

# SGB-MSU1



SGB-MSU1 is a modification for emulating the Super Game Boy (SGB) that adds the functionality of the MSU-1 enhancement chip. This allows for custom, high-quality audio to be played in a Game Boy game, as it uses external PCM audio files instead of the original sound hardware. This modification is supported on devices like SD2SNES/FXPAK Pro flash carts and some MiSTer FPGA cores

## Quick reference

- **Emulator:** [RetroArch](#)
- **Cores available:** [libretro: bsnes](#)
- **Folder:** /userdata/roms/sgb-msu1
- **Accepted ROM formats:** .gb, .gbc, .zip, .7z, .squashfs

## ROMs


Place your SGB-MSU1 ROMs in /userdata/roms/sgb-msu1.

## Emulators

### RetroArch

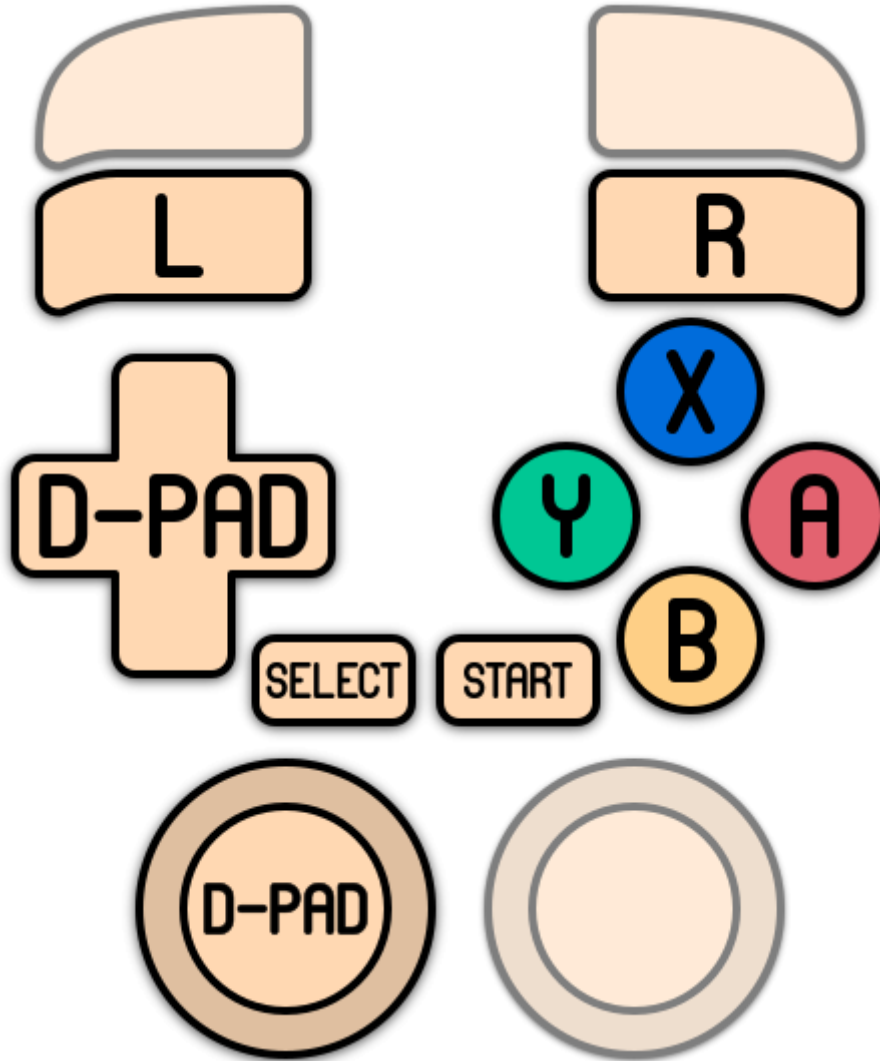
[RetroArch](#) (formerly SSNES), is a ubiquitous frontend that can run multiple “cores”, which are essentially the emulators themselves. The most common cores use the [libretro](#) API, so that's why cores run in RetroArch in Batocera are referred to as “libretro: (core name)”. RetroArch aims to unify 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.

## Controls

[Here are the SGB-MSU1 controls shown on a Batocera RetroPad:](#)



## Troubleshooting

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

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