



PC Engine CD-ROM²/TurboGrafx-CD

The CD-ROM²/TurboGrafx-CD is an attachment to the original [PC Engine/TurboGrafx-16](#) console developed by NEC. It was released in 1988. This made the PC Engine/TurboGrafx-16 the first videogame console ever to use CD-ROMs as storage media.

A later revision of the base console, the PC Engine Duo R (TurboDuo in the US), was released in 1991 (1992 in the US) which integrated the CD add-on into the unit and enhanced internals. This revision used a different controller port (which could still use the older controllers, but required an adapter). There would be yet another Japan-exclusive revision, the PC Engine Duo RX in 1994, which featured a six-button controller.

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



Quick reference

- **Emulator:** [RetroArch](#)
- **Cores available:** [libretro: pce](#), [libretro: pce_fast](#)
- **Folder:** /userdata/roms/pcenginecd
- **Accepted ROM formats:** .pce, .cue, .ccd, .iso, .img, .chd

BIOS

This BIOS file is required.

MD5 checksum	Share file path	Description
38179df8f4ac870017db21ebcbf53114	bios/syscard3.pce	Super CD-ROM2 System V3.xx

These BIOS files can also work, however they are known to have compatibility issues with certain games:

MD5 checksum	Share file path	Description
	bios/syscard2.pce	CD-ROM System V2.xx
	bios/syscard1.pce	CD-ROM System V1.xx
	bios/gexpress.pce	Game Express CD Card

ROMs

Place your CD-ROM²/TurboGrafx-CD ROMs in /userdata/roms/pcenginecd.

To load [CD-ROM content](#), a CUE sheet is *required*. CUE sheets can be [recovered](#) if lost.

The preferred format for disc compression is [CHD](#). CHDs, by their nature, include the CUE sheet information.

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: pcenginecd.videomode, pcenginecd.ratio, pcenginecd.smooth, pcenginecd.shaders, pcenginecd.pixel_perfect, pcenginecd.decoration, pcenginecd.game_translation

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all cores of this emulator	
GRAPHICS API pcenginecd.gfxbackend	Choose which graphics API library to use. Vulkan is better, when supported. ⇒ OpenGL opengl, Vulkan vulkan.
AUDIO LATENCY pcenginecd.audio_latency	In milliseconds. Can reduce crackling/cutting out. ⇒ 256 256, 192 192, 128 128, 64 64, 32 32, 16 16, 8 8.
THREADED VIDEO pcenginecd.video_threaded	Improves performance at the cost of latency and more video stuttering. ⇒ On true, Off false.

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 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.

libretro: pce_fast**libretro: pce_fast configuration**

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 CD-ROM²/TurboGrafx-CD's controls shown on a [Batocera Retropad](#):



Troubleshooting

Further troubleshooting

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

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