Sega Saturn

The Sega Saturn is a console developed by Sega. It was released in 1994.

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



Quick reference

- **Emulator:** RetroArch
- **Cores available:** libretro: beetle-saturn, libretro: kronos, libretro: yabasanshiro
- **Folder:** `/userdata/roms/saturn`
- **Accepted ROM formats:** `.cue`, `.ccd`, `.m3u`, `.chd`, `.iso`, `.zip`

BIOS

MD5 checksum	Share file path	Description
85ec9ca47d8f6807718151cbcca8b964	bios/sega_101.bin	
3240872c70984b6cbfda1586cab68dbe	bios/mpr-17933.bin	
255113ba943c92a54facd25a10fd780c	bios/mpr-18811-mx.ic1	
1cd19988d1d72a3e7caa0b73234c96b4	bios/mpr-19367-mx.ic1	
af5828fdff51384f99b3c4926be27762	bios/saturn_bios.bin	

ROMs

Place your Sega Saturn ROMs in `/userdata/roms/saturn`.

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

ES setting name `batocera.conf_key`	**Description ⇒ ES option `key_value`**
Settings that apply to all cores of this emulator	
GRAPHICS API `saturn.gfxbackend`	Choose which graphics API library to use. Vulkan is better, when supported. ⇒ OpenGL `opengl`, Vulkan `vulkan`.
AUDIO LATENCY `saturn.audio_latency`	In milliseconds. Can reduce crackling/cutting out. ⇒ 256 256, 192 192, 128 128, 64 64, 32 32, 16 16, 8 8.
THREADED VIDEO `saturn.video_threaded`	Improves performance at the cost of latency and more video stuttering. ⇒ On `true`, Off `false`.

libretro: beetle-saturn

libretro: beetle-saturn configuration

libretro: kronos

libretro: kronos configuration

libretro: yabasanshiro

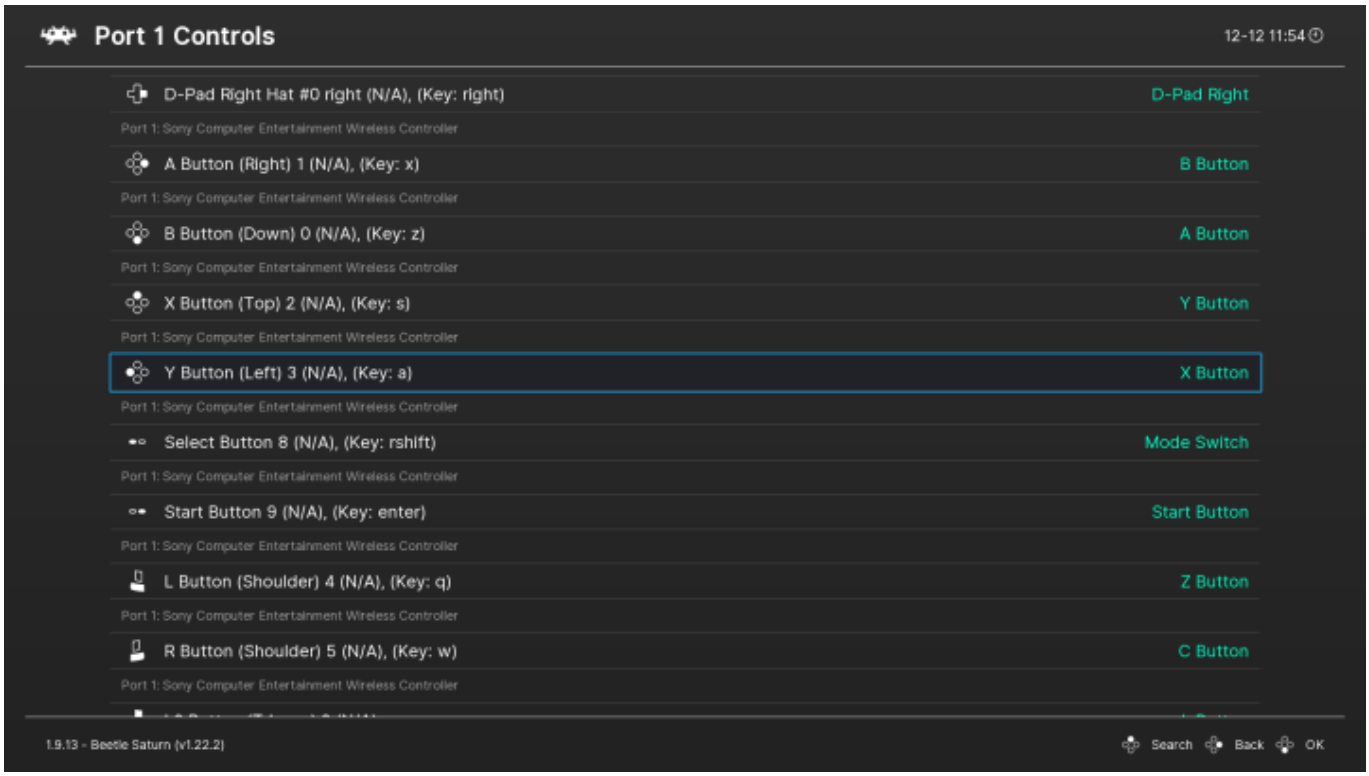
libretro: yabasanshiro configuration

ES setting name `batocera.conf_key`	**Description ⇒ ES option `key_value`**
Settings that apply to all systems this core supports	

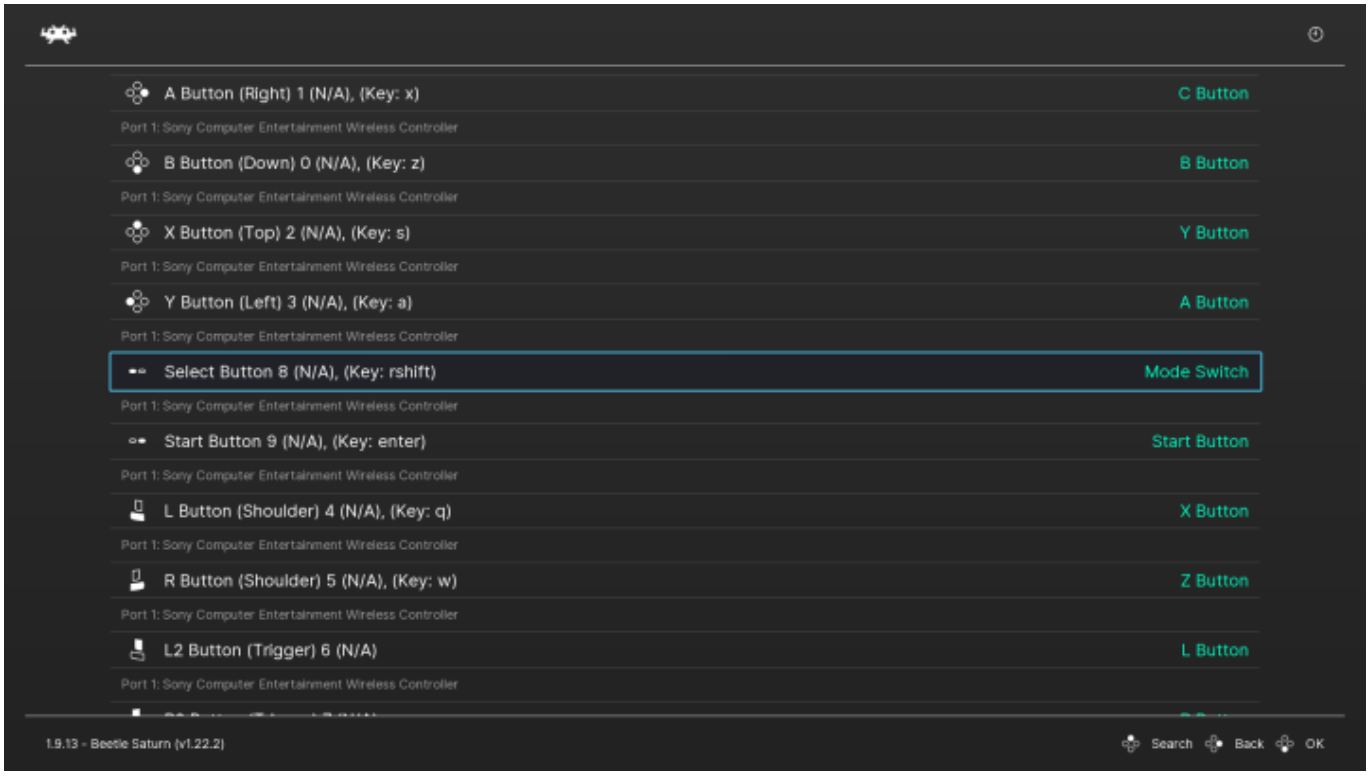
ES setting name `batocera.conf_key`	Description ⇒ ES option `key_value`
RENDERING RESOLUTION `global.resolution_mode`	Enhancement. Increase the rendering resolution. Makes 3D objects clearer. ⇒ original `original`, 2x `2x`, 4x `4x`, 720p `720p`, 1080p `1080p`, 4k `4k`.
MULTITAP `global.multitap_yabasanshiro`	Allows up to 7 or 12 controllers in supported games. ⇒ Off `disabled`, Port1 `port1`, Port2 `port2`, Port1+2 `port12`.

Controls

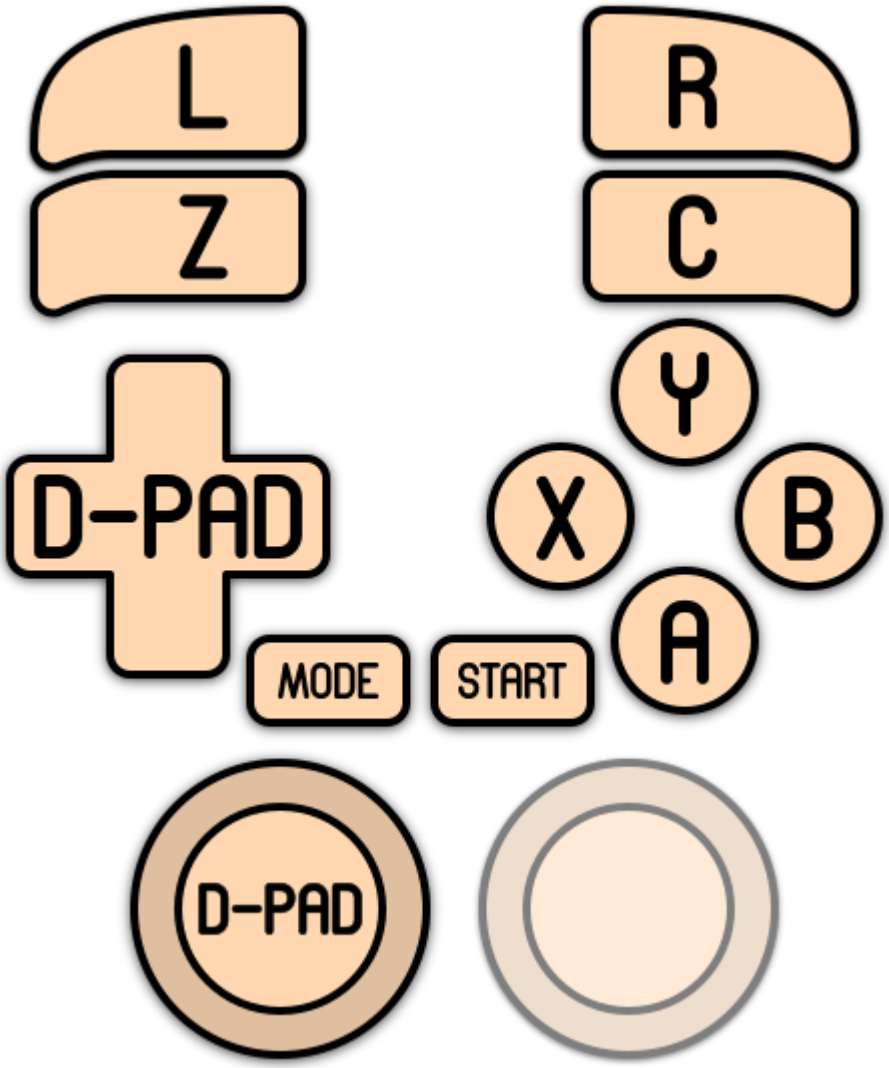
The default control scheme is currently broken. Go to **Quick Menu** → **Controls** → **Port 1 Controls**:



and change it to this:



Here are the default Sega Saturn's controls shown on a Batocera Retropad:



Troubleshooting

Further troubleshooting

For further troubleshooting, refer to the generic support pages.

From:
https://wiki.batocera.org/ - **Batocera.linux - Wiki**

Permanent link:
https://wiki.batocera.org/systems:saturn?rev=1639270853

Last update: **2021/12/12 01:00**