

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. 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:** libretro/bluemsx
- **Folder:** /userdata/roms/colecovision
- **Accepted ROM formats:** .bin .col .rom .zip .7z

Emulators

Libretro

Libretro configuration

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 colecovision.gfxbackend | Choose your graphics rendering ⇒ OpenGL opengl, Vulkan vulkan. |

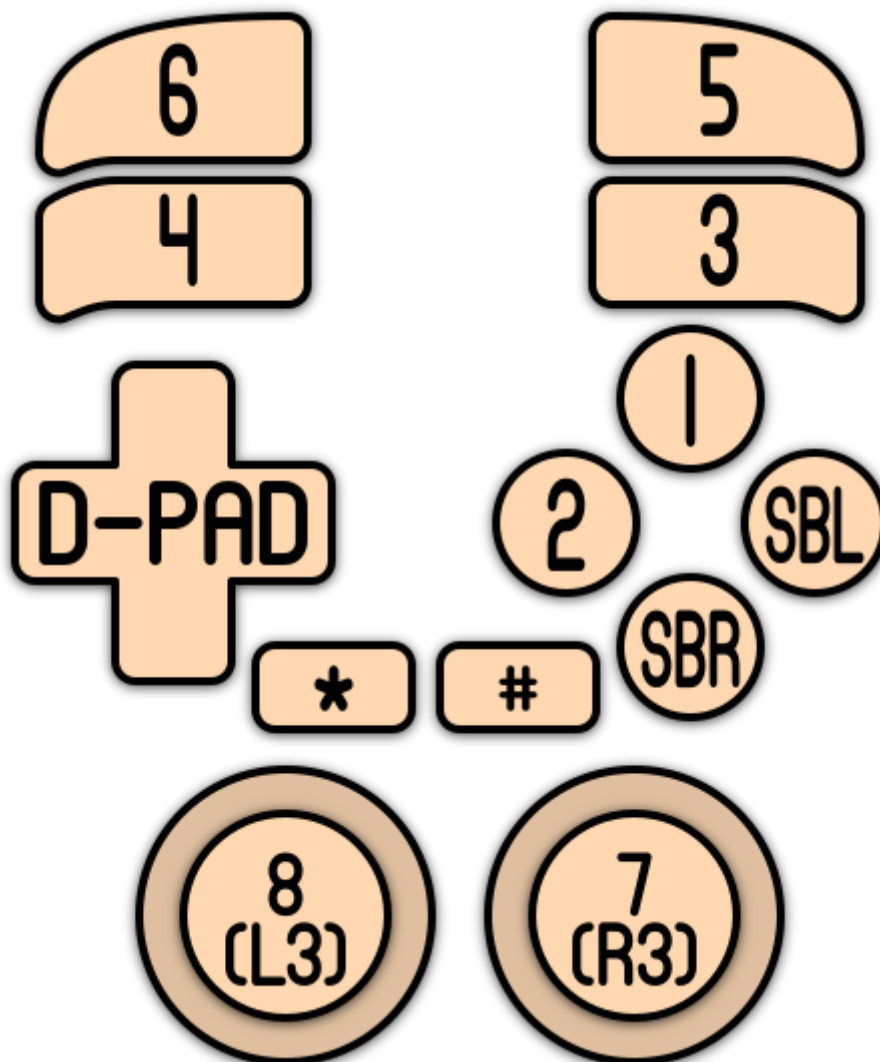
| ES setting name batocera.conf key | Description ⇒ ES option key value |
|---|--|
| AUDIO LATENCY colecovision.audio_latency | Audio latency in milliseconds, turn it up if you hear crackles ⇒ 256 256, 192 192, 128 128, 64 64, 32 32, 16 16, 8 8. |

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 colecovision.bluemsx_nospritelimits | Remove the 4 sprite per line limit ⇒ Off False, On True. |

Controls



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