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# Amiga CDTV

The CDTV is a home entertainment console developed by Commodore. It was released in 1991.

Essentially, it is an [Amiga 500](#) computer with a CD-ROM drive and remote control. Attaching a keyboard, mouse and floppy disk drive would make it have the same functionality as the Amiga 500. The system was marketed as “CDTV”, without the “Amiga” branding at the front.

Aimed at non-tech savvy users who were still interested in interactive software; one of its flagship titles was the Grolier encyclopedia.

The CDTV was a commercial failure, and didn't even reach hundred titles being released for the console (most of them being ports from the Amiga 500 anyway). It would be succeeded by the [Amiga CD32](#), with some of the CDTV's title being compatible with it.

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



## Quick reference

- **Accepted ROM formats:** .bin, .cue, .iso, .chd, .m3u
- **Folder:** /userdata/roms/amigacdtv

| Emulators                          |
|------------------------------------|
| <a href="#">fsuae: CDTV</a>        |
| <a href="#">libretro: puae</a>     |
| <a href="#">libretro: puae2021</a> |
| <a href="#">libretro: uae4arm</a>  |

## BIOS

| MD5 checksum                     | Share file path     | Description               | Notes                                                                    |
|----------------------------------|---------------------|---------------------------|--------------------------------------------------------------------------|
| 82a21c1890cae844b3df741f2762d48d | bios/kick34005.A500 | Kickstart v1.3 rev 34.005 | AmigaOS 1.3 (yep, the same as the one on the <a href="#">Amiga 500</a> ) |

| MD5 checksum                     | Share file path             | Description               | Notes                                                                    |
|----------------------------------|-----------------------------|---------------------------|--------------------------------------------------------------------------|
| 89da1838a24460e4b93f4f0c5d92d48d | bios/kick34005.CDTV         | CDTV extended ROM v1.00   | The extended data which gets patched on top of AmigaOS 1.3.              |
| 82a21c1890cae844b3df741f2762d48d | bios/amiga-os-130.rom       | Kickstart v1.3 rev 34.005 | AmigaOS 1.3 (yep, the same as the one on the <a href="#">Amiga 500</a> ) |
| 89da1838a24460e4b93f4f0c5d92d48d | bios/amiga-ext-130-cdtv.rom | CDTV extended ROM v1.00   | The extended data which gets patched on top of AmigaOS 1.3.              |

## ROMs

Place your Amiga CDTV ROMs in `/userdata/roms/amigacdtv`.

## Emulators

### fsuae

#### fsuae configuration

Standardized features available to all cores of this emulator: `amigacdtv.videomode`, `amigacdtv.padtokeyboard`, `amigacdtv.videomode`, `amigacdtv.ratio`, `amigacdtv.bezel`, `amigacdtv.bezel_stretch`, `amigacdtv.hud`, `amigacdtv.hud_corner`, `amigacdtv.bezel.tattoo`, `amigacdtv.bezel.tattoo_corner`, `amigacdtv.bezel.tattoo_file`, `amigacdtv.bezel.resize_tattoo`

### 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 has [its own page](#).

### 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 CLOCK</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</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.                                                   |

| ES setting name batocera.conf_key                             | Description ⇒ ES option key_value                                                                                                                                                                            |
|---------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <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. Auto defaults to High and switches to Super-High when needed.<br>⇒ 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.<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, at the cost of choppy motion.<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><br>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 instead.<br>⇒ Off disabled, On jump.                                                                                                                                       |
| <b>DISABLE EMULATOR JOYSTICK</b><br>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>ES setting name batocera.conf_key</b>                                | <b>Description ⇒ ES option key_value</b>                                                                             |
|-------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------|
| <b>FLOPPY TURBO SPEED</b> amiga1200.puae_floppy_speed                   | Removes loading but can add possible glitches/crashes.<br>⇒ Off 100, On 0.                                           |
| <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 instead.<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 the blue button press up instead.<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.                                           |

### libretro: puae2021

An older version of PUAE which is more innaccurate but runs faster on weaker hardware (such as the Raspberry Pi).

### libretro: puae2021 configuration

Standardized features for this core: `amigacdtv.rewind`, `amigacdtv.autosave`,  
`amigacdtv.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> <code>global.puae_model</code>               | 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> <code>global.cpu_compatibility</code>  | Help games which are too quick or that have bugs.<br>⇒ Normal normal, More compatible compatible, Cycle-exact exact.                                                                                                                                                                                                                                               |
| <b>CPU CLOCK</b> <code>global.cpu_multiplier</code>             | 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</b> <code>global.cpu_throttle</code>               | 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>VIDEO FORMAT STANDARD</b> <code>global.video_standard</code> | ⇒ PAL 288x576px 50Hz PAL, NTSC 240x480px 60Hz NTSC.                                                                                                                                                                                                                                                                                                                |
| <b>VIDEO RESOLUTION</b> <code>global.video_resolution</code>    | Manually define which resolution to use.&#x0a;Auto defaults to High and switches to Super-High when needed.<br>⇒ Low 360p lores, High 720p hires, Super-high 1440p superhires.                                                                                                                                                                                     |
| <b>ZOOM/CROP (HIDE BORDERS)</b> <code>global.zoom_mode</code>   | Hides borders on many games. Some games use the borders.<br>⇒ Off none, Auto zoom automatic, minimum minimum, smaller smaller, small small, medium medium, large large, larger larger, maximum maximum.                                                                                                                                                            |

| ES setting name batocera.conf_key                                       | Description ⇒ ES option key_value                                                                        |
|-------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------|
| <b>FRAMESKIP</b> global.gfx_framerate                                   | Skip frames to improve performance, at the cost of choppy motion.<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>JUMP ON B</b> global.pad_options                                     | Makes second fire button press up instead.<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.                               |

**libretro: uae4arm**

No configuration is available for this emulator (yet).

## Controls

Here are the default Amiga CDTV'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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