The **Uzebox** is a simple yet extremely efficient and effective open source console developed by Atmel. It was released in 2008.

The physical console features a AVR ATmega644, a widely available general purpose microcontroller based on Atmel’s AVR architecture. It has 4K of RAM(!), 64K of flash for both code, sound and graphics data, lots of I/O lines and many peripheral features. Read more about it at its description page.

Batocera features libretro’s Uzem, the official emulator.

Most software available to it has been listed on their official wiki.

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

**Quick reference**

- **Emulator:** RetroArch
- **Core:** libretro: Uzem
- **Folder:** /userdata/roms/uzebox
- **Accepted ROM formats:** .uze

**BIOS**

No Uzebox emulator in Batocera needs a BIOS file to run.

**ROMs**

Place your Uzebox ROMs in /userdata/roms/uzebox.

💡 Most software available to it has been listed on their official wiki.

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

<table>
<thead>
<tr>
<th>ES setting name batocera.conf_key</th>
<th>Description ⇒ ES option key_value</th>
</tr>
</thead>
<tbody>
<tr>
<td>GRAPHICS API uzebox.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 uzebox.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>
</tr>
<tr>
<td>THREADED VIDEO uzebox.video_threaded</td>
<td>Improves performance at the cost of latency and more video stuttering. ⇒ On true, Off false.</td>
</tr>
</tbody>
</table>

libretro: Uzem

Uzem is the official emulator for the Uzebox.

libretro: Uzem configuration

Controls

Same as NES, just without Select.

Here are the default Uzebox'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:uzebox

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