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

Game.com

The Game.com is a fifth-generation portable developed by Tiger Electronics. It was released in 1997.

It was known for featuring internet connectivity, hence the ".com" in its name. Tiger even bought the domain "game.com" for the occasion. Don't go there now, though.

This system scrapes metadata for the "gamecom" group and loads the gamecom set from the currently selected theme, if available.

Quick reference

- **Emulator:** MAME
- **Folder:** `/userdata/roms/gamecom`
- **Accepted ROM formats:** `.bin`, `.tgc`, `.zip`, `.7z`

BIOS

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

ROMs

Place your Game.com ROMs in `/userdata/roms/gamecom`.

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.
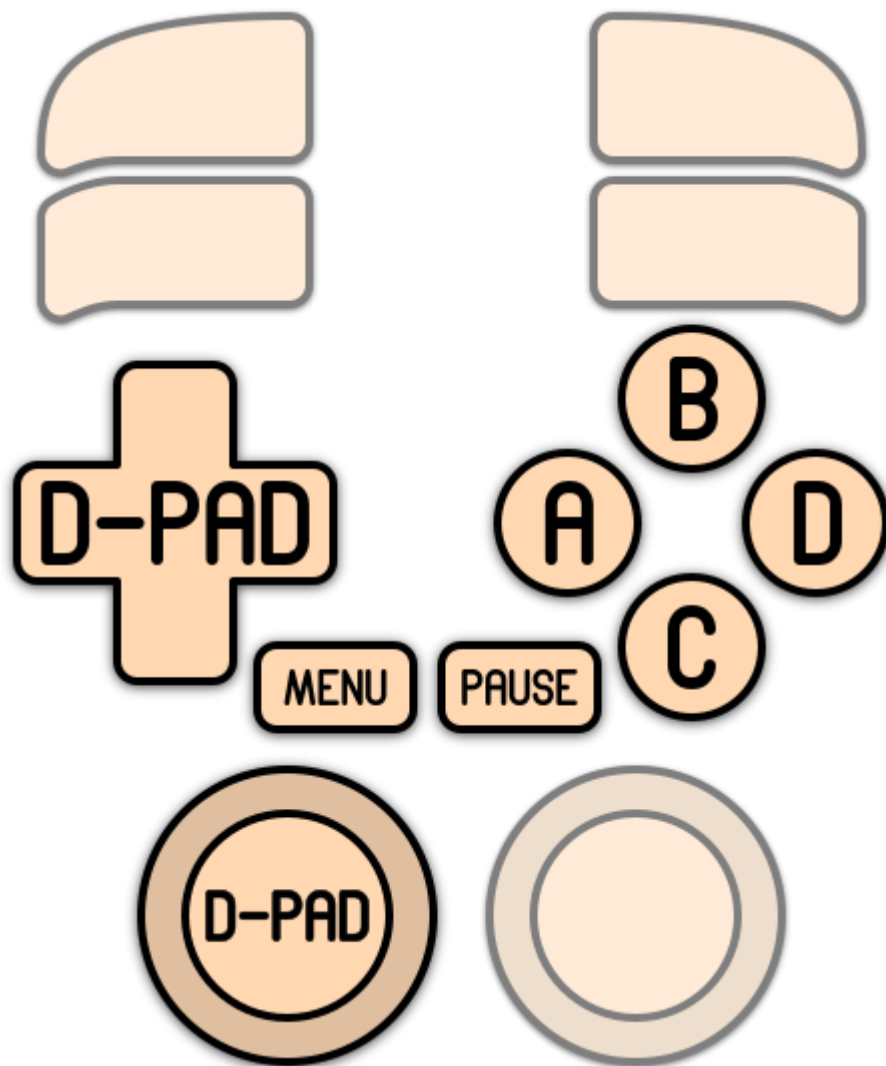
MAME configuration

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: gamecom.videomode, gamecom.decoration, gamecom.padtokeyboard

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all versions of this emulator	
VIDEO MODE gamecom.video	BGFX for post-processing, accel/opengl for raw image. ⇒ BGFX bgfx, Accel accel, OpenGL opengl.
BGFX GRAPHICS API gamecom.bgfxbackend	Depends on video mode being set to BGFX. Vulkan is better, when supported. ⇒ MAME Detect automatic, OpenGL opengl, OpenGL ES gles, Vulkan vulkan.
BGFX VIDEO FILTER gamecom.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 gamecom.switchres	Allows the use of switchres profiles if present. ⇒ Off 0, On 1.
VERTICAL ROTATION (TATE) gamecom.rotation	Rotates screen by 90 degrees. Intended for rotating displays. ⇒ Off None, Rotate 90 autoror, Rotate 270 autorol.
ALT DPAD MODE gamecom.altdpad	If the D-Pad is oriented incorrectly for your controller. ⇒ Off (Default) 0, DS3 Orientation 1, X360 Orientation 2.

Controls

Here are the default Game.com'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.