

# PC Engine/TurboGrafx-16

The PC Engine is a fourth-generation console developed by NEC. It was released in Japan on October 1987.

The console was redesigned for its North American release, and is known as the TurboGrafx-16 (the 16 representing how it uses 16-bit components (despite the fact that it only has an 8-bit CPU)) there.

Its later European/UK release in 1989 would use the original Japanese design and name. Unfortunately, due to its later release in the region it would end up competing against the other fourth-generation consoles despite its third-generation hardware. The [PC Engine SuperGrafx](#) would be released shortly after to address this.

The PC Engine/TurboGrafx-16 would later get a CD-ROM attachment. For emulation of those games, use the [system specific to PC Engine CD](#).

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



## Quick reference

- **Emulator:** [RetroArch](#)
- **Cores available:** [libretro: pce](#), [libretro: pce\\_fast](#)
- **Folder:** /userdata/roms/pcengine
- **Accepted ROM formats:** .pce, .bin, .zip, .7z

## BIOS

This BIOS file is required.

MD5 checksum	Share file path	Description
38179df8f4ac870017db21ebcbf53114	bios/syscard3.pce	Super CD-ROM2 System V3.xx

These BIOS files can also work, however they are known to have compatibility issues with certain games:

MD5 checksum	Share file path	Description
	bios/syscard2.pce	CD-ROM System V2.xx
	bios/syscard1.pce	CD-ROM System V1.xx
	bios/gexpress.pce	Game Express CD Card

# ROMs

Place your PC Engine ROMs in /userdata/roms/pcengine.

For PC Engine CD-ROMs, instead place them in /userdata/roms/pcenginecd.


Certain ROMs may not work if compressed in a .zip or .7z file.

# 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: pcengine.videomode, pcengine.ratio, pcengine.smooth, pcengine.shaders, pcengine.pixel\_perfect, pcengine.decoration, pcengine.game\_translation

ES setting name batocera.conf_key	Description ⇒ ES option key_value
<b>Settings that apply to all cores of this emulator</b>	
<b>GRAPHICS API</b> pcengine.gfxbackend	Choose which graphics API library to use. Vulkan is better, when supported. ⇒ OpenGL opengl, Vulkan vulkan.
<b>AUDIO LATENCY</b> pcengine.audio_latency	In milliseconds. Can reduce crackling/cutting out. ⇒ 256 256, 192 192, 128 128, 64 64, 32 32, 16 16, 8 8.
<b>THREADED VIDEO</b> pcengine.video_threaded	Improves performance at the cost of latency and more video stuttering. ⇒ On true, Off false.

### libretro: pce

#### libretro: pce configuration

ES setting name batocera.conf_key	Description ⇒ ES option key_value
<b>Settings that apply to all systems this core supports</b>	

ES setting name batocera.conf_key	Description ⇒ ES option key_value
<b>REDUCE SPRITE FLICKERING</b> global.pce_nospritelimit	Enhancement. Remove the sixteen sprites per line limit. ⇒ Off disabled, On enabled.
<b>CONTROLLER 1 TYPE</b> global.controller1_pce	⇒ PCE Joypad 1, PCE Mouse 2.

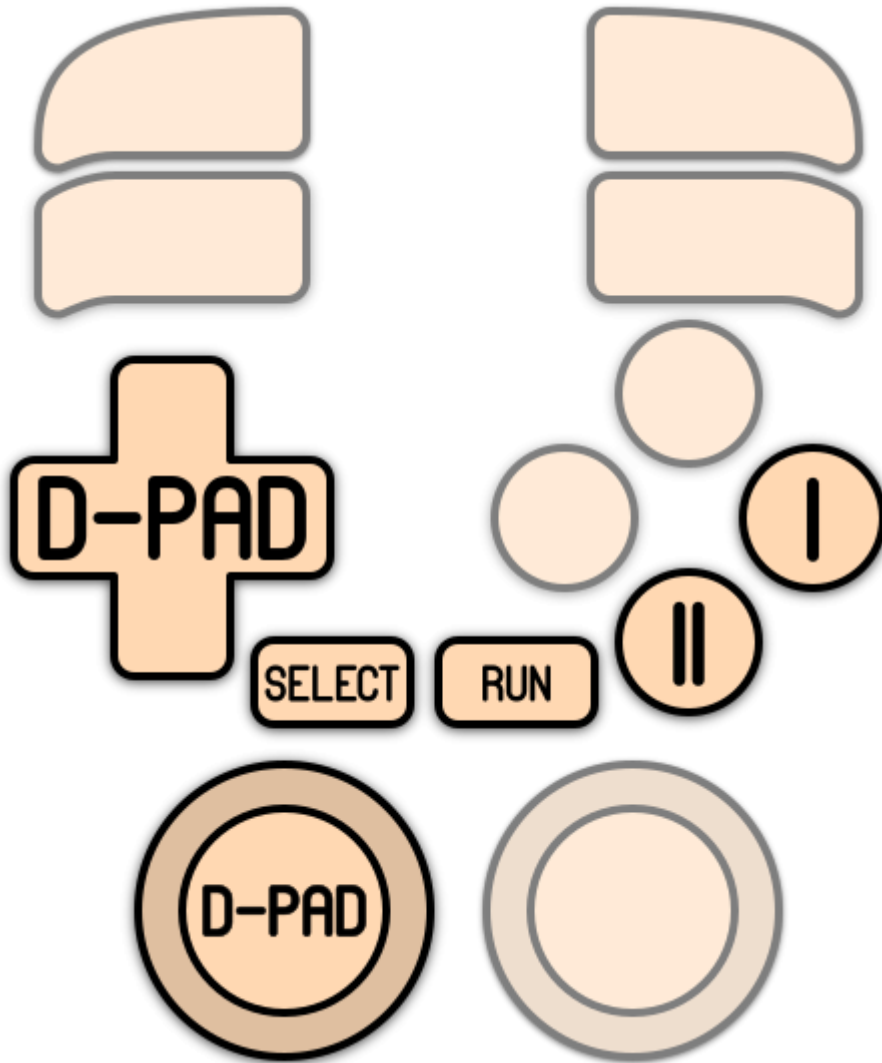
libretro: pce\_fast

libretro: pce\_fast configuration

ES setting name batocera.conf_key	Description ⇒ ES option key_value
<b>Settings that apply to all systems this core supports</b>	
<b>REDUCE SPRITE FLICKERING</b> global.pce_nospritelimit	Enhancement. Remove the sixteen sprites per line limit. ⇒ Off disabled, On enabled.
<b>CONTROLLER 1 TYPE</b> global.controller1_pce	⇒ PCE Joypad 1, PCE Mouse 2.

## Controls

Here are the default PC Engine's controls shown on a [Batocera Retropad](#):



## Troubleshooting

### Further troubleshooting

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

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