

Sega Saturn

The Sega Saturn is fifth generation home console developed by Sega. It was released in 1994, retailing for \$399.99 USD (\$740 in 2021).



The Saturn's hardware borrows many components from the [Sega Titan Video](#) arcade system. But instead of reading from a cartridge, it uses CD-ROMs.

The Saturn is considered one of the more complicated consoles to both program for by developers and to properly emulate. In fact, it's better to consider this a sixth generation console for performance reasons. In an ironic twist of events, [the Saturn's successor](#) is much easier to emulate than the Saturn itself.

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

The [libretro port](#) of the original [Mednafen](#) Saturn core. A highly accurate but demanding emulator.

libretro: beetle-saturn configuration

libretro: kronos

libretro: kronos configuration

libretro: yabasanhiro

[Yaba Sanshiro](#) is an [open-source](#) Sega Saturn emulator. Initially forked from [Yabause](#).

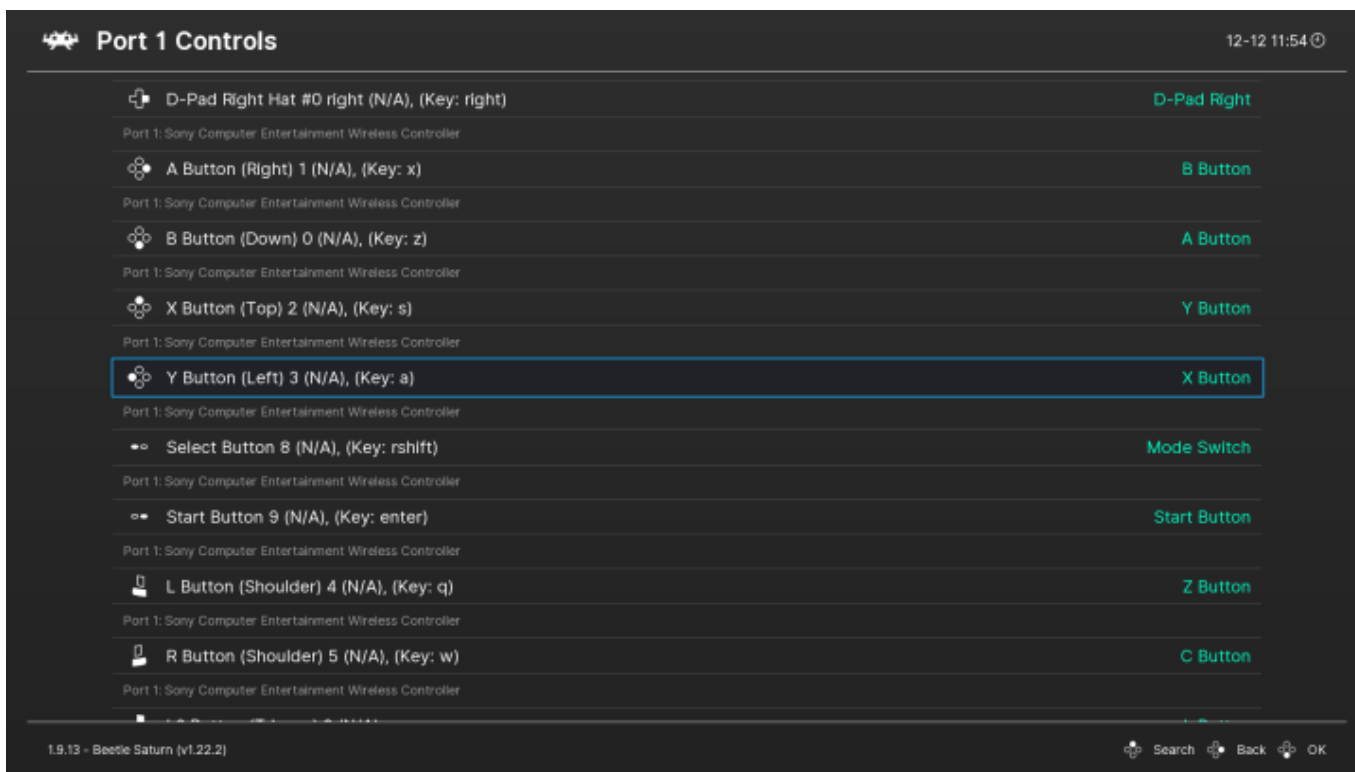
This is the libretro port of it.

libretro: yabasanshiro configuration

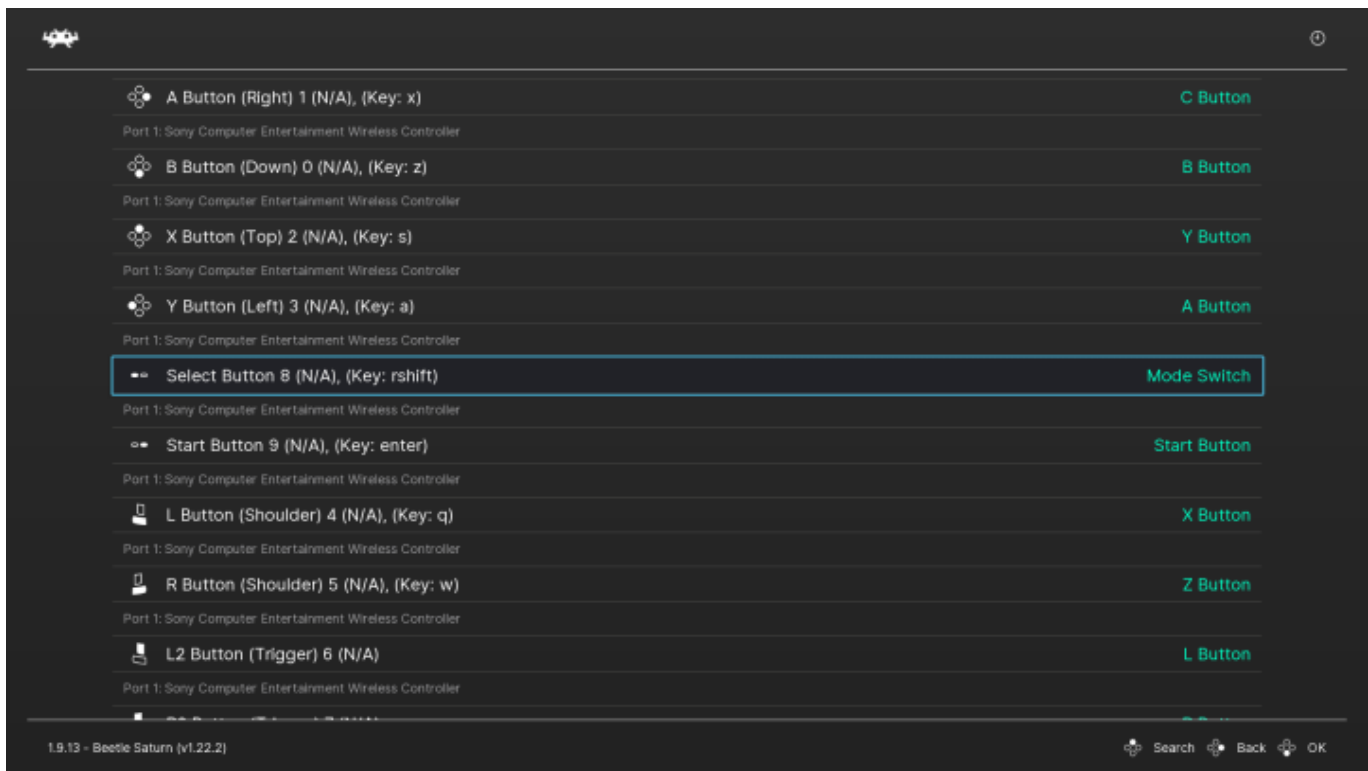
ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all systems this core supports	
RENDERING RESOLUTION global.resolution_mode	Enhancement. Increase the rendering resolution. Makes 3D objects clearer. ⇒ original original, 2x 2x, 4x 4x, 720p 720p, 1080p 1080p, 4k 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

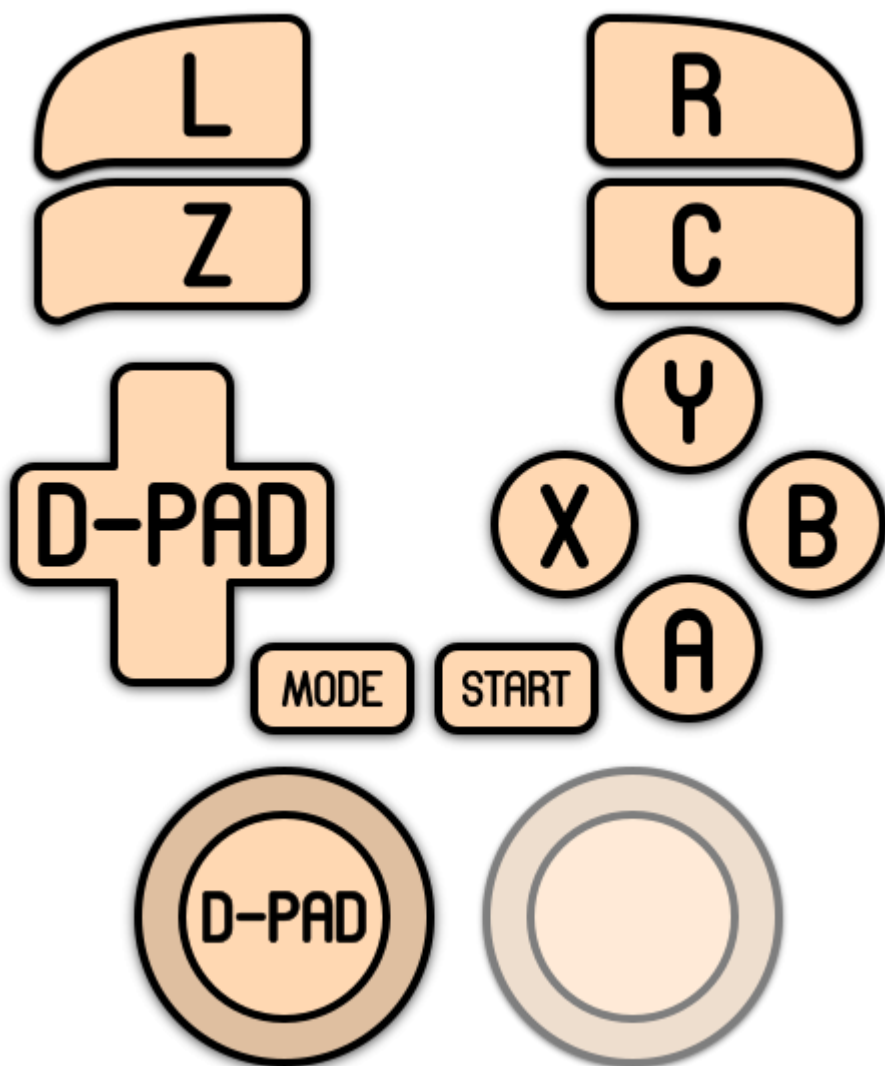
The default control scheme is currently broken. Go to **Quick Menu** → **Controls** → **Port 1 Controls**:



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](#).

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