ColecoVision

The ColecoVision is a second-generation video-game console produced by Coleco Industries. It retailed for $174.99 and had a Zilog Z80 CPU at 3.58 MHz with 8KB of RAM. Due to poor sales of the console (maybe related to the video-game crash in North America) Coleco Industries filed for bankruptcy soon after. It was notable for providing a close-to-arcade experiences for some games. Masayuki Uemura, head of Famicom development, stated that the ColecoVision set the bar that influenced how he approached the creation of the Famicom.

Coleco released the Expansion Module #1 that allowed the ColecoVision to play Atari 2600 games. Atari did not like this, settling out of court with Coleco to be licensed under Atari's patents.

The Expansion Module #3 would be released that would convert the ColecoVision into the Coleco Adam home computer.

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



Quick reference

- **Emulator:** RetroArch, OpenMSX or CLK
- **Core:** libretro: bluemsx (default), libretro: gearcoleco
- **Folder:** `/userdata/roms/colecovision`
- **Accepted ROM formats:** `.bin`, `.col`, `.rom`, `.zip`, `.7z`

BIOS

Batocera's missing-BIOS check (*Main Menu → System Settings → Missing BIOS*) verifies that the original ColecoVision boot ROM is present at the top-level path below, even though the individual emulators read it from their own locations. The same file (same MD5) needs to be copied to each emulator's path that you plan to use.

MD5 checksum	Share file path	Description
2c66f5911e5b42b8ebe113403548eee7	bios/colecovision.rom	Required to silence the Batocera missing-BIOS check (*batocera-systems* script)

RetroArch (BlueMSX)

The BlueMSX core requires external database and machine files. Download the standalone BlueMSX emulator from this URL and extract the `Databases` and `Machines` folders into `/userdata/bios/`.

Ensure the BIOS file `coleco.rom` (MD5: `2c66f5911e5b42b8ebe113403548eee7`) is inside `/userdata/bios/Machines/COL - ColecoVision/`.

RetroArch (GearColeco)

GearColeco requires no BIOS file to run.

OpenMSX

OpenMSX requires `coleco.rom` placed in `/userdata/system/configs/openmsx/share/systemroms` to run ColecoVision (SGM) ROMs.

CLK

CLK requires the following BIOS file:

MD5 checksum	Share file path	Description
2c66f5911e5b42b8ebe113403548eee7	bios/ColecoVision/coleco.rom	Only required for CLK

ROMs

Place your ColecoVision ROMs in `/userdata/roms/colecovision`.

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 cores of this emulator: `colecovision.videomode`, `colecovision.ratio`, `colecovision.smooth`, `colecovision.shaders`, `colecovision.pixel_perfect`, `colecovision.decoration`, `colecovision.game_translation`

ES setting name `batocera.conf` key	Description ⇒ ES option key value
Settings that apply to all cores of this emulator	
GRAPHICS BACKEND `colecovision.gfxbackend`	Choose your graphics rendering ⇒ OpenGL `opengl`, Vulkan `vulkan`.
AUDIO LATENCY `colecovision.audio_latency`	Audio latency in milliseconds, turn it up if you hear crackles ⇒ 256 256, 192 192, 128 128, 64 64, 32 32, 16 16, 8 8.

libretro: Bluemsx

libretro: Bluemsx configuration

ES setting name `batocera.conf` key	Description ⇒ ES option key value
Settings that apply to all systems this core supports	
REDUCE SPRITE FLICKERING `colecovision.bluemsx_nospritelimits`	Remove the 4 sprite per line limit ⇒ Off `False`, On `True`.

libretro: GearColeco

GearColeco is a highly accurate ColecoVision emulator. It does not require a BIOS file.

libretro: GearColeco configuration

ES setting name `batocera.conf` key	Description ⇒ ES option key value
Settings specific to the GearColeco core	
REFRESH RATE `colecovision.gearcoleco_timing`	Set the refresh rate (requires restart) ⇒ Auto `Auto`, NTSC (60 Hz) `NTSC (60 Hz)`, PAL (50 Hz) `PAL (50 Hz)`.
ASPECT RATIO `colecovision.gearcoleco_aspect_ratio`	Set the aspect ratio ⇒ 1:1 PAR `1:1 PAR`, 4:3 DAR `4:3 DAR`, 16:9 DAR `16:9 DAR`.

ES setting name `batocera.conf` key	**Description ⇒ ES option key `value`**
OVERSCAN `colecovision.gearcoleco_overscan`	Show overscan borders ⇒ Disabled `Disabled`, Top+Bottom `Top+Bottom`, Full (284 width) `Full (284 width)`, Full (320 width) `Full (320 width)`.
ALLOW UP+DOWN / LEFT+RIGHT `colecovision.gearcoleco_up_down_allowed`	Allow opposite directional inputs at the same time ⇒ Disabled `Disabled`, Enabled `Enabled`.
NO SPRITE LIMIT `colecovision.gearcoleco_no_sprite_limit`	Remove the 4 sprite per scanline hardware limit ⇒ Disabled `Disabled`, Enabled `Enabled`.
SPINNER SUPPORT `colecovision.gearcoleco_spinners`	Enable spinner controller support (for games like Super Action Controller) ⇒ Disabled `Disabled`, Super Action `Super Action`, Roller `Roller`.
SPINNER SENSITIVITY `colecovision.gearcoleco_spinner_sensitivity`	Set spinner sensitivity when spinner support is enabled ⇒ 1 1 through 5 5.

OpenMSX

OpenMSX is an open-source MSX emulator that also supports ColecoVision emulation. In Batocera, it uses the **ColecoVision_SGM** machine definition, which includes Super Game Module support for enhanced games.

OpenMSX requires the `coleco.rom` BIOS file placed in `/userdata/system/configs/openmsx/share/systemroms`.

CLK

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

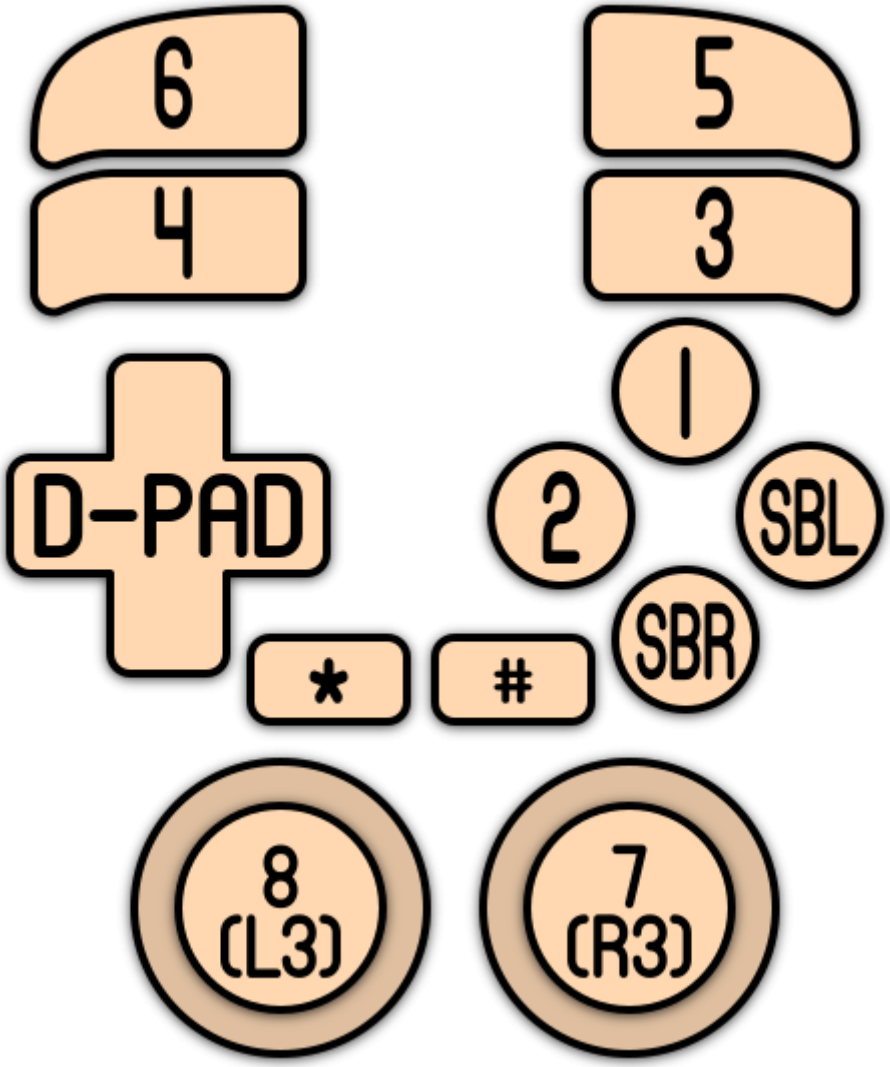
CLK does not support `.7z` compressed ROM files. Use `.zip` or uncompressed formats instead.

Controls

The original controller has 2 side buttons (Side Button Left and Side Button Right) and a keyboard with 10 numeric values and 2 symbols.

The default button mapping for the ColecoVision's controls is as follows:

Gamepad button	ColecoVision function
D-Pad Up	Coleco 1
D-Pad Down	Coleco 2
D-Pad Left	Coleco 3
D-Pad Right	Coleco 4
A (East)	Coleco 5
B (South)	Coleco 6
X (North)	Coleco 7
Y (West)	Coleco 8
R2	Coleco 9
L2	Coleco 0
R (R1)	Coleco Button 1 (Side Right)
L (L1)	Coleco Button 2 (Side Left)
Select	Coleco * (Star)
Start	Coleco # (Hash)



Troubleshooting

For further troubleshooting, refer to the generic support pages.

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