

Video Information System



The Tandy Memorex Video Information System (VIS) is an interactive, multimedia CD-ROM player produced by the Tandy Corporation starting in 1992. It functioned similarly to the Philips CD-i and Commodore CDTV systems, adapting existing computer platforms into set-top box designs. It was distributed exclusively through Radio Shack under the Memorex brand.

Quick reference

- **Emulator:** [RetroArch](#)
- **Core:** [mame](#)
- **Folder:** `/userdata/roms/vis`

- **Accepted ROM formats:** .chd .cue .toc .nrg .gdi .iso .cdr

BIOS

Place the BIOS file in /userdata/bios or /userdata/roms/vis.

BIOS file	Location	MD5	Note
vis.zip	/userdata/bios/vis.zip		Archive containing the files below
p513bk0b.bin	inside vis.zip	ebf432d3b09f694db1c62018eb2ab471	
p513bk1b.bin	inside vis.zip	758f8fec271fbf526bb22b36e88f154b	

ROMs

Place your VIS ROMs in /userdata/roms/vis.

Accepted file extensions: **.chd .cue .toc .nrg .gdi .iso .cdr**

Emulators

RetroArch

libretro/mame

The default (and only) emulator for VIS is the **lr-mame** core running through [RetroArch](#).

[MAME](#) (Multiple Arcade Machine Emulator) is a multi-purpose emulation framework which facilitates the emulation of vintage hardware and software.

lr-mame configuration

ES setting name	Description	Options
OVERCLOCK (UNSTABLE)	Reduces system slowdown. May cause issues.	default, 30 - 150
RENDERING RESOLUTION	Increase the rendering resolution.	640×480, 800×600, 960×720, 1024×768, 1280×720, 1600×800, 1920×1080, 2560×1440, 3840×2160
SPECIAL CONTROL LAYOUTS	Controls for specific game types.	Default Only, SNES Style, Genesis/Megadrive Style, Modern Fightstick Style, Neo Geo Mini Pad, Neo Geo CD Pad, Twin Stick with Triggers, Rotated 4-Way Stick (Q*Bert)

ES setting name	Description	Options
HIGH SCORE PLUGIN	Enable or disable high score saving.	Enabled (Default), Disabled
COIN SOUND PLUGIN	Play coin drop sound on insert coin press.	Enabled, Disabled (Default)

Controls



Standard Batocera RetroPad configuration applies. No custom control mapping is defined for VIS.

Troubleshooting

- Ensure `vis.zip` BIOS file is correctly placed and contains both `p513bk0b.bin` and `p513bk1b.bin`.
- VIS games are typically in CHD format. If using `.cue/.iso`, ensure the files are not corrupted.
- For general MAME troubleshooting, refer to the [MAME troubleshooting section](#).
- See also the [generic support pages](#) for additional assistance.

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Last update: **2026/03/30 11:31**

