



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

Fujitsu Micro 7

The Fujitsu Micro 7 (FM-7) is a computer developed by Fujitsu. It was released exclusively in Japan and Spain on November 1982, retailing for ¥126,000 Yen (\$1,250 USD; \$4,216.44 in 2021).

The FM-7 is a stripped down version of the prior FM-8 computer, originally referred to as the "FM-8 Jr.". It primarily competed with the NEC PC 8801 and the Sharp X1 series of computers



Model list ([list source](#)):

Model	Release	Main CPU	Sub CPU	RAM
FM-8	1981-05	M68A09 @ 1MHz	M6809	64K (main) + 48K (VRAM)
FM-7	1982-11	M68B09 @ 2MHz	M68B09	64K (main) + 48K (VRAM)
FM-NEW7	1984-05	M68B09 @ 2MHz	M68B09	64K (main) + 48K (VRAM)
FM-77	1984-05	M68B09 @ 2MHz	M68B09E	64/256K (main) + 48K (VRAM)
FM-77AV	1985-10	M68B09E @ 2MHz	M68B09	128/192K (main) + 96K (VRAM)
FM-77AV20	1986-10	M68B09E @ 2MHz	M68B09	128/192K (main) + 96K (VRAM)
FM-77AV40	1986-10	M68B09E @ 2MHz	M68B09	192/448K (main) + 144K (VRAM)
FM-77AV20EX	1987-11	M68B09E @ 2MHz	M68B09	128/192K (main) + 96K (VRAM)
FM-77AV40EX	1987-11	M68B09E @ 2MHz	M68B09	192/448K (main) + 144K (VRAM)
FM-77AV40SX	1988-11	M68B09E @ 2MHz	M68B09	192/448K (main) + 144K (VRAM)

The only emulator Batocera employs for this system is MAME/MESS's FM-7 core, which is still experimental and lacking documentation. Therefore, emulation of this system can really only be recommended to advanced users.

This system scrapes metadata for the "fm7" group and loads the fm7 set from the currently selected theme, if available.

Quick reference

- **Emulator:** [MAME](#)
- **Folder:** /userdata/roms/fm7
- **Accepted ROM formats:** .wav, .t77, .mfi, .dfi, .hfe, .mfm, .td0, .imd, .d77, .d88, .1dd, .cqm, .cqi, .dsk, .zip, .7z

BIOS

Requires MAME BIOS file fm7.zip or *.7z in either roms/fm7 or BIOS folder.

Optionally fm77av.zip or *.7z for FM-77AV support.

ROMs


Place your Fujitsu Micro 7 ROMs in /userdata/roms/fm7.

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: fm7.videomode, fm7.decoration, fm7.padtokeyboard

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all versions of this emulator	

ES setting name batocera.conf_key	Description ⇒ ES option key_value
VIDEO MODE fm7.video	BGFX for post-processing, accel/opengl for raw image. ⇒ BGFX bgfx, Accel accel, OpenGL opengl.
BGFX GRAPHICS API fm7.bgfxbackend	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 fm7.bgfxshaders	Apply a post-processing effect. ⇒ Off None, Bilinear default, CRT Geom crt-geom, CRT Geom Deluxe crt-geom-deluxe, Super Eagle eagle, HLSL hlsl, HQ2X hq2x, HQ3X hq3x, HQ4X hq4x.
CRT SWITCHRES fm7.switchres	Allows the use of switchres profiles if present. ⇒ Off 0, On 1.
VERTICAL ROTATION (TATE) fm7.rotation	Rotates screen by 90 degrees. Intended for rotating displays. ⇒ Off None, Rotate 90 autorot, Rotate 270 autorot.
ALT DPAD MODE fm7.altdpad	If the D-Pad is oriented incorrectly for your controller. ⇒ Off (Default) 0, DS3 Orientation 1, X360 Orientation 2.
Settings specific to fm7	
FM-7 MODEL fm7.altmodel	⇒ FM-7 fm7, FM-77AV fm77av.
MEDIA TYPE fm7.altromtype	Type of ROM file to load. ⇒ Cassette cass, Disk (Drive 1) flop1, Disk (Drive 2) flop2.
UI KEYS fm7.enableui	Open with hotkey + D-pad up or Scroll Lock in-game. ⇒ Off at Start 0, On at Start 1.

Controls

Here are the default FM-7'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](#).

From:

<https://wiki.batocera.org/> - **Batocera.linux** - Wiki

Permanent link:

<https://wiki.batocera.org/systems:fm7>

Last update: **2021/12/21 01:04**

