



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 |
| CLK | .zip, .dsk (maybe more?) |

BIOS

MAME and libretro-based emulators require these files:

| 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 | |

| MD5 checksum | Share file path | Description |
|----------------------------------|------------------------|-------------|
| cf7c3259844245a8967556fa40d81243 | bios/macplus.zip | |
| d5584762b43a9b1cb24a981f9b9b4198 | bios/macplus.zip | |
| f83069fd7ff1fb011958f819cbff4c88 | bios/macplus.zip | |
| 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 | |

CLK requires this BIOS file:

| MD5 checksum | Share file path | Description |
|----------------------------------|----------------------------|--------------------|
| db7e6d3205a2b48023fba5aa867ac6d6 | bios/Macintosh/mac512k.rom | Macintosh 512k ROM |

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



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 <code>key_value</code> |
|---|--|
| 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. |


| ES setting name batocera.conf_key | Description ⇒ ES option key_value |
|--|--|
| CROP ARTWORK global.artworkcrop | Crop MAME artwork to maximize the game screen and only fill unused space. ⇒ On (Default) 1, Off 0. |
| CUSTOM MAME CONFIG global.customcfg | Set system-wide controls via MAME menu ⇒ On 1, Off 0. |
| OFF-SCREEN RELOAD BUTTON global.offscreenreload | Set gun button 2 to reload. ⇒ On 1, Off (Default) 0. |
| Settings specific to macintosh | |
| SOFTWARE LIST macintosh.softList | Use MAME software lists to identify ROM ⇒ Don't Use (Default) none, Macintosh 400K/800K Disk images mac_flop, Macintosh High Density Disk images mac_hdflop, Mac Harddisks mac_hdd. |
| MAC MODEL macintosh.altmodel | Select model of Mac (Recommendations are Mac Plus for B&W, Mac LC 3 for Color) ⇒ Mac 128k (128kb RAM, 2 LD Floppies) mac128k, Mac 512k (512kb RAM, 2 LD Floppies) mac512k, Mac Plus (4Mb RAM, 2 LD Floppies/HDD) macplus, Mac SE (4Mb RAM, 2 LD Floppies/HDD) macse, Mac Classic (4Mb RAM, 2 HD Floppies/HDD) macclasc, Mac II (2Mb RAM, Color, 2 HD Floppies/CD/HDD) mac2fdhd, Mac IIX (2Mb RAM, Color, 2 HD Floppies/CD/HDD/Image Reader) maciix, Mac LC 3 (Default) (4Mb RAM, Color, 2 HD Floppies/CD/HDD) maclc3. |
| IMAGE READER macintosh.imagereader | Install the image reader card to read idks image files (Mac IIX only) ⇒ Disabled disabled, Slot A (Default) nba, Slot B nbb, Slot C nbc, Slot D nbd, Slot E nbe. |
| RAM SIZE macintosh.ramsize | 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 macintosh.altromtype | Type of ROM file to load ⇒ Floppy Disk flop1, CD cdrom, Hard Drive hard. |
| BOOT DISK macintosh.bootdisk | Select a boot disk or hard drive if needed ⇒ System 3.0 (LD Floppy) macos3, System 6.0.8 (LD Floppy) macos608, System 7.0.1 (HD Floppy) macos701, System 7.5 (HD Floppy) macos75, System 6.0.8 (Hard Drive) mac608, System 7.0.1 (Hard Drive) mac701, System 7.5.5 (Hard Drive) mac755. |
| UI KEYS macintosh.enableui | Toggle with hotkey + D-pad up or Scroll Lock in-game. ⇒ Off at Start 0, On at Start 1. |
| CUSTOM GAME CONFIG macintosh.pergamecfg | 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 autorot, Rotate 270 autorot. |
| 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> . |

| ES setting name batocera.conf_key | Description → ES option key_value |
|---|--|
| Settings specific to macintosh | |
| SOFTWARE LIST macintosh.softList | Use MAME software lists to identify ROM ⇒ Don't Use (Default) none, Macintosh 400K/800K Disk images mac_flop, Macintosh High Density Disk images mac_hdflop, Mac Harddisks mac_hdd. |
| MAC MODEL macintosh.altmodel | Select model of Mac (Recommendations are Mac Plus for B&W, Mac LC 3 for Color) ⇒ Mac 128k (128kb RAM, 2 LD Floppies) mac128k, Mac 512k (512kb RAM, 2 LD Floppies) mac512k, Mac Plus (4Mb RAM, 2 LD Floppies/HDD) macplus, Mac SE (4Mb RAM, 2 LD Floppies/HDD) macse, Mac Classic (4Mb RAM, 2 HD Floppies/HDD) macclasc, Mac II (2Mb RAM, Color, 2 HD Floppies/CD/HDD) mac2fdhd, Mac Ix (2Mb RAM, Color, 2 HD Floppies/CD/HDD, Image Reader) maciix, Mac LC 3 (Default) (4Mb RAM, Color, 2 HD Floppies/CD/HDD) maclc3. |
| IMAGE READER macintosh.imagereader | Install the image reader card to read idks image files (Mac Iix only) ⇒ Disabled disabled, Slot A (Default) nba, Slot B nbb, Slot C nbc, Slot D nbd, Slot E nbe. |
| RAM SIZE macintosh.ramsize | 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 macintosh.altromtype | Type of ROM file to load. Disk Image requires Mac Iix and Image Reader ⇒ Floppy Disk flop1, CD cdrom, Hard Drive hard, Disk Image disk. |
| BOOT DISK macintosh.bootdisk | Select a boot disk or hard drive if needed ⇒ System 3.0 (LD Floppy) macos3, System 6.0.8 (LD Floppy) macos608, System 7.0.1 (HD Floppy) macos701, System 7.5 (HD Floppy) macos75, System 6.0.8 (Hard Drive) mac608, System 7.0.1 (Hard Drive) mac701, System 7.5.5 (Hard Drive) mac755. |
| UI KEYS macintosh.enableui | Toggle with hotkey + D-pad up or Scroll Lock in-game. ⇒ Off at Start 0, On at Start 1. |
| CUSTOM GAME CONFIG macintosh.pergamecfg | Enable per-game custom configuration via MAME menu. ⇒ On 1, Off 0. |

CLK

[CLK aka Clock Signal](#) is a multi-system emulator that is focused on low-latency emulation, that can be used for Apple Macintosh. CLK has been added to Batocera 42.

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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