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

# Cave CV1000

The Cave CV1000 is the series of arcade boards Cave released all its arcade games on between 2004 to 2012.

First the CV1000-B was produced, featuring a Hitachi SH-3 CPU (hence why it may sometimes to be referred to as the “Cave SH-3”); its first title being Mushihimesama. In 2008, the CV1000-D was produced which featured additional RAM; its first title being DoDonPachi DaiFukkatsu.

A list of its games can be found on System 16's hardware pages for CAVE CV1000-B and CAVE CV1000-D.

This system scrapes metadata for the “cave3rd, arcade” group(s) and loads the `cave3rd` set from the currently selected theme, if available.

### Quick reference

- **Emulator:** Demul
- **Folder:** `/userdata/roms/cave3rd`
- **Accepted ROM formats:** `.zip`, `.7z`

## BIOS

No Cave CV1000 emulator in Batocera needs a BIOS file to run.

## ROMs

Place your Cave CV1000 ROMs in `/userdata/roms/cave3rd`.

## Emulators

### Demul

### Demul configuration

Standardized features available to all cores of this emulator: `cave3rd.videomode`, `cave3rd.videomode`, `cave3rd.bezel`, `cave3rd.bezel_stretch`, `cave3rd.hud`, `cave3rd.bezel.tattoo`, `cave3rd.bezel.tattoo_corner`, `cave3rd.bezel.tattoo_file`, `cave3rd.bezel.resize_tattoo`

| **ES setting name `batocera.conf_key`** | **Description ⇒ ES option `key_value`** |
|---|---|
| **Settings that apply to all cores of this emulator** | |
| **GAME ASPECT RATIO `cave3rd.demulRatio`** | ⇒ Stretch `0`, 4:3 (Default) 1, 16:9 2. |
| **VSYNC `cave3rd.demulVSync`** | Fix screen tearing.<br>⇒ Off `0`, On 1. |

### First run

After loading a Cave CV1000 ROM for the first time, Batocera will download and install the appropriate files. This process takes a few minutes up to (a long time) depending on your internet speed. There is no progress bar.

### Service menu

Redo this section, add images, explain what it's actually for, etc.

A keyboard required to access this menu.

While running a game, press `[F4]` to access the service menu for that title. This menu contains different options for each game, and saves their configuration independently.

Repeatedly press `[F2]` to navigate the menu, and press `[F4]` to confirm.

## Controls

Currently controllers cannot be configured using the desktop app. This is a limitation of the Demul app under Wine. As of writing, only Player 1 is mapped with the default layout.

This part needs to be rewritten. It contains important information so it will remain here for now.

Demul uses decimal for pad configuration in the padDemul.ini To determine the decimal we have to convert the hexadecimal to decimal. You can edit arcade controls they're under the [JAMMAx_x] headings depending on the number of controllers.

Controller 1 = 0x100 & 0x200 for the buttons & the 2x analog sticks. Controller 2 = 0x101 & 0x201 etc.

Device input hex codes are listed in the appropriate linux kernel input.h depending on the controller type. i.e. A gamepad's 'start' button is 0x13b Therefore controller 1's start button is 0100013b in hex or 16777531 in decimal. Controller 2 would be 0101013b / 16843067 accordingly.

Here are the default Cave CV1000's controls shown on a Batocera RetroPad:

# Troubleshooting

## Further troubleshooting

For further troubleshooting, refer to the generic support pages.

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