Enterprise 64/128

The Enterprise is a Zilog Z80-based home computer announced in 1983, but due to a series of delays, was not commercially available until 1985. It was mostly successful in the UK and Hungary, with its innovative use of custom ASICs for graphics and sound which took workload away from the main CPU.



Quick reference

- **Emulator:** CLK, RetroArch or MAME
- **Core:** libretro: ep128emu-core, libretro: mame
- **Folder:** `/userdata/roms/enterprise`
- **Accepted ROM formats:** `.bas`, `.com`, `.img`, `.dsk`, `.tap`, `.dtf`, `.trn`, `.128`, `.cas`, `.cdt`, `.tzx`, `.zip`

BIOS

CLK

MD5 checksum	Share file path	Description
e972fe42b398c9ff1d93ff014786aec6	bios/Enterprise/basic21.bin	Required for CLK
f36f24cbb87745fbd2714e4df881db09	bios/Enterprise/exos21.bin	Required for CLK

RetroArch (ep128emu-core)

The ep128emu-core provides built-in ROM images. No external BIOS files are required, although it can use custom ROM versions if placed in the appropriate folder.

MAME

MAME requires the following BIOS files placed in `/userdata/bios/`:

File	Description
ep64.zip	Enterprise 64 BIOS
ep128.zip	Enterprise 128 BIOS
ep64_exdos.zip	Enterprise 64 with EXDOS floppy controller

ROMs

Place your Enterprise ROMs in `/userdata/roms/enterprise`.

CLK only supports `.bas`, `.com` and `.zip` files. Disk and tape formats (`.img`, `.dsk`, `.tap`, `.dtf`, `.trn`, `.128`, `.cas`, `.cdt`, `.tzx`) require the ep128emu-core or MAME emulators.

Emulators

CLK

CLK aka Clock Signal is a multi-system emulator that is focused on low-latency emulation. It emulates Enterprise and a bunch of other old computers. CLK uses RGB video output for Enterprise.

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: `enterprise.videomode`, `enterprise.ratio`, `enterprise.smooth`, `enterprise.shaders`, `enterprise.pixel_perfect`, `enterprise.decoration`, `enterprise.game_translation`

ES setting name `batocera.conf` key	Description ⇒ ES option key `value`
Settings that apply to all cores of this emulator	
GRAPHICS BACKEND `enterprise.gfxbackend`	Choose your graphics rendering ⇒ OpenGL `opengl`, Vulkan `vulkan`.

ES setting name `batocera.conf` key	Description ⇒ ES option key `value`
AUDIO LATENCY `enterprise.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: ep128emu-core

ep128emu-core is a highly accurate Enterprise 64/128 emulator ported to libretro. It also supports Videoton TVC emulation.

libretro: ep128emu-core configuration

ES setting name `batocera.conf` key	Description ⇒ ES option key `value`
Settings specific to the ep128emu-core	
MAIN THREAD WAIT `enterprise.ep128emu_wait`	Main thread wait time in milliseconds ⇒ 0 `0` (default) through higher values.
HIGH SOUND QUALITY `enterprise.ep128emu_sdhq`	Enable high quality sound rendering ⇒ On 1 (default), Off `0`.
ACCELERATED SW FRAMEBUFFER `enterprise.ep128emu_swfb`	Use accelerated software framebuffer ⇒ Off `0` (default), On 1.
ENABLE RESOLUTION CHANGES `enterprise.ep128emu_useh`	Allow dynamic resolution changes (requires restart) ⇒ On 1 (default), Off `0`.
BORDER LINES `enterprise.ep128emu_brds`	Number of border lines to keep when zooming in ⇒ 0 `0` (default) through higher values.
SYSTEM ROM VERSION `enterprise.ep128emu_romv`	Choose system ROM version (Enterprise only) ⇒ Original `Original` (default).
ZOOM BUTTON `enterprise.ep128emu_zoom`	Assign zoom function to a button ⇒ R3 R3 (default).
INFO BUTTON `enterprise.ep128emu_info`	Assign info overlay to a button ⇒ L3 L3 (default).
AUTOFIRE BUTTON `enterprise.ep128emu_afbt`	Select which button gets autofire ⇒ None None (default).
AUTOFIRE REPEAT DELAY `enterprise.ep128emu_afsp`	Set autofire repeat delay ⇒ 1 1 (default) through higher values.

libretro: MAME

MAME can emulate the Enterprise 128 using the ep128 driver with the EXDOS floppy disk expansion (`-exp exdos`) enabled automatically. This allows loading disk images (`.img`, `.dsk`) directly.

MAME (standalone)

The standalone MAME emulator provides the same ep128 driver with EXDOS support as the libretro core, but as a separate application.

Controls

Most Enterprise games are played with the keyboard, or need a keyboard to start a game. There is a minimal pad2key configuration provided that emulates the internal joystick of the Enterprise, but if you use only a joystick, you will most probably have to remap the keyboard to play your game.

Troubleshooting

Further troubleshooting

For further troubleshooting, refer to the generic support pages.

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