



This article needs some TLC. Read at your own risk.

# Amiga 1200/AGA

The Amiga 1200 (a.k.a. Amiga X04) is a desktop computer developed by Commodore. It was released in 1992.



It is an upgraded form of the [Amiga 500](#), and the software/games for both systems *usually* had versions for both computers. It features a Motorola 68EC020 CPU.



This system scrapes metadata for the "amiga" group(s) and loads the amiga1200 set from the currently selected theme, if available.

Grouped with the "amiga" group of systems.

## Quick reference

- **Accepted ROM formats:** .adf, .uae, .ipf, .dms, .dmz, .adz, .lha, .hdf, .exe, .m3u, .zip
- **Folder:** /userdata/roms/amiga1200

| Emulators                       | Accepted ROM formats   |
|---------------------------------|--|
| <a href="#">fsuae: A1200</a>    | .adf, .uae, .ipf, .dms, .dmz, .adz, .lha, .hdf, .exe, .m3u, .zip |
| <a href="#">fsuae: A4000</a>    | .adf, .uae, .ipf, .dms, .dmz, .adz, .lha, .hdf, .exe, .m3u, .zip |
| <a href="#">amiberry: A1200</a> | .adf, .uae, .ipf, .dms, .dmz, .adz, .lha, .hdf, .exe, .zip       |
| <a href="#">amiberry: A4000</a> | .adf, .uae, .ipf, .dms, .dmz, .adz, .lha, .hdf, .exe, .zip       |
| <a href="#">libretro: puae</a>  | .adf, .uae, .ipf, .dms, .dmz, .adz, .lha, .hdf, .exe, .m3u, .zip |

## BIOS

No Amiga 1200 emulator in Batocera needs a BIOS file to run.

## ROMs

Place your Amiga 1200 ROMs in /userdata/roms/amiga1200.

# Emulators

## fsuae

### fsuae configuration

Standardized features available to all cores of this emulator: `amiga1200.videomode`, `amiga1200.ratio`, `amiga1200.padtokeyboard`

## amiberry


### amiberry configuration

Standardized features available to all cores of this emulator: `amiga1200.videomode`, `amiga1200.ratio`, `amiga1200.padtokeyboard`

## 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: `amiga1200.videomode`, `amiga1200.ratio`, `amiga1200.smooth`, `amiga1200.shaders`, `amiga1200.pixel_perfect`, `amiga1200.decoration`, `amiga1200.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>amiga1200.gfxbackend</code> | Choose your graphics rendering<br>⇒ OpenGL <code>opengl</code> , Vulkan <code>vulkan</code> .                            |
| <b>AUDIO LATENCY</b> <code>amiga1200.audio_latency</code> | Audio latency in milliseconds, turn it up if you hear crackles<br>⇒ 256 256, 192 192, 128 128, 64 64, 32 32, 16 16, 8 8. |

| ES setting name batocera.conf_key              | Description ⇒ ES option key_value  |
|--|--|
| <b>THREADED VIDEO</b> amiga1200.video_threaded | Improves performance at the cost of latency and more video stuttering. Use only if full speed cannot be obtained otherwise.<br>⇒ On true, Off false. |

**libretro: puae**

**libretro: puae configuration**

| ES setting name batocera.conf_key                            | Description ⇒ ES option key_value   |
|--|---|
| <b>Settings that apply to all systems this core supports</b> |   |
| <b>AMIGA MODEL</b> global.puae_model                         | Force a specific model and prevent tags detection<br>⇒ Autodetect (by game name tag) automatic, A500 (512KB Chip + 512KB Slow) A500, A500+ (1MB Chip) A500PLUS, A600 (2MB Chip + 8MB Fast) A600, A1200 (2MB Chip + 8MB Fast) A1200, A4000/040 (2MB Chip + 8MB Fast) A4040, CDTV (1MB Chip) CDTV, CD32 Default (2MB Chip) CD32, CD32 (2MB Chip + 8MB Fast) CD32FR. |
| <b>CPU COMPATIBILITY</b> global.cpu_compatibility            | Help games which are too quick or that have bugs<br>⇒ Normal normal, More compatible compatible, Cycle-exact exact.   |
| <b>CPU MULTIPLIER (OVERCLOCK)</b> global.cpu_multiplier      | Works with 'Cycle-exact' mode and for a few games<br>⇒ Default by model 0, 3.54 MHz 1, 7.09 MHz (A500 speed) 2, 14.18 MHz (A1200 speed) 4, 28.37 MHz 8, 35.46 MHz 10, 42.56 MHz 12, 56.75 MHz 16.   |
| <b>CPU SPEED (OVERCLOCK)</b> global.cpu_throttle             | Ignored with 'Cycle-exact'<br>⇒ -90% -900.0, -80% -800.0, -70% -700.0, -60% -600.0, -50% -500.0, -40% -400.0, -30% -300.0, -20% -200.0, -10% -100.0, Default 0.0, +100% 1000.0, +200% 2000.0, +300% 3000.0, +400% 4000.0, +500% 5000.0, +600% 6000.0, +700% 7000.0, +800% 8000.0, +900% 9000.0, +1000% 10000.0.   |

| <b>ES setting name batocera.conf_key</b>                   | <b>Description → ES option key_value</b>  |
|--|---|
| <b>VIDEO STANDARD</b> global.video_standard                | Switch frequency and resolution by region<br>⇒ PAL 50Hz - 288/576px PAL, NTSC 60Hz - 240/480px NTSC.  |
| <b>VIDEO RESOLUTION</b> global.video_resolution            | Increase the video resolution<br>⇒ Low 360p lores, High 720p hires, Super-high 1440p superhires.  |
| <b>ZOOM MODE</b> global.zoom_mode                          | Crops the borders to fit various host screens<br>⇒ Off none, Autofit screen automatic, minimum minimum, smaller smaller, small small, medium medium, large large, larger larger, maximum maximum. |
| <b>FRAMESKIP</b> global.gfx_framerate                      | Skip frames to improve performance (smoothness)<br>⇒ Off disabled, 1 1, 2 2.  |
| <b>MOUSE SPEED</b> global.mouse_speed                      | Affects mouse speed globally.<br>⇒ original 100, 50% 50, 70% 70, 120% 120, 150% 150, 170% 170, 200% 200.  |
| <b>Settings specific to amiga500</b>                       |   |
| <b>FLOPPY TURBO SPEED</b> amiga500.puae_floppy_speed       | Removes loading but can add possible glitches/crashes<br>⇒ Off 100, On 0.   |
| <b>2P GAMEPAD MAPPING (KEYRAH)</b> amiga500.keyrah_mapping | Keypad to joyport mappings for 2 players<br>⇒ Off disabled, On enabled.   |
| <b>WHDLOAD LAUNCHER</b> amiga500.whdload                   | Enable launching pre-installed WHDLoad installs<br>⇒ Off disabled, On config.   |
| <b>JUMP ON B</b> amiga500.pad_options                      | Makes second fire button press up<br>⇒ Off disabled, On jump.   |
| <b>DISABLE EMULATOR JOYSTICK</b> amiga500.disable_joystick | Passes all physical keyboard events for Pad2Key<br>⇒ Off disabled, On enabled.  |
| <b>CONTROLLER 1 TYPE</b> amiga500.controller1_puae         | Select controller type for Amiga P1<br>⇒ Retropad 1, CD32 Pad 517, Analog Joystick 773, Joystick 261, Keyboard 259.   |
| <b>CONTROLLER 2 TYPE</b> amiga500.controller2_puae         | Select controller type for Amiga P2<br>⇒ Retropad 1, CD32 Pad 517, Analog Joystick 773, Joystick 261, Keyboard 259.   |
| <b>Settings specific to amiga1200</b>                      |   |
| <b>FLOPPY TURBO SPEED</b> amiga1200.puae_floppy_speed      | Removes loading but can add possible glitches/crashes<br>⇒ Off 100, On 0.   |

| <b>ES setting name</b>  | <b>Description ⇒ ES option key_value</b>  |
|---|---|
| <b>2P GAMEPAD MAPPING (KEYRAH)</b><br>amiga1200.keyrah_mapping          | Keypad to joyport mappings for 2 players<br>⇒ Off disabled, On enabled.   |
| <b>WHDLOAD LAUNCHER</b> amiga1200.whdload                               | Enable launching pre-installed WHDLoad installs<br>⇒ Off disabled, On config.                                       |
| <b>JUMP ON B</b> amiga1200.pad_options                                  | Makes second fire button press up<br>⇒ Off disabled, On jump.   |
| <b>DISABLE EMULATOR JOYSTICK</b><br>amiga1200.disable_joystick          | Passes all physical keyboard events for Pad2Key<br>⇒ Off disabled, On enabled.                                      |
| <b>CONTROLLER 1 TYPE</b> amiga1200.controller1_puae                     | Select controller type for Amiga P1<br>⇒ Retropad 1, CD32 Pad 517, Analog Joystick 773, Joystick 261, Keyboard 259. |
| <b>CONTROLLER 2 TYPE</b> amiga1200.controller2_puae                     | Select controller type for Amiga P2<br>⇒ Retropad 1, CD32 Pad 517, Analog Joystick 773, Joystick 261, Keyboard 259. |
| <b>Settings specific to amigacd32</b>                                   |   |
| <b>BOOT ANIMATION FIRST</b><br>amigacd32.puae_cd_startup_delayed_insert | Inserts CD during boot animation to prevent loading fail<br>⇒ Off disabled, On enabled.                             |
| <b>CD TURBO SPEED</b> amigacd32.puae_cd_speed                           | Removes loading but can add possible glitches/crashes<br>⇒ Off 100, On 0.   |
| <b>JUMP ON A</b> amigacd32.puae_cd32pad_options                         | Makes Blue button press Up<br>⇒ Off disabled, On jump.  |
| <b>Settings specific to amigacdtv</b>                                   |   |
| <b>BOOT ANIMATION FIRST</b><br>amigacdtv.puae_cd_startup_delayed_insert | Inserts CD during boot animation prevent loading fail<br>⇒ Off disabled, On enabled.                                |
| <b>CD TURBO SPEED</b> amigacdtv.puae_cd_speed                           | Removes loading but can add possible glitches/crashes<br>⇒ Off 100, On 0.   |

## Controls

Here are the default Amiga 1200's controls shown on a [Batocera Retropad](#):



## Troubleshooting

### Further troubleshooting

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

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