



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

PC Engine

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

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



Quick reference

- **Emulator:** [RetroArch](#)
- **Cores available:** [libretro: pce](#), [libretro: pce_fast](#)
- **Folder:** /userdata/roms/pceengine
- **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/pceengine.

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
Settings that apply to all cores of this emulator	
GRAPHICS API <code>pcengine.gfxbackend</code>	Choose which graphics API library to use. Vulkan is better, when supported. ⇒ OpenGL <code>opengl</code> , Vulkan <code>vulkan</code> .
AUDIO LATENCY <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.
THREADED VIDEO <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
Settings that apply to all systems this core supports	
REDUCE SPRITE FLICKERING <code>global.pce_nospritelimit</code>	Enhancement. Remove the sixteen sprites per line limit. ⇒ Off <code>disabled</code> , On <code>enabled</code> .
CONTROLLER 1 TYPE <code>global.controller1_pce</code>	⇒ PCE Joypad 1, PCE Mouse 2.

libretro: pce_fast

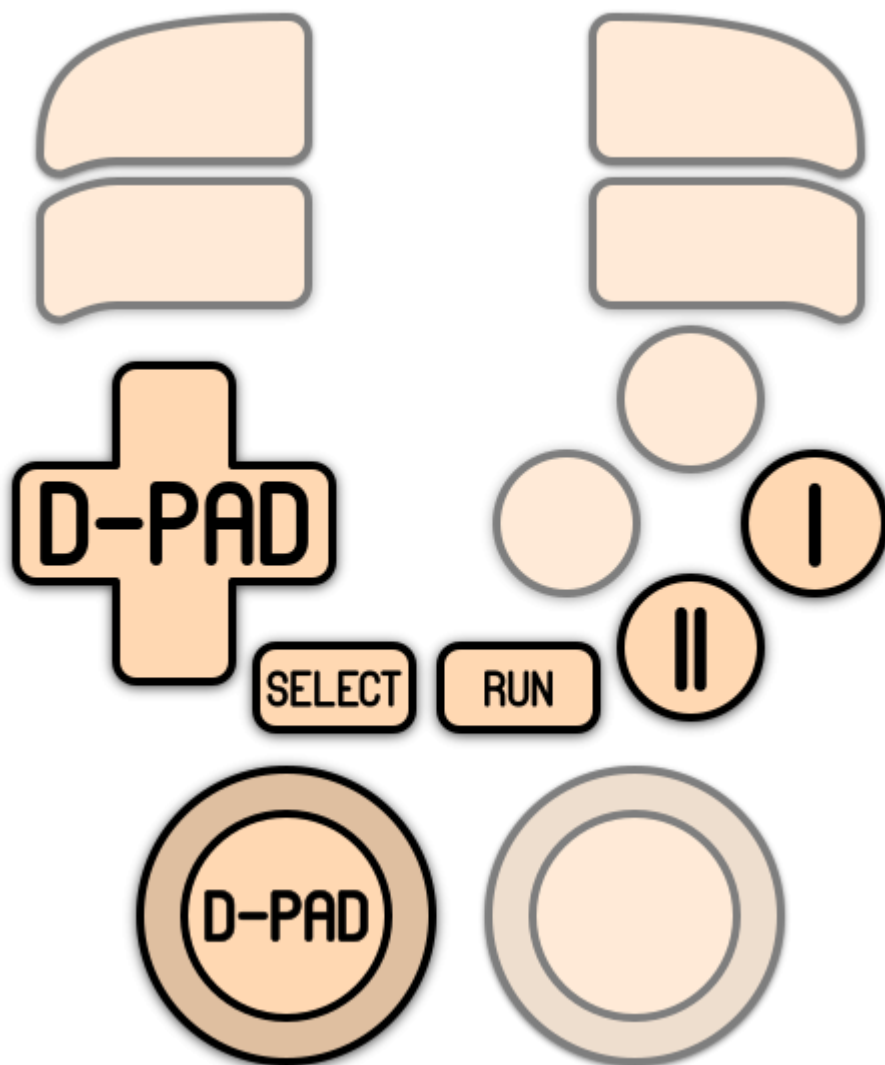
libretro: pce_fast configuration

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