

# Computers Lynx

The Computers Lynx is a computer developed by Computers. It was released in 1983.

This system scrapes metadata for the "camplynx" group(s) and loads the camplynx set from the currently selected theme, if available.



## Quick reference

- **Accepted ROM formats:** .wav, .tap, .zip, .7z
- **Folder:** /userdata/roms/camplynx

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## BIOS

MD5 checksum	Share file path	Description
b0ad5bf3070aea27b637e1998c81fa8c	bios/lynx48k.zip	
b665e10211bbdbfaf2defb32d5580892	bios/lynx48k.zip	
bc0760d8bf61c9683270266d259cd2ae	bios/lynx48k.zip	
dde90a794e5324002a9fd7f79cec3172	bios/lynx48k.zip	
a0a8f136f69b5891d33993627a185697	bios/lynx96k.zip	
fc706b3ba2ba61f6f7af1c28f420f94	bios/lynx96k.zip	
815afa653b61cbe70936b01aff700912	bios/lynx96k.zip	
3ccdb9dfe6018892383fcbb1a9167d76	bios/lynx96k.zip	
01a9770efdab17f089bbbbe53f5d69fa	bios/lynx96k.zip	
89ba52f683cd79638646874e965476b6	bios/lynx96k.zip	
fc706b3ba2ba61f6f7af1c28f420f94	bios/lynx128k.zip	
5017fe3a2ea47038ae61e2aeb4f43d65	bios/lynx128k.zip	
bf69d9538192f65571dbed43dc4a99bb	bios/lynx128k.zip	
f9f54913cdedb22bb8f0c549ad121379	bios/lynx128k.zip	

## ROMs

Place your Computers Lynx ROMs in /userdata/roms/camplynx.


Requires MAME BIOS files lynx128k.zip, lynx96k.zip, lynx48k.zip Using software list mode is recommended.

# 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: `camplynx.videomode`, `camplynx.videomode`, `camplynx.ratio`, `camplynx.shader`, `camplynx.smooth`, `camplynx.integerscale`, `camplynx.bezel`, `camplynx.bezel_stretch`, `camplynx.hud`, `camplynx.bezel.tattoo`, `camplynx.bezel.tattoo_corner`, `camplynx.bezel.tattoo_file`, `camplynx.bezel.resize_tattoo`, `camplynx.ai_service_enabled`, `camplynx.ai_target_lang`, `camplynx.ai_service_url`, `camplynx.ai_service_pause`, `camplynx.runahead`, `camplynx.secondinstance`, `camplynx.video_frame_delay_auto`, `camplynx.vrr_runloop_enable`, `camplynx.video_threaded`

ES setting name batocera.conf_key	Description ⇒ ES option key_value
<b>Settings that apply to all cores of this emulator</b>	
<b>GRAPHICS API</b> <code>camplynx.gfxbackend</code>	Choose which graphics API library to use. Vulkan may not work for every core. ⇒ OpenGL gl, GLCore glcore, Vulkan vulkan.
<b>AUDIO LATENCY</b> <code>camplynx.audio_latency</code>	In milliseconds. Can reduce crackling/cutting out. ⇒ 256 256, 192 192, 128 128, 64 64, 32 32, 16 16, 8 8.
<b>ALLOW ROTATION</b> <code>camplynx.video_allow_rotate</code>	Allow cores to set rotation. ⇒ On true, Off false.
<b>CONTROLLER TO LIGHTGUN</b> <code>camplynx.lightgun_map</code>	Map controller inputs to lightgun inputs ⇒ On true, Off false.

### libretro: mame

#### libretro: mame configuration


Standardized features for this core: `camplynx.autosave`, `camplynx.netplay`, `camplynx.padtkeyboard`

ES setting name batocera.conf_key	Description ⇒ ES option key_value
<b>Settings that apply to all systems this core supports</b>	
<b>OVERCLOCK (UNSTABLE)</b> global.mame_cpu_overclock	Enhancement. Reduces system slowdown. Causes issues in some games. ⇒ default default, 30 30, 35 35, 40 40, 45 45, 50 50, 55 55, 60 60, 65 65, 70 70, 75 75, 80 80, 85 85, 90 90, 95 95, 100 100, 105 105, 110 110, 115 115, 120 120, 125 125, 130 130, 135 135, 140 140, 145 145, 150 150.
<b>RENDERING RESOLUTION</b> global.mame_altres	Enhancement. Increase the rendering resolution. Makes 3D objects clearer. ⇒ 640×480 640×480, 800×600 800×600, 960×720 960×720, 1024×768 1024×768, 1280×720 1280×720, 1600×800 1600×800, 1920×1080 1920×1080, 2560×1440 2560×1440, 3840×2160 3840×2160.
<b>SHARE MAME ARTWORK</b> global.sharemameart	Use the same art paths as standalone MAME - not recommended if using decorations or shaders. ⇒ On (Default) 1, Off 0.
<b>CROP ARTWORK</b> global.artworkcrop	Crop MAME artwork to maximize the game screen and only fill unused space. ⇒ On (Default) 1, Off 0.
<b>CUSTOM MAME CONFIG</b> global.customcfg	Set system-wide controls via MAME menu ⇒ On 1, Off 0.
<b>ALT DPAD MODE</b> global.altdpad	If the D-Pad is oriented incorrectly for your controller. ⇒ Off (Default) 0, DS3 Orientation 1, X360 Orientation 2.
<b>Settings specific to camlynx</b>	
<b>SOFTWARE LIST</b> camlynx.softList	Use MAME software lists to identify ROM ⇒ Don't Use (Default) none, Computers Lynx cassettes camlynx_cass.
<b>LYNX MODEL</b> camlynx.altmodel	⇒ Lynx 128k (Default) lynx128k, Lynx 96k lynx96k, Lynx 48k lynx48k.
<b>UI KEYS</b> camlynx.enableui	Toggle with hotkey + D-pad up or Scroll Lock in-game. ⇒ Off at Start 0, On at Start 1.
<b>CUSTOM GAME CONFIG</b> camlynx.pergamecfg	Enable per-game custom configuration via MAME menu. ⇒ On 1, Off 0.

## 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 now also supports a wide variety of vintage computers, video game consoles and calculators. 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](#). All options can also be edited by opening the `mame.ini` file.

Standardized features available to all versions of this emulator: `camplynx.videomode`, `camplynx.padokeyboard`, `camplynx.videomode`, `camplynx.bezel`, `camplynx.bezel_stretch`, `camplynx.hud`, `camplynx.bezel.tattoo`, `camplynx.bezel.tattoo_corner`, `camplynx.bezel.tattoo_file`, `camplynx.bezel.resize_tattoo`

ES setting name batocera.conf_key	Description ⇒ ES option key_value
<b>Settings that apply to all versions of this emulator</b>	
<b>VIDEO MODE</b> <code>camplynx.video</code>	BGFX for post-processing, accel/opengl for raw image. ⇒ BGFX <code>bgfx</code> , Accel <code>accel</code> , OpenGL <code>opengl</code> .
<b>BGFX GRAPHICS API</b> <code>camplynx.bgfxbackend</code>	Depends on video mode being set to BGFX. Vulkan is better, when supported. ⇒ MAME Detect automatic, OpenGL <code>opengl</code> , OpenGL ES <code>gles</code> , Vulkan <code>vulkan</code> .
<b>BGFX VIDEO FILTER</b> <code>camplynx.bgfxshaders</code>	Apply a post-processing effect. ⇒ Off None, Bilinear default, CRT Geom <code>crt-geom</code> , CRT Geom Deluxe <code>crt-geom-deluxe</code> , CRT Geom Deluxe (RGB) <code>crt-geom-deluxe-rgb</code> , CRT Geom Deluxe (Composite) <code>crt-geom-deluxe-composite</code> , Super Eagle <code>eagle</code> , HLSL <code>hls1</code> , HQ2X <code>hq2x</code> , HQ3X <code>hq3x</code> , HQ4X <code>hq4x</code> .
<b>CRT SWITCHRES</b> <code>camplynx.switchres</code>	Allows the use of switchres profiles if present. ⇒ Off 0, On 1.
<b>VERTICAL ROTATION (TATE)</b> <code>camplynx.rotation</code>	Rotates screen by 90 degrees. Intended for rotating displays. ⇒ Off None, Rotate 90 autorot, Rotate 270 autorot1.
<b>ARTWORK CROP</b> <code>camplynx.artworkcrop</code>	Crop artwork to only unused space, keeping the game as large as possible. ⇒ Off (Default) 0, On 1.
<b>ALT DPAD MODE</b> <code>camplynx.altdpad</code>	If the D-Pad is oriented incorrectly for your controller. ⇒ Off (Default) 0, DS3 Orientation 1, X360 Orientation 2.
<b>CUSTOM MAME CONFIG</b> <code>camplynx.customcfg</code>	Set system-wide controls via MAME menu ⇒ On 1, Off 0.
<b>DATA PLUGIN</b> <code>camplynx.dataplugin</code>	Make game history, setup instructions, and special moves viewable in the menu ⇒ Enabled 1, Disabled (Default) 0.
<b>Settings specific to camplynx</b>	
<b>SOFTWARE LIST</b> <code>camplynx.softList</code>	Use MAME software lists to identify ROM ⇒ Don't Use (Default) none, Computers Lynx cassettes <code>camplynx_cass</code> .
<b>LYNX MODEL</b> <code>camplynx.altmodel</code>	⇒ Lynx 128k (Default) <code>lynx128k</code> , Lynx 96k <code>lynx96k</code> , Lynx 48k <code>lynx48k</code> .
<b>UI KEYS</b> <code>camplynx.enableui</code>	Toggle with hotkey + D-pad up or Scroll Lock in-game. ⇒ Off at Start 0, On at Start 1.

ES setting name batocera.conf_key	Description ⇒ ES option key_value
<b>CUSTOM GAME CONFIG</b> camplynx.pergamecfg	Enable per-game custom configuration via MAME menu. ⇒ On 1, Off 0.

## Controls

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



## Troubleshooting

### Further troubleshooting

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

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