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

Commodore Plus4

The Commodore Plus4 is a computer developed by Commodore. It was released in 1984.

This system scrapes metadata for the “c64” group(s) and loads the `cplus4` set from the currently selected theme, if available.

Grouped with the “c64” group of systems.



Quick reference

- **Accepted ROM formats:** `.d64`, `.prg`, `.tap`, `.m3u`, `.zip`, `.7z`
- **Folder:** `/userdata/roms/cplus4`

Emulators	Accepted ROM formats
vice: xplus4	`.d64`, `.prg`, `.tap`, `.zip`
libretro: vice_xplus4	`.d64`, `.prg`, `.tap`, `.m3u`, `.zip`, `.7z`

BIOS

No Commodore Plus4 emulator in Batocera needs a BIOS file to run.

ROMs

Place your Commodore Plus4 ROMs in `/userdata/roms/cplus4`.

Emulators

vice

vice configuration

Standardized features available to all cores of this emulator: `cplus4.videomode`, `cplus4.padtokeyboard`, `cplus4.videomode`, `cplus4.ratio`, `cplus4.bezel`, `cplus4.bezel_stretch`, `cplus4.hud`, `cplus4.bezel.tattoo`, `cplus4.bezel.tattoo_corner`, `cplus4.bezel.tattoo_file`, `cplus4.bezel.resize_tattoo`

ES setting name `batocera.conf_key`	**Description ⇒ ES option `key_value`**
Settings that apply to all cores of this emulator	
ZOOM (HIDE BORDERS) `cplus4.noborder`	Hides borders on many games. Some games used the borders. ⇒ NO (DEFAULT) `0`, YES `1`.

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: `cplus4.videomode`, `cplus4.videomode`, `cplus4.ratio`, `cplus4.shaderset`, `cplus4.smooth`, `cplus4.integerscale`, `cplus4.bezel`, `cplus4.bezel_stretch`, `cplus4.hud`, `cplus4.bezel.tattoo`, `cplus4.bezel.tattoo_corner`, `cplus4.bezel.tattoo_file`, `cplus4.bezel.resize_tattoo`, `cplus4.ai_service_enabled`, `cplus4.ai_target_lang`, `cplus4.ai_service_url`, `cplus4.ai_service_pause`, `cplus4.runahead`, `cplus4.secondinstance`, `cplus4.video_frame_delay_auto`, `cplus4.vrr_runloop_enable`, `cplus4.video_threaded`

ES setting name `batocera.conf_key`	**Description ⇒ ES option `key_value`**
Settings that apply to all cores of this emulator	
GRAPHICS API `cplus4.gfxbackend`	Choose which graphics API library to use. Vulkan may not work for every core. ⇒ OpenGL `gl`, GLCore `glcore`, Vulkan `vulkan`.

ES setting name batocera.conf_key	Description ⇒ ES option key_value
AUDIO LATENCY cplus4.audio_latency	In milliseconds. Can reduce crackling/cutting out. ⇒ 256 256, 192 192, 128 128, 64 64, 32 32, 16 16, 8 8.
ALLOW ROTATION cplus4.video_allow_rotate	Allow cores to set rotation. ⇒ On true, Off false.
CONTROLLER TO LIGHT GUN cplus4.lightgun_map	Map controller inputs to light gun inputs. ⇒ On true, Off false.

libretro: vice_xplus4

libretro: vice_xplus4 configuration

Standardized features for this core: cplus4.rewind, cplus4.autosave, cplus4.padtokeyboard

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all systems this core supports	
MODEL TYPE global.plus4_model	⇒ PLUS4 PAL PLUS4 PAL, PLUS4 NTSC PLUS4 NTSC, C16 PAL C16 PAL, C16 NTSC C16 NTSC, V364 NTSC V364 NTSC, 232 NTSC 232 NTSC.
COLOR FILTER global.vice_plus4_external_palette	Can be used to simulate colors of particular displays. ⇒ default default, colodore_ted colodore_ted, yape-pal yape-pal, yape-ntsc yape-ntsc.
ASPECT RATIO global.vice_aspect_ratio	Change the output resolution ratio. ⇒ PAL 576x312px pal, NTSC 492x262px ntsc.
ZOOM (HIDE BORDERS) global.vice_zoom_mode	Hides borders on many games. Some games used the borders. ⇒ Auto-disable zoom auto_disable, Auto zoom automatic, Off disabled, small small, medium medium, maximum maximum.
Button Options global.vice_retropad_options	RetroPad Face Button Options. ⇒ B = Fire disabled, B = Fire, A = Up jump, Y = Fire rotate, Y = Fire, B = Up rotate_jump.
CONTROLLER PORT global.vice_joyport	Most games use port 2, some use port 1. ⇒ Port 1 1, Port 2 2.
CONTROLLER TYPE global.vice_joyport_type	⇒ Joystick 1, Paddles 2, Mouse (1351) 3, Trackball (Atari CX-22) 6, Koalapad 10.
KEYBOARD PASSTHROUGH global.vice_keyboard_pass_through	Keyboard shortcuts unavailable if passing through the keyboard. ⇒ Off disabled, On enabled.

Controls

Here are the default Commodore Plus4's controls shown on a Batocera RetroPad:

Troubleshooting

Further troubleshooting

For further troubleshooting, refer to the generic support pages.

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