

Feature Reference

Every feature and CONFIG.TXT setting, in one searchable list.

■ Views & browsing

List view

The A-Z game list with a jump rail down the side – the classic browse. Tap a game to select, then INSERT to load.

Reel view

A spinning cover-flow carousel: the centre cover full-size, neighbours scaled and dimmed. Tap centre to INSERT/EJECT.

CAROUSEL – OFF / ON / LAST – default boot view (list, reel, or last used)

A-Z jump rail

A letter rail beside the list; tap a letter to jump. Only letters you actually own are shown.

Type-to-search

The SEARCH magnifier opens an on-screen keyboard and live-filters the whole library as you type.

Favourites

Star a game to favourite it. The reel's source button then cycles ALL → FAV → MOST (most-played).

ROLL (dice)

The dice button spins to a random game within the current source. Every tap re-rolls; there's a 1-in-23 "impossible roll" easter egg.

Multi-disk stepper

Disks named Name-1.adf, Name-2.adf... collapse into one entry with a disk stepper. When the game asks for the next disk, tap to step and the GTi loads it on command – no leaving the game to dig through the list.

Load / swap behaviour

How a tap loads a disk. All off = safest (select, then press INSERT).

TAPLOAD **HOTSWAP** **FORCESWAP** – TAPLOAD: tap the highlighted row to load · HOTSWAP: tap another disk to swap instantly · FORCESWAP: swap without the USB eject/re-attach

Compact list

Maximise the game list – the cover art collapses to a thin strip so more titles fit.

COMPACT – OFF / ON

Library & disk formats

ADF mode

Amiga disk images from /ADF. Self-describing geometry – no config needed.

DSK mode

Atari ST / PC .dsk / .img and similar from /DSK.

GEN mode

The /GENERIC folder mounts ANY file, real name preserved, so FlashFloppy detects the format itself. Add an ff.cfg only for raw/ambiguous images (e.g. an Akai sampler).

Categories

Browse the library by folder buckets (Games / Apps / OS...). A top-level folder that holds no disk images – only subfolders – is treated as a category.

CATEGORIES – OFF / ON

Nested categories

Allow sub-categories (folders within category folders), lazy-scanned.

NESTING – OFF / ON

Recurse-flatten

Any operator foldering (A-Z, categories, release subfolders) is flattened into one clean list on screen.

T0SEC disk grouping

Recognises “(Disk 1 of 2)” style names as well as -N, so T0SEC sets group into one game.

SD card speed

SD clock. 20 MHz works with every card; 40 MHz is ~1.7× faster reads if the card can hold it (auto-falls back).

`SDSPEED` – 20 / 40

■ Cover art & metadata

Cover art

Name a cover to match the game (Turrican.jpg beside Turrican.adf). JPG decodes fast and downscales on the fly; PNG works under ~1400 px.

COVERMIN

Hide low-resolution covers whose short side is under N pixels, keeping the reel and panel clean.

`COVERMIN` – 0 = show all · default 140

Reel-filter

The reel shows only games whose cover passes COVERMIN; the A-Z list still shows every game.

`REELFILTER` – OFF / ON

.nfo info

A Name.nfo with Title: and Blurb: lines fills the info panel for that game.

.rtfm manual

A Name.rtfm plain-text file becomes a full-screen in-device manual, opened by the book button on the cover. Write any line on its own as **[Heading]** and it becomes an accent section heading – you name them (e.g. [CONTROLS], [STORY], [LOADING], [CHEATS], [CREDITS]) – and a **SECTIONS** button lists them for one-tap jumping. The SIZE button cycles text SMALL/NORMAL/LARGE live, drag scrolls with flick inertia, and it reopens where you left off. Older firmware just shows the [markers] as plain text, so files stay compatible.

Thumbnail cache

First boot builds a one-off cover-thumbnail cache (sharded, with micro-thumbs) so every later boot is instant.

■ Display & personalisation

Themes

Six built-in palettes; readable ink is auto-picked so a theme can't be unreadable. Cycle via the THEME button.

THEME – 0 NAVY · 1 EMBER · 2 MATRIX · 3 PAPER · 4 SYNTH · 5 GOLD

Font size

Text scale, including a large low-vision option.

FONT – SMALL / NORMAL / LARGE

Language

On-screen language.

LANG – EN / FR / IT / ES / DE

Screen rotation

Landscape or portrait; easiest to set with the ROTATE button on the INFO screen (each tap = +90°).

ROTATE – 0 / 90 / 180 / 270

Button style

The reel bar AND the main bottom bar draw as rounded coloured pills, or a flat bar.

BTNSTYLE – PILL / FLAT

■ Boot cracktros

Cracktro styles

An Amiga-style demo plays on boot. Pick one, let it randomise each boot, or set **OFF** to skip it entirely. (Even when on, LOOP=0 auto-dismisses after ~6 s and a tap skips it instantly.)

CRACKTRO – OFF disables · 0 random · 1 COPPER · 2 STARFIELD · 3 RAINBOW RASTER · 4 PLASMA · 5 BOING BALL · 6 SYNTHWAVE

Loop or dismiss

Keep the cracktro looping until you tap, or auto-dismiss after 6 s.

LOOP – 0 auto-dismiss · 1 loop

Hidden cracktros

Undocumented themes set by name, plus contributor tributes.

CRACKTRO – DENISE · WRANGLER · RETRONAUT (spinning colour logo)

■ Screensavers

Screensaver

An idle screensaver kicks in after a few minutes (sooner once a game is loaded). Any touch wakes it; USB floppy keeps running underneath.

SCREENSAVER – ON / OFF

Screensaver mode

Full-screen photo slideshow, a bouncing logo, or falling-code “matrix” rain.

SSMODE – SLIDES / BOUNCE / MATRIX

Slide transitions

How one slide changes to the next.

SSFX – SHUFFLE / FADE / DISSOLVE / SLIDE / CUT

Slide time

Seconds each slide is shown.

SSTIME – 2–120 · default 6

Favourites in slideshow

Also slideshow the cover art of favourited games, not just images you drop in /screensaver/.

SSFAV – ON / OFF

Bounce sprites

With BOUNCE (or an empty /screensaver folder) the GTi bounces contributor tributes DVD-logo style – the Retronaut helmet, Denise=Vincent, the Wrangler mark, the Claude starburst.

■ Saves & user disks

Save-game write-back

Persist what the Amiga writes to disk. COPY keeps a GameName.sav.adf beside the master (recommended); OVERWRITE patches the master; OFF is classic (writes live until eject).

SAVES – OFF / COPY / OVERWRITE

User disks

Create blank, pre-formatted OFS save disks in /USER-DISKS and rename them on-screen – a clean disk for game saves.

■ Maintenance (INFO screen)

SD access

Mount the SD card as a USB drive over the data cable, so you add games and covers from a PC without opening the case.

Firmware update

Flash a firmware .bin left at the SD root – the no-USB, no-driver update path.

Rescan SD

Rebuild the library and caches after you've added or changed files.

Soft reset

Reboot the device from the menu.

Diagnostics

Load the bundled Amiga Test Kit ADF straight from the menu (LOAD DIAG / EJECT DIAG).

■ Wireless & fleet

Standalone vs wireless

STANDALONE presents the disk over USB to the Gotek directly. In WIRELESS the same **INSERT** button sends the disk to your paired dongle over the air instead – there's no separate "send" step, the mode just changes where INSERT delivers it.

`MODE` – STANDALONE / WIRELESS

Dongle pairing

Pair a wireless dongle from the INFO screen, give it a friendly name; the MAC is remembered.

`XIAO_MAC` – auto-filled on pair

Hivemind fan-out

When several dongles are paired, INSERT delivers to every one at once, or just the selected dongle.

`HIVEMIND` `CAP` – HIVEMIND ON=all · CAP=max dongles listed (32, up to 64)

Transport / home WiFi

Reach the dongle over its own AP + ESP-NOW, or route via your home router to a Webby dongle's gotek.local.

`LINK` `HOME_SSID` `HOME_PASS` – ESPNOW / HOMEWIFI

Dongle web page

A flashed dongle serves its own page – join gotekomega.local (home WiFi, preferred) or the GotekOMEGA network at 192.168.4.1, and drop an .adf onto it.

Wireless save-writeback

Pull a dongle's save back over WiFi, CRC-verified, and fold it into the game's save exactly as a local save does – in COPY mode it writes a **GameName.sav.adf** patched copy beside the master and leaves the master untouched; only OVERWRITE patches the master itself.

`SAVES` – COPY = patched copy · OVERWRITE = patches master

■ ESP32-P4 flagship

C6 self-update

The P4's WiFi runs on a companion ESP32-C6; the GTi patches the C6 to 2.12.13 itself – from an embedded flash partition (or an SD file), no ESP-IDF needed. See the C6 update-path page.

Wireless on the P4

The P4 has no radio of its own – it hands the disk to its companion ESP32-C6 over the internal link and the C6 does all the WiFi. So wireless dongle loading works just as it does on the S3 boards, with nothing extra to set up.

■ Web console & WebDAV (beta, shared web layer)

WebDAV client BETA

Load disks straight from a WebDAV server (e.g. Nextcloud) over HTTPS – browse and insert without the SD card.

`DAV_*` `DAV=ON` – host, port, https, user, pass, path – beta

Panel web console BETA

The panel serves its own web page: upload disks from a browser, browse WebDAV, flash firmware over the web (OTA), and a Config page that mirrors these settings. Activated with home WiFi.

`WEBUI` `HOME_SSID` – beta – from the shared web layer

■ CONFIG.TXT – full key reference

KEY

VALUES

THEME

0–5

KEY

VALUES

MODE

STANDALONE / WIRELESS

CAROUSEL

OFF / ON / LAST

LOOP

0 / 1

CRACKTRO

OFF / 0–6 (+ hidden)

FONT

SMALL / NORMAL / LARGE

LANG

EN / FR / IT / ES / DE

ROTATE

0 / 90 / 180 / 270

COMPACT

OFF / ON

BTNSTYLE

PILL / FLAT

COVERMIN

0–N px

KEY	VALUES
REELFILTER	OFF / ON
CATEGORIES	OFF / ON
NESTING	OFF / ON
SCREENSAVER	ON / OFF
SSMODE	SLIDES / BOUNCE / MATRIX
SSFX	SHUFFLE / FADE / DISSOLVE / SLIDE / CUT
SSTIME	2–120
SSFAV	ON / OFF
SAVES	OFF / COPY / OVERWRITE
SDSPEED	20 / 40
TAPLOAD	OFF / ON
HOTSWAP	OFF / ON
FORCESWAP	OFF / ON
HIVEMIND	ON / OFF

KEY	VALUES
CAP	1–64
LINK	ESPNOW / HOMEWIFI
HOME_SSID	text
HOME_PASS	text
DONGLE_HOME_IP	IP
XIAO_MAC	MAC
DAV	ON / OFF
DAV_HOST / _PORT / _HTTPS / _USER / _PASS / _PATH	–
WEBUI	ON / OFF