



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

# Amiga CD32

The ~~Amiga~~ CD32 is a fourth-generation home video game console developed by Commodore. It was released in 1994.



It is essentially an [Amiga 1200](#) with a CD-ROM drive and a controller, backwards compatible with some [CDTV](#) games. It would be the first 32-bit system released in the Western market, however in Japan the FM Towns Marty would lay claim to that title.

Like with the 3DO and Atari's Jaguar, the Amiga CD32 failed to grasp a stable market share in the face of Sony's [PlayStation](#) and Sega's [Saturn](#). The fact that the CD32 had lackluster 3D polygon support did not help the situation (further attributing to Sony's determination to release only 3D games in the West).

The CD32 would be discontinued only eight months after its debut.

This system scrapes metadata for the "amigacd32" group(s) and loads the amigacd32 set from the currently selected theme, if available.

## Quick reference

- **Accepted ROM formats:** .bin, .cue, .iso, .chd
- **Folder:** /userdata/roms/amigacd32

Emulators	Accepted ROM formats
<a href="#">fsuae: CD32</a>	.bin, .cue, .iso, .chd
<a href="#">amiberry: CD32</a>	.bin, .cue, .iso
<a href="#">libretro: puae</a>	.bin, .cue, .iso, .chd
<a href="#">libretro: puae2021</a>	.bin, .cue, .iso, .chd
<a href="#">libretro: uae4arm</a>	.bin, .cue, .iso, .chd

## BIOS

MD5 checksum	Share file path	Description	Notes
5f8924d013dd57a89cf349f4cdedc6b1	bios/kick40060.CD32	CD32 Kickstart v3.1 rev 40.060	AmigaOS 3.1

MD5 checksum	Share file path	Description	Notes
bb72565701b1b6faece07d68ea5da639	bios/kick40060.CD32.ext	CD32 extended ROM rev 40.060	CDTV extended ROM
5f8924d013dd57a89cf349f4cdedc6b1	bios/amiga-os-310-cd32.rom	CD32 Kickstart v3.1 rev 40.060	AmigaOS 3.1
bb72565701b1b6faece07d68ea5da639	bios/amiga-ext-310-cd32.rom	CD32 extended ROM rev 40.060	CDTV extended ROM

## ROMs

Place your Amiga CD32 ROMs in /userdata/roms/amigacd32.

## Emulators

### fsuae

#### fsuae configuration

Standardized features available to all cores of this emulator: amigacd32.videomode, amigacd32.padokeyboard, amigacd32.videomode, amigacd32.ratio, amigacd32.bezel, amigacd32.bezel\_stretch, amigacd32.hud, amigacd32.hud\_corner, amigacd32.bezel.tattoo, amigacd32.bezel.tattoo\_corner, amigacd32.bezel.tattoo\_file, amigacd32.bezel.resize\_tattoo

### amiberry

#### amiberry configuration

Standardized features available to all cores of this emulator: amigacd32.videomode, amigacd32.padokeyboard, amigacd32.videomode, amigacd32.ratio, amigacd32.bezel, amigacd32.bezel\_stretch, amigacd32.hud, amigacd32.hud\_corner, amigacd32.bezel.tattoo, amigacd32.bezel.tattoo\_corner, amigacd32.bezel.tattoo\_file, amigacd32.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>ES setting name batocera.conf_key</b>	<b>Description ⇒ ES option key_value</b>
<b>LINE MODE</b> amigacd32.amiberry_linemode	Adjust screen line draw mode. ⇒ SINGLE none, DOUBLE double, SCANLINES scanlines.
<b>VIDEO RESOLUTION</b> amigacd32.amiberry_resolution	Manually define which internal resolution to use. AUTO = High. ⇒ Low lores, High hires, Super high superhires.
<b>SCALING METHOD</b> amigacd32.amiberry_scalingmethod	Change pixel scaling and filtering method. ⇒ Automatic automatic, Pixelated (Nearest) pixelated, Smooth (Linear) smooth.
<b>REMOVE INTERLACE ARTIFACTS</b> amigacd32.amiberry_flickerfixer	Fix flickering in a static screen like Workbench. ⇒ ON True, OFF False.
<b>AUTO HEIGHT</b> amigacd32.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: amigacd32.rewind, amigacd32.autosave, amigacd32.padtokeyboard

<b>ES setting name batocera.conf_key</b>	<b>Description ⇒ ES option key_value</b>
<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.

ES setting name batocera.conf_key	Description ⇒ ES option key_value
<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 (HIDE BORDERS)</b> global.zoom_mode	Hides borders on many games. Some games use the borders. ⇒ 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, 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>Settings specific to amiga500</b>	

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

ES setting name batocera.conf_key	Description ⇒ ES option key_value
<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 the blue button press up instead. ⇒ 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**

**libretro: puae2021 configuration**

Standardized features for this core: amigacd32.rewind, amigacd32.autosave, amigacd32.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 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.

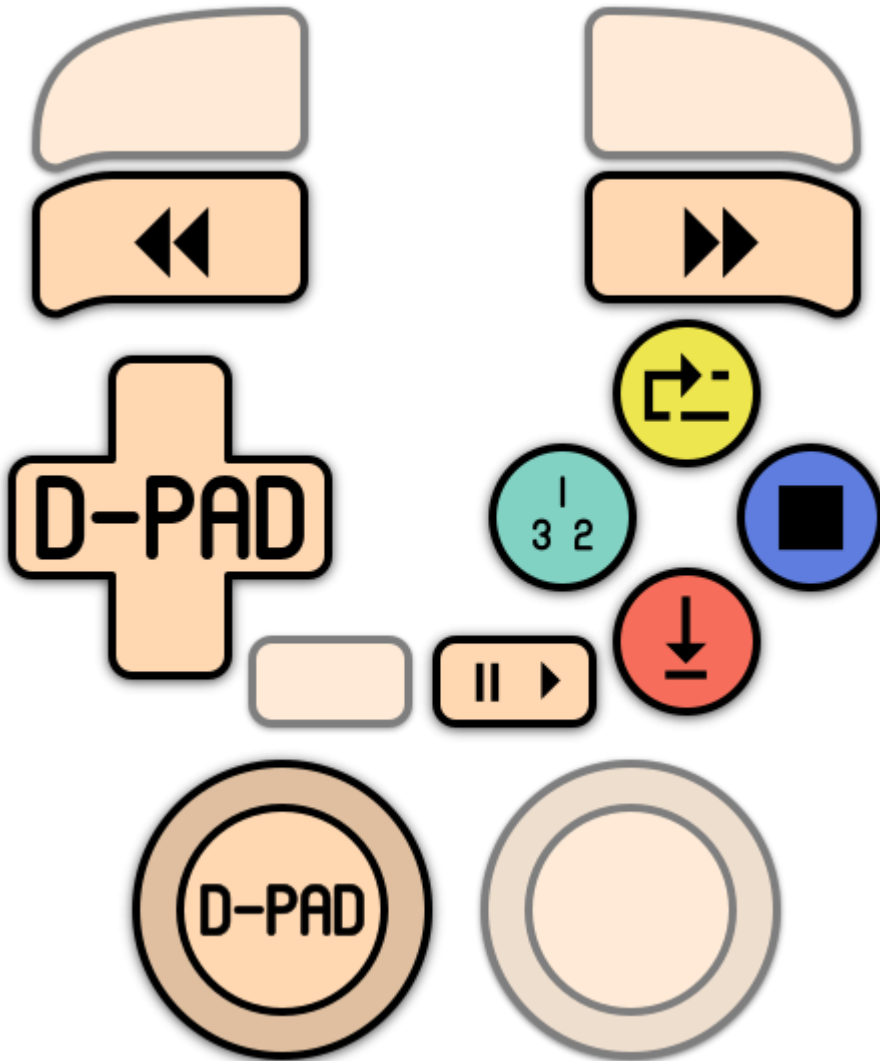
<b>ES setting name batocera.conf_key</b>	<b>Description → ES option key_value</b>
<b>CPU SPEED</b> global.cpu_throttle	Ignored with 'Cycle-exact'. ⇒ -90% -900.0, -80% -800.0, -70% -700.0, -60% -600.0, -50% -500.0, -40% -400.0, -30% -300.0, -20% -200.0, -10% -100.0, Default 0.0, +100% 1000.0, +200% 2000.0, +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 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 the blue button press up instead. ⇒ Off disabled, On jump.

**libretro: uae4arm**

No configuration is available for this emulator (yet).

## Controls

Here are the default Amiga CD32'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](#).

From: <https://www.wiki.batocera.org/> - [Batocera.linux](#) - Wiki  
Permanent link: <https://www.wiki.batocera.org/systems:amigacd32>  
Last update: 2022/10/12 02:34



