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

Super Cassette Vision

The Super Cassette Vision (スーパーカセットビジョン, Suupaa Kasetto Bijon) is a console developed by Epoch Co. It was released in Japan on July, 1984 and France later that same year. A version of the system targeted the young female market, the Super Lady Cassette Vision.

To say it was not successful is an understatement. Epoch would go on to drop out of the console market by 1987.

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

Quick reference

- **Emulator:** RetroArch
- **Core:** libretro: emuscv
- **Folder:** /userdata/roms/scv
- **Accepted ROM formats:** .bin, .0

**BIOS**

<table>
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<tr>
<th>MD5 checksum</th>
<th>Share file path</th>
<th>Description</th>
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<td>bios/upd7801g.s01</td>
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</tbody>
</table>

**ROMs**

Place your Super Cassette Vision ROMs in /userdata/roms/scv.

**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: scv.videomode, scv.ratio, scv.smooth, scv.shaders, scv.pixel_perfect, scv.decoration, scv.game_translation

<table>
<thead>
<tr>
<th>ES setting name batocera.conf_key</th>
<th>Description ⇒ ES option key_value</th>
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<tr>
<td>GRAPHICS API scv.gfxbackend</td>
<td>Choose which graphics API library to use. Vulkan is better, when supported. ⇒ OpenGL opengl, Vulkan vulkan.</td>
</tr>
<tr>
<td>AUDIO LATENCY scv.audio_latency</td>
<td>In milliseconds. Can reduce crackling/cutting out. ⇒ 256 256, 192 192, 128 128, 64 64, 32 32, 16 16, 8 8.</td>
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<tr>
<td>THREADED VIDEO scv.video_threaded</td>
<td>Improves performance at the cost of latency and more video stuttering. ⇒ On true, Off false.</td>
</tr>
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</table>

**libretro: emuscv**

**libretro: emuscv configuration**

**Controls**

Here are the default Super Cassette Vision's controls shown on a Batocera Retropad:

![Batocera Retropad](image)

**Troubleshooting**

**Further troubleshooting**

For further troubleshooting, refer to the generic support pages.