

Key Mapping File

/opt/retroPie/configs/all/retroarch.cfg

Configure emulator exit

1. Change keyboard exit key (change for Xarcade TankStick)

- a. Modify the following lines

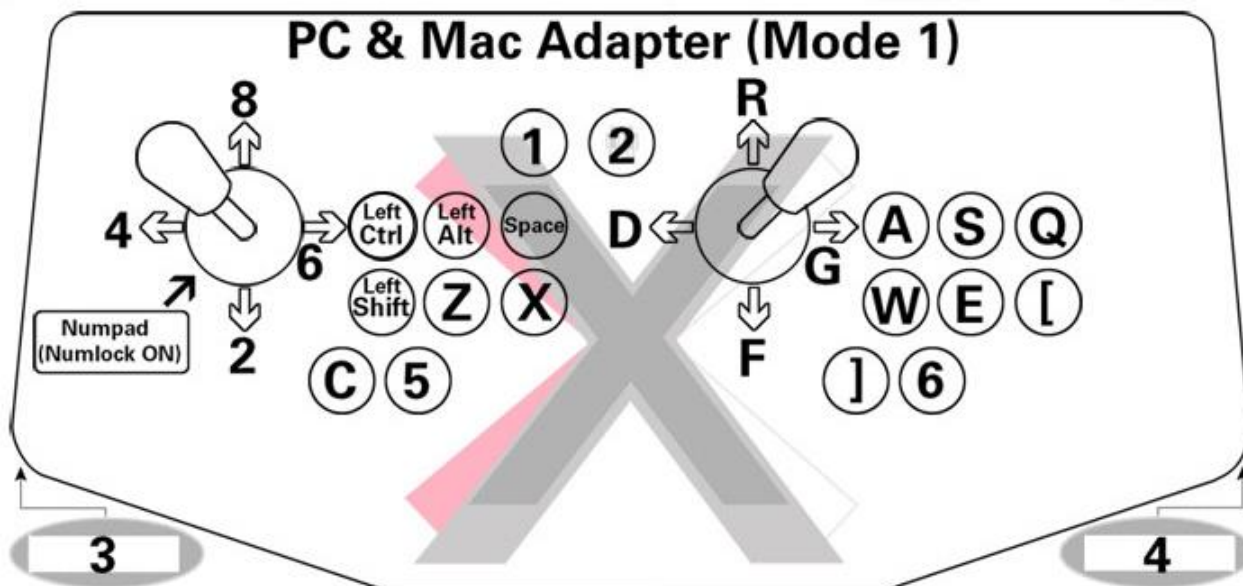
```
input_exit_emulator = escape
input_enable_hotkey = escape
```

- b. For Player 1 + Player 2 key combination exit

```
input_exit_emulator = num1
input_enable_hotkey = num2
```

TankStick Mapping

Do not use the Xarcade2Jstick – it disables the trackball



1. Modify the following lines

```
input_player1_a = z
input_player1_b = shift
input_player1_y = ctrl
input_player1_x = alt
input_player1_start = num5
input_player1_select = c
input_player1_l1 = space
input_player1_r = x
input_player1_left = keypad4
input_player1_right = keypad6
input_player1_up = keypad8
input_player1_down = keypad2
```

2. Add the following lines

```
input_player2_a = e
input_player2_b = w
input_player2_y = a
input_player2_x = s
input_player2_start = num6
input_player2_select = rightbracket
input_player2_l1 = q
input_player2_r = leftbracket
input_player2_left = d
input_player2_right = g
input_player2_up = r
input_player2_down = f
```

