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



Amiga 500

The Amiga 500 (a.k.a. Amiga OCS/ECS a.k.a. Amiga home computer) is a line of personal computers developed by Commodore/Escom/QuikPak. Its first, the Amiga 1000 model was released in 1985.

Early models were released with a Motorola 6800 CPU. These are referred to as the Original ChipSet (OCS). These include:

- Amiga 1000
- Amiga 2000 A-model
- Amiga 500
- Amiga 2000
- Amiga 2500[1)]
- Amiga 1500

The Amiga 500 is the most well-known of the computer line, so far as to skew the perception of the “Amiga home computer line” into being the “Amiga 500 line”, even though it was the third in the family to be released.

Towards the end of the OCS lifespan, newer models with a Motorola 68030 CPU were released. These are referred to as the Enhance ChipSet (ECS). These include:

- Amiga 3000
- Amiga 3000T
- Amiga 3000UX
- Amiga 500+
- Amiga 600

Then the Advanced Graphics Architecture (AGA) models were released, which are considered a separate system in Batocera.

When available, the Amiga 1200 version of a game is usually superior and preferred.

The ECS chipset is capable of switching between PAL/NTSC modes as needed. Outside of that, the ECS chipset didn't offer much enhancement for games, just software, so Batocera really only concerns itself with the Amiga 500.

This system scrapes metadata for the “amiga” group and loads the `amiga500` set from the currently selected theme, if available.

Grouped with the “amiga” group of systems.

Quick reference

- **Accepted ROM formats:** `.adf`, `.uae`, `.ipf`, `.dms`, `.dmz`, `.adz`, `.lha`, `.hdf`, `.exe`, `.m3u`, `.zip`
- **Folder:** `/userdata/roms/amiga500`

Emulators	Accepted ROM formats
fsuae: A500	.adf, .uae, .ipf, .dms, .dmz, .adz, .lha, .hdf, .exe, .m3u, .zip
fsuae: A500+	.adf, .uae, .ipf, .dms, .dmz, .adz, .lha, .hdf, .exe, .m3u, .zip
fsuae: A600	.adf, .uae, .ipf, .dms, .dmz, .adz, .lha, .hdf, .exe, .m3u, .zip
fsuae: A1000	.adf, .uae, .ipf, .dms, .dmz, .adz, .lha, .hdf, .exe, .m3u, .zip
fsuae: A3000	.adf, .uae, .ipf, .dms, .dmz, .adz, .lha, .hdf, .exe, .m3u, .zip
amiberry: A500	.adf, .uae, .ipf, .dms, .dmz, .adz, .lha, .hdf, .exe, .zip
amiberry: A500+	.adf, .uae, .ipf, .dms, .dmz, .adz, .lha, .hdf, .exe, .zip
libretro: puae	.adf, .uae, .ipf, .dms, .dmz, .adz, .lha, .hdf, .exe, .m3u, .zip

BIOS

If you're only interested in Amiga 500 games then the only BIOS that's required is `kick34005.A500`. The rest are if you'd like to emulate specific models/revisions, or need to work around an in-game bug that only affects certain OS versions.

MD5 checksum	Share file path	Description	Notes
85ad74194e87c08904327de1a9443b7a	bios/kick33180.A500	Kickstart v1.2 rev 33.180	AmigaOS 1.2 (the first OS bundled with the Amiga 1000 from 1985)
82a21c1890cae844b3df741f2762d48d	bios/kick34005.A500	Kickstart v1.3 rev 34.005	AmigaOS 1.3 (the OS bundled since 1987, more common)
dc10d7bdd1b6f450773dfb558477c230	bios/kick37175.A500	Kickstart v2.04 rev 37.175	AmigaOS 2.04 (the OS bundled since 1990)

MD5 checksum	Share file path	Description	Notes
465646c9b6729f77eea5314d1f057951	bios/kick37350.A600	Kickstart v2.05 rev 37.350	AmigaOS 2.05 (the OS bundled since 1992)
e40a5dfb3d017ba8779faba30cbd1c8e	bios/kick40063.A600	Kickstart v3.1 rev 40.063	AmigaOS 3.1
85ad74194e87c08904327de1a9443b7a	bios/amiga-os-120.rom	Kickstart v1.2 rev 33.180	AmigaOS 1.2 (the first OS bundled with the Amiga 1000 from 1985)
82a21c1890cae844b3df741f2762d48d	bios/amiga-os-130.rom	Kickstart v1.3 rev 34.005	AmigaOS 1.3 (the OS bundled since 1987, more common)
dc10d7bdd1b6f450773dfb558477c230	bios/amiga-os-204.rom	Kickstart v2.04 rev 37.175	AmigaOS 2.04 (the OS bundled since 1990)
465646c9b6729f77eea5314d1f057951	bios/amiga-os-205.rom	Kickstart v2.05 rev 37.350	AmigaOS 2.05 (the OS bundled since 1992)
e40a5dfb3d017ba8779faba30cbd1c8e	bios/amiga-os-310-a600.rom	Kickstart v3.1 rev 40.063	AmigaOS 3.1 (the OS bundled since 1993)

The year of release of each OS version is an estimate.

ROMs

Place your Amiga 500 ROMs in `/userdata/roms/amiga500`.

Multi-disk games

Do standard m3u playlists work?

If using a libretro core, it is possible to use a single archive to store multi-disk games. Put the multiple disks in a ZIP archive and add `(MD)` to its filename. For example, the game Operation Wolf may exist as the following:

```
roms/amiga500/
     ├─ Operation Wolf (Disk 1).adf
     └─ Operation Wolf (Disk 2).adf
```

Compress the two disk files into a single ZIP and add `(MD)` to its filename:

```
roms/amiga500/
     └─ Operation Wolf (MD).zip
        ├─ Operation Wolf (Disk 1).adf
        └─ Operation Wolf (Disk 2).adf
```

Multi-disc features can then be access from RetroArch's Quick Menu (`[HOTKEY]` + ). (Fix Me! where exactly though?)

Emulators

fsuae

fsuae configuration

Standardized features available to all cores of this emulator: `amiga500.videomode`, `amiga500.ratio`, `amiga500.padtokeyboard`

amiberry

amiberry configuration

Standardized features available to all cores of this emulator: `amiga500.videomode`, `amiga500.ratio`, `amiga500.padtokeyboard`

RetroArch

RetroArch has its own page.

libretro: puae

libretro: puae configuration

ES setting name `batocera.conf_key`	Description ⇒ ES option `key_value`
Settings that apply to all systems this core supports	
AMIGA MODEL `global.puae_model`	Force a specific model and prevent tags detection ⇒ Autodetect (by game name tag) `automatic`, A500 (512KB Chip + 512KB Slow) `A500`, A500+ (1MB Chip) `A500PLUS`, A600 (2MB Chip + 8MB Fast) `A600`, A1200 (2MB Chip + 8MB Fast) `A1200`, A4000/040 (2MB Chip + 8MB Fast) `A4040`, CDTV (1MB Chip) `CDTV`, CD32 Default (2MB Chip) `CD32`, CD32 (2MB Chip + 8MB Fast) `CD32FR`.
CPU COMPATIBILITY `global.cpu_compatibility`	Help games which are too quick or that have bugs ⇒ Normal `normal`, More compatible `compatible`, Cycle-exact `exact`.
CPU MULTIPLIER (OVERCLOCK) `global.cpu_multiplier`	Works with 'Cycle-exact' mode and for a few games ⇒ Default by model `0`, 3.54 MHz `1`, 7.09 MHz (A500 speed) `2`, 14.18 MHz (A1200 speed) `4`, 28.37 MHz `8`, 35.46 MHz `10`, 42.56 MHz `12`, 56.75 MHz `16`.
CPU SPEED (OVERCLOCK) `global.cpu_throttle`	Ignored with 'Cycle-exact' ⇒ -90% `-900.0`, -80% `-800.0`, -70% `-700.0`, -60% `-600.0`, -50% `-500.0`, -40% `-400.0`, -30% `-300.0`, -20% `-200.0`, -10% `-100.0`, Default `0.0`, +100% `1000.0`, +200% `2000.0`, +300% `3000.0`, +400% `4000.0`, +500% `5000.0`, +600% `6000.0`, +700% `7000.0`, +800% `8000.0`, +900% `9000.0`, +1000% `10000.0`.
VIDEO STANDARD `global.video_standard`	Switch frequency and resolution by region ⇒ PAL 50Hz - 288/576px PAL, NTSC 60Hz - 240/480px NTSC.
VIDEO RESOLUTION `global.video_resolution`	Increase the video resolution ⇒ Low 360p `lores`, High 720p `hires`, Super-high 1440p `superhires`.

ES setting name `batocera.conf_key`	**Description ⇒ ES option `key_value`**
ZOOM MODE `global.zoom_mode`	Crops the borders to fit various host screens ⇒ Off `none`, Autofit screen `automatic`, minimum `minimum`, smaller `smaller`, small `small`, medium `medium`, large `large`, larger `larger`, maximum `maximum`.
FRAMESKIP `global.gfx_framerate`	Skip frames to improve performance (smoothness) ⇒ Off `disabled`, 1 `1`, 2 `2`.
MOUSE SPEED `global.mouse_speed`	Affects mouse speed globally. ⇒ original `100`, 50% `50`, 70% `70`, 120% `120`, 150% `150`, 170% `170`, 200% `200`.
Settings specific to amiga500	
FLOPPY TURBO SPEED `amiga500.puae_floppy_speed`	Removes loading but can add possible glitches/crashes ⇒ Off `100`, On `0`.
2P GAMEPAD MAPPING (KEYRAH) `amiga500.keyrah_mapping`	Keypad to joyport mappings for 2 players ⇒ Off `disabled`, On `enabled`.
WHDLOAD LAUNCHER `amiga500.whdload`	Enable launching pre-installed WHDLoad installs ⇒ Off `disabled`, On `config`.
JUMP ON B `amiga500.pad_options`	Makes second fire button press up ⇒ Off `disabled`, On `jump`.
DISABLE EMULATOR JOYSTICK `amiga500.disable_joystick`	Passes all physical keyboard events for Pad2Key ⇒ Off `disabled`, On `enabled`.
CONTROLLER 1 TYPE `amiga500.controller1_puae`	Select controller type for Amiga P1 ⇒ Retropad 1, CD32 Pad 517, Analog Joystick 773, Joystick 261, Keyboard 259.
CONTROLLER 2 TYPE `amiga500.controller2_puae`	Select controller type for Amiga P2 ⇒ Retropad 1, CD32 Pad 517, Analog Joystick 773, Joystick 261, Keyboard 259.
Settings specific to amiga1200	
FLOPPY TURBO SPEED `amiga1200.puae_floppy_speed`	Removes loading but can add possible glitches/crashes ⇒ Off `100`, On `0`.
2P GAMEPAD MAPPING (KEYRAH) `amiga1200.keyrah_mapping`	Keypad to joyport mappings for 2 players ⇒ Off `disabled`, On `enabled`.
WHDLOAD LAUNCHER `amiga1200.whdload`	Enable launching pre-installed WHDLoad installs ⇒ Off `disabled`, On `config`.
JUMP ON B `amiga1200.pad_options`	Makes second fire button press up ⇒ Off `disabled`, On `jump`.

ES setting name batocera.conf_key	Description ⇒ ES option key_value
DISABLE EMULATOR JOYSTICK amiga1200.disable_joystick	Passes all physical keyboard events for Pad2Key ⇒ Off disabled, On enabled.
CONTROLLER 1 TYPE amiga1200.controller1_puae	Select controller type for Amiga P1 ⇒ Retropad 1, CD32 Pad 517, Analog Joystick 773, Joystick 261, Keyboard 259.
CONTROLLER 2 TYPE amiga1200.controller2_puae	Select controller type for Amiga P2 ⇒ Retropad 1, CD32 Pad 517, Analog Joystick 773, Joystick 261, Keyboard 259.
Settings specific to amigacd32	
BOOT ANIMATION FIRST amigacd32.puae_cd_startup_delayed_insert	Inserts CD during boot animation to prevent loading fail ⇒ Off disabled, On enabled.
CD TURBO SPEED amigacd32.puae_cd_speed	Removes loading but can add possible glitches/crashes ⇒ Off 100, On 0.
JUMP ON A amigacd32.puae_cd32pad_options	Makes Blue button press Up ⇒ Off disabled, On jump.
Settings specific to amigacdtv	
BOOT ANIMATION FIRST amigacdtv.puae_cd_startup_delayed_insert	Inserts CD during boot animation prevent loading fail ⇒ Off disabled, On enabled.
CD TURBO SPEED amigacdtv.puae_cd_speed	Removes loading but can add possible glitches/crashes ⇒ Off 100, On 0.

libretro: puae2021

An older version of PUAE which is more innaccurate but runs faster on weaker hardware (such as the Raspberry Pi).

libretro: puae2021 configuration

Standardized features for this core: amiga500.rewind, amiga500.autosave, amiga500.padtokeyboard

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all systems this core supports	

ES setting name `batocera.conf_key`	**Description ⇒ ES option `key_value`**
AMIGA MODEL `global.puae_model`	Force a specific model and prevent tags detection. ⇒ Autodetect (by game name tag) `automatic`, A500 (512KB Chip + 512KB Slow) `A500`, A500+ (1MB Chip) `A500PLUS`, A600 (2MB Chip + 8MB Fast) `A600`, A1200 (2MB Chip + 8MB Fast) `A1200`, A4000/040 (2MB Chip + 8MB Fast) `A4040`, CDTV (1MB Chip) `CDTV`, CD32 Default (2MB Chip) `CD32`, CD32 (2MB Chip + 8MB Fast) `CD32FR`.
CPU COMPATIBILITY `global.cpu_compatibility`	Help games which are too quick or that have bugs. ⇒ Normal `normal`, More compatible `compatible`, Cycle-exact `exact`.
CPU CLOCK `global.cpu_multiplier`	Works with 'Cycle-exact' mode and for a few games. ⇒ Default by model `0`, 3.54 MHz `1`, 7.09 MHz (A500 speed) `2`, 14.18 MHz (A1200 speed) `4`, 28.37 MHz `8`, 35.46 MHz `10`, 42.56 MHz `12`, 56.75 MHz `16`.
CPU SPEED `global.cpu_throttle`	Ignored with 'Cycle-exact'. ⇒ -90% `-900.0`, -80% `-800.0`, -70% `-700.0`, -60% `-600.0`, -50% `-500.0`, -40% `-400.0`, -30% `-300.0`, -20% `-200.0`, -10% `-100.0`, Default `0.0`, +100% `1000.0`, +200% `2000.0`, +300% `3000.0`, +400% `4000.0`, +500% `5000.0`, +600% `6000.0`, +700% `7000.0`, +800% `8000.0`, +900% `9000.0`, +1000% `10000.0`.
VIDEO FORMAT STANDARD `global.video_standard`	⇒ PAL 288x576px 50Hz PAL, NTSC 240x480px 60Hz NTSC.
VIDEO RESOLUTION `global.video_resolution`	Manually define which resolution to use.
Auto defaults to High and switches to Super-High when needed. ⇒ Low 360p `lores`, High 720p `hires`, Super-high 1440p `superhires`.
ZOOM/CROP (HIDE BORDERS) `global.zoom_mode`	Hides borders on many games. Some games use the borders. ⇒ Off `none`, Auto zoom `automatic`, minimum `minimum`, smaller `smaller`, small `small`, medium `medium`, large `large`, larger `larger`, maximum `maximum`.
FRAMESKIP `global.gfx_framerate`	Skip frames to improve performance, at the cost of choppy motion. ⇒ Off `disabled`, 1 `1`, 2 `2`.
MOUSE SPEED `global.mouse_speed`	Affects mouse speed globally. ⇒ original `100`, 50% `50`, 70% `70`, 120% `120`, 150% `150`, 170% `170`, 200% `200`.
JUMP ON B `global.pad_options`	Makes second fire button press up instead. ⇒ Off `disabled`, On `jump`.
Settings specific to amiga500	

ES setting name `batocera.conf_key`	Description ⇒ ES option `key_value`
FLOPPY TURBO SPEED `amiga500.puae_floppy_speed`	Removes loading but can add possible glitches/crashes. ⇒ Off `100`, On `0`.
2P GAMEPAD MAPPING (KEYRAH) `amiga500.keyrah_mapping`	Keypad to joyport mappings for 2 players. ⇒ Off `disabled`, On `enabled`.
WHDLOAD LAUNCHER `amiga500.whdload`	Enable launching pre-installed WHDLoad installs. ⇒ Off `disabled`, On `config`.
DISABLE EMULATOR JOYSTICK `amiga500.disable_joystick`	Passes all physical keyboard events for Pad2Key. ⇒ Off `disabled`, On `enabled`.
CONTROLLER 1 TYPE `amiga500.controller1_puae`	Select controller type for Amiga P1. ⇒ Retropad 1, CD32 Pad 517, Analog Joystick 773, Joystick 261, Keyboard 259.
CONTROLLER 2 TYPE `amiga500.controller2_puae`	Select controller type for Amiga P2. ⇒ Retropad 1, CD32 Pad 517, Analog Joystick 773, Joystick 261, Keyboard 259.

libretro: uae4arm

No configuration is available for this emulator (yet).

Controls

Here are the default Amiga OCS/ECS's controls shown on a Batocera Retropad:

If using libretro: PUAE, controls can be remapped per game or per folder by editing its core options.

Troubleshooting

Further troubleshooting

For further troubleshooting, refer to the generic support pages.

1)
Technically the Amiga 2500 could be purchased with a 68030 CPU but it is still largely considered OCS.

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

Permanent link:
https://wiki.batocera.org/systems:amiga500?rev=1667605650

Last update: **2022/11/04 23:47**