

Archimedes

The Archimedes is a computer developed by Acorn Computers. It was released in 1987.



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

Quick reference

- **Accepted ROM formats:** .mfi, .dfi, .hfe, .mfm, .td0, .imd, .d77, .d88, .1dd, .cqm, .cqi, .dsk, .ima, .img, .ufi, .360, .ipf, .adf, .apd, .jfd, .ads, .adm, .adl, .ssd, .bbc, .dsd, .st, .msa, .chd, .zip, .7z
- **Folder:** /userdata/roms/archimedes

Emulators
libretro: mame
MAME
CLK

BIOS

MAME requires these BIOS files:

MD5 checksum	Share file path	Description
374e4bcaa04cb98aad3b64a1555c3930	bios/aa310.zip	
b0b6a83029b6f85bb044bfc46bf3f0f6	bios/aa310.zip	
bf35bb799aa0278b7ee7719dd32f26bc	bios/aa310.zip	
e41af081535aae930d68ee4cbd672513	bios/aa310.zip	
7ecdccd760557ab0711edb37773faeb6	bios/aa310.zip	
c43bad04862ea03146ff5bf7441a1a24	bios/aa310.zip	
454c1977ad70a206f4f3a0bdca294d85	bios/aa310.zip	
6850da7a70b198eaf6fde5be503fa5cd	bios/aa310.zip	
84d305e248dab48a3a110af161dfb005	bios/aa310.zip	
64d7f085e6afb149ebc2e7f919429a19	bios/aa310.zip	
f7d0a9a4d1dae8eee057aa626b87715f	bios/aa310.zip	
763b015d85c7d9d17e06d5bab0a9d32	bios/aa310.zip	
b8fcd63c6a28d0c7034af2e6c5aff9a8	bios/aa310.zip	
6265551c5d6336f7ddd9f3fc78ceba93	bios/aa310.zip	
ca4379aeab4f7c7640c8ad34b27a9db6	bios/aa310.zip	
358d3c9d2685c076f6a141c26d45520c	bios/aa310.zip	
4ae429fbf23f8aa64ce2002cfb14c527	bios/aa310.zip	
83d0f0738468fdf9f23c13eef22dbeea	bios/aa310.zip	

MD5 checksum	Share file path	Description
636e4072c392916d2bf00865fee40984	bios/aa310.zip	
252b1993fdb66cac522a0edbfff3407	bios/aa310.zip	
591f3bdd0f20a0a3d03c8748f2f75754	bios/aa310.zip	
f77f4a409c78c8495fc3876cd4e7d97c	bios/aa310.zip	
57d3a349407916f55129d6c8c0f56395	bios/aa310.zip	
ee4aa1ea0eebf88c5f6cae6315ed11a1	bios/aa310.zip	
a057124502e533ccd8865dc970cf7017	bios/aa310.zip	
3c40d2821595a7334a46ea3b46a5421d	bios/aa310.zip	
d1d51b8f603bba476d1f63bc5980040e	bios/aa310.zip	
7b096a93cc5ada80bcfb5249bca33768	bios/aa310.zip	
744e80abe4c6a845412f63a0f0b14e48	bios/aa310.zip	
9dac78cba6034c427d00f78fa94ab63d	bios/aa310.zip	
4c0b2e1fb29c8acd84e94d25c953173c	bios/aa310.zip	
f6bf5f8908a19a9aacf733633b1cd5cf	bios/aa310.zip	
eec46f5bd4cdb456b760b3cddf16a33c	bios/aa310.zip	
980e3be0c851a59d0f4602f4a94b2eef	bios/aa310.zip	
971a49d5c2dbb3fc01c17d1d5615781a	bios/aa310.zip	
9ce06a4d2a8331bc5b7fadb967d74f4f	bios/aa310.zip	
c74763f720c98e16dc3c6c421db21485	bios/aa310.zip	
6f564c8917f04594bda7385f6de61061	bios/aa310.zip	
232a302efe19278d9df6ecbc8ea3dc6c	bios/aa310.zip	
1a8617c1abe3e0729d20ce844e1e12a8	bios/archimedes_keyboard.zip	

CLK requires this BIOS file:

MD5 checksum	Share file path	Description
b7e46ab8c832d720942fcd2c8a66c294	bios/Archimedes/ROM311	Risc OS 3.11

ROMs

Place your Archimedes ROMs in /userdata/roms/archimedes.


MAME requires BIOS files aa310.zip and archimedes_keyboard.zip Using software list mode is recommended. Double-click the floppy drive in the lower left to open the contents, double-click the app/game to run it.

Emulators

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: `archimedes.videomode`, `archimedes.videomode`, `archimedes.ratio`, `archimedes.shaderset`, `archimedes.smooth`, `archimedes.integerscale`, `archimedes.bezel`, `archimedes.bezel_stretch`, `archimedes.hud`, `archimedes.bezel.tattoo`, `archimedes.bezel.tattoo_corner`, `archimedes.bezel.tattoo_file`, `archimedes.bezel.resize_tattoo`, `archimedes.ai_service_enabled`, `archimedes.ai_target_lang`, `archimedes.ai_service_url`, `archimedes.ai_service_pause`, `archimedes.runahead`, `archimedes.secondinstance`, `archimedes.video_frame_delay_auto`, `archimedes.vrr_runloop_enable`, `archimedes.video_threaded`

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all cores of this emulator	
GRAPHICS API <code>archimedes.gfxbackend</code>	Choose which graphics API library to use. Vulkan may not work for every core. ⇒ OpenGL gl, GLCore glcore, Vulkan vulkan.
AUDIO LATENCY <code>archimedes.audio_latency</code>	In milliseconds. Can reduce crackling/cutting out. ⇒ 256 256, 192 192, 128 128, 64 64, 32 32, 16 16, 8 8.
ALLOW ROTATION <code>archimedes.video_allow_rotate</code>	Allow cores to set rotation. ⇒ On true, Off false.
CONTROLLER TO LIGHTGUN <code>archimedes.lightgun_map</code>	Map controller inputs to lightgun inputs ⇒ On true, Off false.

libretro: mame

libretro: mame configuration

Standardized features for this core: `archimedes.autosave`, `archimedes.netplay`, `archimedes.padtkeyboard`

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all systems this core supports	
OVERCLOCK (UNSTABLE) <code>global.mame_cpu_overclock</code>	Enhancement. Reduces system slowdown. Causes issues in some games. ⇒ default default, 30 30, 35 35, 40 40, 45 45, 50 50, 55 55, 60 60, 65 65, 70 70, 75 75, 80 80, 85 85, 90 90, 95 95, 100 100, 105 105, 110 110, 115 115, 120 120, 125 125, 130 130, 135 135, 140 140, 145 145, 150 150.

ES setting name batocera.conf_key	Description ⇒ ES option key_value
RENDERING RESOLUTION global.mame_altres	Enhancement. Increase the rendering resolution. Makes 3D objects clearer. ⇒ 640×480 640×480, 800×600 800×600, 960×720 960×720, 1024×768 1024×768, 1280×720 1280×720, 1600×800 1600×800, 1920×1080 1920×1080, 2560×1440 2560×1440, 3840×2160 3840×2160.
SHARE MAME ARTWORK global.sharemameart	Use the same art paths as standalone MAME - not recommended if using decorations or shaders. ⇒ On (Default) 1, Off 0.
CROP ARTWORK global.artworkcrop	Crop MAME artwork to maximize the game screen and only fill unused space. ⇒ On (Default) 1, Off 0.
CUSTOM MAME CONFIG global.customcfg	Set system-wide controls via MAME menu ⇒ On 1, Off 0.
ALT DPAD MODE global.altdpad	If the D-Pad is oriented incorrectly for your controller. ⇒ Off (Default) 0, DS3 Orientation 1, X360 Orientation 2.
Settings specific to archimedes	
SOFTWARE LIST archimedes.softList	Use MAME software lists to identify ROM ⇒ Don't Use (Default) none, Acorn Archimedes floppy images archimedes, Acorn Archimedes hard disks archimedes_hdd, Acorn Archimedes ROM images archimedes_rom.
ARCHIMEDES MODEL archimedes.altmodel	Select model to emulate ⇒ Archimedes 310 aa310, BBC A3000 aa3000, Archimedes 440/1 (Default) aa4401, Archimedes 540 aa540.
UI KEYS archimedes.enableui	Toggle with hotkey + D-pad up or Scroll Lock in-game. ⇒ Off at Start 0, On at Start 1.
CUSTOM GAME CONFIG archimedes.pergamecfg	Enable per-game custom configuration via MAME menu. ⇒ On 1, Off 0.

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 now also supports a wide variety of vintage computers, video game consoles and calculators. 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](#). All options can also be edited by opening the `mame.ini` file.

Standardized features available to all versions of this emulator: `archimedes.videomode`, `archimedes.padtkeyboard`, `archimedes.videomode`, `archimedes.bezel`, `archimedes.bezel_stretch`, `archimedes.hud`, `archimedes.bezel.tattoo`, `archimedes.bezel.tattoo_corner`, `archimedes.bezel.tattoo_file`, `archimedes.bezel.resize_tattoo`

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all versions of this emulator	
VIDEO MODE <code>archimedes.video</code>	BGFX for post-processing, accel/opengl for raw image. ⇒ BGFX bgfx, Accel accel, OpenGL opengl.
BGFX GRAPHICS API <code>archimedes.bgfxbackend</code>	Depends on video mode being set to BGFX. Vulkan is better, when supported. ⇒ MAME Detect automatic, OpenGL opengl, OpenGL ES gles, Vulkan vulkan.
BGFX VIDEO FILTER <code>archimedes.bgfxshaders</code>	Apply a post-processing effect. ⇒ Off None, Bilinear default, CRT Geom crt-geom, CRT Geom Deluxe crt-geom-deluxe, CRT Geom Deluxe (RGB) crt-geom-deluxe-rgb, CRT Geom Deluxe (Composite) crt-geom-deluxe-composite, Super Eagle eagle, HLSL hlsl, HQ2X hq2x, HQ3X hq3x, HQ4X hq4x.
CRT SWITCHRES <code>archimedes.switchres</code>	Allows the use of switchres profiles if present. ⇒ Off 0, On 1.
VERTICAL ROTATION (TATE) <code>archimedes.rotation</code>	Rotates screen by 90 degrees. Intended for rotating displays. ⇒ Off None, Rotate 90 autorot, Rotate 270 autorot.
ARTWORK CROP <code>archimedes.artworkcrop</code>	Crop artwork to only unused space, keeping the game as large as possible. ⇒ Off (Default) 0, On 1.
ALT DPAD MODE <code>archimedes.altdpad</code>	If the D-Pad is oriented incorrectly for your controller. ⇒ Off (Default) 0, DS3 Orientation 1, X360 Orientation 2.
CUSTOM MAME CONFIG <code>archimedes.customcfg</code>	Set system-wide controls via MAME menu ⇒ On 1, Off 0.
DATA PLUGIN <code>archimedes.dataplugin</code>	Make game history, setup instructions, and special moves viewable in the menu ⇒ Enabled 1, Disabled (Default) 0.

CLK

[CLK aka Clock Signal](#) is a multi-system emulator that is focused on low-latency emulation, that can be used for Archimedes. CLK has been added to Batocera 42.

Controls

Here are the default Archimedes's controls shown on a [Batocera RetroPad](#):



Troubleshooting

Further troubleshooting

For further troubleshooting, refer to the [generic support pages](#).

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