

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



APF-MP1000

The APF-MP1000 (a.k.a M-1000 or MP-1000) is a second-generation console developed by APF Electronics, successor to the APF TV Fun series. It was released in 1978.

Powered by the Motorola 6800, it came with two controllers that fit snug in the shell when not in use. They were not detachable.

Although it normally loads games from cartridges, it included a built-in game: Rocket Patrol.

This system scrapes metadata for the “apfm1000” group and loads the apfm1000 set from the currently selected theme, if available.



Quick reference

- **Emulator:** [MAME](#)
- **Folder:** /userdata/roms/apfm1000
- **Accepted ROM formats:** .bin, .zip, .7z

BIOS

Requires MAME BIOS file apfm1000.zip or .7z in either roms/apfm or BIOS folder.

Where? Be specific.

ROMs

Place your APF M-1000 ROMs in /userdata/roms/apfm1000.

Emulators

MAME

[MAME](#), the Multiple Arcade Machine Emulator, is a multi-purpose emulation framework which

facilitates the emulation of vintage hardware and software. Originally targeting vintage arcade machines, MAME has since absorbed the sister-project [MESS](#) (Multi Emulator Super System) to support a wide variety of vintage computers, video game consoles and calculators as well. MAME doesn't use an individual "core" for each system like RetroArch does, instead the ROM itself usually contains the necessary information to accurately emulate it, thus making it specific to the version of MAME it was made for. Overall it's a very complicated subject, we have a [guide specific to arcade](#) just for it.

MAME configuration

MAME offers a [Menu](#) in-game ([HOTKEY] +  or [Tab] on the keyboard). This can be used to manually adjust inputs or game settings. If you're having issues with a specific game, check the [MAMEdev FAQ for that game here](#). For MESS systems specifically, you might find more information on [MESS's wiki](#). All options can also be edited by opening the `mame.ini` file.

Standardized features available to all versions of this emulator: `apfm1000.videomode`, `apfm1000.decoration`, `apfm1000.padtkeyboard`

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all versions of this emulator	
GRAPHICS BACKEND <code>apfm1000.video</code>	Choose your graphics rendering ⇒ BGFX <code>bgfx</code> , Accel <code>accel</code> , OpenGL <code>opengl</code> .
BGFX BACKEND <code>apfm1000.bgfxbackend</code>	Choose your graphics API ⇒ MAME Detect automatic, OpenGL <code>opengl</code> , OpenGL ES <code>gles</code> , Vulkan <code>vulkan</code> .
BGFX VIDEO FILTER <code>apfm1000.bgfxshaders</code>	Apply a particular visual effect ⇒ Off None, Bilinear default, CRT Geom <code>crt-geom</code> , CRT Geom Deluxe <code>crt-geom-deluxe</code> , Super Eagle <code>eagle</code> , HLSL <code>hlsl</code> , HQ2X <code>hq2x</code> , HQ3X <code>hq3x</code> , HQ4X <code>hq4x</code> .
CRT SWITCHRES <code>apfm1000.switchres</code>	CRT monitor SwitchRes support ⇒ Off 0, On 1.
TATE MODE <code>apfm1000.rotation</code>	Rotating display to vertical mode rendering ⇒ Off None, Rotate 90 autorot, Rotate 270 autorot.
ALT DPAD MODE <code>apfm1000.altdpad</code>	If the D-Pad does not work properly ⇒ Off (Default) 0, DS3 Orientation 1, X360 Orientation 2.
Settings specific to apfm1000	
CUSTOM CONFIG <code>apfm1000.pergamecfg</code>	Enable per-game custom configuration via MAME menu ⇒ On 1, Off 0.

Controls

Here are the default APF M-1000's controls shown on a [Batocera Retropad](#):



Troubleshooting

Further troubleshooting

For problems with MAME specifically, there are some tips on the [troubleshooting section on MAME's system page](#).

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:apfm1000?rev=1645509367>

Last update: **2022/02/22 05:56**

