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



Fujitsu Micro 7

The Fujitsu Micro 7 (FM-7) is a computer developed by Fujitsu. It was released exclusively in Japan and Spain on November 1982, retailing for ¥126,000 Yen ($1,250 USD; $4,216.44 in 2021).

The FM-7 is a stripped down version of the prior FM-8 computer, originally referred to as the “FM-8 Jr.”. It primarily competed with the NEC PC-8801 and the Sharp X1 series of computers.

Model list (list source):

Model	Release	Main CPU	Sub CPU	RAM
FM-8	1981-05	M68A09 @ 1MHz	M6809	64K (main) + 48K (VRAM)
FM-7	1982-11	M68B09 @ 2MHz	M68B09	64K (main) + 48K (VRAM)
FM-NEW7	1984-05	M68B09 @ 2MHz	M68B09	64K (main) + 48K (VRAM)
FM-77	1984-05	M68B09 @ 2MHz	M68B09E	64/256K (main) + 48K (VRAM)
FM-77AV	1985-10	M68B09E @ 2MHz	M68B09	128/192K (main) + 96K (VRAM)
FM-77AV20	1986-10	M68B09E @ 2MHz	M68B09	128/192K (main) + 96K (VRAM)
FM-77AV40	1986-10	M68B09E @ 2MHz	M68B09	192/448K (main) + 144K (VRAM)
FM-77AV20EX	1987-11	M68B09E @ 2MHz	M68B09	128/192K (main) + 96K (VRAM)
FM-77AV40EX	1987-11	M68B09E @ 2MHz	M68B09	192/448K (main) + 144K (VRAM)
FM-77AV40SX	1988-11	M68B09E @ 2MHz	M68B09	192/448K (main) + 144K (VRAM)

The only emulator Batocera employs for this system is MAME/MESS's FM-7 core, which is still experimental and lacking documentation. Therefore, emulation of this system can really only be recommended to advanced users.

This system scrapes metadata for the “fm7” group and loads the `fm7` set from the currently selected theme, if available.

Quick reference

- **Emulator:** MAME
- **Folder:** `/userdata/roms/fm7`

- **Accepted ROM formats:** `.wav`, `.t77`, `.mfi`, `.dfi`, `.hfe`, `.mfm`, `.td0`, `.imd`, `.d77`, `.d88`, `.1dd`, `.cqm`, `.cqi`, `.dsk`, `.zip`, `.7z`

BIOS

Requires MAME BIOS file `fm7.zip` or `*.7z` in either `roms/fm7` or BIOS folder.

Optionally `fm77av.zip` or `*.7z` for FM-77AV support.

ROMs

Place your Fujitsu Micro 7 ROMs in `/userdata/roms/fm7`.

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]` + 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: `fm7.videomode`, `fm7.decoration`, `fm7.padtokeyboard`

ES setting name `batocera.conf_key`	**Description ⇒ ES option `key_value`**
Settings that apply to all versions of this emulator	
VIDEO MODE `fm7.video`	BGFX for post-processing, accel/opengl for raw image. ⇒ BGFX `bgfx`, Accel `accel`, OpenGL `opengl`.
BGFX GRAPHICS API `fm7.bgfxbackend`	Depends on video mode being set to BGFX. Vulkan is better, when supported. ⇒ MAME Detect `automatic`, OpenGL `opengl`, OpenGL ES `gles`, Vulkan `vulkan`.

ES setting name `batocera.conf_key`	Description ⇒ ES option `key_value`
BGFX VIDEO FILTER `fm7.bgfxshaders`	Apply a post-processing effect. ⇒ Off None, Bilinear `default`, CRT Geom `crt-geom`, CRT Geom Deluxe `crt-geom-deluxe`, Super Eagle `eagle`, HLSL `hlsl`, HQ2X `hq2x`, HQ3X `hq3x`, HQ4X `hq4x`.
CRT SWITCHRES `fm7.switchres`	Allows the use of switchres profiles if present. ⇒ Off `0`, On 1.
VERTICAL ROTATION (TATE) `fm7.rotation`	Rotates screen by 90 degrees. Intended for rotating displays. ⇒ Off None, Rotate 90 `autoror`, Rotate 270 `autorol`.
ALT DPAD MODE `fm7.altdpad`	If the D-Pad is oriented incorrectly for your controller. ⇒ Off (Default) `0`, DS3 Orientation 1, X360 Orientation 2.
Settings specific to `fm7`	
FM-7 MODEL `fm7.altmodel`	 ⇒ FM-7 `fm7`, FM-77AV `fm77av`.
MEDIA TYPE `fm7.altromtype`	Type of ROM file to load. ⇒ Cassette `cass`, Disk (Drive 1) `flop1`, Disk (Drive 2) `flop2`.
UI KEYS `fm7.enableui`	Open with hotkey + D-pad up or Scroll Lock in-game. ⇒ Off at Start `0`, On at Start 1.

Controls

Here are the default FM-7'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.

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