

# Bandai WonderSwan

The WonderSwan is a handheld game console released in Japan by Bandai. It was developed by Gunpei Yokoi's company Koto Laboratory and Bandai, and was the last piece of hardware Yokoi developed before his death in 1997. Released in 1999 in the fifth generation of video game consoles, the WonderSwan and its two later models, the WonderSwan Color and SwanCrystal were officially supported until being discontinued by Bandai in 2003. During its lifespan, no variation of the WonderSwan was released outside of Japan.



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

## Quick reference

- **Emulator:** [RetroArch](#)
- **Core:** [libretro/mednafen\\_wswan](#)
- **Folder:** /userdata/roms/wswan
- **Accepted ROM formats:** .ws, .zip, .7z

## BIOS

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

## ROMs


Place your WonderSwan ROMs in /userdata/roms/wswan.

## 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: `wswan.videomode`, `wswan.ratio`, `wswan.smooth`, `wswan.shaders`, `wswan.pixel_perfect`, `wswan.decoration`, `wswan.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 BACKEND</b> <code>wswan.gfxbackend</code>	Choose your graphics rendering ⇒ OpenGL <code>opengl</code> , Vulkan <code>vulkan</code> .
<b>AUDIO LATENCY</b> <code>wswan.audio_latency</code>	Audio latency in milliseconds, turn it up if you hear crackles ⇒ 256 256, 192 192, 128 128, 64 64, 32 32, 16 16, 8 8.
<b>THREADED VIDEO</b> <code>wswan.video_threaded</code>	Improves performance at the cost of latency and more video stuttering. Use only if full speed cannot be obtained otherwise. ⇒ On <code>true</code> , Off <code>false</code> .

### libretro/mednafen\_wswan

Batocera uses the standalone port [Beetle Cygne](#) based on Mednafen. Mednafen's WonderSwan emulation is based on [Cygne](#), modified with bug fixes and to add sound emulation.

### libretro/mednafen\_wswan configuration

## Controls

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



The default button mapping to the WonderSwan is 1-to-1. It has the exact button layout as a [Nintendo Game Boy](#). You can rotate the screen with the Select button.



## Troubleshooting

### Further troubleshooting

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

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