

## NEO•GEO CD

The NEO•GEO CD is a home console developed by SNK, designed to allow gamers to play their favorite arcade games from the comfort of their own home. It was released in 1994 and retailed for \$399 USD. Its internals are similar to the cartridge-based NEO•GEO AES, though the CD has a lot more RAM.



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

### Quick reference

- **Emulator:** [RetroArch](#)
- **Cores available:** [libretro: neocd](#), [libretro: fbneo](#)
- **Folder:** /userdata/roms/neogeocd
- **Accepted ROM formats:** .cue, .iso, .chd

## BIOS

To function NeoCD need a BIOS from a Front Loading, Top Loading or CDZ machine. The BIOS files should be installed in the /userdata/bios/neocd folder. You need at least one from the following table. If several BIOSes are available, it will be possible to choose which to run in the advanced system settings.

### Batocera v34 and higher

MD5 checksum	Share file path	Description
11526d58d4c524daef7d5d677dc6b004	bios/neocd/neocd_z.rom	CDZ
f39572af7584cb5b3f70ae8cc848aba2	bios/neocd/neocd.bin	CDZ MAME
08ca8b2dba6662e8024f9e789711c6fc	bios/neocd/uni-bioscd.rom	CDZ Universal 3.3

### Batocera v33 and lower

MD5 checksum	Share file path	Description
c733b4b7bd30fa849874d96c591c8639	bios/neocdz.zip	Neo Geo CDZ System BIOS

## ROMs

Place your Neo-Geo CD ROMs in /userdata/roms/neogeocd.


It's recommended to use the latest MAME romset at the time of Batocera's last stable release.

# Emulators

## RetroArch

[RetroArch](#) (formerly SSNES), is a ubiquitous frontend that can run multiple “cores”, which are essentially the emulators themselves. The most common cores use the [libretro](#) API, so that's why cores run in RetroArch in Batocera are referred to as “libretro: (core name)”. RetroArch aims to unify the feature set of all libretro cores and offer a universal, familiar interface independent of platform.

### RetroArch configuration

RetroArch offers a **Quick Menu** accessed by pressing [HOTKEY] +  which can be used to alter various things like [RetroArch and core options](#), and [controller mapping](#). Most RetroArch related settings can be altered from Batocera's EmulationStation.

Standardized features available to all libretro cores: `neogeocd.videomode`, `neogeocd.ratio`, `neogeocd.smooth`, `neogeocd.shaders`, `neogeocd.pixel_perfect`, `neogeocd.decoration`, `neogeocd.game_translation`

ES setting name batocera.conf_key	Description ⇒ ES option key_value
<b>Settings that apply to all cores of this emulator</b>	
<b>GRAPHICS BACKEND</b> <code>neogeocd.gfxbackend</code>	Choose your graphics rendering ⇒ OpenGL <code>opengl</code> , Vulkan <code>vulkan</code> .
<b>AUDIO LATENCY</b> <code>neogeocd.audio_latency</code>	Audio latency in milliseconds, turn it up if you hear crackles ⇒ 256 256, 192 192, 128 128, 64 64, 32 32, 16 16, 8 8.
<b>THREADED VIDEO</b> <code>neogeocd.video_threaded</code>	Improves performance at the cost of latency and more video stuttering. Use only if full speed cannot be obtained otherwise. ⇒ On <code>true</code> , Off <code>false</code> .

### libretro: neocd

[Libretro NeoCD](#) is a contemporary NEO•GEO CD emulator. To quote its readme:


NeoCD-Libretro is a complete rewrite of NeoCD from scratch in modern C++11. It is designed with accuracy and portability in mind rather than being all about speed like the the older versions.

### libretro: neocd configuration

ES setting name batocera.conf_key	Description ⇒ ES option key_value
<b>Settings that apply to all systems this core supports</b>	
<b>CONSOLE REGION</b> <code>global.neocd_region</code>	Change language of some games ⇒ Japan <code>Japan</code> , USA <code>USA</code> , Europe <code>Europe</code> .

ES setting name batocera.conf_key	Description ⇒ ES option key_value
<b>BIOS SELECT</b> global.neocd_bios	CD Universe Bios not include cheats ⇒ CDZ CDZ, CDZ (MAME) CDZ (MAME), Universe 3.3 Universe 3.3.
<b>PER-GAME SAVES</b> global.neocd_per_content_saves	Use one save file per-game ⇒ Off False, On True.

**libretro: fbneo**



FBNeo can run a lot of things, can't it? Description needed.

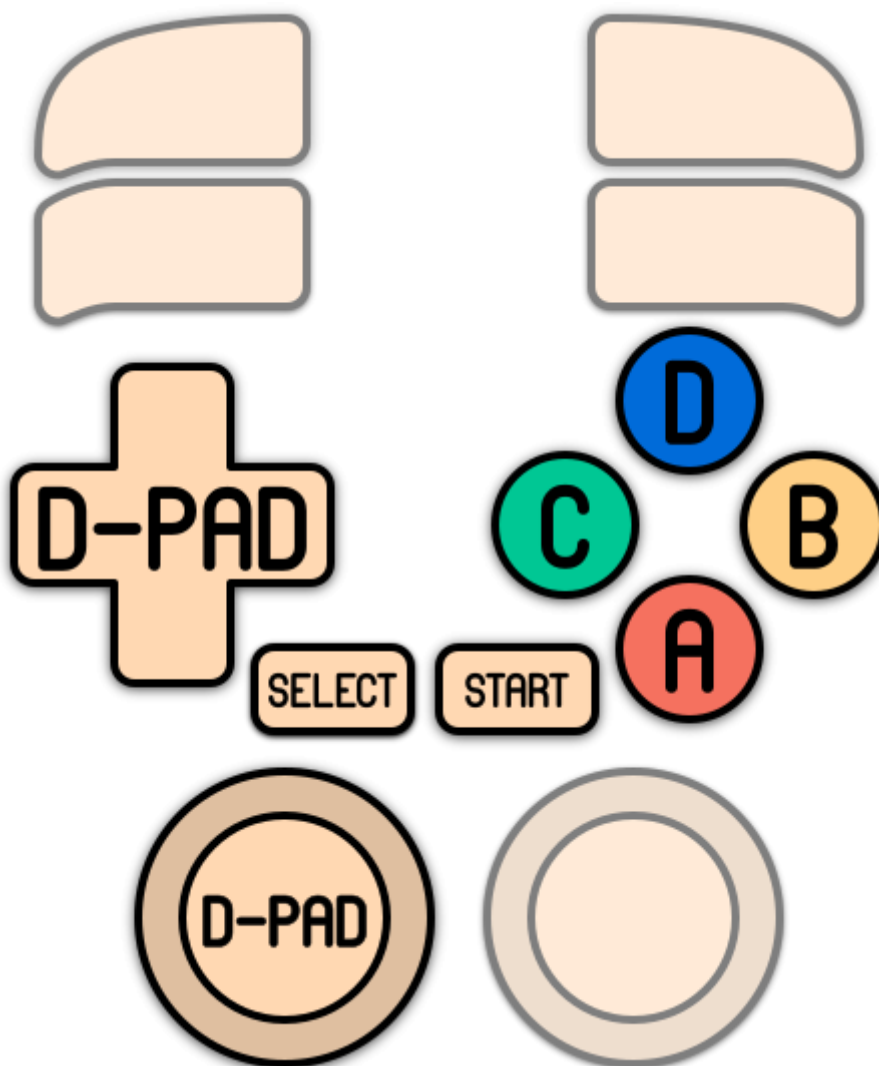
**libretro: fbneo configuration**

ES setting name batocera.conf_key	Description ⇒ ES option key_value
<b>Settings that apply to all systems this core supports</b>	
<b>CPU CLOCK</b> global.fbneo-cpu-speed-adjust	Can fix native system slowdowns in some games ⇒ 30% 30%, 40% 40%, 50% 50%, 60% 60%, 70% 70%, 80% 80%, 90% 90%, 100% 100%, 110% 110%, 120% 120%, 130% 130%, 140% 140%, 150% 150%, 160% 160%, 170% 170%, 180% 180%, 190% 190%, 200% 200%.
<b>FRAMESKIP</b> global.fbneo-frameskip	Skip frames to improve performance (smoothness) ⇒ No skipping 0, Skip rendering of 1 frames out of 2 1, Skip rendering of 2 frames out of 3 2, Skip rendering of 3 frames out of 4 3, Skip rendering of 4 frames out of 5 4.
<b>CROSSHAIR (LIGHTGUN)</b> global.fbneo-lightgun-hide-crosshair	Show crosshair if playing with a lightgun device ⇒ Off enabled, On disabled.
<b>Settings specific to neogeo</b>	
<b>NEOGEO MODE</b> neogeo.fbneo-neogeo-mode-switch	Load appropriate Bios depending on your choice ⇒ Console AES World AES Asia, Console AES Japan AES Japan, Arcade MVS Europe MVS Asia/Europe, Arcade MVS USA MVS USA, Arcade MVS Japan MVS Japan, Arcade Universe BIOS (Cheats) Universe BIOS.
<b>MEMORY CARD MODE</b> neogeo.fbneo-memcard-mode	Change the behavior for the memory card ⇒ Off disabled, Shared shared, Per-game per-game.

## Controls

The controller for the NEO•GEO CD had an interesting “D-pad” which was a small disc floating above a circular perimeter, with micro-switch activation allowing for precise control of inputs; a necessity for the fighting games featured on the console. It's truly something that needs to be physically felt to be understood.

Here are the default NEO•GEO CD's controls shown on a [Batocera Retropad](#):



## Troubleshooting

### Further troubleshooting

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

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Last update: **2024/01/09 16:44**

