

Sega SG-1000

The SG-1000 is an arcade game developer Sega's first home videogame console. It was released almost exclusively in Japan (there were some limited releases in Australia/NZ) in July 1983, in response to the downturn of arcades in 1982. Its release date coincided with the release date of a [totally-not-a-threat console](#).



The SG-1000 was released in several forms, including the SC-3000 computer and the redesigned SG-1000 II.

This console is the predecessor to the Sega Mark III, which would eventually become the [Master System](#) in the global market.

This system scrapes metadata for the "sg-1000" group and loads the sg-1000 set from the currently selected theme, if available.

Quick reference


- **Emulator:** [RetroArch](#)
- **Core:** [libretro: GenesisPlusGX](#)
- **Folder:** /userdata/roms/sg1000
- **Accepted ROM formats:** .bin, .sg, .zip, .7z

BIOS

No SG-1000 emulator in Batocera needs a BIOS file to run.

ROMs

Place your SG-1000 ROMs in /userdata/roms/sg1000.

The SG-1000 supported reading both ROM cartridges and  [Sega cards](#).

Cards?

Used primarily as a memory card, Sega Cards are 2mm-thick cards could be used to store small amounts of game data and/or save data for games. Made as a cheaper alternative to the more expensive-to-produce ROM cartridges, they were eventually phased out over the lifespan of the console due to memory constraints.

All Sega Card games released in Europe were re-released in cartridge format, and later Sega consoles would drop support for Sega Cards altogether.


Today, these cards are seen as a rarity, and hold high value as a collector's item.

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: sg1000.videomode, sg1000.ratio, sg1000.smooth, sg1000.shaders, sg1000.pixel_perfect, sg1000.decoration, sg1000.game_translation

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all cores of this emulator	
GRAPHICS BACKEND sg1000.gfxbackend	Choose your graphics rendering ⇒ OpenGL opengl, Vulkan vulkan.
AUDIO LATENCY sg1000.audio_latency	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.
THREADED VIDEO sg1000.video_threaded	Improves performance at the cost of latency and more video stuttering. Use only if full speed cannot be obtained otherwise. ⇒ On true, Off false.

libretro: GenesisPlusGX

libretro: GenesisPlusGX configuration

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all systems this core supports	
REDUCE SPRITE FLICKERING global.gpgx_no_sprite_limit	Reduce sprite flickering when enabled ⇒ Off disabled, On enabled.
Settings specific to megadrive	

ES setting name batocera.conf_key	Description → ES option key_value
NTSC FILTER megadrive.gpgx_blargg_filter_md	Enable blargg NTSC video filters ⇒ Off False, Composite (color bleeding + artifacts) composite, SVideo (color bleeding only) svideo, RGB (crisp image) rgb.
SHOW LIGHTGUN CROSSHAIR megadrive.gun_cursor_md	Shows crosshairs for Menacer and Justifiers devices ⇒ Off disabled, On enabled.
CONTROLLER 1 TYPE megadrive.controller1_md	Select 3 or 6 button controller, mouse or Multitap ⇒ Joypad Auto 1, Joypad 3 Button 257, Joypad 6 Button 513, Joypad 3 Button + 4-WayPlay 1025, Joypad 6 Button + 4-WayPlay 1281, Joypad 3 Button + Teamplayer 1537, Joypad 6 Button + Teamplayer 1793, Mouse 2.
CONTROLLER 2 TYPE megadrive.controller2_md	Select controller, Multitap, mouse or Gun ⇒ Joypad Auto 1, Joypad 3 Button 257, Joypad 6 Button 513, Joypad 3 Button + 4-WayPlay 1025, Joypad 6 Button + 4-WayPlay 1281, Joypad 3 Button + Teamplayer 1537, Joypad 6 Button + Teamplayer 1793, Mouse 2, Menacer Light Gun 516, Konami Justifiers 772.
Settings specific to mastersystem	
NTSC FILTER mastersystem.gpgx_blargg_filter_ms	Enable blargg NTSC video filters ⇒ Off False, Composite (color bleeding + artifacts) composite, SVideo (color bleeding only) svideo, RGB (crisp image) rgb.
FM CHIP (YM2413) mastersystem.ym2413	Enhanced sound output support for compatible games ⇒ Autodetect automatic, Off disabled, On (forced) enabled.
SHOW LIGHTGUN CROSSHAIR mastersystem.gun_cursor_ms	Shows crosshairs for Light Phaser device ⇒ Off disabled, On enabled.
CONTROLLER 1 TYPE mastersystem.controller1_ms	Select 2 button controller, Lightgun or Multitap ⇒ Joypad 2 Button 769, Joypad 2 Button + Master Tap 2049, Light Phaser 260, Paddle Control 261.
CONTROLLER 2 TYPE mastersystem.controller2_ms	Select 2 button controller, Lightgun or Multitap ⇒ Joypad 2 Button 769, Joypad 2 Button + Master Tap 2049, Light Phaser 260, Paddle Control 261.
Settings specific to gamegear	
LCD GHOSTING FILTER gamegear.lcd_filter	Simulate LCD ghosting effects ⇒ Off disabled, On enabled.

ES setting name batocera.conf_key	Description → ES option key_value
EXTENDED SCREEN gamegear.gg_extra	Extend the game screen area like on a Master System → Off disabled, On enabled.

Controls

The SG-1000 and variants supports regular joystick controllers as well as the SK-1100 keyboard.

Here are the default Sega SG1000's controls shown on a [Batocera Retropad](#):



Troubleshooting

Further troubleshooting

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

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