

# Sega Saturn

The Sega Saturn is fifth generation home console developed by Sega. It was released in 1994, retailing for \$399.99 USD (\$740 in 2021).



The Saturn's hardware borrows many components from the [Sega Titan Video](#) arcade system. But instead of reading from a cartridge, it uses CD-ROMs.

The Saturn is considered one of the more complicated consoles to both program for by developers and to properly emulate. In fact, it's better to consider this a sixth generation console for performance reasons. In an ironic twist of events, [the Saturn's successor](#) is much easier to emulate than the Saturn itself.

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

### libretro: beetle-saturn

The [libretro port](#) of the original [Mednafen](#) Saturn core. A highly accurate but demanding emulator.

### libretro: beetle-saturn configuration

### libretro: kronos

### libretro: kronos configuration

### libretro: yabasanhiro

[Yaba Sanshiro](#) is an [open-source](#) Sega Saturn emulator. Initially forked from [Yabause](#).

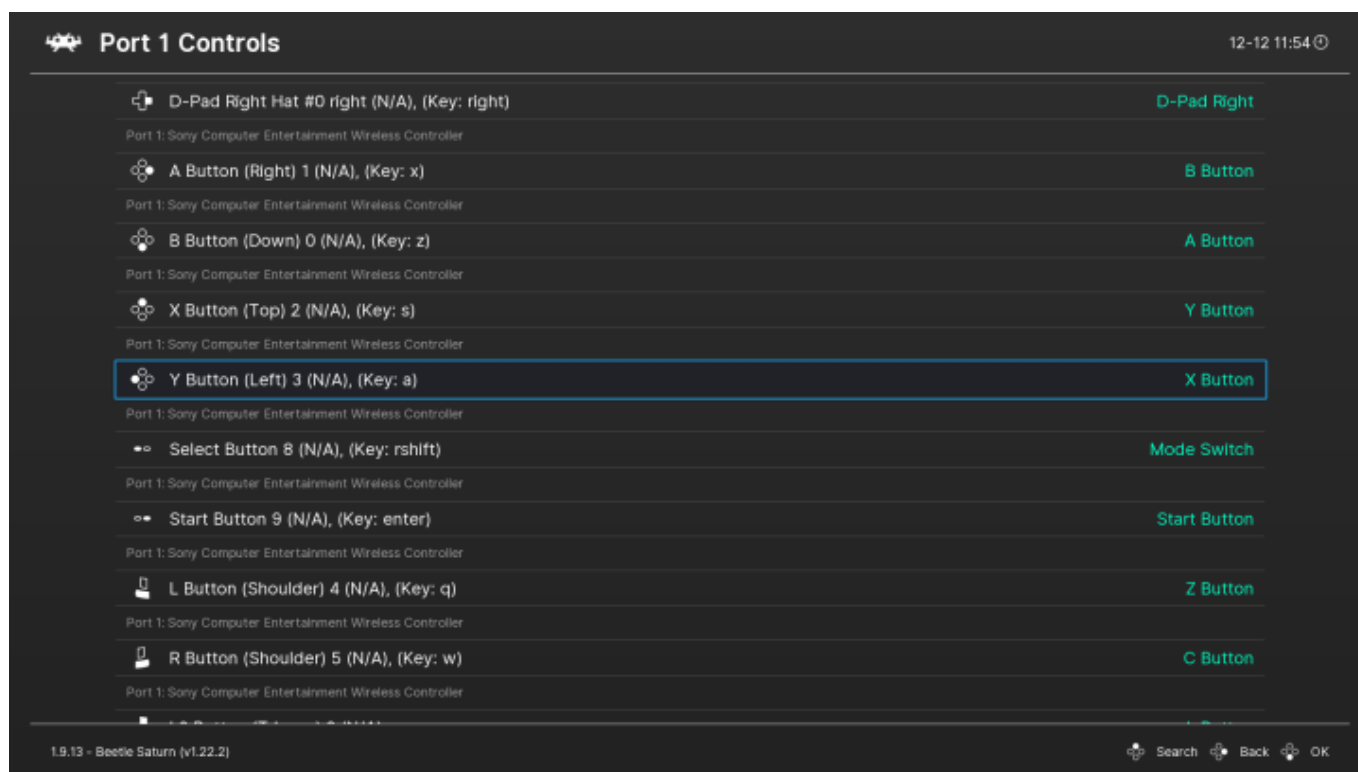
This is the libretro port of it.

### libretro: yabasanshiro configuration

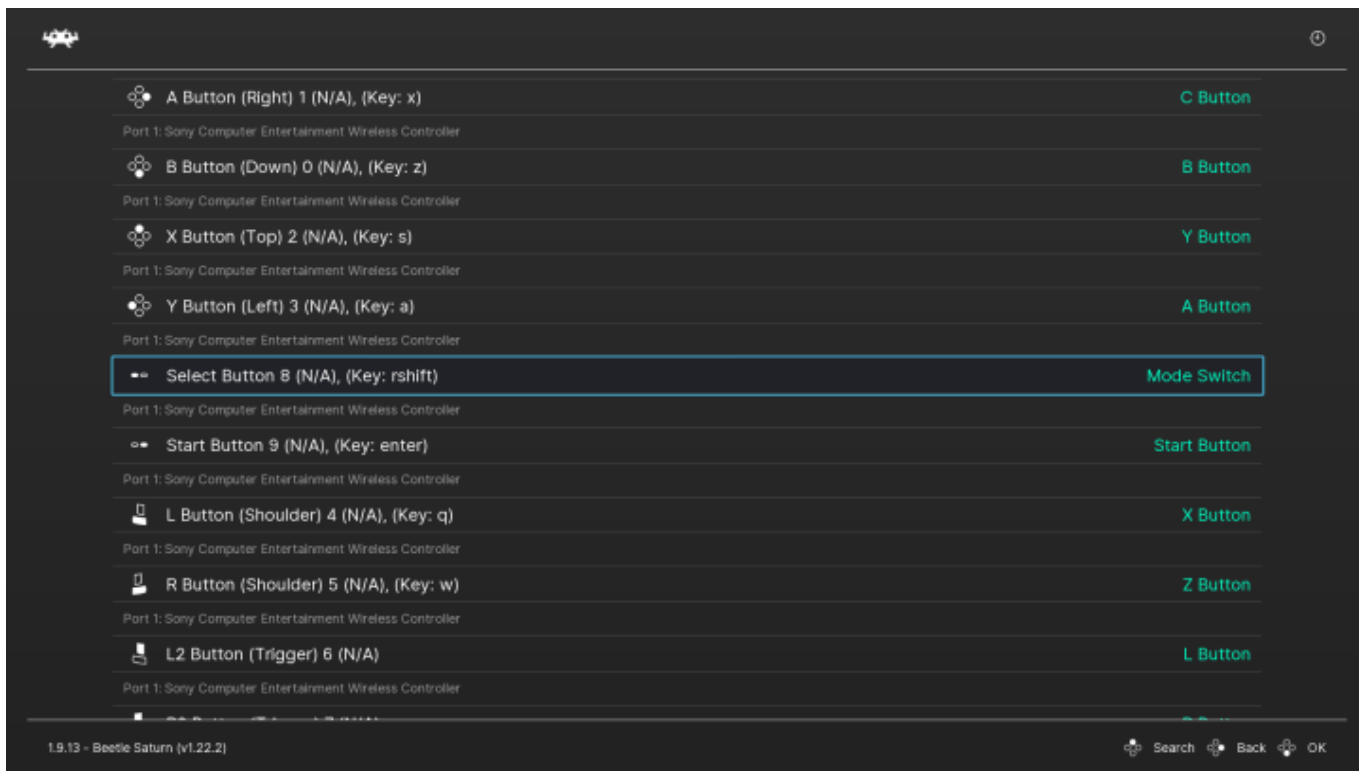
| ES setting name batocera.conf_key                            | Description ⇒ ES option key_value  |
|--|--|
| <b>Settings that apply to all systems this core supports</b> |  |
| <b>RENDERING RESOLUTION</b> global.resolution_mode           | Enhancement. Increase the rendering resolution. Makes 3D objects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

## Controls

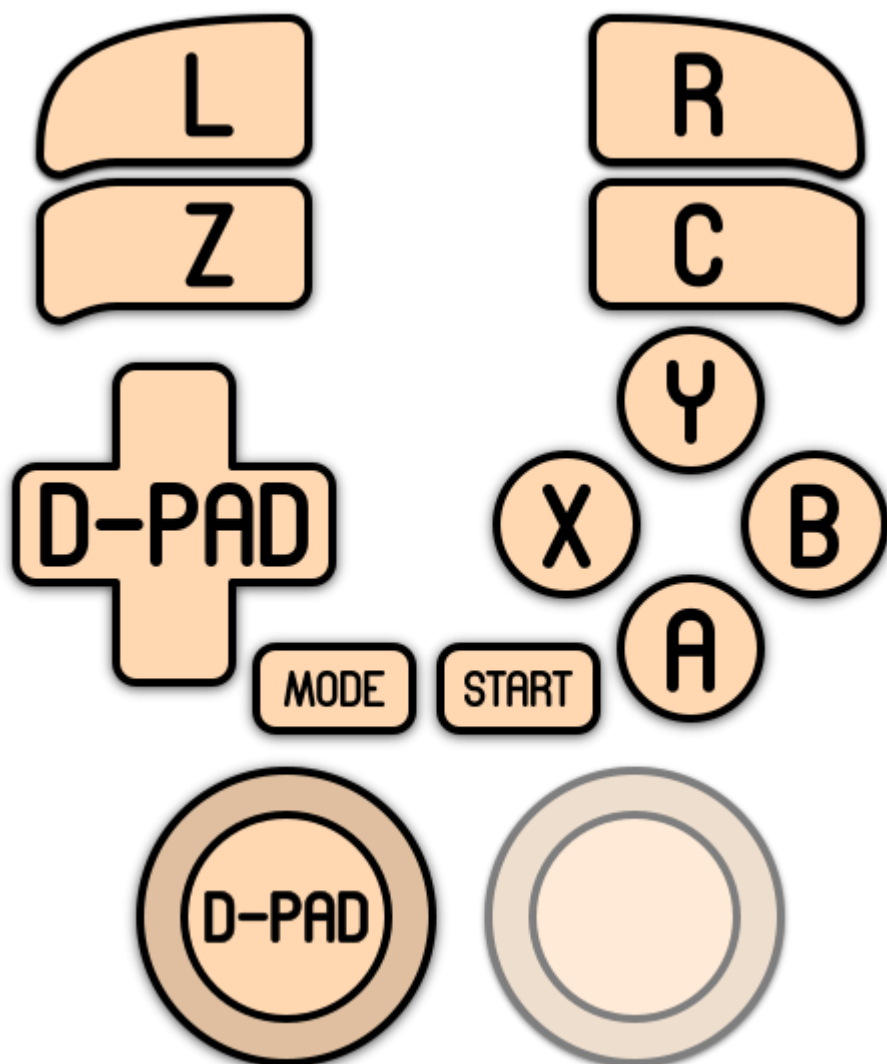
The default control scheme is currently broken. Go to **Quick Menu → Controls → Port 1 Controls**:



and change it to this:



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



# Troubleshooting

## Further troubleshooting

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

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