This article needs some TLC. Read at your own risk.

Mattel Intellivision

The Mattel Intellivision is a console developed by Mattel. It was released in 1979.

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

Quick reference

- **Emulator:** RetroArch
- **Core:** libretro: freeintv
- **Folder:** /userdata/roms/intellivision
- **Accepted ROM formats:** .int, .bin, .rom, .zip, .7z

BIOS

<table>
<thead>
<tr>
<th>MD5 checksum</th>
<th>Share file path</th>
<th>Description</th>
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</thead>
<tbody>
<tr>
<td>62e761035cb657903761800f4437b8af</td>
<td>bios/exec.bin</td>
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<tr>
<td>0cd5946c6473e42e8e4c2137785e427f</td>
<td>bios/grom.bin</td>
<td></td>
</tr>
</tbody>
</table>

ROMs

Place your Mattel Intellivision ROMs in /userdata/roms/intellivision.

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: `intellivision.videomode`, `intellivision.ratio`, `intellivision.smooth`, `intellivision.shaders`, `intellivision.pixel_perfect`, `intellivision.decoration`, `intellivision.game_translation`

<table>
<thead>
<tr>
<th>ES setting name batocera.conf_key</th>
<th>Description ⇒ ES option key_value</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Settings that apply to all cores of this emulator</strong></td>
<td></td>
</tr>
<tr>
<td><strong>GRAPHICS BACKEND</strong> <code>intellivision.gfxbackend</code></td>
<td>Choose your graphics rendering ⇒ OpenGL <code>opengl</code>, Vulkan <code>vulkan</code>.</td>
</tr>
<tr>
<td><strong>AUDIO LATENCY</strong> <code>intellivision.audio_latency</code></td>
<td>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.</td>
</tr>
<tr>
<td><strong>THREADED VIDEO</strong> <code>intellivision.video_threaded</code></td>
<td>Improves performance at the cost of latency and more video stuttering. Use only if full speed cannot be obtained otherwise. ⇒ On true, Off false.</td>
</tr>
</tbody>
</table>

**libretro: freeintv**

**libretro: freeintv configuration**

**Controls**

Here are the default Mattel Intellivision's controls shown on a Batocera Retropad:

Troubleshooting

**Further troubleshooting**

For further troubleshooting, refer to the [generic support pages](https://wiki.batocera.org/).