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

BIOS

No GP32 emulator in Batocera needs a BIOS file to run.

ROMs

Place your Game Pocket 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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