

3DO Interactive Multiplayer

The 3DO Interactive Multiplayer is a fifth-generation home video game console released by the [3DO Company](#) on October 4, 1993. It retailed for \$699.99. It had a RISC CPU ARM60 at 12.5 MHz with 2MB of RAM and 1MB of VRAM.

emulator/core(s)	shortname	rom format(s)
libretro/opera	3do	.iso .cue .chd

Emulators

libretro/opera

Opera is an open-source, low-level emulator for the 3DO Game Console. Opera is a fork of 4DO, originally a port of 4DO, itself a fork of FreeDO, to libretro. The fork/rename occurred due to the original 4DO project being dormant and to differentiate the project due to new development and focus.

We use the latest [libretro](#) core.

Configuration

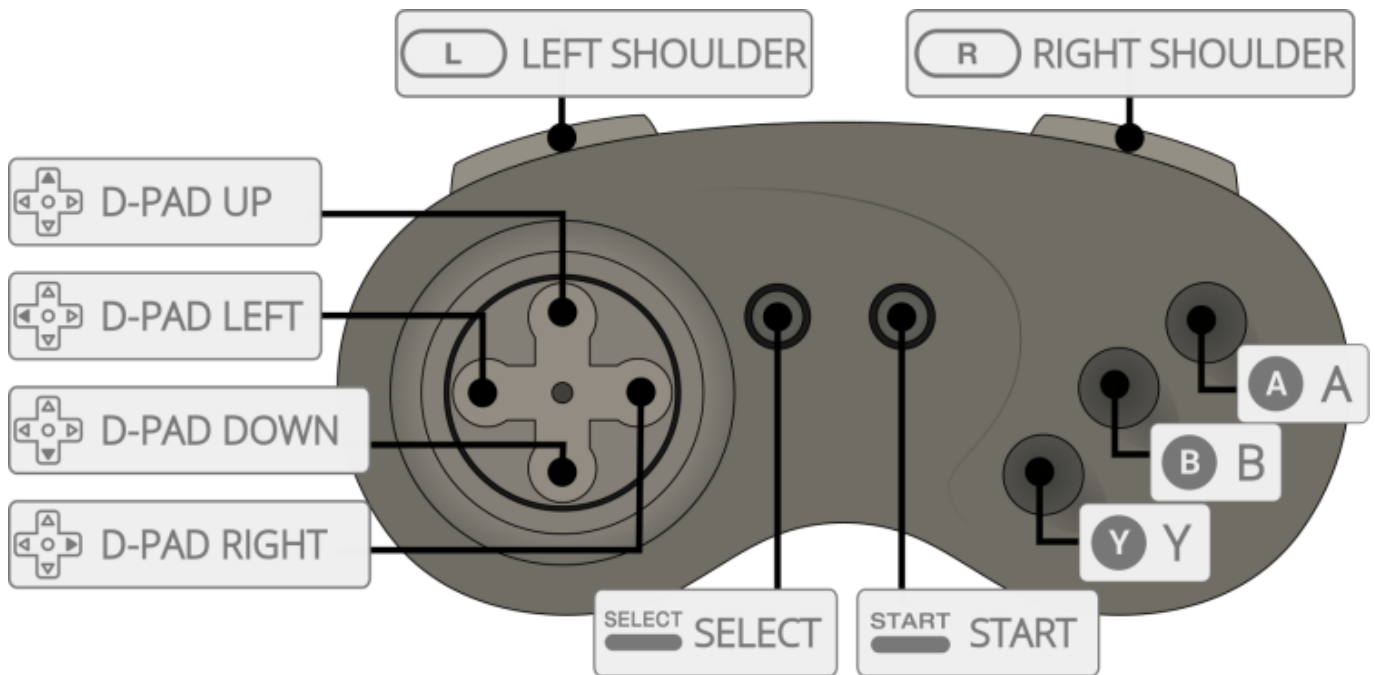
setting	description	recommendation
3do.high_resolution	The default internal resolution is 320×240, but the output resolution is 640×480. This feature makes the system behave as if it has a 640×480 framebuffer.	Enable and set it to 640×480
3do.cpu_overclock	The 3DO used a 12.5MHz ARM60 CPU as its central processor. The emulator has implemented a CPU overclocking feature in the Opera core so that you can increase performance up to 2x. Example video	Set it to 1.5x. May not have an impact on all games.
3do.active_devices	There is a bug in which having more than 1 controller emulated causes the game not to respond to input. This allows working around the issue.	Set it to 1 when playing alone, otherwise to the number of connected players/controllers.
3do.game_fixes_opera	Several game fixes and time hacks.	Leave it to auto or configure it game specific.

ROMs

Place your 3do ROMs in /userdata/roms/3do/.

Controls

The default button mapping to the 3DO controller is as following:



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