

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



Sharp X1

The Sharp X1 is a computer developed by Sharp. It was released in 1982.

This system scrapes metadata for the “x1” group(s) and loads the x1 set from the currently selected theme, if available.



Quick reference

- **Emulator:** [RetroArch](#)
- **Core:** [libretro: x1](#)
- **Folder:** /userdata/roms/x1
- **Accepted ROM formats:** .dx1, .zip, .2d, .2hd, .tfd, .d88, .88d, .hdm, .xdf, .dup, .cmd, .7z

BIOS

MD5 checksum	Share file path	Description
eeeea1cd29c6e0e8b094790ae969bfa7	bios/xmil/IPLROM.X1	
56c28adcf1f3a2f87cf3d57c378013f5	bios/xmil/iplrom.x1t	

ROMs

Place your Sharp X1 ROMs in /userdata/roms/x1.

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: `x1.videomode`, `x1.videomode`, `x1.ratio`, `x1.shaderset`, `x1.smooth`, `x1.integerscale`, `x1.bezel`, `x1.bezel_stretch`, `x1.hud`, `x1.bezel.tattoo`, `x1.bezel.tattoo_corner`, `x1.bezel.tattoo_file`, `x1.bezel.resize_tattoo`, `x1.ai_service_enabled`, `x1.ai_target_lang`, `x1.ai_service_url`, `x1.ai_service_pause`, `x1.runahead`, `x1.secdistance`, `x1.video_frame_delay_auto`, `x1.vrr_runloop_enable`, `x1.video_threaded`

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all cores of this emulator	
GRAPHICS API <code>x1.gfxbackend</code>	Choose which graphics API library to use. Vulkan may not work for every core. ⇒ OpenGL gl, GLCore glcore, Vulkan vulkan.
AUDIO LATENCY <code>x1.audio_latency</code>	In milliseconds. Can reduce crackling/cutting out. ⇒ 256 256, 192 192, 128 128, 64 64, 32 32, 16 16, 8 8.
ALLOW ROTATION <code>x1.video_allow_rotate</code>	Allow cores to set rotation. ⇒ On true, Off false.
CONTROLLER TO LIGHT GUN <code>x1.lightgun_map</code>	Map controller inputs to light gun inputs. ⇒ On true, Off false.

libretro: x1

libretro: x1 configuration

Standardized features for this core: `x1.rewind`, `x1.autosave`, `x1.padtokeyboard`

Controls

Here are the default Sharp X1's controls shown on a [Batocera RetroPad](#):



Troubleshooting

Further troubleshooting

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

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