

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



Watara Supervision

The Watara Supervision, also known as the QuickShot Supervision in the UK, is a monochrome handheld game console, originating from Asia, and introduced in 1992 as a cut-price competitor for Nintendo's Game Boy. It came packaged with a game called Crystball, which is similar to Breakout. One unique feature of the Supervision was that it could be linked up to a television via a link cable. Games played in this way would display in four colors, much like Nintendo's Super Game Boy add-on for the SNES. A full color TV link was also in the works, but because of the Supervision's failure to make a major impression among gamers it was cancelled, along with the games which were in development for it.

The system was renamed from `watara` to `supervision` prior to Batocera v31.

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



Quick reference

- **Emulator:** [RetroArch](#)
- **Core:** [libretro/potator](#)
- **Folder:** `/userdata/roms/supervision`
- **Accepted ROM formats:** `.sv`, `.zip`, `.7z`

BIOS

No Watara Supervision emulator in Batocera needs a BIOS file to run.

ROMs

Place your Watara Supervision ROMs in `/userdata/roms/supervision`.

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: supervision.videomode, supervision.ratio, supervision.smooth, supervision.shaders, supervision.pixel_perfect, supervision.decoration, supervision.game_translation

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all cores of this emulator	
GRAPHICS BACKEND supervision.gfxbackend	Choose your graphics rendering ⇒ OpenGL opengl, Vulkan vulkan.
AUDIO LATENCY supervision.audio_latency	Audio latency in milliseconds, turn it up if you hear crackles ⇒ 256 256, 192 192, 128 128, 64 64, 32 32, 16 16, 8 8.
THREADED VIDEO supervision.video_threaded	Improves performance at the cost of latency and more video stuttering. Use only if full speed cannot be obtained otherwise. ⇒ On true, Off false.

libretro/potator

A Watara Supervision Emulator based on Normmatt version. Batocera uses the latest [libretro core](#).

libretro/potator 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
COLOR PALETTE global.wataru_palette	Choose which color palette is going to be used ⇒ Green - GameKing gameking, GB - DMG gb_dmg, GB - Light gb_light, GB - Pocket gb_pocket, VB - Virtual Boy virtual_boy, Potator - Orangish - Amber potator_amber, Potator - Green potator_green, Potator - Blue potator_blue, Potator - Green - BGB potator_bgb, Potator - Green Wataroo potator_wataroo, Brownish - Travel Wood travel_wood, Blue - Bubbles Blue bubbles_Blue, Blue - Game Master game_master, Blue - Shiny Sky Blue shiny_sky_blue, Blue - Slime Blue slime_blue, Gold - Golden Wild golden_wild, Gold - Labo Fawn labo_fawn, Gold - Million Live Gold million_live_gold, Gold - Odyssey Gold odyssey_Gold, Grey - Greyscale default, Grey - Digivice digivice, Grey - Microvision microvision, Green - Buttercup Green buttercup_green, Green - Game.com game_com, Green - Greenscale greenscale, Green - Legendary Super Saiyan legendary_super_saiyan, Green - TI-83 ti_83, Orange - Hokage Orange hokage_orange, Pink - Blossom Pink blossom_pink.
GHOSTING EFFECT global.wataru_ghosting	Simulation of LCD ghosting effects ⇒ Off 0, 1 Frame 1, 2 Frames 2, 3 Frames 3, 4 Frames 4, 5 Frames 5, 6 Frames 6, 7 Frames 7, 8 Frames 8.

Controls

Here are the default Wataru Supervision's controls shown on a [Batocera Retropad](#):



The default button mapping to the Wataru Supervision is 1-to-1 with the [Nintendo Game Boy](#).



Troubleshooting

Further troubleshooting

For further troubleshooting, refer to the [generic support pages](#).

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