

UBER π

UberPi NeoPi Quick Start Guide 128GB Model



Power Port Mini HDMI to HDMI

Port

1. Plug in the HDMI cable into the unit and into an available spot on your television.



3. Plug in the power cable only after numbers one and two are done. This will power up the unit. You will see a multicolored screen followed by four raspberries, some text, and then finally you will boot directly into RetroPie.



2. Plug in all peripherals. At first you can use either the Neo Geo joysticks or the PS3 style joysticks. Plug the keyboard/mouse combo USB dongle in as well.



4. Your controllers should come preconfigured to work in a plug and play fashion. That being said, however, if you need to reprogram them there's instructions at www.uberpi.com

5. Once you're in the RetroPie main menu, you will first want to configure your WiFi. To do this, go to the RetroPie menu and hit the A key on your controller. Scroll down to WiFi and press the A key again. Give it some time to launch. You should then get a blue screen. Now you will need your keyboard. Select the first option—Connect to WiFi Network—and then use your arrow keys and enter to select OK. You will then get a window with a list of networks prompting you to select the network with which you wish to connect. Select your network and press Enter. The next step is to enter your WiFi key. Go ahead and do that now. After that you will fly back out to the original screen with the Connect to WiFi Network option. If you did not see an error message, then you connected. Use your arrow keys and the Enter key to select Cancel. This will back you out to the RetroPie menu.
6. That's it! You're free to explore the games, go to the Ports tab and select Desktop or Kodi, or do whatever you want. You have a fully configured system with an internet connection! Once you're in playing games, you can exit them by pressing select and start at the same time.

The keyboards are preconfigured to work in RetroPie so you may not see a Configure Input screen on first boot. The keys for the keyboard are as follows:

- a. Up: Up Directional Key
- b. Down: Down Directional Key
- c. Left: Left Directional Key
- d. Right: Right Directional Key
- e. A: A Key
- f. B: B Key
- g. X: X Key
- h. Y: Y Key
- i. Select: Space Bar
- j. Start: Enter Key
- k. Left Shoulder: 1 Key
- l. Right Shoulder: 2 Key
- m. Left Trigger: 3 Key
- n. Right Trigger: 4 Key
- o. Left Thumb: 5 Key
- p. Right Thumb: 6 Key
- q. Hot Key: H Key

The mappings correspond to the directions in the lower left hand corner of the main screen. To exit games, you generally press your controller's Select and Start buttons at the same time. You can use H key plus the Enter Key alternatively to exit games you are playing as well. Basically by having a keyboard configuration you're not completely toast if you mess up your controller configuration.

Platform Information

The following list is intended as a guide to help you use your system. Since some systems are easy to use and others have a learning curve, this list serves to guide you on your UberPi journey. I can't emphasize enough how important it is to have controllers that map all the buttons that RetroPie offers (such as Xbox 360, PS3, Xbox One, and PS4 controllers). If you try to just use something like a USB NES controller you will lose functionality in many emulators.

Amiga: This is a complicated beast to run. Your best bet is to start at <https://github.com/retropie/retropie-setup/wiki/Amiga> and then go from there.

Amstrad CPC: See <https://github.com/retropie/retropie-setup/wiki/Amstrad-CPC> for more information.

Apple II: See <https://github.com/retropie/retropie-setup/wiki/Apple-II> for more information.

Arcade: Use select to add coins and start to run the games. If the controller will not add coins or start the game then use the Space Bar on your keyboard for select and the Enter key on your keyboard for start.

Atari 2600: Runs without issue.

Atari 5200: See the video at www.uberpisk.com in the "Other YouTube Videos" section to run this. In addition, see <https://github.com/retropie/retropie-setup/wiki/Atari-800-and-5200>.

Atari 7800: Runs without issue.

Atari 800: See the video at www.uberpisk.com in the "Other YouTube Videos" section to run this. In addition, see <https://github.com/retropie/retropie-setup/wiki/Atari-800-and-5200>.

Commodore 64: See <https://github.com/retropie/retropie-setup/wiki/Commodore-64-VIC-20-PET> for more information.

NES Classic Edition: Runs without issue.

SNES Classic Edition: Runs without issue.

Capcom Play System I: Use select to add coins and start to run the games. If the controller will not add coins or start the game then use the Space Bar on your keyboard for select and the Enter key on your keyboard for start.

Capcom Play System II: Use select to add coins and start to run the games. If the controller will not add coins or start the game then use the Space Bar on your keyboard for select and the Enter key on your keyboard for start.

Colecovision: Mapped to keyboard. See <https://github.com/retropie/retropie-setup/wiki/Colecovision> for more information.

Dreamcast: The games provided are based off a compatibility list and should run. The overclocking of the system helps this. For controller setup, see the video in the "Other YouTube Videos" section of the web site www.uberpisk.com.

Famicom: Runs without issue.

Famicom Disk System: Runs without issue.

Game and Watch: See <https://github.com/retropie/retropie-setup/wiki/Game-&-Watch> for more information.

Game Gear: Runs without issue.

Game Boy: Runs without issue.

Game Boy Advance: Runs without issue.

Game Boy Color: Runs without issue.

Intellivision: See <https://github.com/retropie/retropie-setup/wiki/Intellivision> for more information.

Kodi: To run Kodi, merely launch it. The controls for Kodi are mapped to a keyboard and mouse and may take some time to learn. You can map a game controller to Kodi by going to System → System Settings → Input → Configure Attached Controllers. Note that if you update Kodi from within Kodi itself (as in updating the build) you may lose the ability to access Kodi through RetroPie. There is a fix available for this in the "My YouTube" section at www.uberpisk.com.

MAME 2010: These games are meant to be used with an Aimtrak light gun. There is a configuration menu for it under the RetroPie menu.

MAME: Use select to add coins and start to run the games. If the controller will not add coins or start the game then use the Space Bar on your keyboard for select and the Enter key on your keyboard for start.

Sega Master System: Runs without issue.

Sega Genesis: Runs without issue.

MSX: See <https://github.com/retropie/retropie-setup/wiki/MSX> for more information.

MSX2: See <https://github.com/retropie/retropie-setup/wiki/MSX> for more information.

Nintendo 64: Runs without issue for the most part. Some games struggle.

Nintendo DS: Runs without issue.

Neo Geo: Use select to add coins and start to run the games. If the controller will not add coins or start the game then use the Space Bar on your keyboard for select and the Enter key on your keyboard for start.

NES: Runs without issue.

Neo Geo Pocket: Runs without issue.

Neo Geo Pocket Color: Runs without issue.

Nintendo PlayChoice-10: Use select to add coins and start to run the games. If the controller will not add coins or start the game then use the Space Bar on your keyboard for select and the Enter key on your keyboard for start.

Nintendo VS System: Use select to add coins and start to run the games. If the controller will not add coins or start the game then use the Space Bar on your keyboard for select and the Enter key on your keyboard for start.

MS-DOS: This can be complicated. Some games run merely by executing files in their folders via DOS Box and others have to be installed via DOS Box to run. Your best bet is to start by looking at <https://github.com/retropie/retropie-setup/wiki/PC>.

TurboGrafx 16: Runs without issue.

Ports: See <https://github.com/retropie/retropie-setup/wiki/Ports> and find the appropriate port that you want to play for more information.

PlayStation: Runs without issue. On systems with multi disc CDs where you're required to stop game play and insert the next CD it is recommended that you either use the .m3u playlist provided (it will just have the name of the game on it with no disc number) or use the eboot.php file provided in the folder with a weird name inside the game's directory. Either way should keep you from having to do complicated operations that may or may not work.

ScummVM: The games are already preloaded on the system. For more information, see <https://github.com/retropie/retropie-setup/wiki/ScummVM>.

Sega 32X: Runs without issue.

Sega CD: Runs without issue.

SG-1000: Runs without issue.

SNES: Runs without issue.

Super Famicom: Runs without issue.

Vectrex: Runs without issue.

Virtual Boy: Runs without issue.

WonderSwan: Runs without issue.

WonderSwan Color: Runs without issue.

ZX Spectrum: This is a very complicated beast to run. It's suggested that you start by looking at <https://github.com/retropie/retropie-setup/wiki/ZX-Spectrum> and go from there. Unless you've ran an actual Sinclair ZX Spectrum and know how they work, you might be in for a bit of a challenge running this.