

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



PlayStation Vita

The PlayStation Vita is a console developed by Sony. It was released in 2012.

PS Vita emulation is still very experimental and only a few select titles work. Do not expect great performance either.

Right now, this is only available on x86_64 platforms.

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



Quick reference

- **Emulator:** [Vita3K](#)
- **Folder:** /userdata/roms/psvita
- **Accepted ROM formats:** .psvita

BIOS

Games require the PS Vita's system modules. These are stored as two files on PlayStation's update server:

- [PS Vita base system software](#)
- [PS Vita system update](#)

Once both are downloaded, transfer them to Batocera at /userdata/bios/psvita. Then, on Batocera, press [F1] on the system list and go to **Applications** →  **Fix Me!** (what is it named?) to open the emulator.

screenshots

Click on the  **Fix Me!** in the  **Fix Me!** corner, and go to **File** → **Install Firmware**.

screenshot

Navigate to where you saved the system modules earlier and install them.

screenshot

ROMs

Place your PlayStation Vita ROMs in `/userdata/roms/psvita`.

Emulators

Vita3K

Added in Batocera **v36**, [Vita3K](#) is a highly experimental low-level emulator for the PS Vita. A quickstart guide and minimum requirements can be found [on its website](#).

Vita3K configuration

Standardized features available to all cores of this emulator: `psvita.videomode`

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all cores of this emulator	
GRAPHICS API <code>psvita.vita3k_gfxbackend</code>	Choose which graphics API library to use. Vulkan is better, when supported. ⇒ OpenGL OpenGL, Vulkan Vulkan.
RENDERING RESOLUTION <code>psvita.vita3k_resolution</code>	Enhancement. Increase the rendering resolution. Makes 3D objects clearer. ⇒ 1x (960×544) 1, 2x (1920×1088) 2, 3x (2880×1632) 3, 4x (3840×2176) 4, 5x (4800×2720) 5, 6x (5760×3264) 6, 7x (6720×3808) 7, 8x (7680×4352) 8.
FXAA <code>psvita.vita3k_fxaa</code>	Anti-aliasing is a technique for smoothing out jagged edges. ⇒ Disabled (Default) False, Enabled True.
VSYNC <code>psvita.vita3k_vsync</code>	Fix screen tearing. ⇒ Disabled False, Enabled (Default) True.

Controls

Here are the default PlayStation Vita's controls shown on a [Batocera RetroPad](#):



Troubleshooting

Further troubleshooting

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

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