Vircon32

The Vircon32 is a 32-bit system written by Carra that uses C as its development language, and includes a number of libraries intended to simplify game development. It includes a compiler and assembler, as well as various development tools for creating and compiling games.

The Vircon32 project is focused on being as open and accessible as possible. For that reason, the console design is fully documented and all related official software (emulator, development tools and Libretro core) is kept free and open source. It also places emphasis in not being tied to any external technologies like game engines, graphic libraries or file formats

This system scrapes metadata for the “vircon32” group(s) and loads the `vircon32` set from the currently selected theme, if available.



Quick reference

- **Emulator:** RetroArch
- **Core:** libretro:vircon32
- **Folder:** `/userdata/roms/vircon32`
- **Accepted ROM formats:** `.v32 .zip`

BIOS

ROMs

Place your Vircon32 ROMs in `/userdata/roms/vircon32`.

Emulators

RetroArch

RetroArch has its own page.

libretro: vircon32

libretro: vircon32 configuration

Controls

Troubleshooting

Further troubleshooting

For further troubleshooting, refer to the generic support pages.

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