

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



Amiga 500

The Amiga 500 (a.k.a. Amiga OCS/ECS) is a personal computer developed by Commodore. It was released in 1987.

It features a Motorola 6800 CPU; OCS (1.2 & 1.3 models) and ECS (1.3 and 500+ 2.04 models) chipsets. The ECS chipset is capable of switching between PAL/NTSC modes as needed. Outside of that, the ECS chipset didn't offer much enhancement for games, just software.

When available, the [Amiga 1200](#) version of a game is usually superior and preferred.

This system scrapes metadata for the “amiga” group and loads the amiga500 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/amiga500

Emulators	Accepted ROM formats
fsuae: A500	.adf, .uae, .ipf, .dms, .dmz, .adz, .lha, .hdf, .exe, .m3u, .zip
fsuae: A500+	.adf, .uae, .ipf, .dms, .dmz, .adz, .lha, .hdf, .exe, .m3u, .zip
fsuae: A600	.adf, .uae, .ipf, .dms, .dmz, .adz, .lha, .hdf, .exe, .m3u, .zip
fsuae: A1000	.adf, .uae, .ipf, .dms, .dmz, .adz, .lha, .hdf, .exe, .m3u, .zip
fsuae: A3000	.adf, .uae, .ipf, .dms, .dmz, .adz, .lha, .hdf, .exe, .m3u, .zip
amiberry: A500	.adf, .uae, .ipf, .dms, .dmz, .adz, .lha, .hdf, .exe, .zip
amiberry: A500+	.adf, .uae, .ipf, .dms, .dmz, .adz, .lha, .hdf, .exe, .zip
libretro: puae	.adf, .uae, .ipf, .dms, .dmz, .adz, .lha, .hdf, .exe, .m3u, .zip

BIOS

No Amiga 500 emulator in Batocera needs a BIOS file to run.

ROMs

Place your Amiga 500 ROMs in `/userdata/roms/amiga500`.

Emulators

fsuae

fsuae configuration

Standardized features available to all cores of this emulator: `amiga500.videomode`, `amiga500.ratio`, `amiga500.padtokeyboard`

amiberry

amiberry configuration

Standardized features available to all cores of this emulator: `amiga500.videomode`, `amiga500.ratio`, `amiga500.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: `amiga500.videomode`, `amiga500.ratio`, `amiga500.smooth`, `amiga500.shaders`, `amiga500.pixel_perfect`, `amiga500.decoration`, `amiga500.game_translation`

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all cores of this emulator	
GRAPHICS BACKEND <code>amiga500.gfxbackend</code>	Choose your graphics rendering ⇒ OpenGL <code>opengl</code> , Vulkan <code>vulkan</code> .

ES setting name batocera.conf_key	Description ⇒ ES option key_value
AUDIO LATENCY amiga500.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 amiga500.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: puae

libretro: puae configuration

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all systems this core supports	
AMIGA MODEL 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.
CPU COMPATIBILITY global.cpu_compatibility	Help games which are too quick or that have bugs ⇒ Normal normal, More compatible compatible, Cycle-exact exact.
CPU MULTIPLIER (OVERCLOCK) 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.

ES setting name batocera.conf_key	Description ⇒ ES option key_value
CPU SPEED (OVERCLOCK) 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.
VIDEO STANDARD global.video_standard	Switch frequency and resolution by region ⇒ PAL 50Hz - 288/576px PAL, NTSC 60Hz - 240/480px NTSC.
VIDEO RESOLUTION global.video_resolution	Increase the video resolution ⇒ Low 360p lores, High 720p hires, Super-high 1440p superhires.
ZOOM MODE global.zoom_mode	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.
FRAMESKIP global.gfx_framerate	Skip frames to improve performance (smoothness) ⇒ Off disabled, 1 1, 2 2.
MOUSE SPEED global.mouse_speed	Affects mouse speed globally. ⇒ original 100, 50% 50, 70% 70, 120% 120, 150% 150, 170% 170, 200% 200.
Settings specific to amiga500	
FLOPPY TURBO SPEED amiga500.puae_floppy_speed	Removes loading but can add possible glitches/crashes ⇒ Off 100, On 0.
2P GAMEPAD MAPPING (KEYRAH) amiga500.keyrah_mapping	Keypad to joyport mappings for 2 players ⇒ Off disabled, On enabled.
WHDLOAD LAUNCHER amiga500.whdload	Enable launching pre-installed WHDLoad installs ⇒ Off disabled, On config.
JUMP ON B amiga500.pad_options	Makes second fire button press up ⇒ Off disabled, On jump.
DISABLE EMULATOR JOYSTICK amiga500.disable_joystick	Passes all physical keyboard events for Pad2Key ⇒ Off disabled, On enabled.

ES setting name batocera.conf_key	Description ⇒ ES option key_value
CONTROLLER 1 TYPE amiga500.controller1_puae	Select controller type for Amiga P1 ⇒ Retropad 1, CD32 Pad 517, Analog Joystick 773, Joystick 261, Keyboard 259.
CONTROLLER 2 TYPE amiga500.controller2_puae	Select controller type for Amiga P2 ⇒ Retropad 1, CD32 Pad 517, Analog Joystick 773, Joystick 261, Keyboard 259.
Settings specific to amiga1200	
FLOPPY TURBO SPEED amiga1200.puae_floppy_speed	Removes loading but can add possible glitches/crashes ⇒ Off 100, On 0.
2P GAMEPAD MAPPING (KEYRAH) amiga1200.keyrah_mapping	Keypad to joyport mappings for 2 players ⇒ Off disabled, On enabled.
WHDLOAD LAUNCHER amiga1200.whdload	Enable launching pre-installed WHDLoad installs ⇒ Off disabled, On config.
JUMP ON B amiga1200.pad_options	Makes second fire button press up ⇒ Off disabled, On jump.
DISABLE EMULATOR JOYSTICK amiga1200.disable_joystick	Passes all physical keyboard events for Pad2Key ⇒ Off disabled, On enabled.
CONTROLLER 1 TYPE amiga1200.controller1_puae	Select controller type for Amiga P1 ⇒ Retropad 1, CD32 Pad 517, Analog Joystick 773, Joystick 261, Keyboard 259.
CONTROLLER 2 TYPE amiga1200.controller2_puae	Select controller type for Amiga P2 ⇒ Retropad 1, CD32 Pad 517, Analog Joystick 773, Joystick 261, Keyboard 259.
Settings specific to amigacd32	
BOOT ANIMATION FIRST amigacd32.puae_cd_startup_delayed_insert	Inserts CD during boot animation to prevent loading fail ⇒ Off disabled, On enabled.
CD TURBO SPEED amigacd32.puae_cd_speed	Removes loading but can add possible glitches/crashes ⇒ Off 100, On 0.
JUMP ON A amigacd32.puae_cd32pad_options	Makes Blue button press Up ⇒ Off disabled, On jump.
Settings specific to amigacdtv	
BOOT ANIMATION FIRST amigacdtv.puae_cd_startup_delayed_insert	Inserts CD during boot animation prevent loading fail ⇒ Off disabled, On enabled.
CD TURBO SPEED amigacdtv.puae_cd_speed	Removes loading but can add possible glitches/crashes ⇒ Off 100, On 0.

Controls

Here are the default Amiga OCS/ECS'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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