



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. Its hardware was extremely sophisticated for its time, warranting its high price, but this would be a part of the reason for its market failure.

The 3DO company was conceived by Trip Hawkins, Electronic Arts founder. The console itself was not manufactured by the 3DO company itself, but the company created a set of specifications to be followed by other manufacturers, notable examples being Panasonic, Sanyo and Goldstar (later known as LG Electronics).

As time went on, the 3DO's competitors, the [PlayStation](#) and the [Saturn](#) would surpass it in popularity.

This system scrapes metadata for the 3do group and loads the 3do set from the currently selected theme, if available.



Quick reference

- **Emulator:** [RetroArch](#)
- **Core:** [libretro: opera](#)
- **Folder:** /userdata/roms/3do
- **Accepted ROM formats:** .iso, .chd, .cue

BIOS

MD5 checksum	Share file path	Description
f47264dd47fe30f73ab3c010015c155b	bios/panafz1.bin	Panasonic FZ-1
51f2f43ae2f3508a14d9f56597e2d3ce	bios/panafz10.bin	Panasonic FZ-10
8639fd5e549bd6238cfce79e3e749114	bios/goldstar.bin	Goldstar GDO-101M

ROMs

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

The recommended format to save space maintaining full compatibility is [CHD](#).

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: 3do.videomode, 3do.ratio, 3do.smooth, 3do.shaders, 3do.pixel_perfect, 3do.decoration, 3do.game_translation

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all cores of this emulator	
GRAPHICS BACKEND 3do.gfxbackend	Choose your graphics rendering ⇒ OpenGL opengl, Vulkan vulkan.
AUDIO LATENCY 3do.audio_latency	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.
THREADED VIDEO 3do.video_threaded	Improves performance at the cost of latency and more video stuttering. Use only if full speed cannot be obtained otherwise. ⇒ On true, Off false.

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. See the [official documentation](#) for more information.

libretro: Opera configuration

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all systems this core supports	
VIDEO RESOLUTION global.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. Does not affect 2D sprites. ⇒ 320×240 disabled, 640×480 enabled.

ES setting name batocera.conf_key	Description ⇒ ES option key_value
CPU OVERCLOCK <code>global.cpu_overclock</code>	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 (good for NFS). Example video . Good for demanding games like NFS, but may not have an impact on all games. An overclock of 1.5x is recommended if using overclocking at all. ⇒ 1.0x (12.50Mhz) 1.0x (12.50Mhz), 1.1x (13.75Mhz) 1.1x (13.75Mhz), 1.2x (15.00Mhz) 1.2x (15.00Mhz), 1.5x (18.75Mhz) 1.5x (18.75Mhz), 1.6x (20.00Mhz) 1.6x (20.00Mhz), 1.8x (22.50Mhz) 1.8x (22.50Mhz), 2.0x (25.00Mhz) 2.0x (25.00Mhz).
ACTIVE INPUT DEVICES FIX <code>global.active_devices</code>	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. ⇒ 1 1, 2 2, 3 3, 4 4, 5 5, 6 6, 7 7, 8 8.
ADDITIONAL GAME FIXES <code>global.game_fixes_opera</code>	Several game fixes and time hacks. Leave it to auto or configure it game specific. ⇒ Off disabled, Alone in the Dark timing_hack6, Crash'n Burn timing_hack1, Dinopark Tycoon timing_hack3, Microcosm timing_hack5.

Controls

Here are the default 3DO Interactive Multiplayer's controls shown on a [Batocera Retropad](#):



Troubleshooting

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

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