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

PDP-1

The PDP-1 is a computer developed by Digital Equipment Corporation. It was released in 1961.

This system scrapes metadata for the “pdp1” group(s) and loads the `pdp1` set from the currently selected theme, if available.

Quick reference

- **Accepted ROM formats:** `.zip`, `.7z`, `.tap`, `.rim`, `.drm`
- **Folder:** `/userdata/roms/pdp1`

Emulators
libretro: mame
MAME

BIOS

No PDP-1 emulator in Batocera needs a BIOS file to run.

ROMs

Place your PDP-1 ROMs in `/userdata/roms/pdp1`.

Use Control-Enter or Start to start after loading. Loading may take some time, if the green lights are blinking, it is loading.

Spacewar is two player only, if you only have one controller connected, it will control both ships.

Emulators

RetroArch

RetroArch has its own page.

libretro: mame

libretro: mame configuration

Standardized features for this core: pdp1.autosave, pdp1.netplay, pdp1.padtokeyboard

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all systems this core supports	
OVERCLOCK (UNSTABLE) global.mame_cpu_overclock	Enhancement. Reduces system slowdown. Causes issues in some games. ⇒ default default, 30 30, 35 35, 40 40, 45 45, 50 50, 55 55, 60 60, 65 65, 70 70, 75 75, 80 80, 85 85, 90 90, 95 95, 100 100, 105 105, 110 110, 115 115, 120 120, 125 125, 130 130, 135 135, 140 140, 145 145, 150 150.
RENDERING RESOLUTION global.mame_altres	Enhancement. Increase the rendering resolution. Makes 3D objects clearer. ⇒ 640×480 640×480, 800×600 800×600, 960×720 960×720, 1024×768 1024×768, 1280×720 1280×720, 1600×800 1600×800, 1920×1080 1920×1080, 2560×1440 2560×1440, 3840×2160 3840×2160.
SPECIAL CONTROL LAYOUTS global.altlayout	Controls for 5/6 button games and other unique controls ⇒ Default Only default, SNES Style snes, Genesis/Megadrive Style megadrive, Modern Fightstick Style fightstick, Neo Geo Mini Pad neomini, Neo Geo CD Pad neocd, Twin Stick with Triggers twinstick, Rotated 4-Way Stick (Q*Bert) qbert.
HIGH SCORE PLUGIN global.hiscoreplugin	Enable or disable high score saving ⇒ Enabled (Default) 1, Disabled 0.
COIN SOUND PLUGIN global.coindropplugin	Play a coin drop sound effect when an insert coin button is pressed ⇒ Enabled 1, Disabled (Default) 0.
SHARE MAME ARTWORK global.sharemameart	Use the same art paths as standalone MAME - not recommended if using decorations or shaders. ⇒ On (Default) 1, Off 0.
CROP ARTWORK global.artworkcrop	Crop MAME artwork to maximize the game screen and only fill unused space. ⇒ On (Default) 1, Off 0.
CUSTOM CONFIG global.customcfg	Use a custom MAME config, do not overwrite config on launch. ⇒ On 1, Off (Default) 0.
OFF-SCREEN RELOAD BUTTON global.offscreenreload	Set gun button 2 to reload. ⇒ On 1, Off (Default) 0.
Settings specific to pdp1	
SOFTWARE LIST pdp1.softList	Use MAME software lists to identify ROM ⇒ Don't Use (Default) none, PDP-1 Paper Tape Reader Images pdp1_ptp.

ES setting name `batocera.conf_key`	Description ⇒ ES option `key_value`
UI KEYS `pdp1.enableui`	Toggle with hotkey + D-pad up or Scroll Lock in-game. ⇒ Off at Start `0`, On at Start `1`.
CUSTOM GAME CONFIG `pdp1.pergamecfg`	Enable per-game custom configuration via MAME menu. ⇒ On `1`, Off `0`.

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: `pdp1.videomode`, `pdp1.padtokeyboard`, `pdp1.powermode`, `pdp1.tdp`, `pdp1.videomode`, `pdp1.bezel`, `pdp1.bezel_stretch`, `pdp1.hud`, `pdp1.hud_corner`, `pdp1.bezel.tattoo`, `pdp1.bezel.tattoo_corner`, `pdp1.bezel.tattoo_file`, `pdp1.bezel.resize_tattoo`, `pdp1.use_guns`, `pdp1.use_wheels`, `pdp1.wheel_rotation`, `pdp1.wheel_deadzone`, `pdp1.wheel_midzone`

ES setting name `batocera.conf_key`	Description ⇒ ES option `key_value`
Settings that apply to all versions of this emulator	
VIDEO MODE `pdp1.video`	BGFX for post-processing, accel/opengl for raw image. ⇒ BGFX `bgfx`, Accel `accel`, OpenGL `opengl`.
VSYNC `pdp1.vsync`	Fix screen tearing, but may drop frames. ⇒ Off (Default) `0`, On `1`.
BGFX GRAPHICS API `pdp1.bgfxbackend`	Depends on video mode being set to BGFX. ⇒ MAME Detect `automatic`, OpenGL `opengl`, OpenGL ES `gles`, Vulkan `vulkan`.
BGFX VIDEO FILTER `pdp1.bgfxshaders`	Apply a post-processing effect. ⇒ Off None, Bilinear `default`, CRT Geom `crt-geom`, CRT Geom Deluxe `crt-geom-deluxe`, CRT Geom Deluxe (RGB) `crt-geom-deluxe-rgb`, CRT Geom Deluxe (Composite) `crt-geom-deluxe-composite`, Super Eagle `eagle`, HLSL `hlsl`, HQ2X `hq2x`, HQ3X `hq3x`, HQ4X `hq4x`.

ES setting name `batocera.conf_key`	**Description ⇒ ES option** `key_value`
CRT SWITCHRES `pdp1.switchres`	Allows the use of switchres profiles if present. ⇒ Off `0`, On `1`.
MULTISCREENS `pdp1.multiscreens`	Play this game on several screens (if available) ⇒ Off `0`, On `1`.
VERTICAL ROTATION (TATE) `pdp1.rotation`	Rotates screen by 90 degrees. Intended for rotating displays. ⇒ Off `None`, Rotate 90 `autoror`, Rotate 270 `autorol`.
ARTWORK CROP `pdp1.artworkcrop`	Crop artwork to only unused space, keeping the game as large as possible. ⇒ Off (Default) `0`, On `1`.
CUSTOM MAME CONFIG `pdp1.customcfg`	Set system-wide controls via MAME menu ⇒ On `1`, Off `0`.
DATA PLUGIN `pdp1.dataplugin`	Make game history, setup instructions, and special moves viewable in the menu ⇒ Enabled `1`, Disabled (Default) `0`.
OFF-SCREEN RELOAD BUTTON `pdp1.offscreenreload`	Set gun button 2 to reload. ⇒ On `1`, Off (Default) `0`.
CROSSHAIR `pdp1.mame_crosshair`	None ⇒ Disabled (Default) `disabled`, Enabled `enabled`, When moving `onmove`.
Settings specific to pdp1	
SOFTWARE LIST `pdp1.softList`	Use MAME software lists to identify ROM ⇒ Don't Use (Default) `none`, PDP-1 Paper Tape Reader Images `pdp1_ptp`.
UI KEYS `pdp1.enableui`	Toggle with hotkey + D-pad up or Scroll Lock in-game. ⇒ Off at Start `0`, On at Start `1`.
CUSTOM GAME CONFIG `pdp1.pergamecfg`	Enable per-game custom configuration via MAME menu. ⇒ On `1`, Off `0`.

Controls

Here are the default PDP-1's controls shown on a Batocera RetroPad:

Troubleshooting

Further troubleshooting

For further troubleshooting, refer to the generic support pages.

From:
https://wiki.batocera.org/ - **Batocera.linux - Wiki**

Permanent link:
https://wiki.batocera.org/systems:pdp1

Last update: **2024/11/03 16:06**