

# 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
<b>OVERCLOCK (UNSTABLE)</b>	Reduces system slowdown. May cause issues.	default, 30 - 150
<b>RENDERING RESOLUTION</b>	Increase the rendering resolution.	640×480, 800×600, 960×720, 1024×768, 1280×720, 1600×800, 1920×1080, 2560×1440, 3840×2160
<b>SPECIAL CONTROL LAYOUTS</b>	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)
<b>HIGH SCORE PLUGIN</b>	Enable or disable high score saving.	Enabled (Default), Disabled
<b>COIN SOUND PLUGIN</b>	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.

From:

<https://www.wiki.batocera.org/> - **Batocera.linux - Wiki**

Permanent link:

<https://www.wiki.batocera.org/systems:vis?rev=1774870351>

Last update: **2026/03/30 11:32**

