Nintendo Game Boy Advance

The Game Boy Advance (often shortened to GBA) is a 32-bit handheld video game console developed by Nintendo. It is the successor to the Game Boy Color. It was released in Japan on March 21, 2001; in North America on June 11, 2001; in Australia and Europe on June 22, 2001. It has a ARM7TDMI CPU at 16.78 MHz and a Zilog Z80 CPU at 8 MHz and 4 MHz. It has 32KB of RAM and 96KB of VRAM.

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

Quick reference

- **Emulator:** RetroArch
- **Cores available:** libretro: mGBA, libretro: vba-m, libretro: gpsp
- **Folder:** /userdata/roms/gba
- **Accepted ROM formats:** .gba, .zip, .7z

BIOS

The BIOS file are optional for GBA emulation, however it is the only way to see the cool boot animation on start-up.

MD5 checksum	Share file path	Description
a860e8c0b6d573d191e4ec7db1b1e4f6	bios/gba_bios.bin	Game Boy Advance BIOS

ROMs

Place your Game Boy Advance ROMs in /userdata/roms/gba.

Emulators

RetroArch

RetroArch (formerly SSNES), is a ubiquitous frontend that can run multiple "cores", which are essentially the emulators themselves. The most common cores use the libretro API, so that's why cores run in RetroArch in Batocera are referred to as "libretro: (core name)". RetroArch aims to unify the feature set of all libretro cores and offer a universal, familiar interface independent of platform.

RetroArch configuration

RetroArch offers a **Quick Menu** accessed by pressing [HOTKEY] + ⬖ which can be used to alter various things like RetroArch and core options, and controller mapping. Most RetroArch related settings can be altered from Batocera's EmulationStation.

Standardized features available to all libretro cores: `gba.videomode`, `gba.ratio`, `gba.smooth`, `gba.shaders`, `gba.pixel_perfect`, `gba.decoration`, `gba.game_translation`

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all cores of this emulator	
GRAPHICS API `gba.gfxbackend`	Choose which graphics API library to use. Vulkan is better, when supported. ⇒ OpenGL `opengl`, Vulkan `vulkan`.
AUDIO LATENCY `gba.audio_latency`	Audio latency in milliseconds, turn it up if you hear crackles ⇒ 256 `256`, 192 `192`, 128 `128`, 64 `64`, 32 `32`, 16 `16`, 8 `8`.
THREADED VIDEO `gba.video_threaded`	Improves performance at the cost of latency and more video stuttering. Use only if full speed cannot be obtained otherwise. ⇒ On `true`, Off `false`.

libretro: mGBA

mGBA is an emulator for running Game Boy Advance games. It aims to be faster and more accurate than many existing Game Boy Advance emulators, as well as adding features that other emulators lack. It also supports Game Boy and Game Boy Color games.

We use the latest libretro core. See the official documentation for more information.

libretro: mGBA configuration

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all systems this core supports	
SHOW BIOS BOOTLOGO `global.skip_bios_mgba`	Show BIOS animation when starting content. Requires BIOS file to be present. ⇒ Off `True`, On `False`.
Settings specific to gb	
SUPER GB BORDERS `gb.sgb_borders`	Only for Super Game Boy enhanced games. ⇒ Off `False`, On `True`.
COLOR CORRECTION `gb.color_correction`	Simulate LCD color inaccuracy. More accurate to how the game would have appeared on the real hardware. ⇒ Off `False`, On `GBA`.
Settings specific to gbc	
SUPER GB BORDERS `gbc.sgb_borders`	Only for Super Game Boy enhanced games. ⇒ Off `False`, On `True`.

ES setting name batocera.conf_key	Description ⇒ ES option key_value
COLOR CORRECTION gbc.color_correction	Simulate LCD color inaccuracy. More accurate to how the game would have appeared on the real hardware. ⇒ Off False, On GBC.
Settings specific to gba	
SOLAR SENSOR LEVEL gba.solar_sensor_level	Can be used by games that employed the use of a solar sensor on their cartridges. Use it for the few solar sensor games available, namely the Boktai series. ⇒ 0 0, 1 1, 2 2, 3 3, 4 4, 5 5, 6 6, 7 7, 8 8, 9 9, 10 10.
FRAMESKIP gba.frameskip_mgba	Skip frames to improve performance (smoothness) ⇒ 0 0, 1 1, 2 2, 3 3, 4 4, 5 5, 6 6, 7 7, 8 8, 9 9, 10 10.

libretro: VBA-M

VBA-M is a Game Boy Advance emulator with the goal to improve upon VisualBoyAdvance by integrating the best features from the various builds floating around. It also supports Game Boy, Game Boy Color and Super Game Boy (borders, palette).

libretro: VBA-M configuration

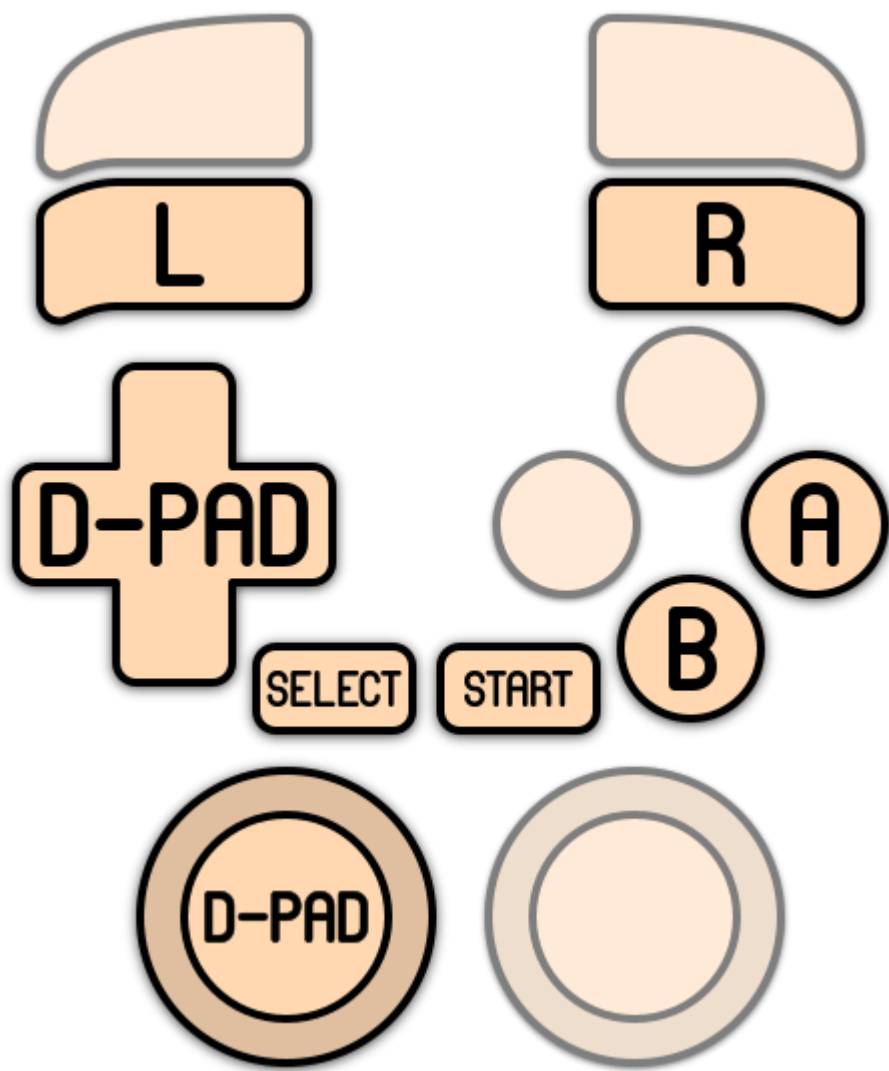| ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings specific to gb	
COLORIZATION gb.palettes	Set the Game Boy palettes to use ⇒ original gameboy original gameboy, black and white black and white, gba sp gba sp, blue sea blue sea, dark knight dark knight, green forest green forest, hot desert hot desert, pink dreams pink dreams, weird colors weird colors.
COLOR CORRECTION gb.gbcoloroption_gb	Simulate LCD color inaccuracy. More accurate to how the game would have appeared on the real hardware. ⇒ Off disabled, On enabled.
SUPER GB BORDERS gb.showborders_gb	Only for Super Game Boy enhanced games. ⇒ Off disabled, On enabled.
Settings specific to gbc	
COLOR CORRECTION gbc.gbcoloroption_gbc	Simulate LCD color inaccuracy. More accurate to how the game would have appeared on the real hardware. ⇒ Off disabled, On enabled.
SUPER GB BORDERS gbc.showborders_gbc	Only for Super Game Boy enhanced games. ⇒ Off disabled, On enabled.
Settings specific to gba	
SOLAR SENSOR LEVEL gba.solarsensor	Can be used by games that employed the use of a solar sensor on their cartridges. Use it for the few solar sensor games available, namely the Boktai series. ⇒ 0 0, 1 1, 2 2, 3 3, 4 4, 5 5, 6 6, 7 7, 8 8, 9 9, 10 10.

ES setting name batocera.conf_key	Description ⇒ ES option key_value
SENSOR SENSITIVITY (GYROSCOPE) `gba.gyro_sensitivity`	For Gyro-enabled games (bound to left analog stick) ⇒ 10 10, 15 15, 20 20, 25 25, 30 30, 35 35, 40 40, 45 45, 50 50, 55 55, 60 60, 65 65, 70 70, 75 75, 80 80, 85 85, 90 90, 95 95, 100 100, 105 105, 110 110, 115 115, 120 120.
SENSOR SENSITIVITY (TILT) `gba.tilt_sensitivity`	For Gyro-enabled games (bound to right analog stick) ⇒ 10 10, 15 15, 20 20, 25 25, 30 30, 35 35, 40 40, 45 45, 50 50, 55 55, 60 60, 65 65, 70 70, 75 75, 80 80, 85 85, 90 90, 95 95, 100 100, 105 105, 110 110, 115 115, 120 120.

libretro: gpsp

libretro: gpsp configuration

Controls

Here are the default Game Boy Advance's controls shown on a Batocera Retropad:

Troubleshooting

Further troubleshooting

For further troubleshooting, refer to the generic support pages.

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