

Nintendo Game Boy Advance

The Game Boy Advance (often shortened to GBA) is a 32-bit handheld video game console developed by Nintendo. It is the successor to the Game Boy Color. It was released in Japan on March 21, 2001; in North America on June 11, 2001; in Australia and Europe on June 22, 2001. It has a ARM7TDMI CPU at 16.78 MHz and a Zilog Z80 CPU at 8 MHz and 4 MHz. It has 32KB of RAM and 96KB of VRAM.

shortname	gba
emulator/core(s)	libretro/mgba libretro/vba-m
rom format(s)	.gba .zip .7z

Emulators

libretro/mgba

mGBA is an emulator for running Game Boy Advance games. It aims to be faster and more accurate than many existing Game Boy Advance emulators, as well as adding features that other emulators lack. It also supports Game Boy and Game Boy Color games.

We use the latest [libretro](#) core. See the [official documentation](#) for more information.

Configuration

setting	description	recommendation
gba.skip_bios_mgba	Skips the BIOS intro when a BIOS is present in Batoceras BIOS directory is used.	Disable if you don't want to see the BIOS animation.
gba.solar_sensor_level	Can be used by games that employed the use of a solar sensor on their cartridges.	Use it for the few solar sensor games available

libretro/vba-m

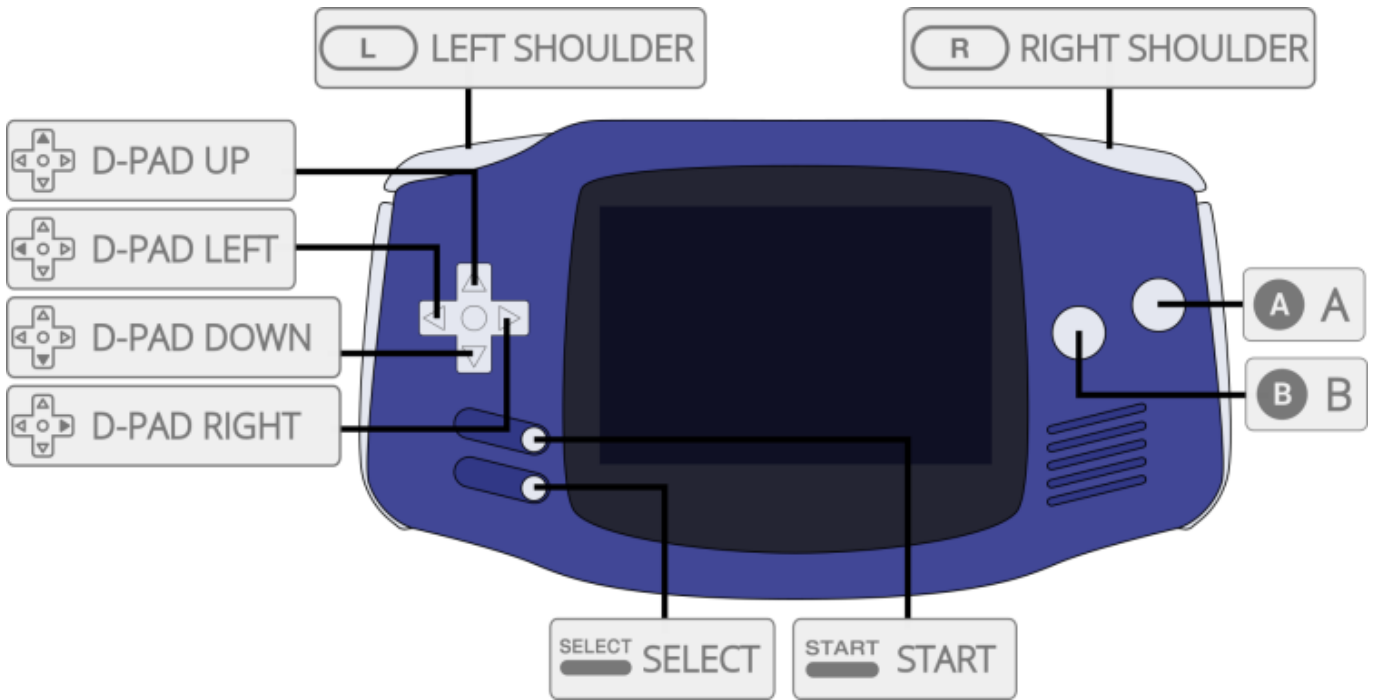
VBA-M is a Game Boy Advance emulator with the goal to improve upon VisualBoyAdvance by integrating the best features from the various builds floating around. It also supports Game Boy, Game Boy Color and Super Game Boy (borders, palette).

ROMs

Place your Game Boy Advance ROMs in `/userdata/roms/gba/`.

Controls

The default button mapping to the Game Boy Advance is as following:



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