Under construction.

Game Park GP32

The Game Park GP32 is a handheld gaming console developed by the South Korean company Game Park. Released in 2001, the GP32 features a 32-bit ARM CPU and 8 MB of RAM, making it a powerful device for its time. It boasts a 3.5-inch color LCD screen and supports various media formats, including MP3 and DivX. The GP32 was notable for its open architecture, allowing enthusiasts to develop and run their own software, which led to a vibrant homebrew community. Despite its innovative features, the GP32 faced stiff competition from established brands like Nintendo and struggled to achieve widespread commercial success.

This system scrapes metadata for the “gp32” group and loads the gp32 set from the currently selected theme, if available.



Quick reference

- **Emulator:** MAME
- **Emulator:** RetroArch
- **Core:** libretro: mame
- **Folder:** `/userdata/roms/gp32`
- **Accepted ROM formats:** .smc .zip .7z

BIOS

MD5 checksum	Share file path	Description
e64ad881b5e1d86547f2edc3034946d9	bios/gp32.zip	x2c32.jed
f78092f15f6ffe15975901ee4e92c680	bios/gp32.zip	gp32166m.bin
1e4d3216719acea231b81dfcf6069aef	bios/gp32.zip	gp32156k.bin
cac4b56c0db80922cae75403faef40af	bios/gp32.zip	gp32100k.bin
d4af2bc352bdaf4972ea40902feda114	bios/gp32.zip	gp32mfv2.bin

ROMs

Place your GP32 ROMs in `/userdata/roms/gp32`.

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.

Controls

Troubleshooting

Further troubleshooting

For further troubleshooting, refer to the generic support pages.

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