



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

ColecoVision

The ColecoVision is a second-generation video-game console produced by Coleco Industries. It retailed for \$174.99 and had a Zilog Z80 CPU at 3.58 MHz with 8KB of RAM. Due to poor sales of the console (maybe related to the video-game crash in North America) Coleco Industries filed for bankruptcy soon after. It was notable for providing a close-to-arcade experiences for some games. Masayuki Uemura, head of [Famicom](#) development, stated that the ColecoVision set the bar that influenced how he approached the creation of the Famicom.



Coleco released the Expansion Module #1 that allowed the ColecoVision to play Atari 2600 games. [Atari did not like this](#), settling out of court with Coleco to be licensed under Atari's patents.

The Expansion Module #3 would be released that would convert the ColecoVision into the 🤖 [Coleco Adam home computer](#).

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

Quick reference

- **Emulator:** [RetroArch](#)
- **Core:** [libretro: bluemsx](#)
- **Folder:** /userdata/roms/colecovision
- **Accepted ROM formats:** .bin, .col, .rom, .zip, .7z

BIOS

No ColecoVision emulator in Batocera needs a BIOS file to run.

ROMs


Place your ColecoVision ROMs in /userdata/roms/colecovision.

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 cores of this emulator: `colecovision.videomode`, `colecovision.ratio`, `colecovision.smooth`, `colecovision.shaders`, `colecovision.pixel_perfect`, `colecovision.decoration`, `colecovision.game_translation`

ES setting name batocera.conf key	Description ⇒ ES option key value
Settings that apply to all cores of this emulator	
GRAPHICS BACKEND <code>colecovision.gfxbackend</code>	Choose your graphics rendering ⇒ OpenGL <code>opengl</code> , Vulkan <code>vulkan</code> .
AUDIO LATENCY <code>colecovision.audio_latency</code>	Audio latency in milliseconds, turn it up if you hear crackles ⇒ 256 256, 192 192, 128 128, 64 64, 32 32, 16 16, 8 8.

libretro: Bluemsx

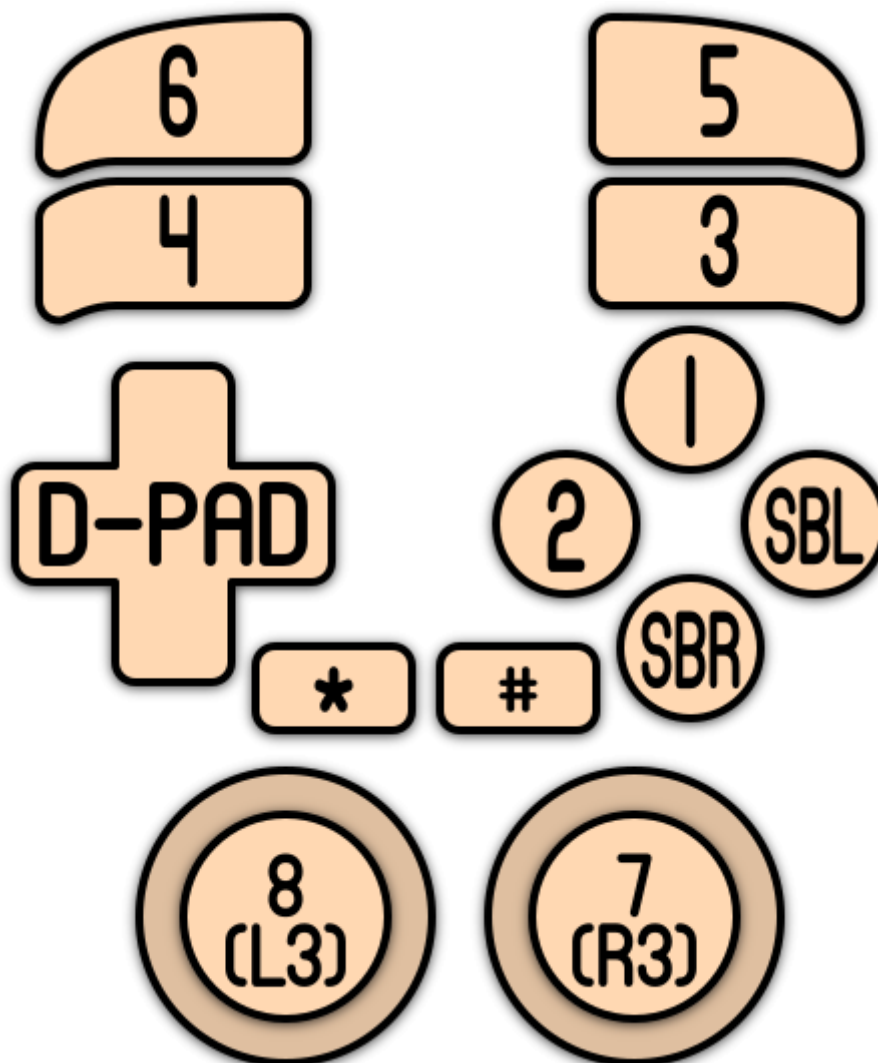
libretro: Bluemsx configuration

ES setting name batocera.conf key	Description ⇒ ES option key value
Settings that apply to all systems this core supports	
REDUCE SPRITE FLICKERING <code>colecovision.bluemsx_nospritelimits</code>	Remove the 4 sprite per line limit ⇒ Off <code>False</code> , On <code>True</code> .

Controls

The original controller has 2 side buttons (Side Button Left and Side Button Right) and a keyboard with 10 numeric values and 2 symbols. Only a fraction of these controls can be mapped to a standard controller, so 9 and 0 are missing in the default layout.

The default button mapping for the ColecoVision's controls is as follows:



Troubleshooting

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

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