



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

## Namco System 246/256

The Namco System 246/256 is an arcade developed by Sony / Namco. It was released in 2000.

**NAMCO**<sup>®</sup>  
**SYSTEM 246! 256**

This system scrapes metadata for the “namco, sega, arcade” group(s) and loads the namco2x6 set from the currently selected theme, if available.



### Quick reference

- **Emulator:** [play](#)
- **Folder:** /userdata/roms/namco2x6
- **Accepted ROM formats:** .zip

### BIOS

No Namco System 246/256 emulator in Batocera needs a BIOS file to run.

### ROMs

Place your Namco System 246/256 ROMs in /userdata/roms/namco2x6.

The Play! emulator provides `work in progress` support for Namco 246 & 256 systems. Currently you will need a high performance system to be able to emulate supported games. We recommend using the OpenGL API for now.

This rom directory should include a zip file based on the arcade id and a supporting folder with associated .chd file. i.e. Tekken 4 -

```
tekken4.zip
|
tekken4
|
---tef1dvd0.chd
```

For more info: <https://wiki.batocera.org/systems:namco2x6>

# Emulators

## play

### play configuration

Standardized features available to all cores of this emulator: `namco2x6.videomode`, `namco2x6.padtokeyboard`, `namco2x6.powermode`, `namco2x6.tdp`, `namco2x6.videomode`, `namco2x6.bezel`, `namco2x6.bezel_stretch`, `namco2x6.hud`, `namco2x6.hud_corner`, `namco2x6.bezel.tattoo`, `namco2x6.bezel.tattoo_corner`, `namco2x6.bezel.tattoo_file`, `namco2x6.bezel.resize_tattoo`, `namco2x6.use_wheels`, `namco2x6.wheel_rotation`, `namco2x6.wheel_deadzone`, `namco2x6.wheel_midzone`

ES setting name <code>batocera.conf_key</code>	Description ⇒ ES option <code>key_value</code>
<b>Settings that apply to all cores of this emulator</b>	
<b>GRAPHICS API</b> <code>namco2x6.play_api</code>	Choose which graphics API library to use. ⇒ OpenGL (Default) 0, Vulkan 1.
<b>OPENGL RENDERING RESOLUTION</b> <code>namco2x6.play_scale</code>	Enhancement. Increase the rendering resolution. Makes 3D objects clearer. ⇒ 1x (~480) 1, 2x (~960) 2, 4x (~1920p) 4, 8x (~4320p / 8k) 8, 16x (~7680p / 16k) 16.
<b>PRESENTATION MODE</b> <code>namco2x6.play_mode</code>	⇒ Fill Screen 0, Fit Screen 1, Original Size 2.
<b>ENABLE WIDESCREEN</b> <code>namco2x6.play_widescreen</code>	Enable widescreen support. ⇒ Disabled false, Enabled true.
<b>VSYNC</b> <code>namco2x6.play_vsync</code>	Fix screen tearing. ⇒ Disabled false, Enabled true.
<b>SMOOTH GAMES (BILINEAR FILTERING)</b> <code>namco2x6.play_filter</code>	Only applicable when using OpenGL. ⇒ Disabled false, Enabled true.
<b>LANGUAGE</b> <code>namco2x6.play_language</code>	Change the game's language. ⇒ Japanese 0, English 1, French 2, Spanish 3, German 4, Italian 5, Dutch 6, Portuguese 7, Russian 8, Korean 9, Traditional Chinese 10, Simplified Chinese 11.

## Controls

Here are the default Namco System 246/256's controls shown on a [Batocera RetroPad](#):



## Troubleshooting

## Further troubleshooting

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

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