



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

Sharp X68000

The Sharp X68000 is a computer developed by Sharp. It was released in 1987.



This system scrapes metadata for the "x68000" group(s) and loads the x68000 set from the currently selected theme, if available.



Quick reference

- **Emulator:** [RetroArch](#)
- **Core:** [libretro: px68k](#)
- **Folder:** /userdata/roms/x68000
- **Accepted ROM formats:** .dim, .img, .d88, .88d, .hdm, .dup, .2hd, .xdf, .hdf, .cmd, .m3u, .zip, .7z

BIOS

MD5 checksum	Share file path	Description
7fd4caabac1d9169e289f0f7bbf71d8e	bios/keropi/iplrom.dat	
cb0a5cfcf7247a7eab74bb2716260269	bios/keropi/cgrom.dat	

ROMs


Place your Sharp X68000 ROMs in /userdata/roms/x68000.

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: `x68000.videomode`, `x68000.videomode`, `x68000.ratio`, `x68000.shader`, `x68000.smooth`, `x68000.integerscale`, `x68000.bezel`, `x68000.bezel_stretch`, `x68000.hud`, `x68000.bezel.tattoo`, `x68000.bezel.tattoo_corner`, `x68000.bezel.tattoo_file`, `x68000.bezel.resize_tattoo`, `x68000.ai_service_enabled`, `x68000.ai_target_lang`, `x68000.ai_service_url`, `x68000.ai_service_pause`, `x68000.runahead`, `x68000.secondinstance`, `x68000.video_frame_delay_auto`, `x68000.vrr_runloop_enable`, `x68000.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>x68000.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>x68000.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>x68000.video_allow_rotate</code>	Allow cores to set rotation. ⇒ On true, Off false.
CONTROLLER TO LIGHT GUN <code>x68000.lightgun_map</code>	Map controller inputs to light gun inputs. ⇒ On true, Off false.

libretro: px68k

libretro: px68k configuration

Standardized features for this core: `x68000.padtkeyboard`

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all systems this core supports	
CPU CLOCK <code>global.px68k_cpuspeed</code>	Slow down or speed up games as appropriate. ⇒ 10Mhz 10Mhz, 16Mhz 16Mhz, 25Mhz 25Mhz, 33Mhz (Overclock) 33Mhz (OC), 66Mhz (Overclock) 66Mhz (OC), 100Mhz (Overclock) 100Mhz (OC), 150Mhz (Overclock) 150Mhz (OC), 200Mhz (Overclock) 200Mhz (OC).
EMULATED RAM SIZE <code>global.px68k_ramsize</code>	⇒ 1MB 1MB, 2MB 2MB, 3MB 3MB, 4MB 4MB, 5MB 5MB, 6MB 6MB, 7MB 7MB, 8MB 8MB, 9MB 9MB, 10MB 10MB, 11MB 11MB, 12MB 12MB.

ES setting name batocera.conf_key	Description → ES option key_value
FRAMESKIP global.px68k_frameskip	Skip frames to improve performance, at the cost of choppy motion. ⇒ Full Frame Full Frame, 1/2 Frame 1/2 Frame, 1/3 Frame 1/3 Frame, 1/4 Frame 1/4 Frame, 1/5 Frame 1/5 Frame, 1/6 Frame 1/6 Frame, 1/8 Frame 1 1/8 Frame, 1, 16 Frame 16 Frame, 1/32 Frame 1/32 Frame, 1/60 Frame 1/60 Frame, Auto Frame Skip Auto Frame Skip.
JOYPAD TYPE global.px68k_joytype	Applies to both players. ⇒ Default (2 Buttons) Default (2 Buttons), Megadrive (8 Buttons) CPSF-MD (8 Buttons), Super Famicom (8 Buttons) CPSF-SFC (8 Buttons).

Controls

Here are the default Sharp X68000's controls shown on a [Batocera RetroPad](#):



Troubleshooting

Further troubleshooting

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

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Last update: **2022/06/10 01:05**

