



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

## Game.com

The Game.com is a fifth-generation portable developed by Tiger Electronics. It was released in 1997.

It was known for featuring internet connectivity, hence the “.com” in its name. Tiger even bought the domain “game.com” for the occasion. Don't go there now, though.

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



### Quick reference

- **Emulator:** [MAME](#)
- **Folder:** /userdata/roms/gamecom
- **Accepted ROM formats:** .bin, .tgc, .zip, .7z

### BIOS

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

### ROMs

Place your Game.com ROMs in /userdata/roms/gamecom.


### 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

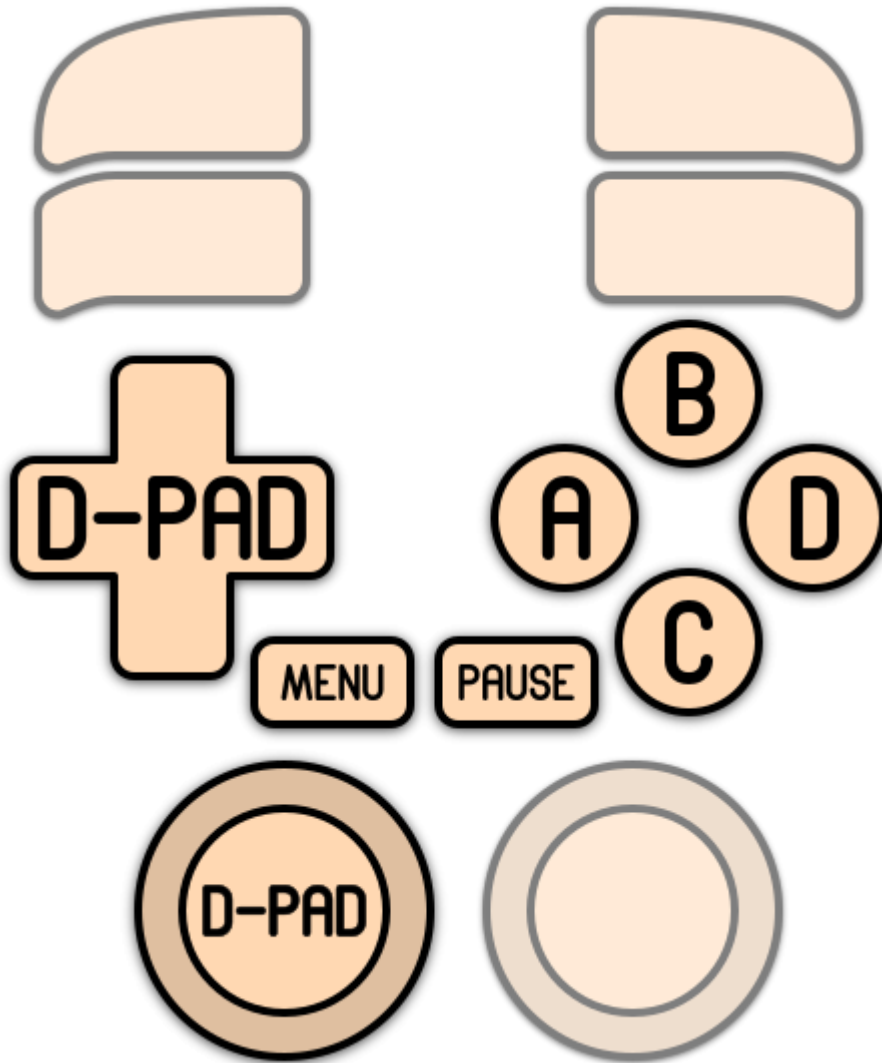
MAME offers a **Menu** in-game ([HOTKEY] +  or [Tab] on the keyboard). This can be used to manually adjust inputs or game settings. If you're having issues with a specific game, check the [MAMEdev FAQ for that game here](#). For MESS systems specifically, you might find more information on [MESS's wiki](#). All options can also be edited by opening the `mame.ini` file.

Standardized features available to all versions of this emulator: `gamecom.videomode`, `gamecom.decoration`, `gamecom.padtokeyboard`

| ES setting name batocera.conf_key                                | Description ⇒ ES option key_value   |
|--|---|
| <b>Settings that apply to all versions of this emulator</b>      |   |
| <b>VIDEO MODE</b> <code>gamecom.video</code>                     | BGFX for post-processing, accel/opengl for raw image.<br>⇒ BGFX <code>bgfx</code> , Accel <code>accel</code> , OpenGL <code>opengl</code> .   |
| <b>BGFX GRAPHICS API</b><br><code>gamecom.bgfxbackend</code>     | Depends on video mode being set to BGFX. Vulkan is better, when supported.<br>⇒ MAME Detect automatic, OpenGL <code>opengl</code> , OpenGL ES <code>gles</code> , Vulkan <code>vulkan</code> .  |
| <b>BGFX VIDEO FILTER</b><br><code>gamecom.bgfxshaders</code>     | Apply a post-processing effect.<br>⇒ Off None, Bilinear default, CRT Geom <code>crt-geom</code> , CRT Geom Deluxe <code>crt-geom-deluxe</code> , Super Eagle <code>eagle</code> , HLSL <code>hls1</code> , HQ2X <code>hq2x</code> , HQ3X <code>hq3x</code> , HQ4X <code>hq4x</code> . |
| <b>CRT SWITCHRES</b> <code>gamecom.switchres</code>              | Allows the use of switchres profiles if present.<br>⇒ Off 0, On 1.  |
| <b>VERTICAL ROTATION (TATE)</b><br><code>gamecom.rotation</code> | Rotates screen by 90 degrees. Intended for rotating displays.<br>⇒ Off None, Rotate 90 autorot, Rotate 270 autorotl.  |
| <b>ALT DPAD MODE</b> <code>gamecom.altdpad</code>                | If the D-Pad is oriented incorrectly for your controller.<br>⇒ Off (Default) 0, DS3 Orientation 1, X360 Orientation 2.  |

## Controls

Here are the default Game.com'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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