



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

VTech Laser 310



The VTech Laser 310 is a home computer developed by Video Technology. It was released in 1984. A version of this system was also released as the Dick Smith Electronics VZ-300.

[Here's a cool article about it on oldcomputers.net.](#)

This system scrapes metadata for the "laser310" group and loads the laser310 set from the currently selected theme, if available.

Quick reference

- **Emulator:** [MAME](#)
- **Folder:** /userdata/roms/laser310
- **Accepted ROM formats:** .vz .wav .cas .zip .7z
- **BIOS files:** laser310.zip
- **BIOS required?** yes
- **Configuration via:** EmulationStation

Emulators	Folder	Accepted ROM formats	BIOS files	BIOS required?	Configuration via
MAME	roms/laser310/	.vz .wav .cas .zip .7z	laser310.zip	Yes	EmulationStation
LibRetro: MAME	roms/laser310/	.vz .wav .cas .zip .7z	laser310.zip	Yes	EmulationStation and emu-config

BIOS

The BIOS files aren't strictly required for emulation, but can dramatically improve compatibility and accuracy. For best results, place laser310.zip in the bios/ folder, with the following contents:

MD5 checksum	Filename	Description
42c8f9e6c2133ae0e953b89ccbdb7e2	vtechv20.u12	BASIC V2.0
f7e5d9a3eb2b57bf5f4e2a4565318a8f	vtechv21.u12	BASIC V2.1 (hack)

ROMs


Place your VTech Laser 310 ROMs in /userdata/roms/laser310/.

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.

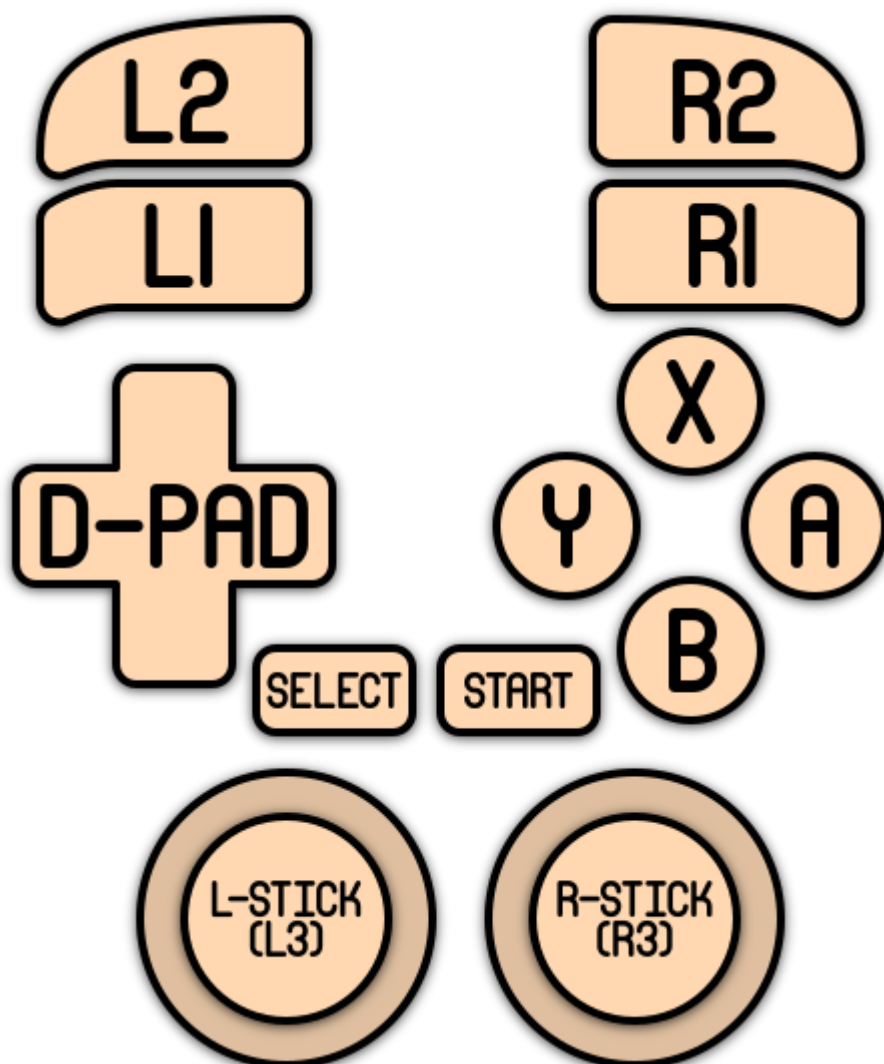
Standardized features available to all versions of this emulator: `laser310.videomode`, `laser310.decoration`, `laser310.padtkeyboard`

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all versions of this emulator	
VIDEO MODE <code>laser310.video</code>	BGFX for post-processing, accel/opengl for raw image. ⇒ BGFX <code>bgfx</code> , Accel <code>accel</code> , OpenGL <code>opengl</code> .
BGFX GRAPHICS API <code>laser310.bgfxbackend</code>	Depends on video mode being set to BGFX. Vulkan is better, when supported. ⇒ MAME Detect <code>automatic</code> , OpenGL <code>opengl</code> , OpenGL ES <code>gles</code> , Vulkan <code>vulkan</code> .
BGFX VIDEO FILTER <code>laser310.bgfxshaders</code>	Apply a post-processing effect. ⇒ Off <code>None</code> , Bilinear <code>default</code> , 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> .
CRT SWITCHRES <code>laser310.switchres</code>	Allows the use of switchres profiles if present. ⇒ Off <code>0</code> , On <code>1</code> .
VERTICAL ROTATION (TATE) <code>laser310.rotation</code>	Rotates screen by 90 degrees. Intended for rotating displays. ⇒ Off <code>None</code> , Rotate 90 <code>autoror</code> , Rotate 270 <code>autorol</code> .
ALT DPAD MODE <code>laser310.altdpad</code>	If the D-Pad is oriented incorrectly for your controller. ⇒ Off (Default) <code>0</code> , DS3 Orientation <code>1</code> , X360 Orientation <code>2</code> .

ES setting name batocera.conf_key	Description ⇒ ES option key_value
SPECIAL CONTROL LAYOUTS laser310.altlayout	Controls for 5/6 button games and other unique controls ⇒ Default Only 0, Street Fighter (SNES) 1, Street Fighter (Modern) 4, Mortal Kombat (SNES) 2, Killer Instinct (SNES) 3, Genesis 6-Button (Retroarch) 5, Neo Geo (Neo Geo Mini Pad) 6, Neo Geo (Neo Geo CD Pad) 7, Neo Geo (Offset Fightstick) 8, Twin Stick with Triggers 9, Rotated 4-Way Stick (Q*Bert) 10.
Settings specific to laser310	
MEDIA TYPE laser310.altromtype	Type of ROM file to load. ⇒ Cassette 1 cass1, Cassette 2 cass2, Disk (Drive 1) flop1, Disk (Drive 2) flop2, Cartridge (Slot 1) cart1, Cartridge (Slot 2) cart2, Cartridge (Slot 3) cart3, Cartridge (Slot 4) cart4.
UI KEYS laser310.enableui	Open with hotkey + D-pad up or Scroll Lock in-game. ⇒ Off at Start 0, On at Start 1.

Controls

The default button mapping for the laser310's controls is as follows::



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

Permanent link:

<https://www.wiki.batocera.org/systems:laser310?rev=1677016878>

Last update: **2023/02/21 22:01**

