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A comprehensive archive of Roblox games has been created, featuring a vast collection of titles from 2006 to 2025. The initiative relies heavily on community contributions, as the platform's success is largely due to user-generated content. Unfortunately, many classic games have become lost media or are at risk of disappearing forever. This repository aims to preserve as many games as possible, with around 80% of the titles available in their raw file format. The remaining 20% comes from old dumps found on various forums and has been verified for malicious code. The archive is organized by year and user, with each game folder containing files named after the creator's name followed by the game title. Unknown games are categorized by year range, possible owner, and game name/original file name. The Citron emulator, a cutting-edge Nintendo Homebrew emulator, has also been developed to provide an optimized experience for playing homebrew games. Citron boasts high performance, user-friendliness, and cross-platform compatibility, making it suitable for enthusiasts and developers alike. While the emulator is not affiliated with or endorsed by Nintendo, users are encouraged to respect game developers and support them by purchasing legitimate copies of their games. The project is open-source, and contributions are welcome. Recommended for experienced users. You can find the canary releases here. If you are planning to contribute or just want to learn more about this project please read through our documentation. Audio Audio output is entirely supported, audio input (microphone) isn't supported. We use C# wrappers for OpenAL, and SDL2 & libsoundio as fallbacks. CPU The CPU emulator, ARMv8, emulates an ARMv8 CPU and currently has support for most 64-bit ARMv8 and some of the ARMv7 (and older) instructions, including partial 32-bit support. It translates the ARM code to a custom IR, performs a few optimizations, and turns that into x86 code. There are three memory manager options available depending on the user's preference, leveraging both software-based (slower) and host-mapped modes (much faster). The fastest option (host, unchecked) is set by default. Ryujinx also features an optional Profiled Persistent Translation Cache, which essentially caches translated functions so that they do not need to be translated every time the game loads. The net result is a significant reduction in load times (the amount of time between launching a game and arriving at the title screen) for nearly every game. NOTE: This feature is enabled by default in the Options menu > System tab. You must launch the game at least twice to the title screen or beyond before performance improvements are unlocked on the third launch! These improvements are permanent and do not require any extra launches going forward. GPU The GPU emulator emulates the Switch's Maxwell GPU using either the OpenGL (version 4.5 minimum), Vulkan, or Metal (via MoltenVK) APIs through a custom build of OpenTK or Silk.NET respectively. There are currently six graphics enhancements available to the end user in Ryujinx: Disk Shader Caching, Resolution Scaling, Anti-Aliasing, Scaling Filters (including FSR), Anisotropic Filtering and Aspect Ratio Adjustment. These enhancements can be adjusted or toggled as desired in the GUI. Input We currently have support for keyboard, mouse, touch input, Joy-Con input support, and nearly all controllers. Motion controls are natively supported in most cases; for dual-JoyCon motion support, DS4Windows or BetterJoy are currently required. In all scenarios, you can set up everything inside the input configuration menu. DLC & Modifications Ryujinx is able to manage add-on content/downloadable content through the GUI. Mods (romfs, exefs, and runtime mods such as cheats) are also supported; the GUI contains a shortcut to open the respective mods folder for a particular game. Configuration The emulator has settings for enabling or disabling some logging, remapping controllers, and more. You can configure all of them through the graphical interface or manually through the config file, Config.json, found in the Ryujinx data folder which can be accessed by clicking Open Ryujinx Folder under the File menu in the GUI. This software is licensed under the terms of the MIT license. This project makes use of code authored by the libvpx project, licensed under BSD and the ffmpeg project, licensed under LGPLv3. See LICENSE.txt and THIRDPARTY.md for more details. LibHac is used for our file-system. AmiiboAPI is used in our Amiibo emulation. ldn\_mitm is used for one of our available multiplayer modes. ShellLink is used for Windows shortcut generation. Python 19 10 Showing 10 of 10 repositories RyujinxHelper Public A simple C# discord bot used in the Discord server for Ryujinx to search the compatibility list, view GitHub stats, and more. Based on Volte, but the feature set is not the same. Ryubing/RyujinxHelper's past year of commit activity C# 20 MIT 7 0 1 Updated Aug 19, 2025 Ryubing/LdnWebsite's past year of commit activity TypeScript 0 MIT 0 0 6 Updated Aug 13, 2025 LdnServer Public A server that manages game sessions over LDN. Used by the Nintendo Switch 1 emulator, Ryujinx, for pseudo-online multiplayer gameplay. Ryubing/LdnServer's past year of commit activity C# 11 MIT 6 0 5 Updated Aug 7, 2025 UpdateServer Public A server written in C# using ASP.NET for Ryubing updates, to reduce API spam on the self-hosted GitLab. Ryubing/UpdateServer's past year of commit activity C# 10 1 0 0 Updated Aug 1, 2025 Ryubing/Assets's past year of commit activity 1 4 0 0 Updated Jul 10, 2025 Ryubing/github's past year of commit activity 13 4 0 0 Updated Jun 28, 2025 Website Public The Ryubing landing page website. Ryubing/Website's past year of commit activity Astro 11 0 0 0 Updated Jun 10, 2025 Issues Public The dedicated issue tracker repository for Ryubing. Ryubing/Issues's past year of commit activity 7 0 17 0 Updated May 16, 2025 Ryubing/Ryuko's past year of commit activity Python 19 MIT 10 0 0 Updated Mar 15, 2025 Ryubing/Nfc's past year of commit activity 0 5 0 1 Updated Mar 12, 2025 You can't perform that action at this time. You can't perform that action at this time. time.

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