How to fix Retroarch error does not work

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For the growing number of users, Retroarch is the ultimate center of everything about emulators. All great emulators can be integrated into Retroarch, downloaded and uploaded as cores within seconds. However, a large platform with a lot of things going on will definitely matter. The ROM may not be scanned, the emulator runs too slowly and the gaming controller is not recognized.

Here, the article will cover the most common Retroarch issues and how to fix it to work again.

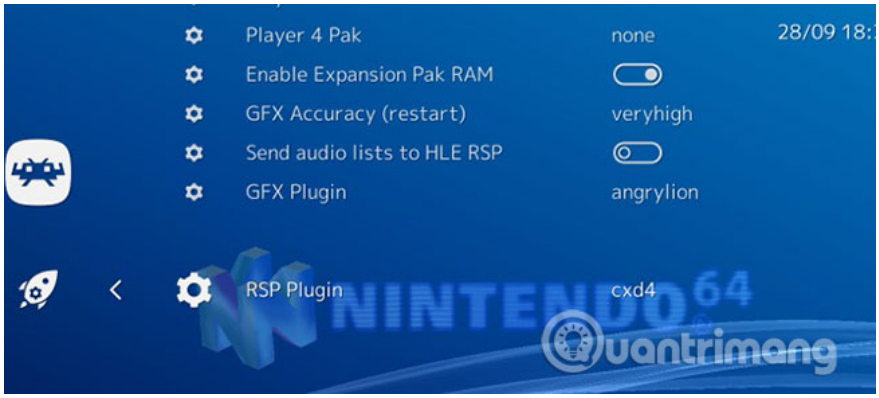
Retroarch not working? Here is a fix

1. The N64 core does not work

The two main N64 cores in Retroarch are **Parallel64** and **Mupen64.** If you run other Retroarch cores with the Vulkan video driver, then you may have trouble with both of these N64 cores. Specifically, no core works with the Vulkan driver by default.

First, if you want to use Mupen64, then you need to manually convert your video driver (**Settings> Drivers> Video**) to **'gl'** instead of **'vulkan'.** It's annoying, you can't save this setting for N64 core and need to switch it yourself whenever you use cores that use GL and Vulkan drivers.

With ParaLLel 64, you can use the Vulkan driver. First, you need to start a game in the core with the **'gl'** driver **.** While the game is running, go to **Retroarch** menu **> Quick Menu> Options** and change the **GFX Plugin** to **angrylion** and **RSP Plugin** to **cxd4.**

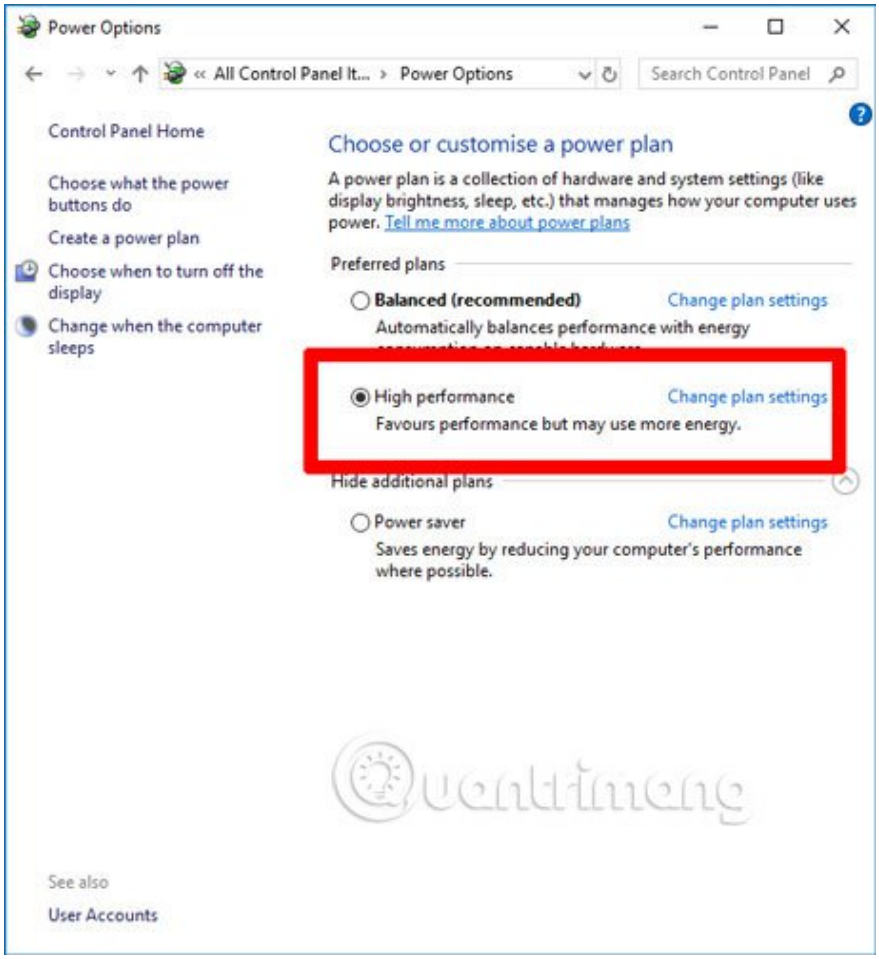


Next, exit Retroarch and reopen it, go to **Settings> Drivers> Video** and change the driver to **'vulkan'.** Now open the ROM with ParaLLel 64 core and it will work with the Vulkan driver (very accurate if it's a low-resolution N64 graphics card).

2. The game is slow and popping sounds

These two issues often go hand in hand and, in particular, you may encounter them on some of the more demanding cores, such as Vulcan's Beetle PSX HW. Regardless of which graphic settings you change, the game is slow, both in terms of video and audio, making it extremely uncomfortable to play.

After a lot of useless tweaks and tweaks, the article found a solution in the simplest place - using Windows Power Options. Go to **Windows Control Panel> Power Options** , then change **'Preferred plan'** to **'High performance'** . This option may be hidden in the **'Show additional plans' section** that you may have to click to view. With **High performance** selected, the CPU will stop adjusting unnecessary games.

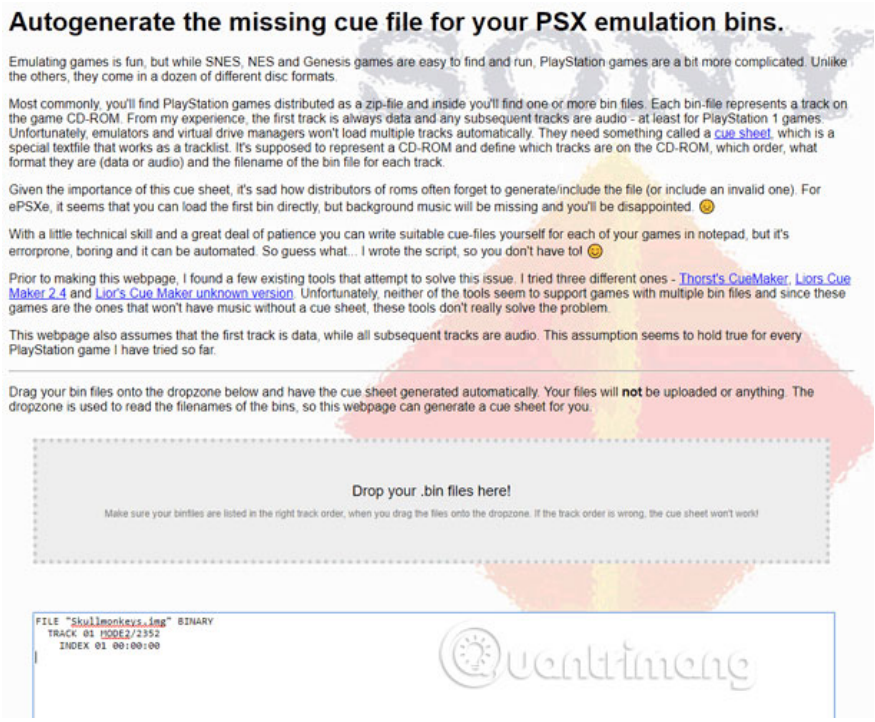


3. Romarch does not scan ROM

When you want to add a ROM or game to Retroarch, you should first make sure the database is up to date, by visiting **'Online Updater'** from the main menu, then selecting **'Update Databases'** . This will ensure that Retroarch has the latest information when it discovers ROM versions.

If you try to add ROMs using **'Scan Directory'** or **'Scan File'** , keep in mind that Retroarch will only scan the types of files associated with the installed core, so, for example, to scan games. In **'cue'** format, you will need to have the PS1 core installed.

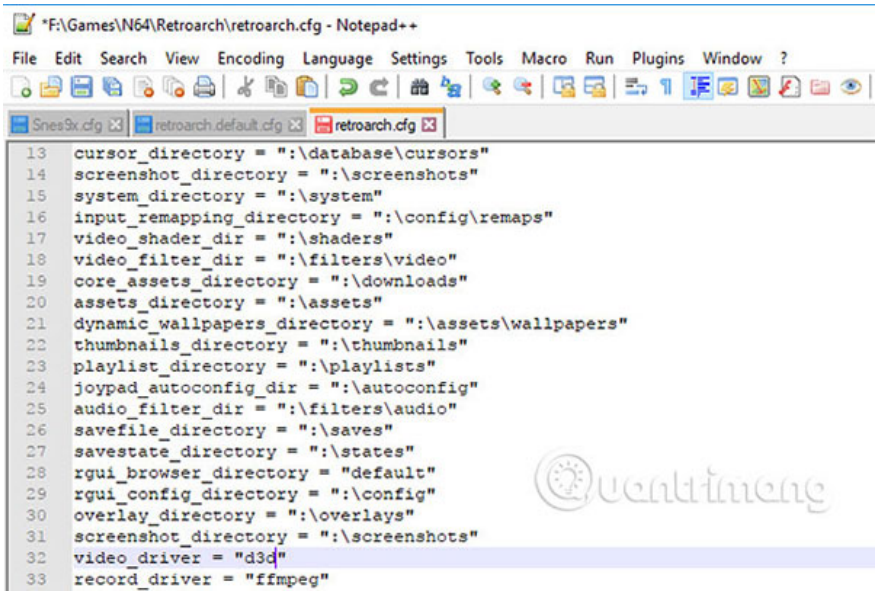
Another complication when scanning PS1 games is that you need to have an online cue file with the main image file (BIN or ISO) for Retroarch to scan it. It's not too difficult to create these (you can use the following online tool: *http://nielsbuus.dk/pg/psx_cue_maker/*): Just create a cue file in Notepad, name it like the main file (but with **'.cue'** at the end), then place it in the same directory as the main image file.



4. Retroarch has a problem before the game loads

It is very difficult to solve such a big problem. There are so many reasons that Retroarch crashed that the article decided to choose some of the most common reasons to hope more people can apply them.

Please update the graphics card driver. This is applicable to everyone running intermediate systems and has to struggle with the fact that Retroarch runs on OpenGL graphics card API by default. You should access the 'retroarch' configuration file (CFG) in the Retroarch folder, open it with Notepad (or, to make the information clearer, Notepad ++) and change the **'video_driver' option** from **'gl'** to **'d3d',** then save changes. You will no longer be able to use the Xarch-style Retroarch user interface, but more importantly, you can run games.

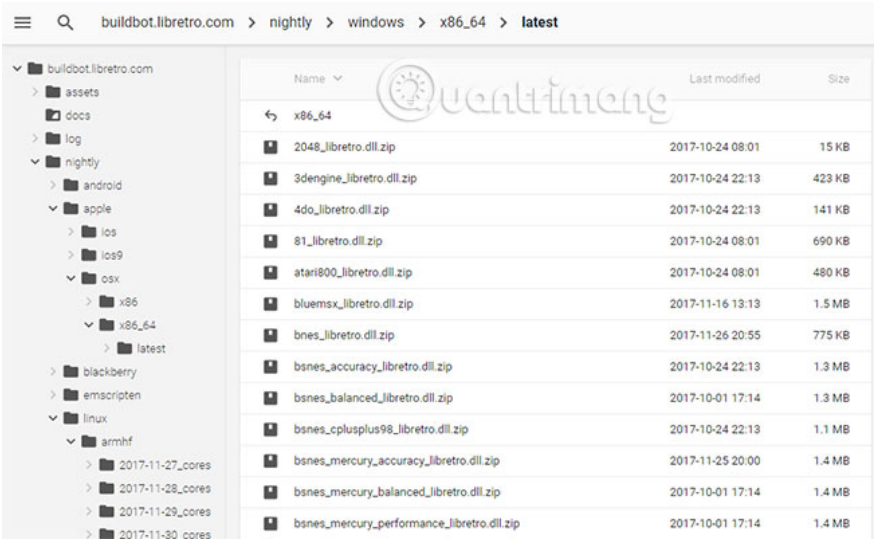


Another option for those running operating systems or with old hardware is to download MSVC versions of Retroarch, instead of the default MinGW version. MSVC2005 is designed for pre-Windows XP systems, while MSVC2010 is for systems from Windows XP onwards, but some people have reported it helps, even when using Windows 10 on older machines, So worth a try.

5. Core does not download

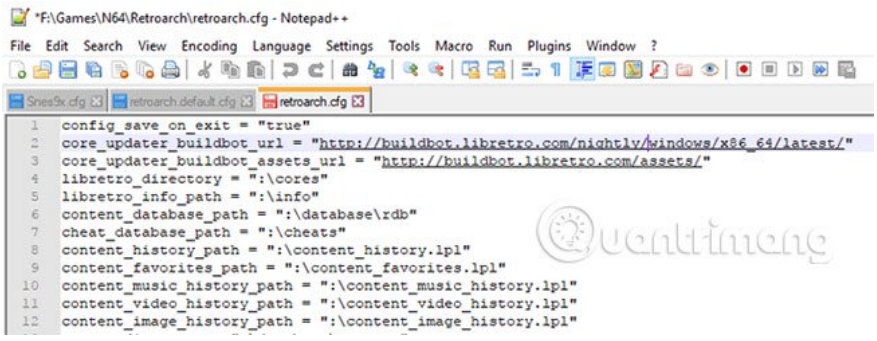
You tried downloading cores or emulators for all your favorite consoles, but it didn't work. It is possible that the core updater in Retroarch is not associated with where it took the core.

Open **retroarch.cfg** file in **Retroarch** directory (again, use Notepad or Notepad ++), then one of the first options must be **core_updater_buildbot_url = 'http:///buildbot.libretro.com/nightly/x/x / x ',** where **x-es** represents whatever system you are using.



If this section is empty, manually enter the URL you want to source from. Visit '**buildbot.libretro.com/nightly/**' in the web browser, then navigate to the directory on the website corresponding to the system (for example, **/ windows / x86_64 /**).

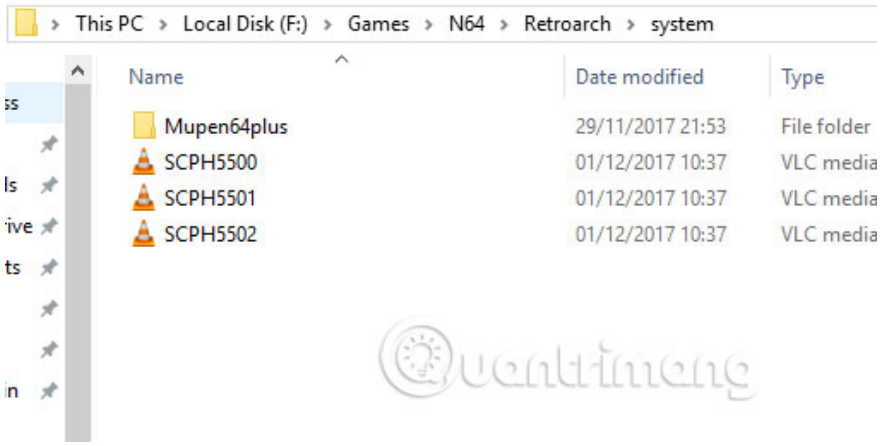
Finally, you will come to a folder called **'latest'.** Click here to see all available cores for the system, then copy the URL to the Retroarch configuration file. (If you want, you can actually download the cores directly from here and paste them into the **'cores'** section in the Retroarch directory).



Save changes in the configuration file and Retroarch will download the core for you.

6. The PS1 core is not working

Of all the cores on Retroarch, PS1 cores are probably the hardest to work with. It's not too complicated, but there are a few things to keep in mind. First, you will need to monitor and download 3 BIOS files very specific to PS1. (Just do a search on Google.) The files you need are **SCPH5500, SCPH5501** and **SCPH5502** . You need to put them in the **'system'** section of the Retroarch folder.



Note : SCPH files need to be named the same as above. If the file is called **SCPH_5501,** or anything else, it won't work. You just need to rename it to **SCPH5501.**

Another thing is that PSX games need to be extracted and have both 'bin' and 'cue' files in the same directory.

These error correction methods are just 'the tip of the iceberg' to get Retroarch working again, and there are probably many issues that the article has not mentioned here. If you encounter any problems with Retroarch, leave your comments in the comment section below!

Wish you happy gaming!

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