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

**TRS-80 Color Computer**

The TRS-80 Color Computer is a computer developed by Tandy Radio Shack, it was released in 1980.

You may also know it as the:

- Tandy Color Computer
- CoCo
- CoCo 2

The TRS-80, without the “Color Computer” part, is a completely different system.

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

**Quick reference**

- **Emulator:** [MAME](https://mame.lesfondscaseilles.net/)
- **Folder:** /userdata/roms/coco
- **Accepted ROM formats:** .wav, .cas, .ccc, .rom, .zip, .7z

**BIOS**

Requires MAME BIOS file coco.zip or .7z in either coco or BIOS folder.

**ROMs**

Place your TRS-80 Color Computer ROMs in /userdata/roms/coco.

**Emulators**

**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 has since absorbed the sister-project MESS (Multi Emulator Super System) to support a wide variety of vintage computers, video game consoles and calculators as well. 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] + [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. For MESS systems specifically, you might find more information on MESS's wiki. All options can also be edited by opening the mame.ini file.

Standardized features available to all versions of this emulator: coco.videomode, coco.decoration, coco.padtokeyboard

<table>
<thead>
<tr>
<th>ES setting name</th>
<th>Description</th>
<th>ES option key_value</th>
</tr>
</thead>
<tbody>
<tr>
<td>batocera.conf_key</td>
<td>BGFX for post-processing, accel/opengl for raw image.</td>
<td>bgfx, Accel accel, OpenGL opengl.</td>
</tr>
<tr>
<td>coco.video</td>
<td>Apply a post-processing effect.</td>
<td>None, Bilinear default, CRT Geom c-geom, CRT Geom Deluxe c-geom-deluxe, Super Eagle eagle, HLSL hls, HQ2X hq2x, HQ3X hq3x, HQ4X hq4x.</td>
</tr>
<tr>
<td>coco.switchres</td>
<td>Allows the use of switchres profiles if present.</td>
<td>Off 0, On 1.</td>
</tr>
<tr>
<td>coco.rotation</td>
<td>Rotates screen by 90 degrees. Intended for rotating displays.</td>
<td>Off None, Rotate 90 autoror, Rotate 270 autorol.</td>
</tr>
<tr>
<td>coco.altdpad</td>
<td>If the D-Pad is oriented incorrectly for your controller.</td>
<td>Off (Default) 0, DS3 Orientation 1, X360 Orientation 2.</td>
</tr>
<tr>
<td>coco_altlayout</td>
<td>Controls for 5/6 button games and other unique controls</td>
<td>Default Only 0, Street Fighter (SNES) 1, Street Fighter (Modern) 4, Mortal Kombat (SNES) 2, Killer Instinct (SNES) 3, Genesis 6-Button (Retroarch) 5, Neo Geo (Neo Geo Mini Pad) 6, Neo Geo (Neo Geo CD Pad) 7, Neo Geo (Offset Fighstick) 8, Twin Stick with Triggers 9, Rotated 4-Way Stick (Q*Bert) 10.</td>
</tr>
<tr>
<td>coco.altromtype</td>
<td>Type of ROM file to load.</td>
<td>Cassette cass, Cartridge cart.</td>
</tr>
<tr>
<td>coco.enableui</td>
<td>Open with hotkey + D-pad up or Scroll Lock in-game.</td>
<td>Off at Start 0, On at Start 1.</td>
</tr>
</tbody>
</table>
Controls

Here are the default TRS-80 Color Computer's controls shown on a Batocera RetroPad:

Troubleshooting

Further troubleshooting

For problems with MAME specifically, there are some tips on the troubleshooting section on MAME's system page.

For further troubleshooting, refer to the generic support pages.

From:
https://wiki.batocera.org/ - Batocera.linux - Wiki

Permanent link:
https://wiki.batocera.org/systems:coco

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