

This article needs some TLC. Read at your own risk.



V.Smile

The V.Smile is a console developed by VTech. It was released in 2005.

You may actively lose intelligence playing this system. You have been warned.

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



Quick reference

- **Accepted ROM formats:** .u1, .u3, .bin, .zip, .7z
- **Folder:** /userdata/roms/vsmile

Emulators

[libretro: mess](#)

[MAME](#)

BIOS

v35 and above:

MD5 checksum	Share file path	Description
851ff77a89ec3f4f2793eb4aede30e5f	bios/vsmile.zip	
f41fcc19ebe1e90fa359cd0df6293fab	bios/vsmile.zip	
11e59253c578c8f16ea2375ec398e4e9	bios/vsmile.zip	

v34 and below:

MD5 checksum	Share file path	Description
0a58d75b804c23c2edbd6a3698c6e12a	bios/vsmile.zip	
4623919fb453a6427fbb19b16478c98b	bios/vsmile.zip	
6668b21fb6287813639a70aaafe8fafa	bios/vsmile.zip	

ROMs

Place your V.Smile ROMs in /userdata/roms/vsmile.

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: vsmile.videomode, vsmile.videomode, vsmile.ratio, vsmile.shaderset, vsmile.smooth, vsmile.integerscale, vsmile.bezel, vsmile.bezel_stretch, vsmile.hud, vsmile.bezel.tattoo, vsmile.bezel.tattoo_corner, vsmile.bezel.tattoo_file, vsmile.bezel.resize_tattoo, vsmile.ai_service_enabled, vsmile.ai_target_lang, vsmile.ai_service_url, vsmile.ai_service_pause, vsmile.runahead, vsmile.secondinstance, vsmile.video_frame_delay_auto, vsmile.vrr_runloop_enable, vsmile.video_threaded

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all cores of this emulator	
GRAPHICS API vsmile.gfxbackend	Choose which graphics API library to use. Vulkan may not work for every core. ⇒ OpenGL gl, GLCore glcore, Vulkan vulkan.
AUDIO LATENCY vsmile.audio_latency	In milliseconds. Can reduce crackling/cutting out. ⇒ 256 256, 192 192, 128 128, 64 64, 32 32, 16 16, 8 8.
ALLOW ROTATION vsmile.video_allow_rotate	Allow cores to set rotation. ⇒ On true, Off false.
CONTROLLER TO LIGHTGUN vsmile.lightgun_map	Map controller inputs to lightgun inputs ⇒ On true, Off false.

libretro: mess

libretro: mess configuration

Standardized features for this core: vsmile.autosave, vsmile.netplay, vsmile.padtokeyboard

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all systems this core supports	
OVERCLOCK (UNSTABLE) global.mame_cpu overclock	Enhancement. Reduces system slowdown. Causes issues in some games. ⇒ default default, 30 30, 35 35, 40 40, 45 45, 50 50, 55 55, 60 60, 65 65, 70 70, 75 75, 80 80, 85 85, 90 90, 95 95, 100 100, 105 105, 110 110, 115 115, 120 120, 125 125, 130 130, 135 135, 140 140, 145 145, 150 150.
RENDERING RESOLUTION global.mame_altres	Enhancement. Increase the rendering resolution. Makes 3D objects clearer. ⇒ 640×480 640×480, 800×600 800×600, 960×720 960×720, 1024×768 1024×768, 1280×720 1280×720, 1600×800 1600×800, 1920×1080 1920×1080, 2560×1440 2560×1440, 3840×2160 3840×2160.
SHARE MAME ARTWORK global.sharemameart	Use the same art paths as standalone MAME - not recommended if using decorations or shaders. ⇒ On (Default) 1, Off 0.
CROP ARTWORK global.artworkcrop	Crop MAME artwork to maximize the game screen and only fill unused space. ⇒ On (Default) 1, Off 0.
CUSTOM MAME CONFIG global.customcfg	Set system-wide controls via MAME menu ⇒ On 1, Off 0.
ALT DPAD MODE global.altdpad	If the D-Pad is oriented incorrectly for your controller. ⇒ Off (Default) 0, DS3 Orientation 1, X360 Orientation 2.
Settings specific to vsmile	
SOFTWARE LIST vsmile.softList	Use MAME software lists to identify ROM ⇒ Don't Use (Default) none, VTech V.Smile cartridges vsmile_cart, VTech V.Smile Motion cartridges vsmilem_cart.
CUSTOM GAME CONFIG vsmile.pergamecfg	Enable per-game custom configuration via MAME menu. ⇒ On 1, Off 0.

MAME

[MAME](#), the Multiple Arcade Machine Emulator, is a multi-purpose emulation framework which facilitates the emulation of vintage hardware and software. Originally targeting vintage arcade machines, MAME has since absorbed the sister-project [MESS](#) (Multi Emulator Super System) to support a wide variety of vintage computers, video game consoles and calculators as well. MAME doesn't use an individual "core" for each system like RetroArch does, instead the ROM itself usually contains the necessary information to accurately emulate it, thus making it specific to the version of MAME it was made for. Overall it's a very complicated subject, we have a [guide specific to arcade](#) just for it.

MAME configuration

MAME offers a **Menu** in-game ([HOTKEY] +  or [Tab] on the keyboard). This can be used to manually adjust inputs or game settings. If you're having issues with a specific game, check the [MAMEdev FAQ for that game here](#). For MESS systems specifically, you might find more information on [MESS's wiki](#). All options can also be edited by opening the `mame.ini` file.

Standardized features available to all versions of this emulator: `vsmlle.videomode`, `vsmlle.padtkeyboard`, `vsmlle.videomode`, `vsmlle.bezel`, `vsmlle.bezel_stretch`, `vsmlle.hud`, `vsmlle.bezel.tattoo`, `vsmlle.bezel.tattoo_corner`, `vsmlle.bezel.tattoo_file`, `vsmlle.bezel.resize_tattoo`

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all versions of this emulator	
VIDEO MODE <code>vsmlle.video</code>	BGFX for post-processing, accel/opengl for raw image. ⇒ BGFX bgfx, Accel accel, OpenGL opengl.
BGFX GRAPHICS API <code>vsmlle.bgfxbackend</code>	Depends on video mode being set to BGFX. Vulkan is better, when supported. ⇒ MAME Detect automatic, OpenGL opengl, OpenGL ES gles, Vulkan vulkan.
BGFX VIDEO FILTER <code>vsmlle.bgfxshaders</code>	Apply a post-processing effect. ⇒ Off None, Bilinear default, CRT Geom crt-geom, CRT Geom Deluxe crt-geom-deluxe, CRT Geom Deluxe (RGB) crt-geom-deluxe-rgb, CRT Geom Deluxe (Composite) crt-geom-deluxe-composite, Super Eagle eagle, HLSL hlsl, HQ2X hq2x, HQ3X hq3x, HQ4X hq4x.
CRT SWITCHRES <code>vsmlle.switchres</code>	Allows the use of switchres profiles if present. ⇒ Off 0, On 1.
VERTICAL ROTATION (TATE) <code>vsmlle.rotation</code>	Rotates screen by 90 degrees. Intended for rotating displays. ⇒ Off None, Rotate 90 autorot, Rotate 270 autorotl.
ARTWORK CROP <code>vsmlle.artworkcrop</code>	Crop artwork to only unused space, keeping the game as large as possible. ⇒ Off (Default) 0, On 1.
ALT DPAD MODE <code>vsmlle.altdpad</code>	If the D-Pad is oriented incorrectly for your controller. ⇒ Off (Default) 0, DS3 Orientation 1, X360 Orientation 2.
CUSTOM MAME CONFIG <code>vsmlle.customcfg</code>	Set system-wide controls via MAME menu ⇒ On 1, Off 0.
DATA PLUGIN <code>vsmlle.dataplugin</code>	Make game history, setup instructions, and special moves viewable in the menu ⇒ Enabled 1, Disabled (Default) 0.
Settings specific to vsmlle	
SOFTWARE LIST <code>vsmlle.softList</code>	Use MAME software lists to identify ROM ⇒ Don't Use (Default) none, VTech V.Smile cartridges vsmlle_cart, VTech V.Smile Motion cartridges vsmllem_cart.
CUSTOM GAME CONFIG <code>vsmlle.pergamecfg</code>	Enable per-game custom configuration via MAME menu. ⇒ On 1, Off 0.

Controls

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



Troubleshooting

Further troubleshooting

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

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