

# PC Engine

The PC Engine is a console developed by NEC. It was released in 1987.

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



## Quick reference

- **Emulator:** [RetroArch](#)
- **Cores available:** [libretro: pce](#), [libretro: pce\\_fast](#)
- **Folder:** /userdata/roms/pcengine
- **Accepted ROM formats:** .pce, .bin, .zip, .7z

## BIOS

MD5 checksum	Share file path	Description
38179df8f4ac870017db21ebcbf53114	bios/syscard3.pce	

## ROMs


Place your PC Engine ROMs in /userdata/roms/pcengine.

## 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: `pcengine.videomode`, `pcengine.ratio`, `pcengine.smooth`, `pcengine.shaders`, `pcengine.pixel_perfect`, `pcengine.decoration`, `pcengine.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 API</b> <code>pcengine.gfxbackend</code>	Choose which graphics API library to use. Vulkan is better, when supported. ⇒ OpenGL <code>opengl</code> , Vulkan <code>vulkan</code> .
<b>AUDIO LATENCY</b> <code>pcengine.audio_latency</code>	In milliseconds. Can reduce crackling/cutting out. ⇒ 256 256, 192 192, 128 128, 64 64, 32 32, 16 16, 8 8.
<b>THREADED VIDEO</b> <code>pcengine.video_threaded</code>	Improves performance at the cost of latency and more video stuttering. ⇒ On <code>true</code> , Off <code>false</code> .

### libretro: pce

#### libretro: pce configuration

ES setting name batocera.conf_key	Description ⇒ ES option key_value
<b>Settings that apply to all systems this core supports</b>	
<b>REDUCE SPRITE FLICKERING</b> <code>global.pce_nospritelimit</code>	Enhancement. Remove the sixteen sprites per line limit. ⇒ Off <code>disabled</code> , On <code>enabled</code> .
<b>CONTROLLER 1 TYPE</b> <code>global.controller1_pce</code>	⇒ PCE Joypad 1, PCE Mouse 2.

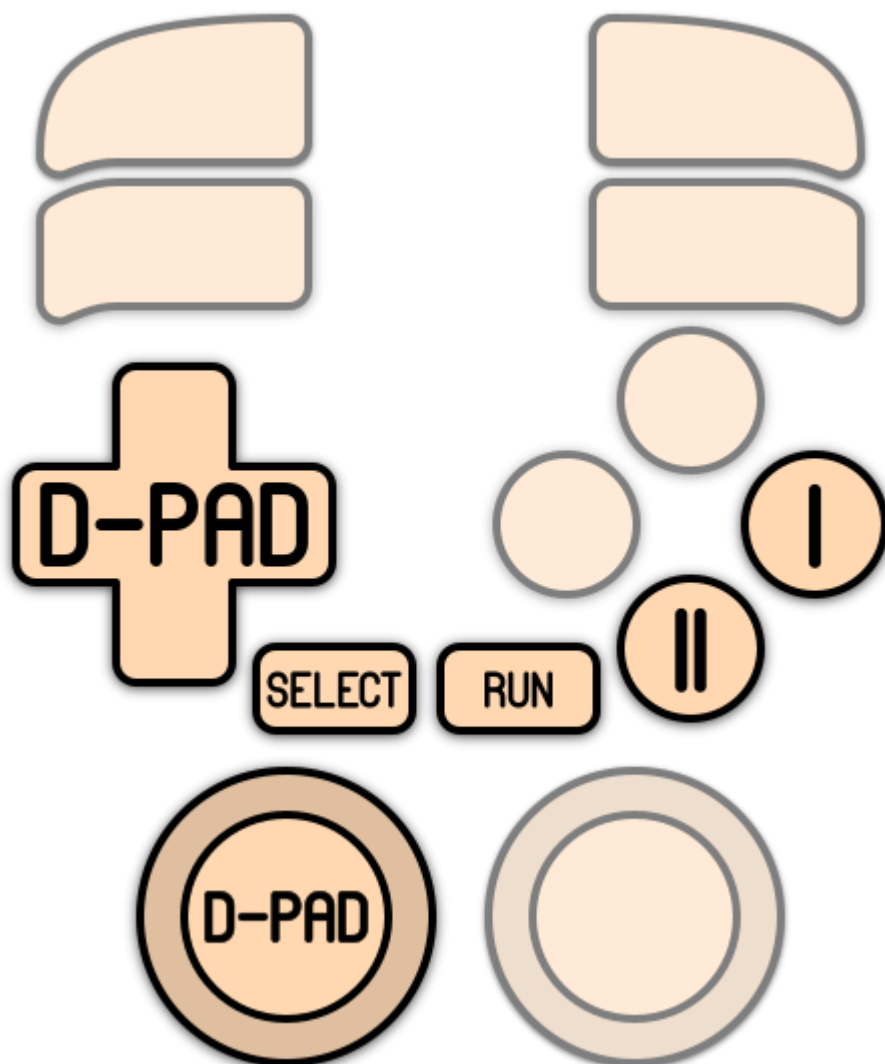
### libretro: pce\_fast

#### libretro: pce\_fast configuration

ES setting name batocera.conf_key	Description ⇒ ES option key_value
<b>Settings that apply to all systems this core supports</b>	
<b>REDUCE SPRITE FLICKERING</b> <code>global.pce_nospritelimit</code>	Enhancement. Remove the sixteen sprites per line limit. ⇒ Off <code>disabled</code> , On <code>enabled</code> .
<b>CONTROLLER 1 TYPE</b> <code>global.controller1_pce</code>	⇒ PCE Joypad 1, PCE Mouse 2.

## Controls

Here are the default PC Engine's controls shown on a [Batocera Retropad](#):



## Troubleshooting

### Further troubleshooting

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

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