

# Family Computer Disk

## System FAMILY COMPUTER DISK SYSTEM

The Family Computer Disk System is an attachment to the regular Famicom. It was released in 1986 only in Japan.



The FDS enhanced the original Famicom's sound processing, in addition to extra data storage space. It also had a microphone (used by [Kaiketsu Yanchamaru](#) and [Light Mythology: Palutena's Mirror](#)). With the delay of the NES to the Western market, by the time it came out the mapper solution developed for cartridges made the disk system redundant (although NES cartridges never really had the ability to hold save data, which is a feature that would stay exclusive to the disk system).

This system scrapes metadata for the "fds" group and loads the fds set from the currently selected theme, if available.

Grouped with the "nes" group of systems.

### Quick reference

- **Emulator:** [RetroArch](#)
- **Cores available:** [libretro: fceumm](#), [libretro: Nestopia](#)
- **Folder:** /userdata/roms/fds
- **Accepted ROM formats:** .fds, .zip, .7z

### BIOS

MD5 checksum	Share file path	Description
ca30b50f880eb660a320674ed365ef7a	bios/disksys.rom	

### ROMs

Place your Family Computer Disk System ROMs in /userdata/roms/fds.


### Emulators

Since the FDS is essentially just the Famicom, emulators are identical between the "systems".

# 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: `fds.videomode`, `fds.ratio`, `fds.smooth`, `fds.shaders`, `fds.pixel_perfect`, `fds.decoration`, `fds.game_translation`

ES setting name batocera.conf_key	Description ⇒ ES option key_value
<b>Settings that apply to all cores of this emulator</b>	
<b>GRAPHICS API</b> <code>fds.gfxbackend</code>	Choose which graphics API library to use. Vulkan is better, when supported. ⇒ OpenGL <code>opengl</code> , Vulkan <code>vulkan</code> .
<b>AUDIO LATENCY</b> <code>fds.audio_latency</code>	In milliseconds. Can reduce crackling/cutting out. ⇒ 256 256, 192 192, 128 128, 64 64, 32 32, 16 16, 8 8.
<b>THREADED VIDEO</b> <code>fds.video_threaded</code>	Improves performance at the cost of latency and more video stuttering. ⇒ On <code>true</code> , Off <code>false</code> .

## libretro: fceumm

### libretro: fceumm configuration

ES setting name batocera.conf_key	Description ⇒ ES option key_value
<b>Settings that apply to all systems this core supports</b>	
<b>REDUCE SPRITE FLICKERING</b> <code>global.fceumm_nospritelimit</code>	Remove the eight sprites per line limit. ⇒ Off <code>disabled</code> , On <code>enabled</code> .
<b>CROP OVERSCAN</b> <code>global.fceumm_cropoverscan</code>	Crops out video edge hidden under bezel of analog TV ⇒ None <code>none</code> , Horizontal <code>h</code> , Vertical <code>v</code> , Both <code>both</code> .

<b>ES setting name batocera.conf_key</b>	<b>Description ⇒ ES option key_value</b>
<b>COLOR PALETTE</b> global.fceumm_palette	Choose which color palette is going to be used ⇒ default default, asqrealc asqrealc, nintendo-vc nintendo-vc, rgb rgb, yuv-v3 yuv-v3, unsaturated-final unsaturated-final, sony-cxa2025as-us sony-cxa2025as-us, pal pal, bmf-final2 bmf-final2, bmf-final3 bmf-final3, smooth-fbx smooth-fbx, composite-direct-fbx composite-direct-fbx, pvm-style-d93-fbx pvm-style-d93-fbx, ntsc-hardware-fbx ntsc-hardware-fbx, nes-classic-fbx-fs nes-classic-fbx-fs, nescap nescap, wavebeam wavebeam, custom custom.
<b>NTSC FILTER</b> global.fceumm_ntsc_filter	Enable blargg NTSC video filters ⇒ Off disabled, Composite (color bleeding + artifacts) composite, SVideo (color bleeding only) svideo, RGB (crisp image) rgb.
<b>SOUND QUALITY (HIGHER DEVICES)</b> global.fceumm_sndquality	Increase sound quality for games using expansion audio ⇒ Low Low, High High, Very High Very High.
<b>PPU OVERCLOCKING</b> global.fceumm_overclocking	Minimize ingame slowdowns of some games (Contra Force) ⇒ disabled disabled, 2x-Postrender 2x-Postrender, 2x-VBlank 2x-VBlank.
<b>CONTROLLER 1 TYPE</b> global.controller1_nes	Select NES Gamepad or Gun (must use a mouse) ⇒ Autodetect 1, NES Gamepad 513, NES Zapper 258.
<b>CONTROLLER 2 TYPE</b> global.controller2_nes	Select NES Gamepad, Paddle or Gun (must use a mouse) ⇒ Autodetect 1, NES Gamepad 513, NES Zapper 258, Arkanoid paddle 514.

**libretro: Nestopia**

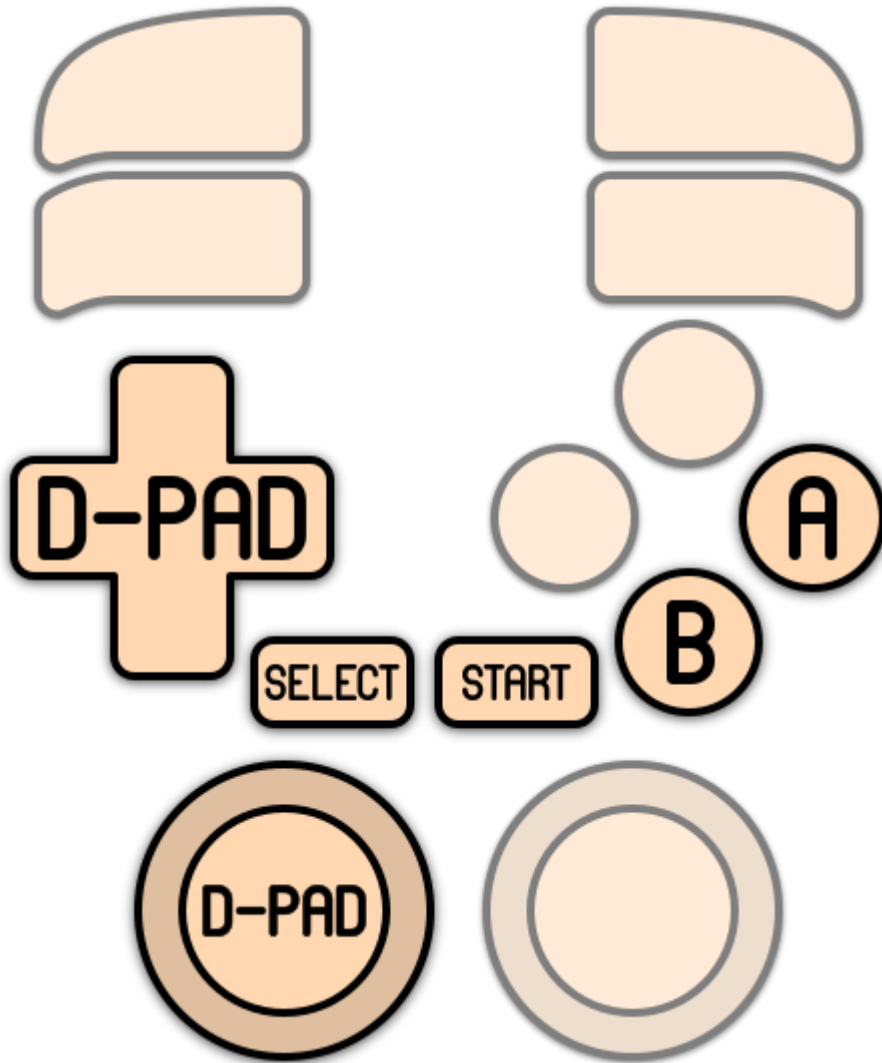
**libretro: Nestopia configuration**

<b>ES setting name batocera.conf_key</b>	<b>Description ⇒ ES option key_value</b>
<b>Settings that apply to all systems this core supports</b>	
<b>REDUCE SPRITE FLICKERING</b> global.nestopia_nospritelimit	Remove the eight sprites per line limit. ⇒ Off disabled, On enabled.
<b>CROP OVERSCAN</b> global.nestopia_cropoverscan	Crops out video edge hidden under bezel of analog TV ⇒ None none, Horizontal h, Vertical v, Both both.

<b>ES setting name batocera.conf_key</b>	<b>Description ⇒ ES option key_value</b>
<b>COLOR PALETTE</b> <code>global.nestopia_palette</code>	Choose which color palette is going to be used ⇒ consumer consumer, cxa2025as cxa2025as, canonical canonical, alternative alternative, rgb rgb, pal pal, composite-direct-fbx composite-direct-fbx, pvm-style-d93-fbx pvm-style-d93-fbx, ntsc-hardware-fbx ntsc-hardware-fbx, nes-classic-fbx-fs nes-classic-fbx-fs, custom custom.
<b>NTSC FILTER</b> <code>global.nestopia_blargg_ntsc_filter</code>	Enable blargg NTSC video filters ⇒ Off disabled, Composite (color bleeding + artifacts) composite, SVideo (color bleeding only) svideo, RGB (crisp image) rgb.
<b>CPU OVERCLOCK</b> <code>global.nestopia_overclock</code>	Minimize ingame slowdowns of some games (Contra Force) ⇒ Off 1x, 2x 2x.
<b>4 PLAYER ADAPTER</b> <code>global.nestopia_select_adapter</code>	Manually select a 4 Player Adapter for some games ⇒ Autodetect automatic, NTSC (NES) ntsc, Famicom (FDS) famicom.

## Controls

Here are the default Family Computer Disk System's controls shown on a [Batocera Retropad](https://wiki.batocera.org/):



## Troubleshooting

### Further troubleshooting

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

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