



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

MSX Turbo-R

The MSX Turbo-R is a computer developed by Microsoft. It was released in 1990.



This system scrapes metadata for the “msx” group(s) and loads the msxturbor.dat from the currently selected theme, if available.



Grouped with the “msx” group of systems.

Quick reference

- **Accepted ROM formats:** .dsk, .mx2, .rom, .zip, .7z
- **Folder:** /userdata/roms/msxturbor

Emulators
libretro: bluemsx
openmsx

BIOS

No MSX Turbo-R emulator in Batocera needs a BIOS file to run.

ROMs


Place your MSX Turbo-R ROMs in /userdata/roms/msxturbor.

Emulators

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

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all cores of this emulator	
GRAPHICS API <code>msxturbor.gfxbackend</code>	Choose which graphics API library to use. Vulkan may not work for every core. ⇒ OpenGL gl, GLCore glcore, Vulkan vulkan.
AUDIO LATENCY <code>msxturbor.audio_latency</code>	In milliseconds. Can reduce crackling/cutting out. ⇒ 256 256, 192 192, 128 128, 64 64, 32 32, 16 16, 8 8.
ALLOW ROTATION <code>msxturbor.video_allow_rotate</code>	Allow cores to set rotation. ⇒ On true, Off false.
CONTROLLER TO LIGHT GUN <code>msxturbor.lightgun_map</code>	Map controller inputs to light gun inputs. ⇒ On true, Off false.

libretro: bluemsx

libretro: bluemsx configuration

Standardized features for this core: `msxturbor.rewind`, `msxturbor.autosave`, `msxturbor.padtokeyboard`, `msxturbor.cheevos`

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all systems this core supports	
REDUCE SPRITE FLICKERING <code>global.bluemsx_nospritelimits</code>	Enhancement. Remove the four sprites per line limit. ⇒ Off False, On True.

openmsx

openmsx configuration

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

Controls

Here are the default MSX Turbo-R's controls shown on a [Batocera RetroPad](#):



Troubleshooting

Further troubleshooting

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

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