The current emulation of the Atari 800 based family of computers is not complete or fail safe. The underlying emulator currently has some technical limitations.

- Multi-Disk games can only be used with an internal menu of the emulator. Playlists and RetroArch features for these games are not supported.
- Analogue joysticks (especially on the 5200 system) are supported only via hardcoded mouse inputs (bypassing RetroPad and default controls). The analog sticks of gamepads are NOT supported. This makes some games unplayable unless you connect a mouse.
- Many (US) games look wrong because they use specifc video „artifacting“ to generate colors on NTSC TVs but look black and white in emulation, unless you set specific parameters.
- Most ROM sets are in a format that requires one additional input at the start of a ROM. Sometimes the selection screen is not visible making it look like the emulator crashed.
- There are subtle differences in machine type between the different Atari Computers, including different version of the OS (Bios). Some games will crash unless you manually select a different BIOS.

This Wiki article only gives basic instructions so you can run some popular games. The full technical background on these issues can be found in this article: Atari 8-Bit Guide (Raph Koster). The script mentioned in these pages is NOT integrated into Batocera (yet) so you are stuck with the manual fixes.

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