



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

Macintosh

The Macintosh is a computer developed by Apple. It was released in 1984.



Macintosh

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



Quick reference

- **Accepted ROM formats:** .dsk, .zip, .7z, .mfi, .dfi, .hfe, .mfm, .td0, .imd, .d77, .d88, .1dd, .cqm, .cqi, .dsk, .ima, .img, .ufi, .ipf, .dc42, .woz, .2mg, .360, .chd, .cue, .toc, .nrg, .gdi, .iso, .cdr, .hd, .hdv, .2mg, .hdi
- **Folder:** /userdata/roms/macintosh

Emulators	Accepted ROM formats
libretro: minivmac	.zip, .dsk
libretro: mame	.dsk, .zip, .7z, .mfi, .dfi, .hfe, .mfm, .td0, .imd, .d77, .d88, .1dd, .cqm, .cqi, .dsk, .ima, .img, .ufi, .ipf, .dc42, .woz, .2mg, .360, .chd, .cue, .toc, .nrg, .gdi, .iso, .cdr, .hd, .hdv, .2mg, .hdi
MAME	.dsk, .zip, .7z, .mfi, .dfi, .hfe, .mfm, .td0, .imd, .d77, .d88, .1dd, .cqm, .cqi, .dsk, .ima, .img, .ufi, .ipf, .dc42, .woz, .2mg, .360, .chd, .cue, .toc, .nrg, .gdi, .iso, .cdr, .hd, .hdv, .2mg, .hdi

BIOS

MD5 checksum	Share file path	Description
66223be1497460f1e60885eeb35e03cc	bios/MacII.ROM	
2a8a4c7f2a38e0ab0771f59a9a0f1ee4	bios/MacIIX.ROM	
bc04a4252ee96826c1f41f927c145225	bios/mac128k.zip	
409d8b9a04db15b7bfbbd5fcb931bf2e	bios/mac128k.zip	
9d09a9a51c9ef3ea5719e19db22e7901	bios/mackbd_m0110.zip	
9d09a9a51c9ef3ea5719e19db22e7901	bios/mackbd_m0120.zip	
b4118b89fa68a913a225f0cf9a751fae	bios/mac512k.zip	
ab4e461833e98ef7106f24455a07769d	bios/mac512k.zip	
1467a42dee57ac265d063b3f351189fc	bios/macplus.zip	
25b1bf85b3b072d957499cef4d7e313f	bios/macplus.zip	
cf7c3259844245a8967556fa40d81243	bios/macplus.zip	
d5584762b43a9b1cb24a981f9b9b4198	bios/macplus.zip	
f83069fd7ff1fb011958f819cbff4c88	bios/macplus.zip	

MD5 checksum	Share file path	Description
875919e2544644cd628f44b5c11db036	bios/macplus.zip	
efcefe8f11c10541a503d48a07878201	bios/macplus.zip	
f4b06da98500df0747a764dfbf1862b9	bios/macplus.zip	
9fb38bdcc0d53d9d380897ee53dc1322	bios/macse.zip	
c229bb677cb41b84b780c9e38a09173e	bios/macclasc.zip	
2a8a4c7f2a38e0ab0771f59a9a0f1ee4	bios/mac2fdhd.zip	
1bf16eefb23a1bea02f031f1ef1de528	bios/nb_48gc.zip	
2a8a4c7f2a38e0ab0771f59a9a0f1ee4	bios/maciix.zip	
fa16d49527c4e6e9c0d9e46904133d39	bios/mac1c3.zip	
9e8ea1552153c5e0f895e247e7d3ec1c	bios/mackbd_m0110a.zip	
93155ac7bad0fec36837252bb1e408f2	bios/nb_image.zip	
96665499f5cf2bb5b4aae6fdaf0a9fb5	bios/egret.zip	
b955ecbdf6d2f979f3683dd1d6884643	bios/egret.zip	
5035d321c5d5fa1eab5ce6bf986676e4	bios/egret.zip	

ROMs



Reorganise info into appropriate sections.

Place your Macintosh ROMs in /userdata/roms/macintosh.

MAME requires a number of BIOS and device files, place in the bios folder in zip format. Boot disks are from MAME's software lists, floppy images need to be extracted and renamed. It is recommended to use a hard drive option if available, System 6.0.8 if not. From mac_flop: macos3.img = sytem tools.img from sys30.zip macos608.img = system tools.img from sys608.zip From mac_hdflop: macos701 = disk tools.img from sys701.zip macos75 = SSW750_DiskTools.img from sys75.zip From mac_hdd: mac601.chd, mac701.chd, and mac755.chd Ir-minivmac requires MacII.ROM and MacIIx.ROM. If booting from a hard drive, floppies may not load at boot. For best results, make a copy of one of the bootable drives, load disks manually via the MAME menu, and copy or install them to the hard drive image. Disk images will only load on Mac IIx and are not bootable.

Emulators

RetroArch

RetroArch has [its own page](#).

libretro: minivmac



To do

libretro: mame

libretro: mame configuration

Standardized features for this core: `macintosh.autosave`, `macintosh.netplay`


ES setting name <code>batocera.conf_key</code>	Description ⇒ ES option key_value
Settings that apply to all systems this core supports	
OVERCLOCK (UNSTABLE) <code>global.mame_cpu_overclock</code>	Enhancement. Reduces system slowdown. Causes issues in some games. ⇒ default default, 30 30, 35 35, 40 40, 45 45, 50 50, 55 55, 60 60, 65 65, 70 70, 75 75, 80 80, 85 85, 90 90, 95 95, 100 100, 105 105, 110 110, 115 115, 120 120, 125 125, 130 130, 135 135, 140 140, 145 145, 150 150.
RENDERING RESOLUTION <code>global.mame_altres</code>	Enhancement. Increase the rendering resolution. Makes 3D objects clearer. ⇒ 640×480 640×480, 800×600 800×600, 960×720 960×720, 1024×768 1024×768, 1280×720 1280×720, 1600×800 1600×800, 1920×1080 1920×1080, 2560×1440 2560×1440, 3840×2160 3840×2160.
SPECIAL CONTROL LAYOUTS <code>global.altlayout</code>	Controls for 5/6 button games and other unique controls ⇒ Default Only default, SNES Style snes, Genesis/Megadrive Style megadrive, Modern Fightstick Style fightstick, Neo Geo Mini Pad neomini, Neo Geo CD Pad neocd, Twin Stick with Triggers twinstick, Rotated 4-Way Stick (Q*Bert) qbert.
HIGH SCORE PLUGIN <code>global.hiscoreplugin</code>	Enable or disable high score saving ⇒ Enabled (Default) 1, Disabled 0.
COIN SOUND PLUGIN <code>global.coindropplugin</code>	Play a coin drop sound effect when an insert coin button is pressed ⇒ Enabled 1, Disabled (Default) 0.
SHARE MAME ARTWORK <code>global.sharemameart</code>	Use the same art paths as standalone MAME - not recommended if using decorations or shaders. ⇒ On (Default) 1, Off 0.
CROP ARTWORK <code>global.artworkcrop</code>	Crop MAME artwork to maximize the game screen and only fill unused space. ⇒ On (Default) 1, Off 0.
CUSTOM MAME CONFIG <code>global.customcfg</code>	Set system-wide controls via MAME menu ⇒ On 1, Off 0.
OFF-SCREEN RELOAD BUTTON <code>global.offscreenreload</code>	Set gun button 2 to reload. ⇒ On 1, Off (Default) 0.
Settings specific to macintosh	
SOFTWARE LIST <code>macintosh.softList</code>	Use MAME software lists to identify ROM ⇒ Don't Use (Default) none, Macintosh 400K/800K Disk images <code>mac_flop</code> , Macintosh High Density Disk images <code>mac_hdflop</code> , Mac Harddisks <code>mac_hdd</code> .

ES setting name batocera.conf_key	Description ⇒ ES option key_value
MAC MODEL <code>macintosh.altmodel</code>	Select model of Mac (Recommendations are Mac Plus for B&W, Mac LC 3 for Color) ⇒ Mac 128k (128kb RAM, 2 LD Floppies) <code>mac128k</code> , Mac 512k (512kb RAM, 2 LD Floppies) <code>mac512k</code> , Mac Plus (4Mb RAM, 2 LD Floppies/HDD) <code>macplus</code> , Mac SE (4Mb RAM, 2 LD Floppies/HDD) <code>macse</code> , Mac Classic (4Mb RAM, 2 HD Floppies/HDD) <code>macclasc</code> , Mac II (2Mb RAM, Color, 2 HD Floppies/CD/HDD) <code>mac2fdhd</code> , Mac Iix (2Mb RAM, Color, 2 HD Floppies/CD/HDD/Image Reader) <code>maciix</code> , Mac LC 3 (Default) (4Mb RAM, Color, 2 HD Floppies/CD/HDD) <code>maclc3</code> .
IMAGE READER <code>macintosh.imagereader</code>	Install the image reader card to read idks image files (Mac Iix only) ⇒ Disabled <code>disabled</code> , Slot A (Default) <code>nba</code> , Slot B <code>nbb</code> , Slot C <code>nbc</code> , Slot D <code>nbd</code> , Slot E <code>nbe</code> .
RAM SIZE <code>macintosh.ramsize</code>	How much RAM the emulated Mac will have installed (Mac Iix & Mac LC 3 only) ⇒ 2MB 2, 4MB 4, 8MB 8, 16MB 16, 32MB 32, 48MB 48, 64MB 64, 96MB 96, 128MB 128.
MEDIA TYPE <code>macintosh.altromtype</code>	Type of ROM file to load ⇒ Floppy Disk <code>flop1</code> , CD <code>cdrm</code> , Hard Drive <code>hard</code> .
BOOT DISK <code>macintosh.bootdisk</code>	Select a boot disk or hard drive if needed ⇒ System 3.0 (LD Floppy) <code>macos3</code> , System 6.0.8 (LD Floppy) <code>macos608</code> , System 7.0.1 (HD Floppy) <code>macos701</code> , System 7.5 (HD Floppy) <code>macos75</code> , System 6.0.8 (Hard Drive) <code>mac608</code> , System 7.0.1 (Hard Drive) <code>mac701</code> , System 7.5.5 (Hard Drive) <code>mac755</code> .
UI KEYS <code>macintosh.enableui</code>	Toggle with hotkey + D-pad up or Scroll Lock in-game. ⇒ Off at Start 0, On at Start 1.
CUSTOM GAME CONFIG <code>macintosh.pergamecfg</code>	Enable per-game custom configuration via MAME menu. ⇒ On 1, Off 0.

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: `macintosh.videomode`, `macintosh.padokeyboard`, `macintosh.videomode`, `macintosh.bezel`, `macintosh.bezel_stretch`, `macintosh.hud`, `macintosh.hud_corner`, `macintosh.bezel.tattoo`, `macintosh.bezel.tattoo_corner`, `macintosh.bezel.tattoo_file`, `macintosh.bezel.resize_tattoo`

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all versions of this emulator	
VIDEO MODE <code>macintosh.video</code>	BGFX for post-processing, accel/opengl for raw image. ⇒ BGFX <code>bgfx</code> , Accel <code>accel</code> , OpenGL <code>opengl</code> .
VSYNC <code>macintosh.vsync</code>	Fix screen tearing, but may drop frames. ⇒ Off (Default) <code>0</code> , On <code>1</code> .
BGFX GRAPHICS API <code>macintosh.bgfxbackend</code>	Depends on video mode being set to BGFX. Vulkan is better, when supported. ⇒ MAME Detect automatic, OpenGL <code>opengl</code> , OpenGL ES <code>gles</code> , Vulkan <code>vulkan</code> .
BGFX VIDEO FILTER <code>macintosh.bgfxshaders</code>	Apply a post-processing effect. ⇒ Off <code>None</code> , Bilinear <code>default</code> , CRT Geom <code>crt-geom</code> , CRT Geom Deluxe <code>crt-geom-deluxe</code> , CRT Geom Deluxe (RGB) <code>crt-geom-deluxe-rgb</code> , CRT Geom Deluxe (Composite) <code>crt-geom-deluxe-composite</code> , Super Eagle <code>eagle</code> , HLSL <code>hls1</code> , HQ2X <code>hq2x</code> , HQ3X <code>hq3x</code> , HQ4X <code>hq4x</code> .
CRT SWITCHRES <code>macintosh.switchres</code>	Allows the use of switchres profiles if present. ⇒ Off <code>0</code> , On <code>1</code> .
VERTICAL ROTATION (TATE) <code>macintosh.rotation</code>	Rotates screen by 90 degrees. Intended for rotating displays. ⇒ Off <code>None</code> , Rotate 90 <code>autoror</code> , Rotate 270 <code>autorol</code> .
ARTWORK CROP <code>macintosh.artworkcrop</code>	Crop artwork to only unused space, keeping the game as large as possible. ⇒ Off (Default) <code>0</code> , On <code>1</code> .
CUSTOM MAME CONFIG <code>macintosh.customcfg</code>	Set system-wide controls via MAME menu ⇒ On <code>1</code> , Off <code>0</code> .
DATA PLUGIN <code>macintosh.dataplugin</code>	Make game history, setup instructions, and special moves viewable in the menu ⇒ Enabled <code>1</code> , Disabled (Default) <code>0</code> .
OFF-SCREEN RELOAD BUTTON <code>macintosh.offscreenreload</code>	Set gun button 2 to reload. ⇒ On <code>1</code> , Off (Default) <code>0</code> .
Settings specific to macintosh	
SOFTWARE LIST <code>macintosh.softList</code>	Use MAME software lists to identify ROM ⇒ Don't Use (Default) <code>none</code> , Macintosh 400K/800K Disk images <code>mac_flop</code> , Macintosh High Density Disk images <code>mac_hdflop</code> , Mac Harddisks <code>mac_hdd</code> .

ES setting name batocera.conf_key	Description ⇒ ES option key_value
MAC MODEL <code>macintosh.altmodel</code>	Select model of Mac (Recommendations are Mac Plus for B&W, Mac LC 3 for Color) ⇒ Mac 128k (128kb RAM, 2 LD Floppies) <code>mac128k</code> , Mac 512k (512kb RAM, 2 LD Floppies) <code>mac512k</code> , Mac Plus (4Mb RAM, 2 LD Floppies/HDD) <code>macplus</code> , Mac SE (4Mb RAM, 2 LD Floppies/HDD) <code>macse</code> , Mac Classic (4Mb RAM, 2 HD Floppies/HDD) <code>macclassic</code> , Mac II (2Mb RAM, Color, 2 HD Floppies/CD/HDD) <code>mac2fdhd</code> , Mac Ix (2Mb RAM, Color, 2 HD Floppies/CD/HDD, Image Reader) <code>maciix</code> , Mac LC 3 (Default) (4Mb RAM, Color, 2 HD Floppies/CD/HDD) <code>maclc3</code> .
IMAGE READER <code>macintosh.imagereader</code>	Install the image reader card to read idks image files (Mac Iix only) ⇒ Disabled <code>disabled</code> , Slot A (Default) <code>nba</code> , Slot B <code>nbb</code> , Slot C <code>nbc</code> , Slot D <code>nbd</code> , Slot E <code>nbe</code> .
RAM SIZE <code>macintosh.ramsize</code>	How much RAM the emulated Mac will have installed (Mac Iix & Mac LC 3 only) ⇒ 2MB <code>2</code> , 4MB <code>4</code> , 8MB <code>8</code> , 16MB <code>16</code> , 32MB <code>32</code> , 48MB <code>48</code> , 64MB <code>64</code> , 96MB <code>96</code> , 128MB <code>128</code> .
MEDIA TYPE <code>macintosh.altromtype</code>	Type of ROM file to load. Disk Image requires Mac Iix and Image Reader ⇒ Floppy Disk <code>flop1</code> , CD <code>cdrom</code> , Hard Drive <code>hard</code> , Disk Image <code>disk</code> .
BOOT DISK <code>macintosh.bootdisk</code>	Select a boot disk or hard drive if needed ⇒ System 3.0 (LD Floppy) <code>macos3</code> , System 6.0.8 (LD Floppy) <code>macos608</code> , System 7.0.1 (HD Floppy) <code>macos701</code> , System 7.5 (HD Floppy) <code>macos75</code> , System 6.0.8 (Hard Drive) <code>mac608</code> , System 7.0.1 (Hard Drive) <code>mac701</code> , System 7.5.5 (Hard Drive) <code>mac755</code> .
UI KEYS <code>macintosh.enableui</code>	Toggle with hotkey + D-pad up or Scroll Lock in-game. ⇒ Off at Start <code>0</code> , On at Start <code>1</code> .
CUSTOM GAME CONFIG <code>macintosh.pergamecfg</code>	Enable per-game custom configuration via MAME menu. ⇒ On <code>1</code> , Off <code>0</code> .

Controls

Here are the default Macintosh's controls shown on a [Batocera RetroPad](#):



Troubleshooting

Further troubleshooting

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

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