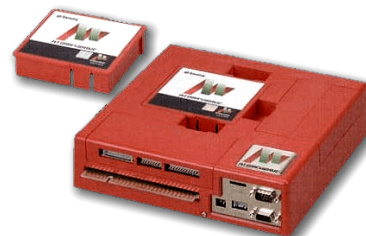


Atomiswave

The Atomiswave is an arcade developed by the Sammy Corporation. It was released in 2001. It is based on the **Dreamcast** console, and thus shares a lot of its hardware with it. Because of this, emulation of NAOMI games is usually best done with a Dreamcast emulator (modifications have already been made to allow for this in Flycast, for instance).



The Atomiswave is known for using interchangeable game cartridges for its games, allowing for easy switching between them. In this same vein, the cabinet's control panel could be swapped out as well, allowing for a variety of sticks, lightguns and steering wheel JAMMA peripherals to be used by a single system. This made it a very attractive option for arcades wanting to make the most of their purchase.

With the retirement of the **Neo Geo MVS**, SNK chose to use the Atomiswave as its next system to develop games for. However, after the release of Metal Slug 6, SNK moved onto other systems. Sammy itself would develop the majority of titles for its arcade system. In 2004, Sammy would end up merging with Sega.

This system scrapes metadata for the "atomiswave" and "arcade" groups and loads the atomiswave set from the currently selected theme, if available.

Quick reference

- **Accepted ROM formats:** .lst, .bin, .dat, .zip, .7z
- **Folder:** /userdata/roms/atomiswave

Emulators
libretro: Flycast
Flycast

BIOS

Batocera  and above:

MD5 checksum	Share file path	Description
0ec5ae5b5a5c4959fa8b43fcf8687f7c	bios/dc/awbios.zip	

Batocera  and below:

MD5 checksum	Share file path	Description
0ec5ae5b5a5c4959fa8b43fcf8687f7c	bios/awbios.zip	

ROMs

Place your Atomiswave ROMs in `/userdata/roms/atomiswave`.

Emulators

RetroArch

RetroArch has [its own page](#).

libretro: Flycast



A fork of a fork of a fork... this is an identical version of standalone Flycast but inside of a libretro core, maintained by the same dev as standalone, Flyinghead. Makes use of RetroArch's features.


libretro: Flycast configuration

Standardized features for this core: `atomiswave.autosave`, `atomiswave.use_guns`, `atomiswave.cheevos`

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all systems this core supports	
SYNCHRONOUS RENDERING <code>global.reicast_synchronous_rendering</code>	When threaded rendering is on (on by default), waits for the GPU to finish rendering the frame before dropping the current one. This can avoid certain emulation issues (flashing screens, glitchy video). Significant performance cost. Recommended "Off" for most games as they don't experience issues (or you have a weak machine), "On" if the game has these particular issues. ⇒ Off disabled, On enabled.

ES setting name batocera.conf_key	Description ⇒ ES option key_value
<p>RENDERING RESOLUTION global.reicast_internal_resolution</p>	<p>Enhancement. Increases the rendering resolution. Makes 3D objects clearer. Significant performance cost. Use 640×480 for native. Absurdly high values can degrade image quality (pixels beginning to shimmer). ⇒ 1x (640×480) 640×480, 1.25x (800×600) 800×600, 1.5x (960×720) 960×720, 1.6x (1024×768) 1024×768, 2x (1280×960) 1280×960, 2.25x (1440×1080) 1440×1080, 2.5x (1600×1200) 1600×1200, 3x (1920×1440) 1920×1440, 4x (2560×1920) 2560×1920, 5x (3200×2400) 3200×2400, 6x (3840×2880) 3840×2880, 7x (4480×3360) 4480×3360, 8x (5120×3840) 5120×3840, 9x (5760×4320) 5760×4320, 10x (6400×4800) 6400×4800, 11x (7040×5280) 7040×5280, 12x (7680×5760) 7680×5760.</p>
<p>TARGET COLOR FOR PLAYER 1. global.reicast_lightgun1_crosshair</p>	<p>⇒ Red Red, Blue Blue, Green Green, White White, Disabled disabled.</p>
<p>TARGET COLOR FOR PLAYER 2. global.reicast_lightgun2_crosshair</p>	<p>⇒ Red Red, Blue Blue, Green Green, White White, Disabled disabled.</p>
<p>TARGET COLOR FOR PLAYER 3. global.reicast_lightgun3_crosshair</p>	<p>⇒ Red Red, Blue Blue, Green Green, White White, Disabled disabled.</p>
<p>TARGET COLOR FOR PLAYER 4. global.reicast_lightgun4_crosshair</p>	<p>⇒ Red Red, Blue Blue, Green Green, White White, Disabled disabled.</p>
<p>TEXTURE MIP-MAPPING (BLUR) global.reicast_mipmapping</p>	<p>Enables mip-mapping to smooth out textures on distant 3D objects based on distance and angle. Dreamcast games natively utilized mipmapping to get extra performance out of the hardware, but the extra bluriness from doing this is more apparent on modern, higher fidelity screens. Has a minimal performance cost. enabled should be used in conjunction with anisotropic filtering to mitigate bluriness. Some users may prefer the 'sharpness' of disabled better. ⇒ Off disabled, On enabled.</p>

ES setting name batocera.conf_key	Description ⇒ ES option key_value
<p>ANISOTROPIC FILTERING global.reicast_anisotropic_filtering</p>	<p>Enables anisotropic filtering to enhance perspective textures. Dramatically improves the clarity of textures on distant 3D objects when mip-mapping is turned on, especially at higher internal resolutions. Test Drive: Le Mans is the only Dreamcast game that natively utilizes this. Has a small performance cost. Generally safe to use 16x when mip-mapping is also enabled, leave on "Off" otherwise. ⇒ Off False, 2x 2, 4x 4, 8x 8, 16x 16.</p>
<p>TEXTURE UPSCALING (XBRZ) global.reicast_texupscale</p>	<p>Enhancement. Applies xBRZ upscaling to textures to improve their clarity. Improvements are subjective. ⇒ Off False, 2x 2x, 4x 4x, 6x 6x.</p>
<p>RENDER TO TEXTURE UPSCALING global.reicast_render_to_texture_upscaling</p>	<p> ( this setting is now missing?) Enhancement. Some 3D games would capture the screen output and render it as a 2D texture (eg. pause menu in Crazy Taxi and Dead or Alive), being unaffected by <code>reicast_internal_resolution</code>. This setting multiplies the resolution of that capture. Example here. "Off" for native, "4x" for close-to 1080p rendering (only useful if also upscaling the internal resolution). ⇒ Off 1x, 2x 2x, 3x 3x, 4x 4x, 8x 8x.</p>
<p>FRAMESKIP global.reicast_frame_skipping</p>	<p>Skip frames to improve performance, at the cost of choppy motion. Higher values can cause motion sickness if used for extended periods. Should only be turned up on weak hardware and if immune to motion sickness. ⇒ Off disabled, 1 1, 2 2, 3 3, 4 4, 5 5, 6 6.</p>
<p>FORCE WINDOWS CE MODE global.reicast_force_wince</p>	<p>Some Dreamcast games (marked "Powered by Microsoft Windows CE" on the box, eg. Sega Rally 2) utilized the MMU Windows Compact Edition API on the Dreamcast to run. Batocera should automatically detect this but in case it doesn't you can manually override it here. Significant performance cost. ⇒ Off disabled, On enabled.</p>

ES setting name batocera.conf_key	Description ⇒ ES option key_value
WIDESCREEN CHEAT (PRIORITY) global.reicast_widescreen_cheats	Enhancement. Flycast has a database of cheats that can enable widescreen support in certain games, rendering them in  anamorphic widescreen without changing the internal resolution. Some games also natively support widescreen in their in-game options. A 16/9 ratio must be used and bezels must be disabled. ⇒ Off disabled, On enabled.
WIDESCREEN HACK global.reicast_widescreen_hack	Enhancement. Changes the internal resolution to a widescreen ratio (eg. 640×480 becomes 853×480). Somewhat glitchy. Some games also natively support widescreen in their in-game options. A 16/9 ratio must be used and bezels must be disabled. ⇒ Off disabled, On enabled.
CONTROLLER 1 TYPE global.controller1_dc	Chooses the controller plugged into port 1. ⇒ Gamepad 1, Keyboard 3, Mouse 2, Light Gun 4.
CONTROLLER 2 TYPE global.controller2_dc	Same as above for port 2. ⇒ Gamepad 1, Keyboard 3, Mouse 2, Light Gun 4.
CONTROLLER 3 TYPE global.controller3_dc	Same as above for port 3. ⇒ Gamepad 1, Keyboard 3, Mouse 2, Light Gun 4.
CONTROLLER 4 TYPE global.controller4_dc	Same as above for port 4. ⇒ Gamepad 1, Keyboard 3, Mouse 2, Light Gun 4.
Settings specific to atomiswave	
SCREEN ORIENTATION atomiswave.screen_rotation_atomiswave	Rotate screen for some arcade games ⇒ Horizontal horizontal, Vertical vertical.

All other settings can be configured from RetroArch's **Quick Menu** → **Options** ([H0TKEY] + ).

Flycast

Flycast is a fork of **Reicast** (which itself is a fork of nullDC). A highly compatible and accurate standalone Dreamcast emulator.

Flycast can also be used to run Atomiswave arcade games due to being nearly identical hardware.

Flycast configuration

Standardized features available to all cores of this emulator: atomiswave.videomode, atomiswave.bezel, atomiswave.bezel_stretch, atomiswave.hud, atomiswave.hud_corner, atomiswave.bezel.tattoo, atomiswave.bezel.tattoo_corner, atomiswave.bezel.tattoo_file,

atomiswave.bezel.resize_tattoo

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all cores of this emulator	
SCREEN RATIO naomi.flycast_ratio	Choose which screen ratio you want to use. ⇒ Default False, Widescreen True.
RENDER RESOLUTION naomi.flycast_render_resolution	Choose which internal rendering resolution you want to use. ⇒ 0.5x (320×240) 240, 1x (640×480) 480, 1.5x (960×720) 720, 2x (1280×960) 960, 2.5x (1600×1200) 1200, 3x (1920×1440) 1440, 4x (2560×1920) 1920, 4.5x (2880×2160) 2160.
GRAPHICS API naomi.flycast_renderer	Choose your graphics renderer. ⇒ OpenGL (Default) 0, Vulkan 4.
ROTATE SCREEN 90 DEGREES naomi.flycast_rotate	Rotate the screen by 90 degrees. ⇒ Normal False, Rotate True.
ANISOTROPIC FILTERING atomiswave.flycast_anisotropic	Higher values make textures viewed at oblique angles look sharper. ⇒ Disbaled (Default) 1, 2x 2, 4x 4, 8x 8, 16x 16.

All other configuration must be done via the flycast-config in the Applications folder ([F1] on the systems screen).

Controls



How does this even work?

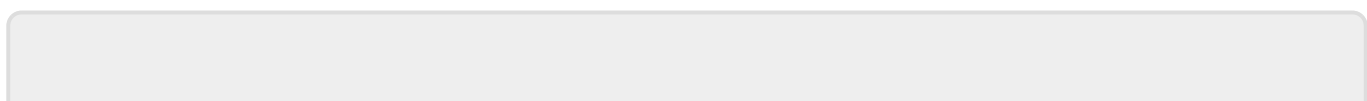
Here are the default Atomiswave's controls shown on a [Batocera Retropad](#):



Troubleshooting

Further troubleshooting

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



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