



This article needs some TLC. Read at your own risk.

# Mattel Intellivision

The **Mattel Intellivision** is a console developed by **Mattel Electronics**. It was released in 1979.



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

## Quick reference

- **Emulator:** [RetroArch](#)
- **Core:** [libretro: freeintv](#)
- **Folder:** /userdata/roms/intellivision
- **Accepted ROM formats:** .int, .bin, .rom, .zip, .7z

## BIOS

MD5 checksum	Share file path	Description
62e761035cb657903761800f4437b8af	bios/exec.bin	
0cd5946c6473e42e8e4c2137785e427f	bios/grom.bin	

## ROMs


Place your Mattel Intellivision ROMs in /userdata/roms/intellivision.

## 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: `intellivision.videomode`, `intellivision.ratio`, `intellivision.smooth`, `intellivision.shaders`, `intellivision.pixel_perfect`, `intellivision.decoration`, `intellivision.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 BACKEND</b> <code>intellivision.gfxbackend</code>	Choose your graphics rendering ⇒ OpenGL <code>opengl</code> , Vulkan <code>vulkan</code> .
<b>AUDIO LATENCY</b> <code>intellivision.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.
<b>THREADED VIDEO</b> <code>intellivision.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: freeintv

#### libretro: freeintv configuration

## Controls

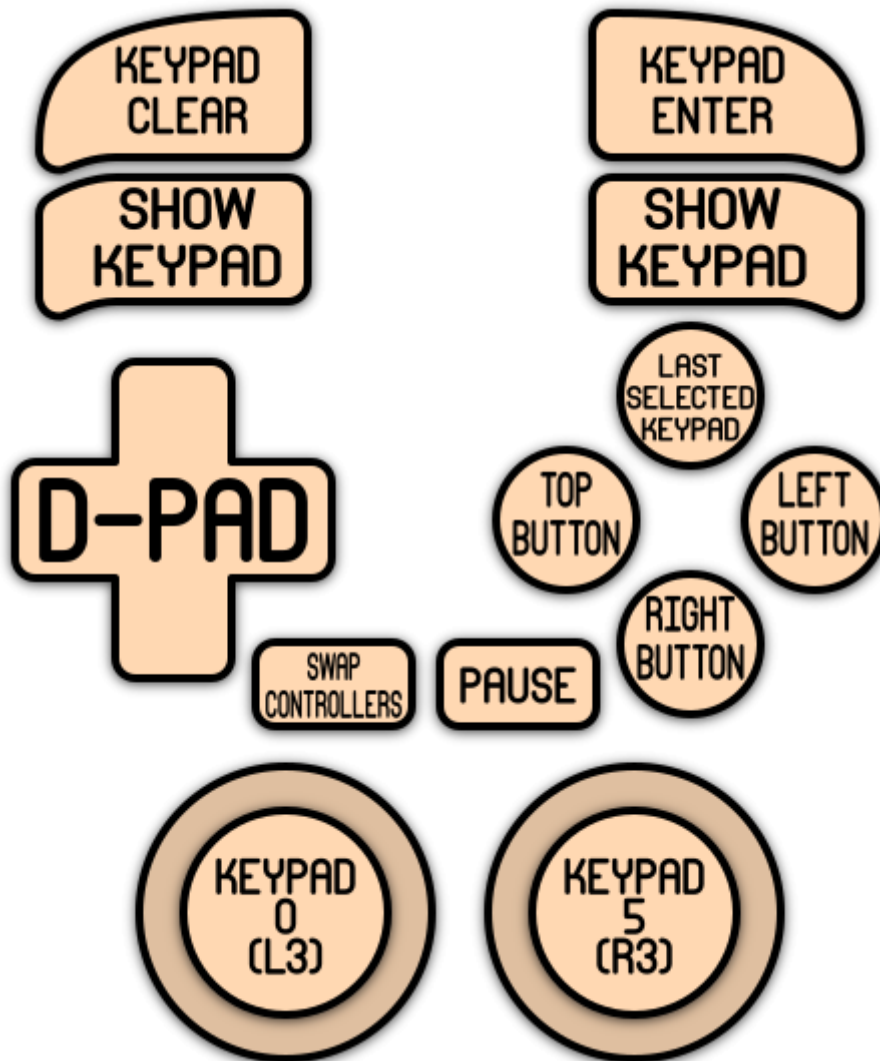
Intellivision had a complex controller with

- 4 side-located action buttons (two for left handed players, two for right handed players). Top two side buttons are electronically the same, giving three distinct buttons.
- a 12-button numeric keypad with plastic overlays that slide into place as an extra layer on the keypad to show game-specific key functions

It's therefore recommended to use a bezel from [thebezelproject](#) to display those layouts, and to also display the game controller tattoo (available in V39+). More information on [decorations](#).

The controller was often considered as a very bad one.

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



## Troubleshooting

### Further troubleshooting

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

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