

WASM-4

WASM-4 belongs to the family of fantasy consoles like [Pico-8](#) and [TIC-80](#), except that it runs games written in WebAssembly. Basically, any programming language can be used to write games, as long as it compiles to WebAssembly.

This project started in 2021 by Aduros and its homepage is wasm4.org. It has been added to Batocera 36 and later.

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



Quick reference

- **Emulator:** [RetroArch](#)
- **Core:** [WASM-4](#)
- **Folder:** /userdata/roms/wasm4/
- **Accepted ROM formats:** .wasm

BIOS

No BIOS is required for WASM-4.

ROMs

Place your .wasm ROMs in /userdata/roms/wasm4.


Emulators

This fantasy console is opensource and distributed [on Github](#).

RetroArch



The source code provided above can generate a standalone binary, or a RetroArch core. Batocera embeds the RetroArch core as it provides a more consistent experience with the other RetroArch emulators already available in the distribution.

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: `wasm4.videomode`, `wasm4.ratio`, `wasm4.smooth`, `wasm4.shaders`, `wasm.decoration`, `wasm4.game_translation`

Controls

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

Troubleshooting

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

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