

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

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

ROMs


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

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: `atomiswave.videomode`, `atomiswave.ratio`, `atomiswave.smooth`, `atomiswave.shaders`, `atomiswave.pixel_perfect`, `atomiswave.decoration`, `atomiswave.game_translation`

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all cores of this emulator	
GRAPHICS BACKEND <code>atomiswave.gfxbackend</code>	Choose your graphics rendering ⇒ OpenGL <code>opengl</code> , Vulkan <code>vulkan</code> .
AUDIO LATENCY <code>atomiswave.audio_latency</code>	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 <code>atomiswave.video_threaded</code>	Improves performance at the cost of latency and more video stuttering. Use only if full speed cannot be obtained otherwise. ⇒ On <code>true</code> , Off <code>false</code> .

libretro: Flycast

A fork of a fork of a fork... this is an identical version of standalone Flycast but inside of a libretro core. Makes use of RetroArch's features.

libretro: Flycast configuration

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>	Wait for the GPU to render frames instead of skipping ⇒ Off <code>disabled</code> , On <code>enabled</code> .

ES setting name batocera.conf_key	Description → ES option key_value
VIDEO RESOLUTION global.reicast_internal_resolution	Improve the fidelity of 3D models (does not affect 2D sprites) ⇒ 640×480 640×480, 800×600 800×600, 960×720 960×720, 1024×768 1024×768, 1280×960 1280×960, 1440×1080 1440×1080, 1600×1200 1600×1200, 1920×1440 1920×1440, 2560×1920 2560×1920, 3200×2400 3200×2400, 3840×2880 3840×2880, 4480×3360 4480×3360, 5120×3840 5120×3840, 5760×4320 5760×4320, 6400×4800 6400×4800, 7040×5280 7040×5280, 7680×5760 7680×5760.
TEXTURE MIP-MAPPING (BLUR) global.reicast_mipmapping	Smooths out textures on 3D objects ⇒ Off disabled, On enabled.
ANISOTROPIC FILTERING global.reicast_anisotropic_filtering	Enhance the quality of distant perspective textures ⇒ Off False, 2x 2, 4x 4, 8x 8, 16x 16.
TEXTURE UPSCALING (XBRZ) global.reicast_texupscale	Upscaling 2D pixel art graphics (2D Games Only) ⇒ Off False, 2x 2x, 4x 4x, 6x 6x.
RENDER TO TEXTURE UPSCALING global.reicast_render_to_texture_upscaling	Upscaling textures resolution on 3D objects ⇒ Off 1x, 2x 2x, 3x 3x, 4x 4x, 8x 8x.
FRAME SKIP global.reicast_frame_skipping	Skip frames to improve performance (smoothness) ⇒ Off disabled, 1 1, 2 2, 3 3, 4 4, 5 5, 6 6.
FORCE WINDOWS CE MODE global.reicast_force_wince	Enable full MMU emulation for Windows CE games ⇒ Off disabled, On enabled.
WIDESCREEN CHEAT (PRIORITY) global.reicast_widescreen_cheats	You must use a 16/9 RATIO and disable BEZEL ⇒ Off disabled, On enabled.
WIDESCREEN HACK global.reicast_widescreen_hack	You must use a 16/9 RATIO and disable BEZEL ⇒ Off disabled, On enabled.

ES setting name batocera.conf_key	Description ⇒ ES option key_value
CONTROLLER 1 TYPE global.controller1_dc	Select Gamepad, Keyboard, Mouse or Light Gun ⇒ Gamepad 1, Keyboard 3, Mouse 2, Light Gun 4.
CONTROLLER 2 TYPE global.controller2_dc	Select Gamepad, Keyboard, Mouse or Light Gun ⇒ Gamepad 1, Keyboard 3, Mouse 2, Light Gun 4.
CONTROLLER 3 TYPE global.controller3_dc	Select Gamepad, Keyboard, Mouse or Light Gun ⇒ Gamepad 1, Keyboard 3, Mouse 2, Light Gun 4.
CONTROLLER 4 TYPE global.controller4_dc	Select Gamepad, Keyboard, Mouse or Light Gun ⇒ 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.
Settings specific to naomi	
SCREEN ORIENTATION naomi.screen_rotation_naomi	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: `naomi.videomode`, `naomi.ratio`

Flycast cannot be configured in EmulationStation; 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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