

NEO•GEO CD

The NEO•GEO CD is a home console developed by SNK, designed to allow gamers to play their favorite arcade games from the comfort of their own home. It was released in 1994 and retailed for \$399 USD. Its internals are similar to the cartridge-based NEO•GEO AES, though the CD has a lot more RAM.



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

Quick reference

- **Emulator:** [RetroArch](#)
- **Cores available:** [libretro: neocd](#), [libretro: fbneo](#)
- **Folder:** /userdata/roms/neogeocd
- **Accepted ROM formats:** .cue, .iso, .chd

BIOS

To function NeoCD need a BIOS from a Front Loading, Top Loading or CDZ machine. The BIOS files should be installed in the /userdata/bios/neocd folder. You need at least one from the following table. If several BIOSes are available, it will be possible to choose which to run in the advanced system settings.

Batocera v34 and higher

MD5 checksum	Share file path	Description
8834880c33164ccbe6476b559f3e37de	bios/neocd/neocd_f.rom	
043d76d5f0ef836500700c34faef774d	bios/neocd/neocd_sf.rom	
de3cf45d227ad44645b22aa83b49f450	bios/neocd/neocd_t.rom	
f6325a33c6d63ea4b9162a3fa8c32727	bios/neocd/neocd_st.rom	
11526d58d4c524daef7d5d677dc6b004	bios/neocd/neocd_z.rom	CDZ
971ee8a36fb72da57aed01758f0a37f5	bios/neocd/neocd_sz.rom	
5c2366f25ff92d71788468ca492ebeca	bios/neocd/front-spl.bin	
122aee210324c72e8a11116e6ef9c0d0	bios/neocd/top-spl.bin	
f39572af7584cb5b3f70ae8cc848aba2	bios/neocd/neocd.bin	CDZ MAME
08ca8b2dba6662e8024f9e789711c6fc	bios/neocd/uni-bioscd.rom	CDZ Universal 3.3

Batocera v33 and lower

MD5 checksum	Share file path	Description
c733b4b7bd30fa849874d96c591c8639	bios/neocdz.zip	Neo Geo CDZ System BIOS

ROMs

Place your Neo-Geo CD ROMs in /userdata/roms/neogeocd.


It's recommended to use the latest MAME romset at the time of Batocera's last stable release.

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: `neogeocd.videomode`, `neogeocd.ratio`, `neogeocd.smooth`, `neogeocd.shaders`, `neogeocd.pixel_perfect`, `neogeocd.decoration`, `neogeocd.game_translation`

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all cores of this emulator	
GRAPHICS BACKEND <code>neogeocd.gfxbackend</code>	Choose your graphics rendering ⇒ OpenGL <code>opengl</code> , Vulkan <code>vulkan</code> .
AUDIO LATENCY <code>neogeocd.audio_latency</code>	Audio latency in milliseconds, turn it up if you hear crackles ⇒ 256 256, 192 192, 128 128, 64 64, 32 32, 16 16, 8 8.
THREADED VIDEO <code>neogeocd.video_threaded</code>	Improves performance at the cost of latency and more video stuttering. Use only if full speed cannot be obtained otherwise. ⇒ On <code>true</code> , Off <code>false</code> .

libretro: neocd

[Libretro NeoCD](#) is a contemporary NEO•GEO CD emulator. To quote its readme:

NeoCD-Libretro is a complete rewrite of NeoCD from scratch in modern C++11. It is designed with accuracy and portability in mind rather than being all about speed like the the older versions.

libretro: neocd configuration

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all systems this core supports	
CONSOLE REGION global.neocd_region	Change language of some games ⇒ Japan Japan, USA USA, Europe Europe.
BIOS SELECT global.neocd_bios	CD Universe Bios not include cheats ⇒ CDZ CDZ, CDZ (MAME) CDZ (MAME), Universe 3.3 Universe 3.3.
PER-GAME SAVES global.neocd_per_content_saves	Use one save file per-game ⇒ Off False, On True.

libretro: fbneo



FBNeo can run a lot of things, can't it? Description needed.

libretro: fbneo configuration

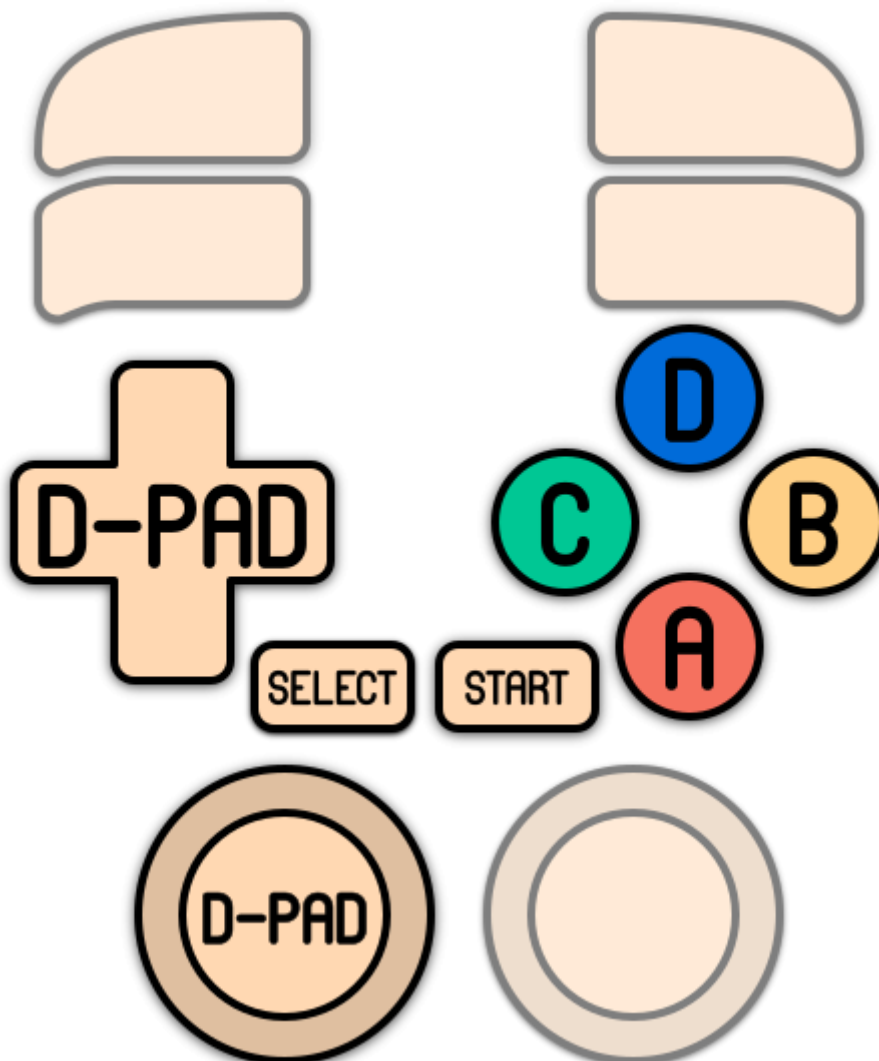
ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all systems this core supports	
CPU CLOCK global.fbneo-cpu-speed-adjust	Can fix native system slowdowns in some games ⇒ 30% 30%, 40% 40%, 50% 50%, 60% 60%, 70% 70%, 80% 80%, 90% 90%, 100% 100%, 110% 110%, 120% 120%, 130% 130%, 140% 140%, 150% 150%, 160% 160%, 170% 170%, 180% 180%, 190% 190%, 200% 200%.
FRAMESKIP global.fbneo-frameskip	Skip frames to improve performance (smoothness) ⇒ No skipping 0, Skip rendering of 1 frames out of 2 1, Skip rendering of 2 frames out of 3 2, Skip rendering of 3 frames out of 4 3, Skip rendering of 4 frames out of 5 4.
CROSSHAIR (LIGHTGUN) global.fbneo-lightgun-hide-crosshair	Show crosshair if playing with a lightgun device ⇒ Off enabled, On disabled.
Settings specific to neogeo	
NEOGEO MODE neogeo.fbneo-neogeo-mode-switch	Load appropriate Bios depending on your choice ⇒ Console AES World AES Asia, Console AES Japan AES Japan, Arcade MVS Europe MVS Asia/Europe, Arcade MVS USA MVS USA, Arcade MVS Japan MVS Japan, Arcade Universe BIOS (Cheats) Universe BIOS.

ES setting name batocera.conf_key	Description → ES option key_value
MEMORY CARD MODE neogeo.fbneo-memcard-mode	Change the behavior for the memory card → Off disabled, Shared shared, Per-game per-game.

Controls

The controller for the NEO•GEO CD had an interesting “D-pad” which was a small disc floating above a circular perimeter, with micro-switch activation allowing for precise control of inputs; a necessity for the fighting games featured on the console. It's truly something that needs to be physically felt to be understood.

Here are the default NEO•GEO CD's controls shown on a [Batocera Retropad](#):



Troubleshooting

Further troubleshooting

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

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