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Gamate

The Gamate is a portable developed by Bitcorp. It was released in 1990.

Also known as 超級小子 "chāojí xiǎozi" (literally "Super Boy") in Taiwan and 超级神童 "chāojí shéntóng" (literally "Super Child Prodigy").

The total amount of games that were produced for this console is a bit of a mystery. It's entirely possible that a few of them have been lost to time. Wikipedia has an incomplete list of the known ones.

This system scrapes metadata for the "gamate" group and loads the `gamate` set from the currently selected theme, if available.

Quick reference

- **Emulator:** MAME
- **Folder:** `/userdata/roms/gamate`
- **Accepted ROM formats:** `.bin`, `.zip`, `.7z`

BIOS

Requires MAME BIOS file gamate.zip or .7z in either gamate or BIOS folder.

ROMs

Place your Gamate ROMs in `/userdata/roms/gamate`.

Emulators

MAME

MAME, the Multiple Arcade Machine Emulator, is a multi-purpose emulation framework which facilitates the emulation of vintage hardware and software. Originally targeting vintage arcade

machines, MAME has since absorbed the sister-project [MESS](#) (Multi Emulator Super System) to support a wide variety of vintage computers, video game consoles and calculators as well. MAME doesn't use an individual "core" for each system like RetroArch does, instead the ROM itself usually contains the necessary information to accurately emulate it, thus making it specific to the version of MAME it was made for. Overall it's a very complicated subject, we have a [guide specific to arcade](#) just for it.

MAME configuration

MAME offers a **Menu** in-game ([HOTKEY] + ⊕ or [Tab] on the keyboard). This can be used to manually adjust inputs or game settings. If you're having issues with a specific game, check the [MAMEdev FAQ for that game here.](#) For MESS systems specifically, you might find more information on [MESS's wiki](#). All options can also be edited by opening the mame.ini file.

Standardized features available to all versions of this emulator: gamate.videomode, gamate.decoration, gamate.padtokeyboard

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all versions of this emulator	
VIDEO MODE gamate.video	BGFX for post-processing, accel/opengl for raw image. ⇒ BGFX bgfx, Accel accel, OpenGL opengl.
BGFX GRAPHICS API gamate.bgfxbackend	Depends on video mode being set to BGFX. Vulkan is better, when supported. ⇒ MAME Detect automatic, OpenGL opengl, OpenGL ES gles, Vulkan vulkan.
BGFX VIDEO FILTER gamate.bgfxshaders	Apply a post-processing effect. ⇒ Off None, Bilinear default, CRT Geom crt-geom, CRT Geom Deluxe crt-geom-deluxe, Super Eagle eagle, HLSL hlsl, HQ2X hq2x, HQ3X hq3x, HQ4X hq4x.
CRT SWITCHRES gamate.switchres	Allows the use of switchres profiles if present. ⇒ Off 0, On 1.
VERTICAL ROTATION (TATE) gamate.rotation	Rotates screen by 90 degrees. Intended for rotating displays. ⇒ Off None, Rotate 90 autoror, Rotate 270 autorol.
ALT DPAD MODE gamate.altdpad	If the D-Pad is oriented incorrectly for your controller. ⇒ Off (Default) 0, DS3 Orientation 1, X360 Orientation 2.

Controls

Here are the default Gamate's controls shown on a [Batocera RetroPad](#):

Troubleshooting

Further troubleshooting

For problems with MAME specifically, there are some tips on the troubleshooting section on MAME's system page.

For further troubleshooting, refer to the generic support pages.

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Last update: **2021/12/16 10:10**