

Atari ST

The Atari ST is a series of computers developed by Atari. The first model had a limited release in April 1985, with wider availability later in July. The monochrome display retailed for \$799.99 USD (\$2,063.94 in 2021), with the color display retailing for \$999.99. Later models would be capable of outputting to standard TV sets. The last model was discontinued in 1993. Notable titles include *Dungeon Master*, *Oids*, *Sundog* and *MIDI Maze*.



Although this price might seem high by today's standards, it was actually one of the more affordable computers for the time. This, plus offering an all-around superior monochrome display in general, made it quite successful in the business market.

The "ST" stands for Sixteen Thirty-two, in reference to the 16 and 32-bit components it utilizes. It's also been said to be the initials of Sam Tramiel, the son of Jack Tramiel, who was president of Atari at the time.

Model list:

- Atari 520ST
- Atari 260ST
- Atari 520STM
- Atari STf
- Atari 520STE
- Atari 1040STE
- Atari MEGA ST
- Atari MEGA STE
- Atari TT030
- Atari Falcon

Interesting tidbit about the unreleased Falcon 040, [one of its prototype case designs would go on to inspire the case design for the Sony PlayStation 2](#):



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

Quick reference

- **Accepted ROM formats:** .st, .msa, .stx, .dim, .ipf, .m3u, .zip, .7z
- **Folder:** /userdata/roms/atarist

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BIOS

Only tos.img is truly required, however many games will not function on this BIOS alone and other BIOS files need to be tried.

MD5 checksum	Share file path	Description
c1c57ce48e8ee4135885cee9e63a68a2	bios/tos.img	
25789a649faff0a1176dc7d9b98105c0	bios/tos100fr.img	
c87a52c277f7952b41c639fc7bf0a43b	bios/tos100uk.img	
d0f682ee6237497004339fb02172638b	bios/tos100us.img	
a622cc35d8d78703905592dfaa4d2ccb	bios/tos102de.img	
d6521785627d20c51edc566808a6bf28	bios/tos102fr.img	
b2a8570de2e850c5ac81cb80512d9f6	bios/tos102uk.img	
41b7dae4e24735f330b63ad923a0bfbc	bios/tos104de.img	
143343f7b8e0b1162af206fe8f46b002	bios/tos104es.img	
0087e2707c57efa2106a0aa7576655c0	bios/tos104fr.img	
036c5ae4f885cbf62c9bed651c6c58a8	bios/tos104uk.img	
736adb2dc835df4d323191fdc8926cc9	bios/tos104us.img	
992bac38e01633a529121a2a65f0779e	bios/tos106de.img	
30f69d70fe7c210300ed83f991b12de9	bios/tos106es.img	
bc7b224d0dc3f0cc14c8897db89c5787	bios/tos106fr.img	
6033f2b9364edfed321c6931a8181fd2	bios/tos106uk.img	
a0982e760f9807d82667ff5a69e78f6b	bios/tos106us.img	
94a75c1c65408d9f974b0463e15a3b11	bios/tos162de.img	
ed5fbaabe0219092df74c6c14cea3f8e	bios/tos162fr.img	
1cbc4f55295e469fc8cd72b7efdea1da	bios/tos162uk.img	
febb00ba8784798293a7ae709a1dafcb	bios/tos162us.img	
7aeabdc25f8134590e25643a405210ca	bios/tos205de.img	
7449b131681f1dfef62ebed1392847057	bios/tos205es.img	
61b620ad951815a25cb37895c81a947c	bios/tos205fr.img	
7e87d8fe7e24e0b4c55ad1b7955beae3	bios/tos205it.img	
7cdd45b6aac66a21bfb357d9334e46db	bios/tos205us.img	

MD5 checksum	Share file path	Description
0604dbb85928f0598d04144a8b554bbe	bios/tos206de.img	
b2873004a408b8db36321f98daafa251	bios/tos206fr.img	
4a0d4f282c3f2a0196681adf88862dd4	bios/tos206.img	
e690bec90d902024beed549d22150755	bios/tos206uk.img	
c9093f27159e7d13ac0d1501a95e53d4	bios/tos206us.img	
066f39a7ea5789d5afd59dd7b3104fa6	bios/tos306de.img	
dd1010ec566efbd71047d6c4919feba5	bios/tos306uk.img	
ed2647936ce4bd283c4d7dfd7ae09d1c	bios/tos400.img	
9e880168d0a004f7f5e852be758f39e4	bios/tos402.img	
e5ea0f216fb446f1c4a4f476bc5f03d4	bios/tos404.img	

ROMs


Place your Atari ST ROMs in /userdata/roms/atarist.

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: atarist.videomode, atarist.ratio, atarist.smooth, atarist.shaders, atarist.decoration, atarist.game_translation

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all cores of this emulator	
GRAPHICS API atarist.gfxbackend	Choose which graphics API library to use. Vulkan is better, when supported. ⇒ OpenGL opengl, Vulkan vulkan.
AUDIO LATENCY atarist.audio_latency	In milliseconds. Can reduce crackling/cutting out. ⇒ 256 256, 192 192, 128 128, 64 64, 32 32, 16 16, 8 8.
THREADED VIDEO atarist.video_threaded	Improves performance at the cost of latency and more video stuttering. ⇒ On true, Off false.

libretro: Hatari

This is the [libretro port](#) of the [Hatari](#) emulator.

libretro: Hatari configuration

Open the Hatari GUI in-game with . This is typically required to configure games properly before they'll begin launching.

Hatari

[Hatari](#) is an Atari ST/STE/TT/Falcon emulator.

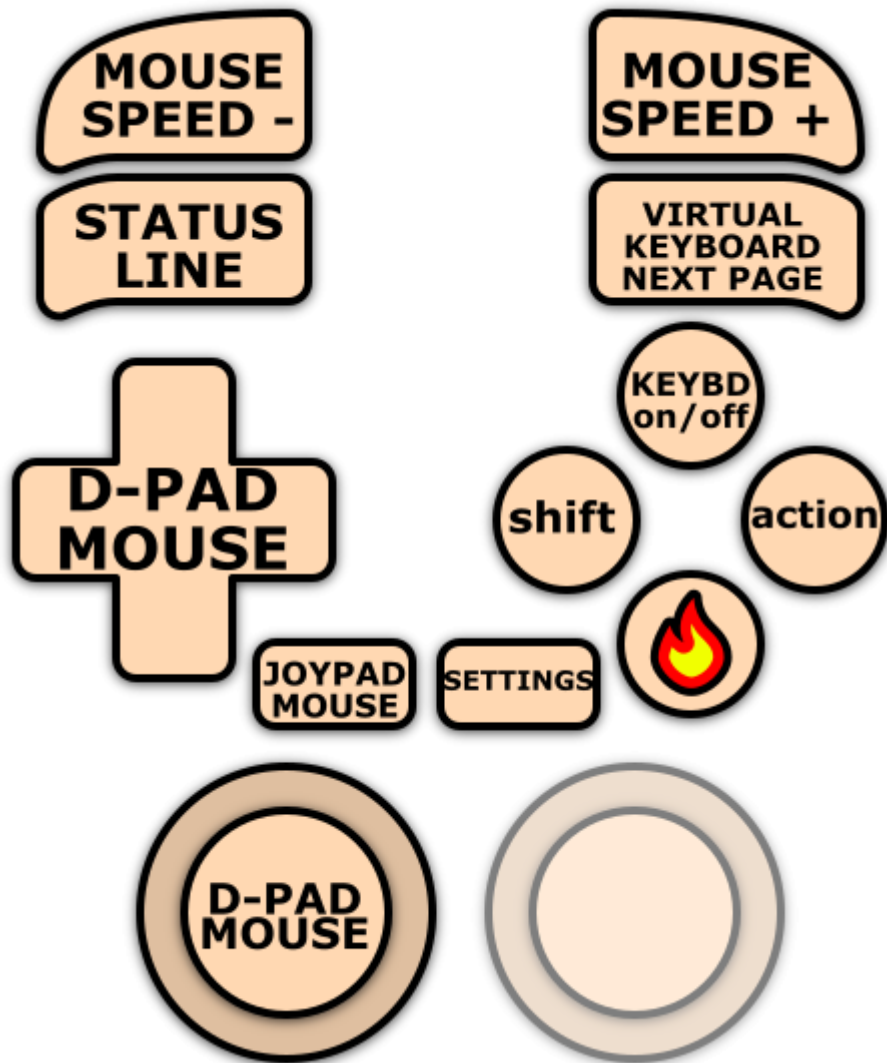
Hatari configuration

Standardized features available to all cores of this emulator: `atarist.videomode`, `atarist.padtokeyboard`, `atarist.decoration`

ES setting name <code>batocera.conf_key</code>	Description ⇒ ES option key_value
Settings that apply to all cores of this emulator	
MODEL <code>atarist.model</code>	⇒ 520 ST / AUTO <code>520st_auto</code> , 520 ST / TOS 1.00 <code>520st_100</code> , 520 ST / TOS 1.02 <code>520st_102</code> , 520 ST / TOS 1.04 <code>520st_104</code> , 1040 STE / AUTO <code>1040ste_auto</code> , 1040 STE / 1.06 <code>1040ste_106</code> , 1040 STE / 1.62 <code>1040ste_162</code> , Mega STE / AUTO <code>megaste_auto</code> , Mega STE / 2.05 <code>megaste_205</code> , Mega STE / 2.06 <code>megaste_206</code> .
LANGUAGE <code>atarist.language</code>	TOS languages. ⇒ DE <code>de</code> , ES <code>es</code> , FR <code>fr</code> , IT <code>it</code> , NL <code>nl</code> , RU <code>ru</code> , SE <code>se</code> , UK <code>uk</code> , US <code>us</code> .
EMULATED RAM SIZE <code>atarist.ram</code>	⇒ 520K <code>0</code> , 1M <code>1</code> , 2M <code>2</code> , 4M <code>4</code> .

Controls

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



Batocera RetroPad	Libretro Hatari
	Fire
	Open Hatari GUI
D-pad	Directions
[L1]	Joystick number
[R1]	Cursor speed
[L2]	Toggle m/k status
[START]	On-screen keyboard
[START]	Mouse mode toggle

Troubleshooting

Game X does not work

Atari ST is one of the harder emulators to get set up and working properly. Libretro has a [quick guide on their documentation site](#). For more in-depth issues, read on.

To quote [Hatari's FAQ page](#):

- * Many ST games often need a certain TOS version to run right. Old games often only work with TOS 1.00 or TOS 1.02, so you should try these TOS versions first. If the game still does not work, you should also try TOS 1.04 and 2.06. Some games also either need a NTSC (US American) or a PAL (European) TOS, so it might be useful to test these different types, too.
- * There are also some games which do not work in STE mode - but there are also some few games which only work in STE mode and not in ST mode. So changing the machine type might be worth a try, too.
- * Some games also need certain RAM sizes, for example some games do not work with 4 MB memory size!
- * And finally, try to enable the "Slower but more compatible CPU" and/or disable the "Patch Timer-D" in the system options dialog. This slightly increases compatibility with the real ST. In some few cases you also have to enable the "Slow floppy access" option in the floppy options dialog to mimic the speed of the original floppy disk drive.

The [full manual](#) offers more insight.

Check the [compatibility list](#)

Further troubleshooting

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

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