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Hello, emulation fans! Today we will be opening the most requested supplement for Citra: Android support! That's right, you can finally play 3DS games on the go! Users and Devs - A Tale of Perspectives! Citra has excellent compatibility and game performance (assuming you have the hardware), cross-platform support, multiplayer support, and more. But since Citra Desktop reached its stable state, the most requested function has been something completely unrelated to kernel emulation. Users started asking for a portable version. Being an emulator for 3DS, a portable console, they wanted something that they could carry everywhere and play games anywhere, and it came in the form of an Android app. During the glory days of Citra's development, users were asked almost daily if we have an Android app or if we plan to make one. This became so common that we had to add it to our Discord server frequently asked questions. Do you plan to make an android app? No, not at the moment. From the user's point of view, it seemed that the developers did not like the idea of an android application. But for developers, it was just an abundance of many other features and improvements that took a higher priority. And given the huge amount of effort for the Android version, we just did not have time for it. Changing time and changing priorities It was still in 2016-17. Fast forward to 2018, and all of a sudden it was! SachinVin, the developer then outside the core team, worked hard to port Citra on Android and finally the first iteration of the mobile app was released. Although it provided users with their long-awaited request, it suffered from quite a few performance problems. This has led to increased support and function requests from the official team - who has nothing to do with this unsalical Android port. So while the team welcomed this developer's efforts, we had to refuse to provide support for it because it was unofficial. However, users were unaware that due to the growing demand for the official Android app, members of our development team were working on the Android version themselves. To reduce redundant work, we invited SachinVin to cooperate, bringing us closer to the official release of Android. The history of Citra - Design Solutions from the beginning, Citra was developed with cross-platform compatibility in mind. We've always supported all three major OS platforms - Windows, macOS and Linux - but that's not all. If you look at the citra build folder for Windows, you'll find two executables citra.exe and citra-qt.exe (which also caused a lot of confusion for a while). This is because Citra supports two interfaces: the basic CLI (team line interface) that works Sdl. Fully featured GUI (graphic user interface) powered by qt. In this way, developers can ensure that the user interface elements are separated from the kernel so that new interfaces can be implemented. This separation of code logic for kernel and user interface elements paved the way for a smoother development process for Android. But it was a difficult journey. Developing for nearly a year, Bunnei has led this development effort and pulled other developers into working on it. He realized that since no one on the core team had any experience in developing Android, someone had to start something. The development began as a basic application with an interface based on the Android Application Dolphin. SachinVin added initial support to OpenGL ES. We then added the main components of Citra to the app, and the games were downloaded and played! But it still had a lot of bugs and problems: the settings did not save, the overlay of

the button was trimmed, there were a few problems with the layout, graphic problems and more. Android is a diverse OS, each fix had to be widely tested on a variety of devices to make sure it didn't break anything else. jroweboy has also started optimizing many areas of code to bring a few small performance achievements, which has added to significant performance improvements. While this continues, SachinVin has been working on implementing the ARM64 backend for Dynamic. Dynamic is a Citra Just-in-Time (JIT) processor that is used to emulate Citra's ARM processor. While many Android devices also use ARM architecture, there are challenges that arise when you try to run unalmined instructions from 3DS games. So we have to recompo the code on the fly, with our JIT processor, to make them work on Android. Thanks to sachinVine's work, the performance received a huge boost. Mobile processors aren't even remotely as powerful as desktop processors, so we needed to take full advantage of their multiple cores. That's why we ported to the feature - Async GPU emulation - from our project sister, Yuzu. GPU emulation is now done on a separate core, significantly improving performance. Work that began as the main application soon switched gears and turned into a full-blown effort to release a user-ready Android port. Then we started to keep a close eye on its usability and started improving the user interface/UX. Some of the settings available on the desktop version are not related to the Android version. And as we tried to improve usability, we updated the settings menu to keep things simple. Flamboyant Ham helped ensure that the user interface met certain availability standards, and developed a new overlay controller - thus helping to add support to all 3DS buttons. All this development work, finally, and we had an app-perform. However, just when we thought we could release the alpha version, there was another unofficial Android port! This came as a shock to us when we discovered that this port had taken some leaked changes from our Android development industry (such as our backend JIT and graphic fixes), added additional hacks, and did not GPL. Users started flooding our forums and Discord asking why we didn't release the official port when the unofficial works great. Despite these difficulties, our progress has not been impeded. Having previously dealt with the nuisance of modified custom builds, we were concerned about how easily our changes would simply be incorporated into other informal builds, without upstreaming any new improvements if the source was made public before the app was released. Thus, the team became even stricter. They worked behind the scenes and slowly but faithfully implemented the missing functionality, fixed bugs, improved performance, and (most importantly) the full-time user interface of the application for a smooth and hassle-free user experience. Fast forward to February 2020, after a break to work on yuzu, Bunney revived the flame and development picked up pace again. Anticipating the desire to support the gamepad, Bunnay decided to implement this feature. Users who don't like the touch-screen control can rejoice! Technically, almost all gamepads should work, but if your gamepad doesn't work with the app, please contact us on our Discord server. BreadFish64 has contributed to various improvements to OpenGL ES and has corrected many of the graphics failures we've experienced. It also added motion control support, recursive folder scanning, head detection, texture filtering and made some general improvements to the app. Traffic control supports the use of gyroscopes that exist in almost every modern Android device. FearlessTobi, which was well known for having the time and effort to provide changes from dolphin and yuzu upstream to Citra, ported many changes and fixes to the Android interface from the dolphin upstream. It added support for Amiibo files, translations and microphone (if your Android device has one). This improves compatibility with multiple games (such as WarioWare Gold) that use a 3DS microphone. In addition, it cleared the codebase by removing many unused things, and set about fixing various bugs related to the themes, gamelist, user interface, game database, and more. zhaowenlan1779, which originally implemented camera support, applet keyboard software, multiplayer fixes, and many other improvements to Citra Desktop, has expressed interest in developing Android. He added native camera support, implemented the applet keyboard software and Mii Selector in the Android app. Thanks to its work, Citra Android can now use the camera on your device, or images stored on your phone, to scan codes and more. And, applet keyboard software will allow users to enter text with the Android keyboard app on Citra playing games that need it. He also introduced Mii Selector for the Android app, which makes Miis easier to use and improves Tobi microphone support. weihuoya, the first time a contributor and and the second unofficial port has AAC decoding support for Android. If you remember, AAC decryption was the culprit for many Citra-crashing games, such as Pokemon X/Y. He implemented native AAC decryption using the MediaNDK library, which comes complete with Android. He also made several changes to Citra Desktop, which translated into performance enhancement in the Android version. Here are a few screenshots of the different games running on the app: We would like to thank all the developers who made this possible: bunnei for the leading project Developers Of the Dolphin Emulator for Interface (UI) that we have largely borrowed from and the Aarch64 machine code emitter. BreadFish64 to improve OpenGL ES, support motion management and texture filtering. jroweboy for many optimizations, the initial port of asynchronous GPU, and helps lead the efforts of Citra Android. liushuyu for OpenGL ES bug fix. SachinVin for the initial reuse of the Dolphin user interface, the addition of initial support for OpenGL ES and the implementation of most of the aarch64 dynamic dipresend. Toby to support Amiibo, microphone support, translations, bug fixes, porting interface changes from dolphin upstream, and more. weihuoya to implement AAC decoding for Android zhaowenlan1779 for applet keyboard software and camera implementation support. Many recent improvements to Citra Desktop have also been motivated by the release of Android, including Disk Shader Caching, Proper Texture Format Reinterpretation, Frame Splitting Presentation and Emulation on specific topics and more. In the near future, we will try to achieve parity of functions between the desktop version and the android application. Throughout the development process, many of the problems presented by the port were hard crack eggs. All these obstacles have finally paid off, and now we have an application that we consider a candidate for release. What works and what doesn't? The app is still in beta. So while we were trying to crush the bugs we faced, you may still encounter an accidental failure. If you have any serious problems, please let us know about them on our Discord server or forum and we will try to organize them. The app requires at least 64-bit support for Android 8 (Oreo) and OpenGL ES 3.2. These are relatively high requirements; However, they allow us to ensure that every device that can work Citra will have a fairly good experience. As for the hardware, we recommend a device with Snapdragon 835 or better. Your experience can vary greatly depending on the quality of your device's GPU drivers. Fin You can grab the app now on the Google Play Store. The app is free, but would appreciate it if you contributed to our Android development and server content tools by becoming the patron or upgrading Citra Android to Premium! With this you will get Dark Mode support, texture filtering and possibly some future features. Most importantly, you will be developers and allows them to continue working on the Android version of Citra. Sitrah.

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