



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

# Amiga 1200/AGA

The Amiga 1200 (a.k.a. Amiga X04 or X4) is a home computer) is a line of personal computers developed by Commodore. The first Advanced Graphics Architecture (AGA), the Amiga 1200, was released in 1992.



The AGA line is the last upgraded form of the Amiga home computer line, succeeding [the Amiga 8-bit computers](#). It includes the following models:

- Amiga 4000 (Motorola 68EC030/68040)
- Amiga 1200 (Motorola 68EC020)
- Amiga 4000T (Motorola 68040/68060)

The AGA graphic chipset could display up to 256 colors, boosting up to 262 thousand colors (selectable from a 16 million color palette) in HAM-8 mode.

The Amiga 1200 is the most well-known (probably because the Amiga 4000 was prohibitively expensive). It would be Commodore's last low-budget model before filing for bankruptcy in 1994.

The AGA line was different enough from the 8-bit computers that software/games were *usually* developed specific to both versions. If available, the AGA version (1200 commonly) is the superior version.

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

Emulators	Accepted ROM formats
<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
<a href="#">libretro: puae2021</a>	.adf, .uae, .ipf, .dms, .dmz, .adz, .lha, .hdf, .exe, .m3u, .zip
<a href="#">libretro: uae4arm</a>	.adf, .uae, .ipf, .dms, .dmz, .adz, .lha, .hdf, .exe, .m3u, .zip

## BIOS

If only interested in emulating the Amiga 1200, only bios/kick40068.A1200 is needed. The rest are for if desiring to emulate a specific model or needing to work around an in-game bug which only affects certain OS versions.

MD5 checksum	Share file path	Description	Notes
b7cc148386aa631136f510cd29e42fc3	bios/kick39106.A1200	Kickstart v3.0 rev 39.106	AmigaOS 3.0 (the OS bundled since 1992)
646773759326fbac3b2311fd8c8793ee	bios/kick40068.A1200	Kickstart v3.1 rev 40.068	AmigaOS 3.1 (the OS bundled since 1993)
9bdedde6a4f33555b4a270c8ca53297d	bios/kick40068.A4000	Kickstart v3.1 rev 40.068	AmigaOS 3.1 (the OS bundled since 1993)
b7cc148386aa631136f510cd29e42fc3	bios/amiga-os-300-a1200.rom	Kickstart v3.0 rev 39.106	AmigaOS 3.0 (the OS bundled since 1992)
646773759326fbac3b2311fd8c8793ee	bios/amiga-os-310-a1200.rom	Kickstart v3.1 rev 40.068	AmigaOS 3.1 (the OS bundled since 1993)
413590e50098a056cfec418d3df0212d	bios/amiga-os-310-a3000.rom	Kickstart v3.1 r40.68 (1993)(Commodore)(A3000).rom	AmigaOS 3.1 (the OS bundled since 1993). Only needed if you explicitly need to emulate Amiga 3000 (  what why isn't this mentioned in the summary?).
9bdedde6a4f33555b4a270c8ca53297d	bios/amiga-os-310-a4000.rom	Kickstart v3.1 rev 40.068	AmigaOS 3.1 (the OS bundled since 1993)
730888fb1bd9a3606d51f772ed136528	bios/amiga-os-310.rom	Kickstart v3.1 r40.68 (1993)(Commodore)(A4000)[h Cloanto].rom	AmigaOS 3.1 (the OS bundled since 1993). Is used as a base if amiga-os-310-a4000.rom is not available. Otherwise, is not required.

## 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.padtokeyboard, amiga1200.videomode, amiga1200.ratio, amiga1200.bezel,

amiga1200.bezel\_stretch, amiga1200.hud, amiga1200.hud\_corner,  
 amiga1200.bezel.tattoo, amiga1200.bezel.tattoo\_corner,  
 amiga1200.bezel.tattoo\_file, amiga1200.bezel.resize\_tattoo

## amiberry

### amiberry configuration

Standardized features available to all cores of this emulator: amiga1200.videomode,  
 amiga1200.padtokeyboard, amiga1200.videomode, amiga1200.ratio, amiga1200.bezel,  
 amiga1200.bezel\_stretch, amiga1200.hud, amiga1200.hud\_corner,  
 amiga1200.bezel.tattoo, amiga1200.bezel.tattoo\_corner,  
 amiga1200.bezel.tattoo\_file, amiga1200.bezel.resize\_tattoo

ES setting name batocera.conf_key	Description ⇒ ES option key_value
<b>Settings that apply to all cores of this emulator</b>	
<b>LINE MODE</b> amiga1200.amiberry_linemode	Adjust screen line draw mode. ⇒ SINGLE none, DOUBLE double, SCANLINES scanlines.
<b>VIDEO RESOLUTION</b> amiga1200.amiberry_resolution	Manually define which internal resolution to use. AUTO = High. ⇒ Low lores, High hires, Super high superhires.
<b>SCALING METHOD</b> amiga1200.amiberry_scalingmethod	Change pixel scaling and filtering method. ⇒ Automatic automatic, Pixelated (Nearest) pixelated, Smooth (Linear) smooth.
<b>REMOVE INTERLACE ARTIFACTS</b> amiga1200.amiberry_flickerfixer	Fix flickering in a static screen like Workbench. ⇒ ON True, OFF False.
<b>AUTO HEIGHT</b> amiga1200.amiberry_auto_height	Resize automatically screen height. ⇒ ON True, OFF False.

## RetroArch

RetroArch has [its own page](#).

### libretro: puae

#### libretro: puae configuration

Standardized features for this core: amiga1200.rewind, amiga1200.autosave,  
 amiga1200.padtokeyboard

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 ⇒ 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 ⇒ 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 ⇒ 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' ⇒ -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>VIDEO STANDARD</b> global.video_standard	Switch frequency and resolution by region ⇒ PAL 50Hz - 288/576px PAL, NTSC 60Hz - 240/480px NTSC.
<b>VIDEO RESOLUTION</b> global.video_resolution	Increase the video resolution ⇒ Low 360p lores, High 720p hires, Super-high 1440p superhires.

<b>ES setting name</b> <code>batocera.conf_key</code>	<b>Description</b> → <b>ES option</b> <b>key_value</b>
<b>ZOOM MODE</b> <code>global.zoom_mode</code>	Crops the borders to fit various host screens ⇒ Off none, Autofit screen automatic, minimum minimum, smaller smaller, small small, medium medium, large large, larger larger, maximum maximum.
<b>FRAMESKIP</b> <code>global.gfx_framerate</code>	Skip frames to improve performance (smoothness) ⇒ Off disabled, 1 1, 2 2.
<b>MOUSE SPEED</b> <code>global.mouse_speed</code>	Affects mouse speed globally. ⇒ 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> <code>amiga500.puae_floppy_speed</code>	Removes loading but can add possible glitches/crashes ⇒ Off 100, On 0.
<b>2P GAMEPAD MAPPING (KEYRAH)</b> <code>amiga500.keyrah_mapping</code>	Keypad to joyport mappings for 2 players ⇒ Off disabled, On enabled.
<b>WHDLOAD LAUNCHER</b> <code>amiga500.whdload</code>	Enable launching pre-installed WHDLoad installs ⇒ Off disabled, On config.
<b>JUMP ON B</b> <code>amiga500.pad_options</code>	Makes second fire button press up ⇒ Off disabled, On jump.
<b>DISABLE EMULATOR JOYSTICK</b> <code>amiga500.disable_joystick</code>	Passes all physical keyboard events for Pad2Key ⇒ Off disabled, On enabled.
<b>CONTROLLER 1 TYPE</b> <code>amiga500.controller1_puae</code>	Select controller type for Amiga P1 ⇒ Retropad 1, CD32 Pad 517, Analog Joystick 773, Joystick 261, Keyboard 259.
<b>CONTROLLER 2 TYPE</b> <code>amiga500.controller2_puae</code>	Select controller type for Amiga P2 ⇒ Retropad 1, CD32 Pad 517, Analog Joystick 773, Joystick 261, Keyboard 259.
<b>Settings specific to amiga1200</b>	
<b>FLOPPY TURBO SPEED</b> <code>amiga1200.puae_floppy_speed</code>	Removes loading but can add possible glitches/crashes ⇒ Off 100, On 0.
<b>2P GAMEPAD MAPPING (KEYRAH)</b> <code>amiga1200.keyrah_mapping</code>	Keypad to joyport mappings for 2 players ⇒ Off disabled, On enabled.
<b>WHDLOAD LAUNCHER</b> <code>amiga1200.whdload</code>	Enable launching pre-installed WHDLoad installs ⇒ Off disabled, On config.
<b>JUMP ON B</b> <code>amiga1200.pad_options</code>	Makes second fire button press up ⇒ Off disabled, On jump.

ES setting name batocera.conf_key	Description ⇒ ES option key_value
<b>DISABLE EMULATOR JOYSTICK</b> amiga1200.disable_joystick	Passes all physical keyboard events for Pad2Key ⇒ Off disabled, On enabled.
<b>CONTROLLER 1 TYPE</b> amiga1200.controller1_puae	Select controller type for Amiga P1 ⇒ 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 ⇒ Retropad 1, CD32 Pad 517, Analog Joystick 773, Joystick 261, Keyboard 259.
<b>Settings specific to amigacd32</b>	
<b>BOOT ANIMATION FIRST</b> amigacd32.puae_cd_startup_delayed_insert	Inserts CD during boot animation to prevent loading fail ⇒ Off disabled, On enabled.
<b>CD TURBO SPEED</b> amigacd32.puae_cd_speed	Removes loading but can add possible glitches/crashes ⇒ Off 100, On 0.
<b>JUMP ON A</b> amigacd32.puae_cd32pad_options	Makes Blue button press Up ⇒ Off disabled, On jump.
<b>Settings specific to amigacdtv</b>	
<b>BOOT ANIMATION FIRST</b> amigacdtv.puae_cd_startup_delayed_insert	Inserts CD during boot animation prevent loading fail ⇒ Off disabled, On enabled.
<b>CD TURBO SPEED</b> amigacdtv.puae_cd_speed	Removes loading but can add possible glitches/crashes ⇒ Off 100, On 0.

**libretro: puae2021**

An older version of PUAE that's more inaccurate but faster on weaker hardware such as the Raspberry Pi.

**libretro: puae2021 configuration**

Standardized features for this core: amiga1200.rewind, amiga1200.autosave, amiga1200.padtokeyboard

ES setting name batocera.conf_key	Description ⇒ ES option key_value
<b>Settings that apply to all systems this core supports</b>	

<b>ES setting name batocera.conf_key</b>	<b>Description ⇒ ES option key_value</b>
<b>AMIGA MODEL</b> global.puae_model	Force a specific model and prevent tags detection. ⇒ 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. ⇒ Normal normal, More compatible compatible, Cycle-exact exact.
<b>CPU CLOCK</b> global.cpu_multiplier	Works with 'Cycle-exact' mode and for a few games. ⇒ 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</b> global.cpu_throttle	Ignored with 'Cycle-exact'. ⇒ -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>VIDEO FORMAT STANDARD</b> global.video_standard	⇒ PAL 288x576px 50Hz PAL, NTSC 240x480px 60Hz NTSC.
<b>VIDEO RESOLUTION</b> global.video_resolution	Manually define which resolution to use.&#x0a;Auto defaults to High and switches to Super-High when needed. ⇒ Low 360p lores, High 720p hires, Super-high 1440p superhires.
<b>ZOOM/CROP (HIDE BORDERS)</b> global.zoom_mode	Hides borders on many games. Some games use the borders. ⇒ Off none, Auto zoom 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, at the cost of choppy motion. ⇒ Off disabled, 1 1, 2 2.
<b>MOUSE SPEED</b> global.mouse_speed	Affects mouse speed globally. ⇒ original 100, 50% 50, 70% 70, 120% 120, 150% 150, 170% 170, 200% 200.
<b>JUMP ON B</b> global.pad_options	Makes second fire button press up instead. ⇒ Off disabled, On jump.
<b>Settings specific to amiga1200</b>	

ES setting name batocera.conf_key	Description ⇒ ES option key_value
<b>FLOPPY TURBO SPEED</b> amiga1200.puae_floppy_speed	Removes loading but can add possible glitches/crashes. ⇒ Off 100, On 0.
<b>2P GAMEPAD MAPPING (KEYRAH)</b> amiga1200.keyrah_mapping	Keypad to joyport mappings for 2 players. ⇒ Off disabled, On enabled.
<b>WHDLOAD LAUNCHER</b> amiga1200.whdload	Enable launching pre-installed WHDLoad installs. ⇒ Off disabled, On config.
<b>JUMP ON B</b> amiga1200.pad_options	Makes second fire button press up instead. ⇒ Off disabled, On jump.
<b>DISABLE EMULATOR JOYSTICK</b> amiga1200.disable_joystick	Passes all physical keyboard events for Pad2Key. ⇒ Off disabled, On enabled.
<b>CONTROLLER 1 TYPE</b> amiga1200.controller1_puae	Select controller type for Amiga P1. ⇒ 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. ⇒ Retropad 1, CD32 Pad 517, Analog Joystick 773, Joystick 261, Keyboard 259.

libretro: uae4arm

There is no configuration available for this emulator (yet).

## Controls

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



If using [libretro: PUAE](#), controls can be remapped per game or per folder by [editing its core options](#).

## Troubleshooting

### Further troubleshooting

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

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