

# Atari Lynx



The Atari Lynx was a fourth-generation handheld game console released by Atari on September 1, 1989 and it retailed for \$179.99 USD. It has a WDC 65SC02 CPU. Notably, it was the world's first handheld system that used a color LCD screen, as well as having fairly advanced graphics for the time.



This system scrapes metadata for the "atarilynx" group and loads the atarilynx set from the currently selected theme, if available.

## Quick reference

- **Emulator:** [RetroArch](#)
- **Cores available:** [Mednafen: Lynx](#), [libretro: handy](#)
- **Folder:** /userdata/roms/lynx
- **Accepted ROM formats:** .lnx, .zip, .7z

## BIOS

| MD5 checksum                     | Share file path   | Description     |
|----------------------------------|-------------------|-----------------|
| fcd403db69f54290b51035d82f835e7b | bios/lynxboot.img | Lynx Boot Image |

## ROMs


Place your Atari Lynx ROMs in /userdata/roms/lynx.

## 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: lynx.videomode, lynx.ratio, lynx.smooth, lynx.shaders, lynx.pixel\_perfect, lynx.decoration, lynx.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> lynx.gfxbackend                  | Choose your graphics rendering<br>⇒ OpenGL opengl, Vulkan vulkan.  |
| <b>AUDIO LATENCY</b> lynx.audio_latency                  | Audio latency in milliseconds, turn it up if you hear crackles<br>⇒ 256 256, 192 192, 128 128, 64 64, 32 32, 16 16, 8 8.                             |
| <b>THREADED VIDEO</b> lynx.video_threaded                | Improves performance at the cost of latency and more video stuttering. Use only if full speed cannot be obtained otherwise.<br>⇒ On true, Off false. |

### libretro: Mednafen\_Lynx

Beetle Lynx is an Atari Lynx video game system emulator that can be used as a libretro core. Specifically it's a port of Mednafen Lynx which is a fork of Handy.

### libretro: handy

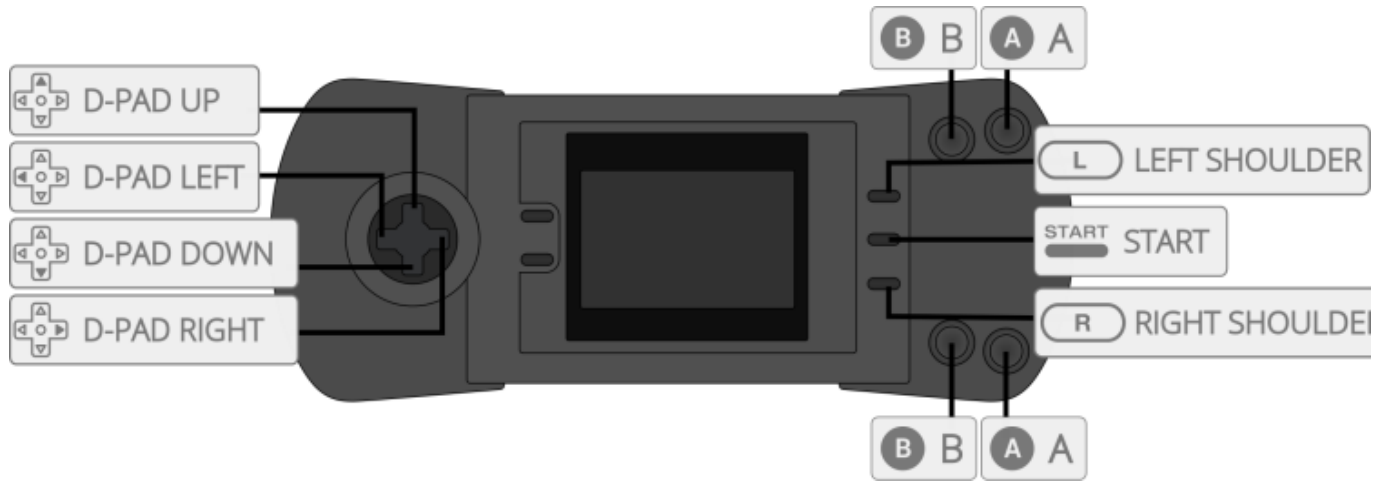
#### libretro: handy configuration

## Controls

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



The default button mapping to the Lynx is as following:



## Troubleshooting

### Further troubleshooting

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

From:  
<https://www.wiki.batocera.org/> - **Batocera.linux - Wiki**

Permanent link:  
<https://www.wiki.batocera.org/systems:lynx?rev=1638663031>

Last update: **2021/12/05 00:10**

