

# Virtual Boy

The Virtual Boy is a portable but not handheld console developed by Nintendo. It was released in 1995, retailing for \$179.95 USD (\$314.21 in 2020).

# VIRTUAL BOY™

The Virtual Boy was renowned for its gimmick: stereoscopic 3D achieved by parallax effect. A beam of light would be bounced against a constantly rotating mirror, and depending on where the light was aimed would project the illusion of an image due to persistence of vision.

Due to a lack of polish, little software support, high asking price (compared to a [Game Boy](#)), health concerns, lack of portability (requiring a table to use) and abandonment by Nintendo a year after its launch, the Virtual Boy was a commercial failure. However, the idea of 3D stereoscopic images would leave [its impression on Nintendo](#) for many years to come...

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



## Quick reference

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

## BIOS

No Virtual Boy emulator in Batocera needs a BIOS file to run.

## ROMs


Place your Virtual Boy ROMs in /userdata/roms/virtualboy.

## 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: `virtualboy.videomode`, `virtualboy.ratio`, `virtualboy.smooth`, `virtualboy.shaders`, `virtualboy.pixel_perfect`, `virtualboy.decoration`, `virtualboy.game_translation`

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

### libretro: vb

#### libretro: vb configuration

ES setting name batocera.conf_key	Description ⇒ ES option key_value
<b>Settings that apply to all systems this core supports</b>	
<b>COLOR PALETTE (2D)</b> <code>global.2d_color_mode</code>	⇒ original black & red, black/white black & white, black/blue black & blue, black/cyan black & cyan, black/electric cyan black & electric cyan, black/green black & green, black/magenta black & magenta, black/yellow black & yellow.
<b>ANAGLYPH PRESET (3D)</b> <code>global.3d_color_mode</code>	Use your physical anaglyph 3D glasses! ⇒ Off disabled, red/blue red & blue, red/cyan red & cyan, red/electric cyan red & electric cyan, green/magenta green & magenta, yellow/blue yellow & blue.

## Controls



The Virtual Boy's controller is unique, even among Nintendo's [other consoles](#) around the same time frame. Because of that, its controls aren't faithfully replicatable on modern controllers.

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



## Troubleshooting

### Further troubleshooting

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

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