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

**APF-MP1000**

The APF-MP1000 (a.k.a M-1000 or MP-1000) is a second-generation console developed by APF Electronics, successor to the APF TV Fun series. It was released in 1978.

Powered by the Motorola 6800, it came with two controllers that fit snug in the shell when not in use. They were not detachable.

Although it normally loads games from cartridges, it included a built-in game: Rocket Patrol.

This system scrapes metadata for the “apfm1000” group and loads the apfm1000 set from the currently selected theme, if available.

**Quick reference**

- **Emulator:** MAME
- **Folder:** /userdata/roms/apfm1000
- **Accepted ROM formats:** .bin, .zip, .7z

**BIOS**

Requires MAME BIOS file apfm1000.zip or .7z in either roms/apfm or BIOS folder.

**ROMs**

Place your APF M-1000 ROMs in /userdata/roms/apfm1000.

**Emulators**
MAME

MAME, the Multiple Arcade Machine Emulator, is a multi-purpose emulation framework which facilitates the emulation of vintage hardware and software. Originally targeting vintage arcade machines, MAME has since absorbed the sister-project MESS (Multi Emulator Super System) to support a wide variety of vintage computers, video game consoles and calculators as well. MAME doesn't use an individual “core” for each system like RetroArch does, instead the ROM itself usually contains the necessary information to accurately emulate it, thus making it specific to the version of MAME it was made for. Overall it's a very complicated subject, we have a guide specific to arcade just for it.

MAME configuration

MAME offers a Menu in-game ([HOTKEY] + 🎮 or [Tab] on the keyboard). This can be used to manually adjust inputs or game settings. If you're having issues with a specific game, check the MAMEdev FAQ for that game here. For MESS systems specifically, you might find more information on MESS's wiki. All options can also be edited by opening the mame.ini file.

Standardized features available to all versions of this emulator: apfm1000.videomode, apfm1000.decoration, apfm1000.padtokeyboard

<table>
<thead>
<tr>
<th>ES setting name batocera.conf_key</th>
<th>Description ⇒ ES option key_value</th>
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</thead>
<tbody>
<tr>
<td>GRAPHICS BACKEND apfm1000.video</td>
<td>Choose your graphics rendering ⇒ BGFX bgfx, Accel accel, OpenGL opengl.</td>
</tr>
<tr>
<td>BGFX BACKEND apfm1000.bgfxbackend</td>
<td>Choose your graphics API ⇒ MAME Detect automatic, OpenGL opengl, OpenGL ES gles, Vulkan vulkan.</td>
</tr>
<tr>
<td>BGFX VIDEO FILTER apfm1000.bgfxshaders</td>
<td>Apply a particular visual effect ⇒ Off None, Bilinear default, CRT Geom crt-geom, CRT Geom Deluxe crt-geom-deluxe, Super Eagle eagle, HLSL hlsl, HQ2X hq2X, HQ3X hq3x, HQ4X hq4x.</td>
</tr>
<tr>
<td>CRT SWITCHRES apfm1000.switchres</td>
<td>CRT monitor SwitchRes support ⇒ Off 0, On 1.</td>
</tr>
<tr>
<td>TATE MODE apfm1000.rotation</td>
<td>Rotating display to vertical mode rendering ⇒ Off None, Rotate 90 autoror, Rotate 270 autorol.</td>
</tr>
<tr>
<td>ALT DPAD MODE apfm1000.altdpad</td>
<td>If the D-Pad does not work properly ⇒ Off (Default) 0, DS3 Orientation 1, X360 Orientation 2.</td>
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</tbody>
</table>

Settings specific to apfm1000

| CUSTOM CONFIG apfm1000.pergamecfg | Enable per-game custom configuration via MAME menu ⇒ On 1, Off 0. |
Controls

Here are the default APF M-1000's controls shown on a Batocera Retropad:

Troubleshooting

Further troubleshooting

For problems with MAME specifically, there are some tips on the troubleshooting section on MAME's system page.

For further troubleshooting, refer to the generic support pages.