

WASM-4

The [WASM-4](#) is a fantasy console developed by Aduros, similar to the likes of the [Pico-8](#) and [TIC-80](#). It was released in 2021.

WASM-4 runs games written in WebAssembly, which is compatible with a wide variety of programming languages (as long as they compile in WebAssembly). This fantasy console is opensource and distributed [on Github](#).



The specifications should be mentioned in their respective sections, not here in the summary.

Fantasy hardware constraints:

- Display: 160×160 with 4 customizable colors
- Cartridge: .wasm file, max 64kB
- Memory: 64kB
- Sound: 2 pulse wave channels, 1 triangle wave channel, 1 noise channel
- Code: WebAssembly
- Input: 2-button gamepad, keyboard, mouse, up to 4 gamepads
- Disk Storage: 1024 bytes

This system scrapes metadata for the “wasm4” group(s) and loads the wasm4 set from the currently selected theme, if available.

Quick reference

- **Emulator:** [RetroArch](#)
- **Core:** [libretro: wasm4](#)
- **Folder:** /userdata/roms/wasm4
- **Accepted ROM formats:** .wasm

BIOS

No WASM-4 emulator in Batocera needs a BIOS file to run.

ROMs

Place your WASM-4 ROMs in `/userdata/roms/wasm4`.

Emulators

RetroArch

RetroArch has [its own page](#).



libretro: wasm4

libretro: wasm4 configuration

Standardized features for this core: `wasm4.rewind`, `wasm4.autosave`, `wasm4.netplay`, `wasm4.padtokeyboard`

There is currently no intergrated configuration for this core. Use RetroArch's quick menu for now.

Controls

- Movement: D-pad / left analog stick
- Action buttons:  and 
- Mouse: Right analog stick, left and right triggers for left and right mouse clicks.

Here are the default WASM-4's controls shown on a [Batocera RetroPad](#):



Troubleshooting

Further troubleshooting

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

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