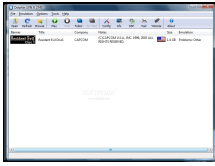


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Main Interface
Softpedia

[How to Run Wii and GameCube Games on Your PC Using Dolphin](#)

Hopefully, the Xbox is next

Some time ago, I wrote a guide on how to run [PlayStation 2 games on your computer](#) using a console emulator. This time, I'm planning a tutorial on how to emulate GameCube games (PS2 rival) at decent speeds on your computer. This emulator is rumored to also play Nintendo Wii games, but I'll make an update regarding that rumor as soon as I can confirm it.

Now, for those of you that don't know exactly what the GameCube is, you should know that the GC is a sixth generation console and direct competitor of the PlayStation 2. Titles such as Resident Evil Zero or Resident Evil 1 remake made the GameCube a sought after console by gamers around the world.

In these next few lines, I will be teaching you how to configure your emulator so that you'll be playing lots of GameCube games on your computer in no time. First of all, [download the latest x86 version](#) of the game. After downloading it, **extract the emulator** (it usually comes inside a .rar or .zip archive) into a folder of your choice. WARNING: after hours of attempts, only the **x86** version allowed me to play GC games. The x64 version was slower and presented serious graphical artifacts. So, even if you have x64 Windows or just an x64 processor, go for the **x86** version.

After extracting the emulator, it's time to start configuring it (you'll notice it's much simpler than the PCSX2). First of all, enter the folder in which you extracted the Dolphin Emulator and double click the **DolphinIL.exe** file. The normal Dolphin.exe offers a lot less speed and compatibility.

The main window of the Emulator has appeared. From the **OPTIONS** tab, choose **CONFIGURE**. There, you will only have to make sure you've ticked the Enable Dual Core, all the Advanced settings, the Use Panic Handlers option and setting Hide Cursor on Auto. You will find all these in the **GENERAL** tab. Going back to the **OPTIONS** tab, you will select **GRAPHICS SETTINGS**. From the **GENERAL** tab, make sure you've checked Auto Scale 1024 x 768 for both Fullscreen Mode and Window Mode, 4x Anisotropic filter and 4x Antialias (MSAA). Force bi/trilinear filtering also needs to be ticked.

On the Graphics Settings **ADVANCED** tab, make sure only Overlay FPS, EFB Copy With hotkey E, Copy EFB to GL texture and Use Safe Texture cache are ticked.

Last but not least, go to the **DSP** settings (accessible via the **OPTIONS** tab). Since currently there are only three DSP settings, make sure you have Enable DTK Music unticked. Believe it or not my friends, you are done, since **PAD Settings** and **Wiimote Settings** handle the keymapping of your virtual controller (which buttons to press) and do not affect a game's playability or framerate in any way. You won't need a Bios; just an image of your favorite game that you can get through faster (though illegal) means or legally by dumping an image of your owned GameCube game onto your Hard Drive.

Browse to the game's folder or load the image up with Daemon Tools or Alcohol and you're set. Like I've said, Wii games are also reported to work with the emulator but since I don't currently have any Wii game, I cannot confirm that. But I promise that, as soon as I get a

few Wii games, I'll write an article update.

The emulator has worked on two low to medium-end PCs: an Intel Core 2Duo CPU E7200 2.53GHz, 2046 DDR2RAM with GeForce 8600 GTS 512VRAM AND an AMD Athlon 64 X2 2.1 GHz, 2046 DDR3 RAM with GeForce 8500 GT 512 VRAM/ATI Radeon X1300 with 512VRAM.