



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

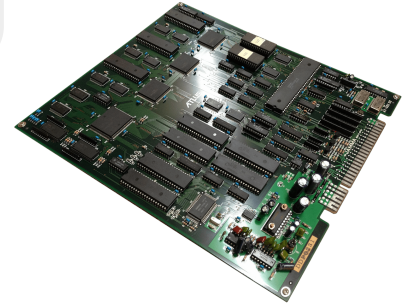
## Cave CV1000

The [Cave CV1000](#) is the series of arcade boards Cave released all its arcade games on between 2004 to 2012.

First the CV1000-B was produced, featuring a Hitachi SH-3 CPU (hence why it may sometimes to be referred to as the “Cave SH-3”); its first title being Mushihimesama. In 2008, the CV1000-D was produced which featured additional RAM; its first title being DoDonPachi DaiFukkatsu.

A list of its games can be found on System 16's hardware pages for [CAVE CV1000-B](#) and [CAVE CV1000-D](#).

This system scrapes metadata for the “cave3rd, arcade” group(s) and loads the cave3rd set from the currently selected theme, if available.



### Quick reference

- **Emulator:** [Demul](#)
- **Folder:** /userdata/roms/cave3rd
- **Accepted ROM formats:** .zip, .7z

### BIOS

No Cave CV1000 emulator in Batocera needs a BIOS file to run.

### ROMs

Place your Cave CV1000 ROMs in /userdata/roms/cave3rd.

### Emulators

#### Demul

## Demul configuration

Standardized features available to all cores of this emulator: `cave3rd.videomode`, `cave3rd.videomode`, `cave3rd.bezel`, `cave3rd.bezel_stretch`, `cave3rd.hud`, `cave3rd.bezel.tattoo`, `cave3rd.bezel.tattoo_corner`, `cave3rd.bezel.tattoo_file`, `cave3rd.bezel.resize_tattoo`

ES setting name <code>batocera.conf_key</code>	Description ⇒ ES option key_value
<b>Settings that apply to all cores of this emulator</b>	
<b>GAME ASPECT RATIO</b> <code>cave3rd.demuRatio</code>	⇒ Stretch 0, 4:3 (Default) 1, 16:9 2.
<b>VSYNC</b> <code>cave3rd.demuVSync</code>	Fix screen tearing. ⇒ Off 0, On 1.

### First run

After loading a Cave CV1000 ROM for the first time, Batocera will download and install the appropriate files. This process takes a few minutes up to (a long time) depending on your internet speed. There is no progress bar.

### Service menu



Redo this section, add images, explain what it's actually for, etc.



A keyboard required to access this menu.

While running a game, press [F4] to access the service menu for that title. This menu contains different options for each game, and saves their configuration independently.

Repeatedly press [F2] to navigate the menu, and press [F4] to confirm.

## Controls

Currently controllers cannot be configured using the desktop app. This is a limitation of the Demul app under Wine. As of writing, only Player 1 is mapped with the default layout.



This part needs to be rewritten. It contains important information so it will remain here for now.

Demul uses decimal for pad configuration in the `padDemul.ini` To determine the decimal

we have to convert the hexadecimal to decimal. You can edit arcade controls they're under the [JAMMAx\_x] headings depending on the number of controllers.

Controller 1 = 0x100 & 0x200 for the buttons & the 2x analog sticks. Controller 2 = 0x101 & 0x201 etc.



Device input hex codes are listed in the appropriate linux kernel input.h depending on the controller type. i.e. A gamepad's 'start' button is 0x13b Therefore controller 1's start button is 0100013b in hex or 16777531 in decimal. Controller 2 would be 0101013b / 16843067 accordingly.

Here are the default Cave CV1000's controls shown on a [Batocera RetroPad](#):



## Troubleshooting

### Further troubleshooting

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

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