

PC Engine CD

The PC Engine CD is a console developed by NEC. It was released in 1988.

This system scrapes metadata for the "pcenginecd" group and loads the pce-cd set from the currently selected theme, if available.



Quick reference

- **Emulator:** [RetroArch](#)
- **Cores available:** [libretro: pce](#), [libretro: pce_fast](#)
- **Folder:** /userdata/roms/pcenginecd
- **Accepted ROM formats:** .pce, .cue, .ccd, .iso, .img, .chd

BIOS

No PC Engine CD emulator in Batocera needs a BIOS file to run.

ROMs


Place your PC Engine CD ROMs in /userdata/roms/pcenginecd.

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: pcenginecd.videomode, pcenginecd.ratio, pcenginecd.smooth, pcenginecd.shaders, pcenginecd.pixel_perfect, pcenginecd.decoration, pcenginecd.game_translation

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all cores of this emulator	
GRAPHICS API pcenginecd.gfxbackend	Choose which graphics API library to use. Vulkan is better, when supported. ⇒ OpenGL opengl, Vulkan vulkan.
AUDIO LATENCY pcenginecd.audio_latency	In milliseconds. Can reduce crackling/cutting out. ⇒ 256 256, 192 192, 128 128, 64 64, 32 32, 16 16, 8 8.
THREADED VIDEO pcenginecd.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
Settings that apply to all systems this core supports	
REDUCE SPRITE FLICKERING global.pce_nospritelimit	Enhancement. Remove the sixteen sprites per line limit. ⇒ Off disabled, On enabled.
CONTROLLER 1 TYPE 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
Settings that apply to all systems this core supports	
REDUCE SPRITE FLICKERING global.pce_nospritelimit	Enhancement. Remove the sixteen sprites per line limit. ⇒ Off disabled, On enabled.
CONTROLLER 1 TYPE global.controller1_pce	⇒ PCE Joypad 1, PCE Mouse 2.

Controls

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



Troubleshooting

Further troubleshooting

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

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