

Sega Saturn



The Sega Saturn is a console developed by Sega. It was released in 1994.

SEGA SATURN



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

Quick reference

- **Emulator:** [RetroArch](#)
- **Cores available:** [libretro: beetle-saturn](#), [libretro: kronos](#), [libretro: yabasanshiro](#)
- **Folder:** /userdata/roms/saturn
- **Accepted ROM formats:** .cue, .ccd, .m3u, .chd, .iso, .zip

BIOS

MD5 checksum	Share file path	Description
85ec9ca47d8f6807718151cbcca8b964	bios/sega_101.bin	
3240872c70984b6cbfda1586cab68dbe	bios/mpr-17933.bin	
255113ba943c92a54facd25a10fd780c	bios/mpr-18811-mx.ic1	
1cd19988d1d72a3e7caa0b73234c96b4	bios/mpr-19367-mx.ic1	
af5828fdff51384f99b3c4926be27762	bios/saturn_bios.bin	

ROMs


Place your Sega Saturn ROMs in /userdata/roms/saturn.

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: saturn.videomode, saturn.ratio, saturn.smooth, saturn.shaders, saturn.pixel_perfect, saturn.decoration, saturn.game_translation

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all cores of this emulator	
GRAPHICS API saturn.gfxbackend	Choose which graphics API library to use. Vulkan is better, when supported. ⇒ OpenGL opengl, Vulkan vulkan.
AUDIO LATENCY saturn.audio_latency	In milliseconds. Can reduce crackling/cutting out. ⇒ 256 256, 192 192, 128 128, 64 64, 32 32, 16 16, 8 8.
THREADED VIDEO saturn.video_threaded	Improves performance at the cost of latency and more video stuttering. ⇒ On true, Off false.

libretro: beetle-saturn

libretro: beetle-saturn configuration

libretro: kronos

libretro: kronos configuration

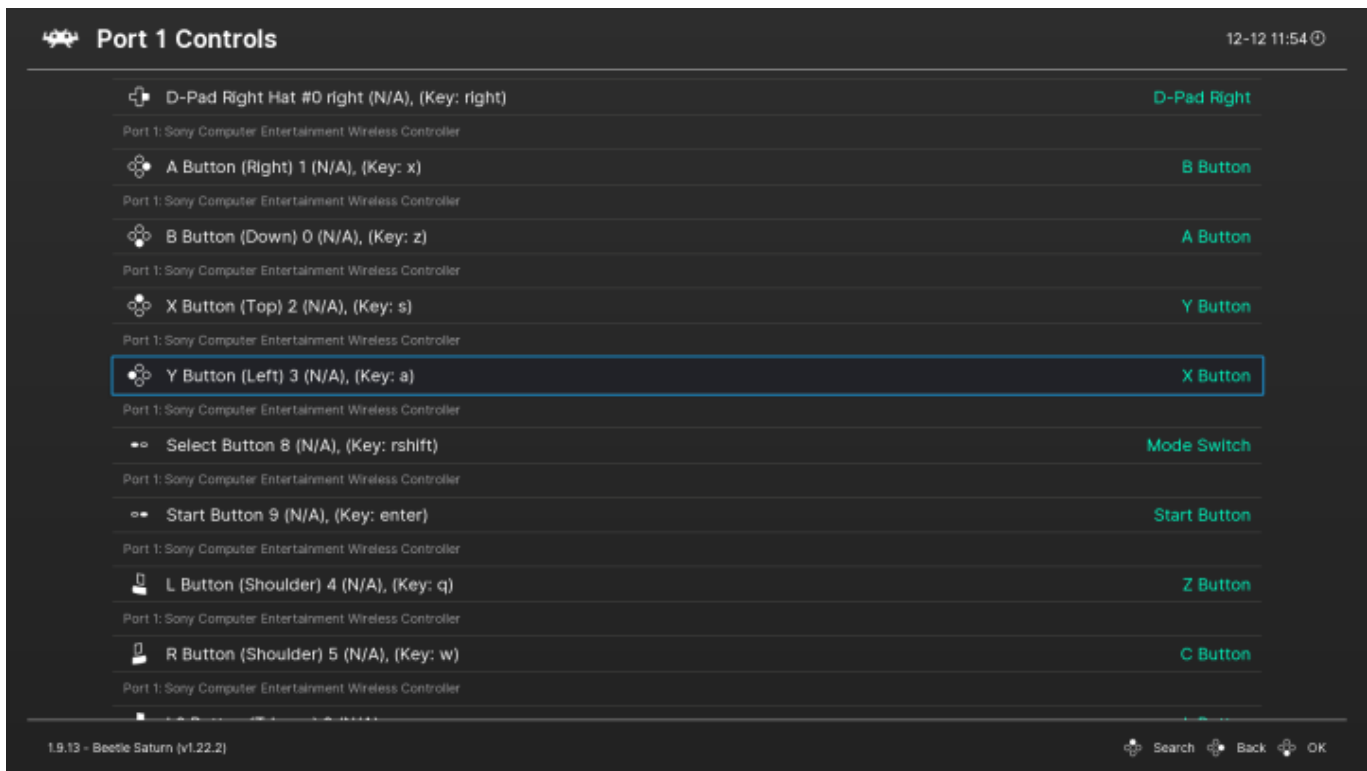
libretro: yabasanshiro

libretro: yabasanshiro configuration

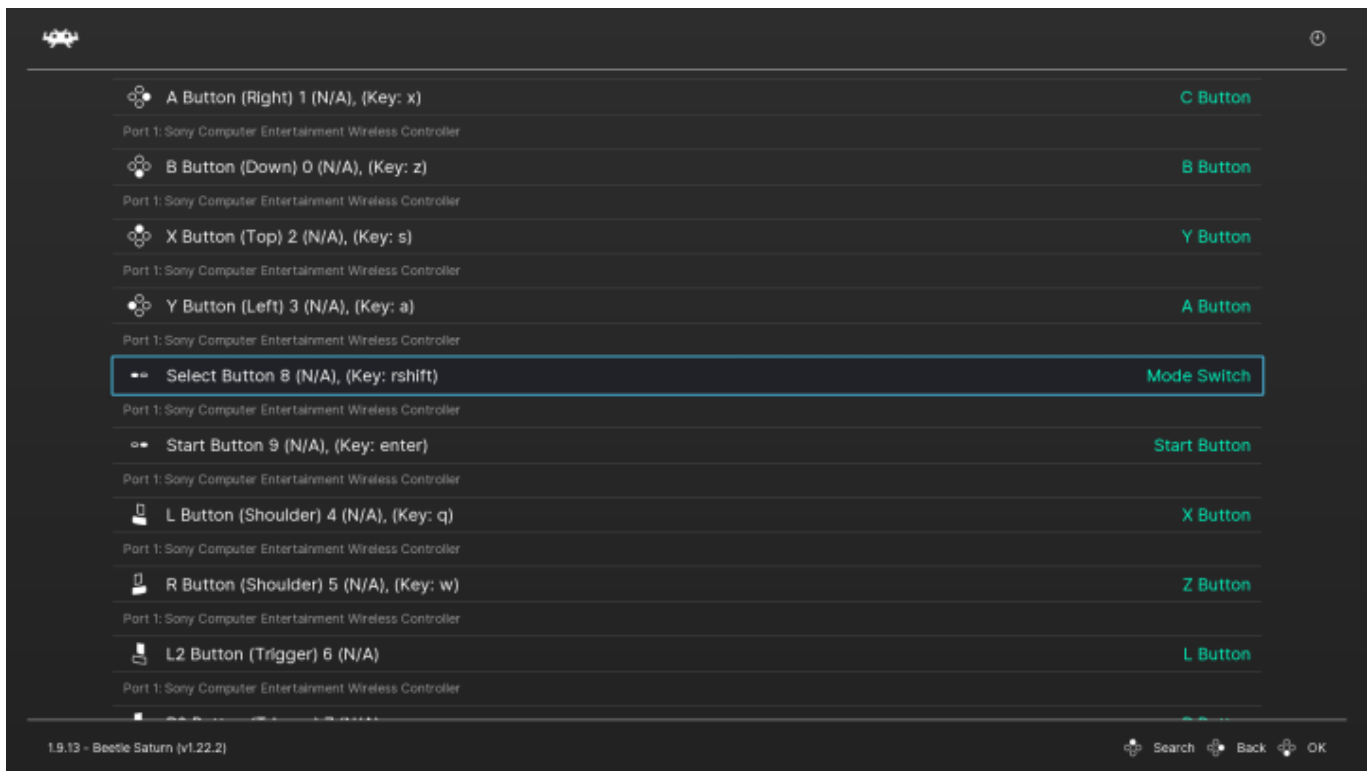
ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all systems this core supports	
RENDERING RESOLUTION global.resolution_mode	Enhancement. Increase the rendering resolution. Makes 3D objects clearer. ⇒ original original, 2x 2x, 4x 4x, 720p 720p, 1080p 1080p, 4k 4k.
MULTITAP global.multitap_yabasanshiro	Allows up to 7 or 12 controllers in supported games. ⇒ Off disabled, Port1 port1, Port2 port2, Port1+2 port12.

Controls

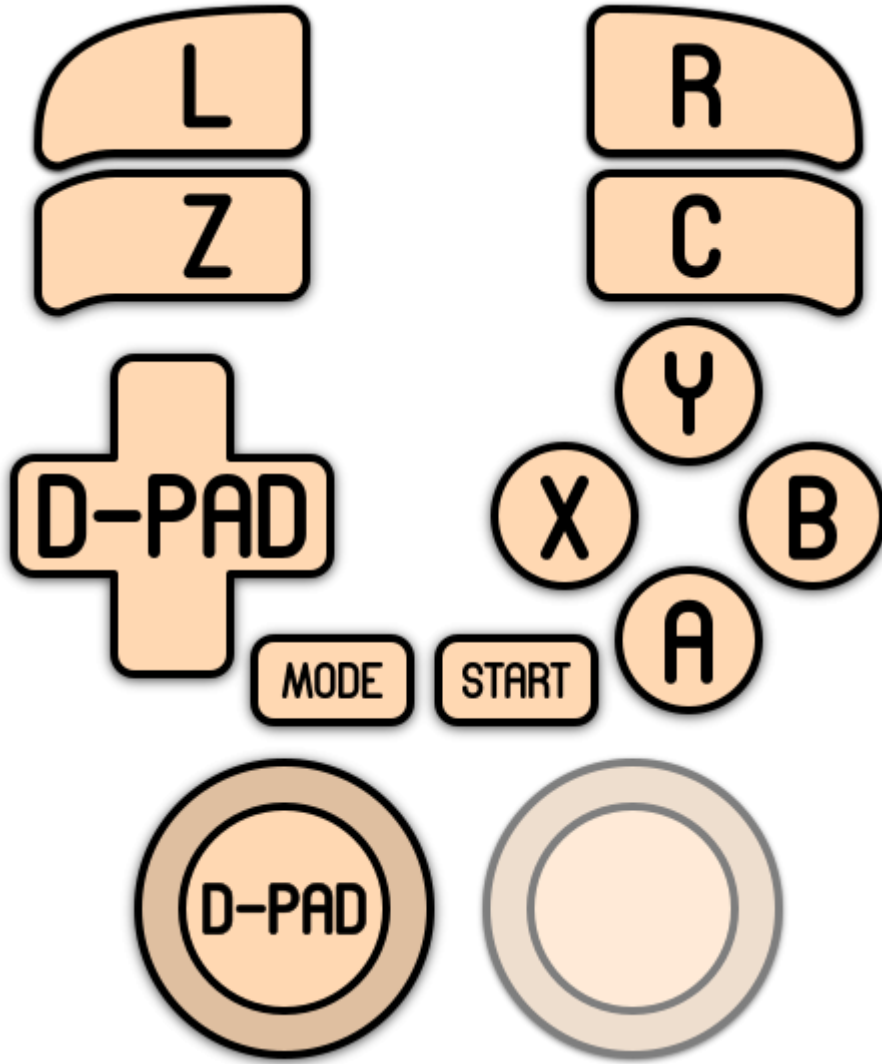
The default control scheme is currently broken. Go to **Quick Menu → Controls → Port 1 Controls:**



and change it to this:



Here are the default Sega Saturn's controls shown on a [Batocera Retropad](https://www.batocera.org/):



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:saturn?rev=1639270853>

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