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

PlayStation Vita

The PlayStation Vita is a console developed by Sony. It was released in 2012.

PS Vita emulation is still very experimental and only a few select titles work. Do not expect great performance either.

Right now, this is only available on x86_64 platforms.

This system scrapes metadata for the “psvita” group(s) and loads the `psvita` set from the currently selected theme, if available.



Quick reference

- **Emulator:** Vita3K
- **Folder:** `/userdata/roms/psvita`
- **Accepted ROM formats:** `.psvita`

BIOS

Games require the PS Vita's system modules. These are stored as two files on PlayStation's update server:

- PS Vita base system software
- PS Vita system update

Once both are downloaded, transfer them to Batocera at `/userdata/bios/psvita`. Then, on Batocera, press `[F1]` on the system list and go to **Applications** → Fix Me! (what is it named?) to open the emulator.

screenshots

Click on the 🔧 Fix Me! in the 🔧 Fix Me! corner, and go to **File → Install Firmware**.

screenshot

Navigate to where your saved the system modules earlier and install them.

screenshot

ROMs

Place your PlayStation Vita ROMs in `/userdata/roms/psvita`.

Emulators

Vita3K

Added in Batocera **v36**, Vita3K is a highly experimental low-level emulator for the PS Vita. A quickstart guide and minimum requirements can be found on its website.

Vita3K configuration

Standardized features available to all cores of this emulator: `psvita.videomode`

ES setting name `batocera.conf_key`	**Description ⇒ ES option `key_value`**
Settings that apply to all cores of this emulator	
GRAPHICS API `psvita.vita3k_gfxbackend`	Choose which graphics API library to use. Vulkan is better, when supported. ⇒ OpenGL `OpenGL`, Vulkan `Vulkan`.
RENDERING RESOLUTION `psvita.vita3k_resolution`	Enhancement. Increase the rendering resolution. Makes 3D objects clearer. ⇒ 1x (960×544) 1, 2x (1920×1088) 2, 3x (2880×1632) 3, 4x (3840×2176) 4, 5x (4800×2720) 5, 6x (5760×3264) 6, 7x (6720×3808) 7, 8x (7680×4352) 8.
FXAA `psvita.vita3k_fxaa`	Anti-aliasing is a technique for smoothing out jagged edges. ⇒ Disabled (Default) `False`, Enabled `True`.
VSYNC `psvita.vita3k_vsync`	Fix screen tearing. ⇒ Disabled `False`, Enabled (Default) `True`.

Controls

Here are the default PlayStation Vita's controls shown on a Batocera RetroPad:



Troubleshooting

Further troubleshooting

For further troubleshooting, refer to the generic support pages.

From:
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Last update: **2022/10/21 23:25**