



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

Commodore 128

The Commodore 128 is the last 8-bit computer developed by Commodore. It was released in 1985, retailing for \$499.99 USD (\$1,275 in 2021). It was the successor to the [Commodore 64](#).



The Commodore 128 was also known as the:

- C128
- C-128
- C=128

It features a MOS 8502 CPU at 2 MHz with a Zilog Z80 CPU at 2 MHz and 128KB of RAM. It was highly compatible with software designed for the C64, the C128 seemed like an attractive option. However, this would end up working against it, as there would be relatively little native C128 software that would take advantage of its extra capabilities. There were a lot of C64 to C128 ports, though.

This system scrapes metadata for the “c64” group and loads the c128 set from the currently selected theme, if available.

Quick reference

- **Emulator:** [VICE](#)
- **Core:** [VICE: x128](#)
- **Folder:** /userdata/roms/c128
- **Accepted ROM formats:** .d64, .d81, .prg, .lnx, .m3u, .zip, .7z

BIOS

No Commodore 128 emulator in Batocera needs a BIOS file to run.

ROMs

Place your Commodore 128 ROMs in /userdata/roms/c128.

Emulators

VICE

VICE configuration

Standardized features available to all cores of this emulator: `c128.videomode`, `c128.ratio`, `c128.padtkeyboard`, `c128.decoration`

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all cores of this emulator	
ZOOM (HIDE BORDERS) c128.noborder	Hides borders on many games. Some games used the borders. ⇒ NO (DEFAULT) 0, YES 1.

Controls

Here are the default Commodore 128's controls shown on a [Batocera RetroPad](#):



Troubleshooting

Further troubleshooting

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

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