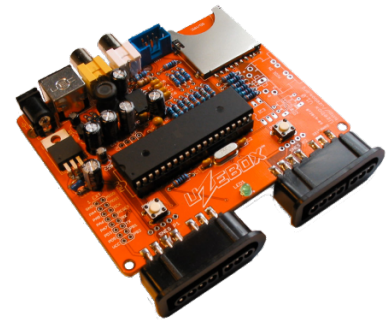


# Uzebox

The [Uzebox](#) is a simple yet extremely efficient and effective open source console developed by Atmel. It was released in 2008.

The physical console features a AVR ATmega644, a widely available general purpose microcontroller based on Atmel's AVR architecture. It has 4K of RAM(!), 64K of flash for both code, sound and graphics data, lots of I/O lines and many peripheral features. Read more about it [at its description page](#).



Batocera features libretro's Uzem, the *official* emulator.

Most software available to it has been listed on their [official wiki](#).

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

## Quick reference

- **Emulator:** [RetroArch](#)
- **Core:** [libretro: Uzem](#)
- **Folder:** /userdata/roms/uzebox
- **Accepted ROM formats:** .uze

## BIOS

No Uzebox emulator in Batocera needs a BIOS file to run.

## ROMs

Place your Uzebox ROMs in /userdata/roms/uzebox.




Most software available to it has been listed on their [official wiki](#).

## 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: `uzebox.videomode`, `uzebox.ratio`, `uzebox.smooth`, `uzebox.shaders`, `uzebox.pixel_perfect`, `uzebox.decoration`, `uzebox.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> <code>uzebox.gfxbackend</code>	Choose which graphics API library to use. Vulkan is better, when supported. ⇒ OpenGL <code>opengl</code> , Vulkan <code>vulkan</code> .
<b>AUDIO LATENCY</b> <code>uzebox.audio_latency</code>	In milliseconds. Can reduce crackling/cutting out. ⇒ 256 256, 192 192, 128 128, 64 64, 32 32, 16 16, 8 8.
<b>THREADED VIDEO</b> <code>uzebox.video_threaded</code>	Improves performance at the cost of latency and more video stuttering. ⇒ On <code>true</code> , Off <code>false</code> .

### libretro: Uzem

[Uzem](#) is the official emulator for the Uzebox.

### libretro: Uzem configuration

## Controls



Same as NES, just without Select.

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



# Troubleshooting

## Further troubleshooting

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

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