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

Commodore PET

The Commodore PET is a computer developed by Commodore. It was released in 1977.

This system scrapes metadata for the “c64” group(s) and loads the `pet` set from the currently selected theme, if available.



Quick reference

- **Accepted ROM formats:** `.a0`, `.b0`, `.crt`, `.d64`, `.d81`, `.prg`, `.tap`, `.t64`, `.m3u`, `.zip`, `.7z`
- **Folder:** `/userdata/roms/pet`

Emulators	Accepted ROM formats
vice: xpet	`.a0`, `.b0`, `.crt`, `.d64`, `.d81`, `.prg`, `.tap`, `.t64`, `.zip`
libretro: vice_xpet	`.a0`, `.b0`, `.crt`, `.d64`, `.d81`, `.prg`, `.tap`, `.t64`, `.m3u`, `.zip`, `.7z`

BIOS

No Commodore PET emulator in Batocera needs a BIOS file to run.

ROMs

Place your Commodore PET ROMs in `/userdata/roms/pet`.

Emulators

vice

vice configuration

Standardized features available to all cores of this emulator: `pet.videomode`, `pet.padtokeyboard`, `pet.videomode`, `pet.ratio`, `pet.bezel`, `pet.bezel_stretch`, `pet.hud`, `pet.bezel.tattoo`, `pet.bezel.tattoo_corner`, `pet.bezel.tattoo_file`, `pet.bezel.resize_tattoo`

ES setting name `batocera.conf_key`	**Description ⇒ ES option `key_value`**
Settings that apply to all cores of this emulator	
ZOOM (HIDE BORDERS) `pet.noborder`	Hides borders on many games. Some games used the borders. ⇒ NO (DEFAULT) `0`, YES `1`.

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: `pet.videomode`, `pet.videomode`, `pet.ratio`, `pet.shaderset`, `pet.smooth`, `pet.integerscale`, `pet.bezel`, `pet.bezel_stretch`, `pet.hud`, `pet.bezel.tattoo`, `pet.bezel.tattoo_corner`, `pet.bezel.tattoo_file`, `pet.bezel.resize_tattoo`, `pet.ai_service_enabled`, `pet.ai_target_lang`, `pet.ai_service_url`, `pet.ai_service_pause`, `pet.runahead`, `pet.secondinstance`, `pet.video_frame_delay_auto`, `pet.vrr_runloop_enable`, `pet.video_threaded`

ES setting name `batocera.conf_key`	**Description ⇒ ES option `key_value`**
Settings that apply to all cores of this emulator	
GRAPHICS API `pet.gfxbackend`	Choose which graphics API library to use. Vulkan may not work for every core. ⇒ OpenGL `gl`, GLCore `glcore`, Vulkan `vulkan`.
AUDIO LATENCY `pet.audio_latency`	In milliseconds. Can reduce crackling/cutting out. ⇒ 256 256, 192 192, 128 128, 64 64, 32 32, 16 16, 8 8.

ES setting name batocera.conf_key	Description ⇒ ES option key_value
ALLOW ROTATION pet.video_allow_rotate	Allow cores to set rotation. ⇒ On true, Off false.
CONTROLLER TO LIGHT GUN pet.lightgun_map	Map controller inputs to light gun inputs. ⇒ On true, Off false.

libretro: vice_xpet

libretro: vice_xpet configuration

Standardized features for this core: pet.rewind, pet.autosave, pet.padtokeyboard

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all systems this core supports	
MODEL TYPE global.pet_model	⇒ 8032 8032, 2001 2001, 3008 3008, 3016 3016, 3032 3032, 3032B 3032B, 4016 4016, 4032 4032, 4032B 4032B, 8096 8096, 8296 8296, SUPERPET SUPERPET.
COLOR FILTER global.vice_pet_external_palette	Can be used to simulate colors of particular displays. ⇒ default default, green green, amber amber, white white.
ASPECT RATIO global.vice_aspect_ratio	Change the output resolution ratio. ⇒ PAL 576x312px pal, NTSC 492x262px ntsc.
ZOOM (HIDE BORDERS) global.vice_zoom_mode	Hides borders on many games. Some games used the borders. ⇒ Auto-disable zoom auto_disable, Auto zoom automatic, Off disabled, small small, medium medium, maximum maximum.
Button Options global.vice_retropad_options	RetroPad Face Button Options. ⇒ B = Fire disabled, B = Fire, A = Up jump, Y = Fire rotate, Y = Fire, B = Up rotate_jump.
CONTROLLER PORT global.vice_joyport	Most games use port 2, some use port 1. ⇒ Port 1 1, Port 2 2.
CONTROLLER TYPE global.vice_joyport_type	⇒ Joystick 1, Paddles 2, Mouse (1351) 3, Trackball (Atari CX-22) 6, Koalapad 10.
KEYBOARD PASSTHROUGH global.vice_keyboard_pass_through	Keyboard shortcuts unavailable if passing through the keyboard. ⇒ Off disabled, On enabled.

Controls

Here are the default Commodore PET's controls shown on a Batocera RetroPad:

Troubleshooting

Further troubleshooting

For further troubleshooting, refer to the generic support pages.

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