > 2X NATIVE [WE CAN ALWAYS ADJUST THIS LATER]
- TAP NEXT
- ADD GAME DIRECTORY > [FIND YOUR FOLDER] > USE THIS FOLDER
- IT MAY TAKE SOME TIME TO SCAN YOUR GAMES
- MENU (Top left) > APP SETTINGS > GENERAL > SAVE STATE ON SHUTDOWN
- APP SETTINGS > SYSTEM > 100% [DROP EE CYCLE RATE TO IMPROVE PERFORMANCE]
- APP SETTINGS > GRAPHICS > GPU RENDERER > VULKAN
- APP SETTINGS > GRAPHICS > UPSCALE MULTIPLIER > 2X NATIVE
- APP SETTINGS > GRAPHICS > ASPECT RATIO > WIDESCREEN [OPTIONAL]
- APP SETTINGS > BIOS > IMPORT BIOS > [FIND YOUR BIOS]
- CONTROLLER SETTINGS > TOUCHSCREEN > TOUCHSCREEN CONTROLLER VIEW > NONE
- CONTROLLER SETTINGS > PORT 1
- DPAD = SAME
- TRIANGLE = X

- CIRCLE = A
- CROSS = B
- SQUARE = Y
- SELECT AND START = SAME
- REST = SAME
- ANALOG TOGGLE = NONE
- **PERFORMANCE TWEAK**: Drop the resolution and the EE Cycle rate (see above)

Gamecube / Wii (Dolphin)

- INSTALL THE APP > TAP CONTINUE
- ADD GAMES > SELECT YOUR GAMECUBE FOLDER > USE THIS FOLDER > ALLOW
- TAP THE WII LOGO ABOVE > ADD GAMES > FIND YOUR FOLDER > USE THIS FOLDER > ALLOW
- TAP THE COG AT THE TOP RIGHT
- CONFIG > GENERAL > ENABLE SAVE STATES
- CONFIG > GENERAL > DUAL CORE [ENABLE]
- GRAPHIC SETTINGS > VIDEO BACKEND > VULKAN
- GRAPHICS SETTINGS > ASPECT RATIO > 16:9 [IF YOU WANT]
- GAMECUBE INPUT > STANDARD CONTROLLER > TAP THE COG
- ACTION BUTTONS = SAME
- Z = L3
- START = START
- CONTROL STICK – LEFT ANALOG STICK
- L = L1
- R = R1
- L ANALOG = L2
- R ANALOG = R2
- DPAD = SAME
- OPEN A GAME > PRES BACK > OVERLAY CONTROLS > TOGGLE CONTROLS > TOGGLE ALL
- WII INPUT – WII REMOTE 1 – EMULATED
- I will be working on this, it's difficult to emulate controls for the Wii
- Note: look into Riivolution mods
- **PERFORMANCE TWEAK:** Try OpenGL instead of Vulkan. Use Dolphin for Handheld. Also make sure you've enable Dual Core in the settings.

Switch (YUZU)

- Tap Get Started
- Grant Permission > Allow
- Select keys > [navigate to your switch games product keys] > select them
- And then add your games folder
- Open a game
- Press back for menu > Overlay Options > Show overlay [DISABLE]
- Game specific settings > Press and hold on a game > Settings >
- System > dock mode (some games work better in dock mode)
- Graphics > Resolution > lower to improve performance
- **PERFORMANCE TWEAK:** Switch between resolutions: SETTINGS > GRAPHICS > RESOLUTION > [SET YOUR RESOLUTION]

Daijisho Setup Guide

- **LIBRARY**
- DOWNLOAD PLATFORMS > [CHECK THE CHECKBOX] > IMPORT
- USE "SYNC ENTIRELY" to get this syncing if it has stopped
- Got to SETTINGS > LIBRARY > CLEAR ALL DISJOINTED ITEMS ON SYNC [ENABLE]
- **Appearance**
- DOWNLOAD PLATFORM WALLPAPER PACK > [SELECT] > DOWNLOAD PACK | Daijisho theme viewer: https://daijishou.github.io/Gallery/ I chose "ANGLE"
- DARK THEME > [SELECT]
- **Navigation**
- Search Hotkey: SETTINGS > NAVIGATION > SEARCH HOTKEY > [Choose a buttons – I chose SELECT]
-
- **RetroAchievements**
- SETTINGS > RETROACHIEVEMENTS > ACCOUNT CREDENTIALS – Enter your credentials. I am finding lately that this doesn't always work. If so, set it up in RetroArch: SETTINGS > ACHIEVEMENTS > [ENABLE] > [ENTER CREDENTIALS] | DISABLE HARDCORE MODE
- **Platforms**
- First ensure you have loaded your games and BIOS files to the device.
- ALSO ensure you have gone through my "Emulation Setup"
- Choose a platform, for example Super Nintendo
- Link folders: Paths + > ADD MORE > [folder] > USE THIS FOLDER > Sync
- Daijisho should add the games and start downloading artwork if you are connected to the internet
- Test a game. If it doesn't work a few things could be wrong:

- If it's a RetroArch game, make sure the core is downloaded (see Emulation Setups > RetroArch)
- Alternatively the relevant standalone emulator is not set up correctly (a common error is that the game files aren't linked to the emulator OR the BIOS file is incorrect or not linked)
- Otherwise the emulator may be wrong, see next point
- **Incorrect or incompatible emulator:**
- The first option is to change the emulator for the entire system. Go the the cover image of the system (main menu) and tap on the pen icon at the bottom right. Scroll to Player Settings and tap the drop down menu where you see some emulator info. Scroll to your system and try a different emulator.
- ALTERNATIVELY, you could set a different emulator for one game. Go into a system, eg. Super Nintendo. Scroll to your game with the dpad and tap on Edit Item at the bottom right (you may need to swip left to get the this – See video). Scroll to Custom Player Setting, enable Custom Player, tap the dropdown and select a core to use, then Save. If this doesn't work you can always try another one.
- Set daijisho as home:
  Settings > apps > default apps > home apps > daijisho
- How to set up widgets [see video]
- **EMULATORS I HAD TO CHANGE**
- N64: N64 – org.mupen64plusae.v3.fzurita.pro
- Pico8: TAP PENCIL ICON BOTTOM RIGHT OF MAIN SYSTEM MENU > SWITCH FROM FAKE08 TO *pico8 – RetroArch 64 – retro8*
- GameBoy Advance: TAP PENCIL ICON BOTTOM RIGHT OF MAIN SYSTEM MENU > SWITCH FROM VBA_NEXT TO *gba – RetroArch 64 – mgba*
- PSP – CHANGE TO psp – PPSSPP
- Sega Saturn – YABASANSHIRO 2 PRO
- Switch – change from Skyline to Yuzu
- PlayStation – you can use a RetroArch core or Duckstation
- **Artwork not scraping:** you may just need to be patient but if things definitely aren't scraping go to SETTINGS > LIBRARY > SYNC ENTIRELY

My shaders and retro looks

- **GAMEGEAR (RETROARCH)**
- OPEN A GAME
- SETTINGS > VIDEO > SCALING > ASPECT RATIO > FULL
- HOME > QUICK MENU > OVERRIDES > SAVE CONTENT DIRECTORY OVERRIDES
- QUIT RETROARCH
- HOME > QUICK MENU > SHADERS > VIDEO SHADERS [ENABLE]
- HOME > QUICK MENU > SHADERS > LOAD > shaders_glsl > handheld > console border > gg-4x.glslp
- **Save the shader:** HOME > QUICK MENU > SHADERS > SAVE > SAVE CONTENT DIRECTORY PRESET
- HOME > QUIT RETROARCH
- **GAMEBOY (RETROARCH)**
- OPEN A GAME
- SETTINGS > VIDEO > SCALING > ASPECT RATIO > FULL
- HOME > QUICK MENU > OVERRIDES > SAVE CONTENT DIRECTORY OVERRIDES
- QUIT RETROARCH
- HOME > QUICK MENU > SHADERS > VIDEO SHADERS [ENABLE]
- HOME > QUICK MENU > SHADERS > LOAD > shaders_glsl > handheld > console border > dmg-4x.glslp
- **Save the shader:** HOME > QUICK MENU > SHADERS > SAVE > SAVE CONTENT DIRECTORY PRESET
- HOME > QUIT RETROARCH
- **GAMEBOY COLOR (RETROARCH)**
- OPEN A GAME
- SETTINGS > VIDEO > SCALING > ASPECT RATIO > FULL
- HOME > QUICK MENU > OVERRIDES > SAVE CONTENT DIRECTORY OVERRIDES
- QUIT RETROARCH
- HOME > QUICK MENU > SHADERS > VIDEO SHADERS [ENABLE]
- HOME > QUICK MENU > SHADERS > LOAD > shaders_glsl > handheld > console border > gbc-4x.glslp
- Save the shader: HOME > QUICK MENU > SHADERS > SAVE > SAVE CONTENT DIRECTORY PRESET
- HOME > QUIT RETROARCH
- **GAMEBOY ADVANCE (RETROARCH)**
- OPEN A GAME
- HOME > QUICK MENU > SHADERS > VIDEO SHADERS [ENABLE]
- HOME > QUICK MENU > SHADERS > LOAD >
- **shaders_glsl>handheld>lcd-grid-v2-gba-color.glslp**
- HOME > QUICK MENU > SHADERS > SHADER PARAMETERS > GAIN > 1.85
- **Save the shader:** HOME > QUICK MENU > SHADERS > SAVE > SAVE CONTENT DIRECTORY PRESET
- HOME > QUIT RETROARCH
- **Nintendo DS (DRASTIC)**
- CHANGE OPTIONS > VIDEO > High-Resolution 3D rendering [ENABLE]
- **ALL TV SYSTEMS (NES, SNES, GENESIS, MASTER SYSTEM, PS1)**
- OPEN A GAME
- QUICK MENU > SHADERS > ENABLE SHADERS

- QUICK MENU > SHADERS > LOAD > shaders_glsl > crt > crt-geom.glslp
- QUICK MENU > SHADERS > SHADER PARAMETERS > CRTGeom Curvature Toggle > 0
- QUICK MENU > SHADERS > SAVE > SAVE CONTENT DIRECTORY PRESET
- I have decided that I actually like stretching a lot of games to full screen so here are the settings for any game:
- SETTINGS > VIDEO > SCALING > ASPECT RATIO > FULL
- HOME > QUICK MENU > OVERRIDES > SAVE CONTENT DIRECTORY OVERRIDES
- HOME > QUIT RETROARCH

Odin Tools

- Download: https://github.com/langerhans/OdinTools
- Thanks to Russ at Retro Game Corp for the tip that Odin Tools should work on the RP4
- Install, Accept the disclaimer
- New features it enables:
- App overrides allowing you to make app specific adjustments with the below settings
- QUICK SETTINGS: Controller Style
- QUICK SETTINGS: L2/R2 mode
- BUTTONS: Single press home button (I had to disable and re-enable to get it working)
- DISPLAY: Display Saturation
- This addresses most of my minor gripes about this device and makes it near perfect