



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

TRS-80 Color Computer

The TRS-80 Color Computer is a computer developed by Tandy Radio Shack. It was released in 1980.

TANDY



You may also know it as the:

- Tandy Color Computer
- CoCo
- CoCo 2



The TRS-80, without the “Color Computer” part, is a completely different system.

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

Quick reference

- **Emulator:** [MAME](#)
- **Folder:** /userdata/roms/coco
- **Accepted ROM formats:** .wav, .cas, .ccc, .rom, .zip, .7z

BIOS

Requires MAME BIOS file coco.zip or .7z in either coco or BIOS folder.

ROMs

Place your TRS-80 Color Computer ROMs in /userdata/roms/coco.


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: `coco.videomode`, `coco.decoration`, `coco.padtkeyboard`

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all versions of this emulator	
VIDEO MODE <code>coco.video</code>	BGFX for post-processing, accel/opengl for raw image. ⇒ BGFX bgfx, Accel accel, OpenGL opengl.
BGFX GRAPHICS API <code>coco.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>coco.bgfxshaders</code>	Apply a post-processing effect. ⇒ Off None, Bilinear default, CRT Geom crt-geom, CRT Geom Deluxe crt-geom-deluxe, Super Eagle eagle, HLSL hls1, HQ2X hq2x, HQ3X hq3x, HQ4X hq4x.
CRT SWITCHRES <code>coco.switchres</code>	Allows the use of switchres profiles if present. ⇒ Off 0, On 1.
VERTICAL ROTATION (TATE) <code>coco.rotation</code>	Rotates screen by 90 degrees. Intended for rotating displays. ⇒ Off None, Rotate 90 autorot, Rotate 270 autorol.
ALT DPAD MODE <code>coco.altdpad</code>	If the D-Pad is oriented incorrectly for your controller. ⇒ Off (Default) 0, DS3 Orientation 1, X360 Orientation 2.
SPECIAL CONTROL LAYOUTS <code>coco.altlayout</code>	Controls for 5/6 button games and other unique controls ⇒ Default Only 0, Street Fighter (SNES) 1, Street Fighter (Modern) 4, Mortal Kombat (SNES) 2, Killer Instinct (SNES) 3, Genesis 6-Button (Retroarch) 5, Neo Geo (Neo Geo Mini Pad) 6, Neo Geo (Neo Geo CD Pad) 7, Neo Geo (Offset Fightstick) 8, Twin Stick with Triggers 9, Rotated 4-Way Stick (Q*Bert) 10.
Settings specific to coco	
MEDIA TYPE <code>coco.altromtype</code>	Type of ROM file to load. ⇒ Cassette cass, Cartridge cart.
UI KEYS <code>coco.enableui</code>	Open with hotkey + D-pad up or Scroll Lock in-game. ⇒ Off at Start 0, On at Start 1.

Controls

Here are the default TRS-80 Color Computer'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](#).

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