



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
fsuae: CD32	.bin, .cue, .iso, .chd
amiberry: CD32	.bin, .cue, .iso
libretro: puae	.bin, .cue, .iso, .chd

BIOS

No Amiga CD32 emulator in Batocera needs a BIOS file to run.

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.ratio`, `amigacd32.padtokeyboard`, `amigacd32.decoration`

amiberry


amiberry configuration

Standardized features available to all cores of this emulator: `amigacd32.videomode`, `amigacd32.ratio`, `amigacd32.padtokeyboard`, `amigacd32.decoration`

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: `amigacd32.videomode`, `amigacd32.ratio`, `amigacd32.smooth`, `amigacd32.shaders`, `amigacd32.pixel_perfect`, `amigacd32.decoration`, `amigacd32.game_translation`

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all cores of this emulator	
GRAPHICS API <code>amigacd32.gfxbackend</code>	Choose which graphics API library to use. Vulkan is better, when supported. ⇒ OpenGL <code>opengl</code> , Vulkan <code>vulkan</code> .
AUDIO LATENCY <code>amigacd32.audio_latency</code>	In milliseconds. Can reduce crackling/cutting out. ⇒ 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
THREADED VIDEO amigacd32.video_threaded	Improves performance at the cost of latency and more video stuttering. ⇒ On true, Off false.

libretro: puae

libretro: puae configuration

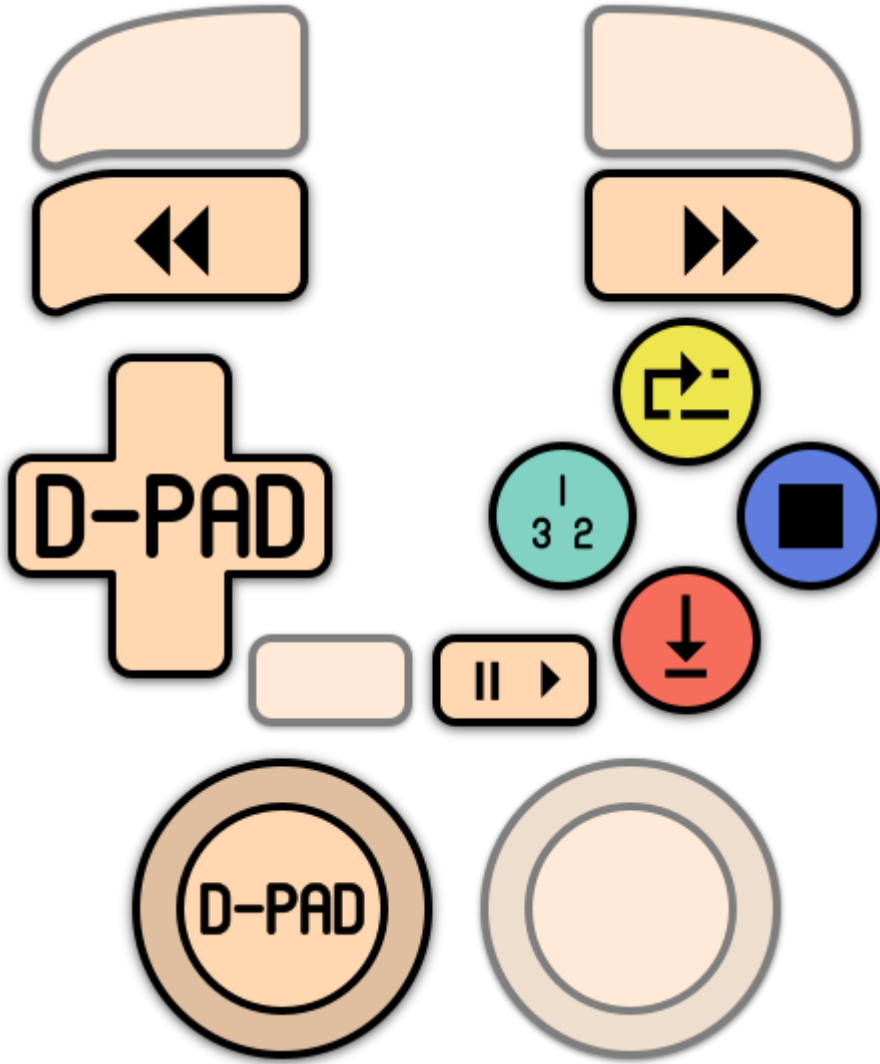
ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all systems this core supports	
AMIGA MODEL global.puae_model	Force a specific model and prevent tags detection. ⇒ Autodetect (by game name tag) automatic, A500 (512KB Chip + 512KB Slow) A500, A500+ (1MB Chip) 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 CLOCK 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.
CPU SPEED 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 FORMAT STANDARD global.video_standard	⇒ PAL 288x576px 50Hz PAL, NTSC 240x480px 60Hz NTSC.

ES setting name batocera.conf_key	Description ⇒ ES option key_value
VIDEO RESOLUTION global.video_resolution	Manually define which resolution to use. Auto defaults to High and switches to Super-High when needed. ⇒ Low 360p lores, High 720p hires, Super-high 1440p superhires.
ZOOM (HIDE BORDERS) 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.
FRAMESKIP global.gfx_framerate	Skip frames to improve performance, at the cost of choppy motion. ⇒ 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 instead. ⇒ Off disabled, On jump.
DISABLE EMULATOR JOYSTICK amiga500.disable_joystick	Passes all physical keyboard events for Pad2Key. ⇒ Off disabled, On enabled.
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.

ES setting name batocera.conf_key	Description ⇒ ES option key_value
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 instead. ⇒ 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 the blue button press up instead. ⇒ 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 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](#).

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