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

Sega 32x

The Sega 32x is an add-on for the Sega Megadrive/Genesis console, released in 1994, retailing for $159.99 USD.

This system scrapes metadata for the “sega32x” group and loads the sega32x set from the currently selected theme, if available.

Grouped with the “megadrive” group of systems. If you do not desire this behavior, you can unset it from **MAIN MENU → GAME COLLECTION SETTINGS → GROUPED SYSTEMS**.

Quick reference

- **Emulator:** RetroArch
- **Core:** libretro: PicoDrive
- **Folder:** `/userdata/roms/sega32x`
- **Accepted ROM formats:** `.32x`, `.smd`, `.bin`, `.md`, `.zip`, `.7z`

BIOS

No Sega 32x emulator in Batocera needs a BIOS file to run 32x games.

ROMs

Place your Sega 32x ROMs in `/userdata/roms/sega32x`.

By default, your 32x ROMs will appear in the Megadrive system. If you do not desire this behavior, you can unset it from **MAIN MENU → GAME COLLECTION SETTINGS →**

GROUPED SYSTEMS.

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: `sega32x.videomode`, `sega32x.ratio`, `sega32x.smooth`, `sega32x.shaders`, `sega32x.pixel_perfect`, `sega32x.decoration`, `sega32x.game_translation`

ES setting name `batocera.conf_key`	**Description ⇒ ES option `key_value`**
Settings that apply to all cores of this emulator	
GRAPHICS API `sega32x.gfxbackend`	Choose which graphics API library to use. Vulkan is better, when supported. ⇒ OpenGL `opengl`, Vulkan `vulkan`.
AUDIO LATENCY `sega32x.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 `sega32x.video_threaded`	Improves performance at the cost of latency and more video stuttering. ⇒ On `true`, Off `false`.

libretro: PicoDrive

A lighter emulator which although not as accurate as other emulators, can be run on much weaker hardware. This should be the default for devices such as the Raspberry Pi Zero and other sub-1GHz CPUs. Currently the only cross-architecture option for 32X and Pico games.

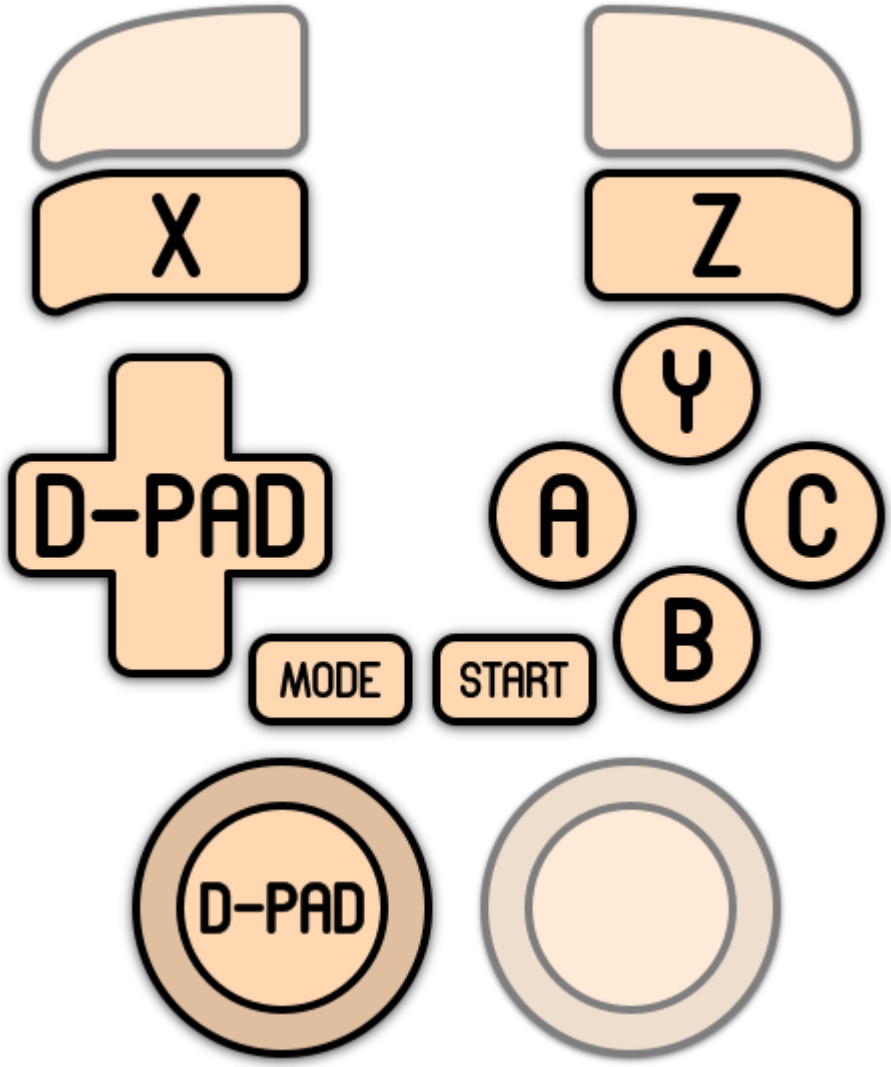
libretro: PicoDrive configuration

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
REDUCE SPRITE FLICKERING global.picodrive_sprlim	Enhancement. Remove the eighty sprites per line limit. ⇒ Off disabled, On enabled.
CROP OVERSCAN global.picodrive_cropoverscan	Zooms in to hide black borders. ⇒ Off disabled, On enabled.
CONTROLLER 1 TYPE global.picodrive_controller1	Select what controller is plugged into port 1. ⇒ Joypad 3 Button 3 button pad, Joypad 6 Button 6 button pad.
CONTROLLER 2 TYPE global.picodrive_controller2	Same as above but for port 2. ⇒ Joypad 3 Button 3 button pad, Joypad 6 Button 6 button pad.

Controls

Here are the default Sega 32x's controls shown on a Batocera Retropad:



Troubleshooting

Further troubleshooting

For further troubleshooting, refer to the generic support pages.

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