Spectravideo

Spectravideo was a brand of home computers and peripherals that gained popularity in the early 1980s. The company initially started as a manufacturer of video game consoles and accessories before transitioning to producing home computers. Notable models included the SV-318 and SV-328, which were known for their robust build and compatibility with MSX software, a standardized home computer architecture. Spectravideo computers were particularly popular in Europe and played a significant role in the home computing boom of the 1980s.

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



Quick reference

- **Emulator:** If the system has exactly one emulator that has only one “core”, list its proper name here and don't create the table. Otherwise, exclude this point.
- **Folder:** Syntax example: `roms/<system shortname>/` Put values from the table here *instead* if they're the same for *all emulators*, and remove the column from the table. Typically, the emulators set up will share the same folder for their ROMs, but certain complex emulators may use unique folders/folder structures depending.
- **Accepted ROM formats:** Syntax example: `.chd .iso .bin` Include here *instead* if shared by all emulators. Typically, different emulators accept different formats.
- **BIOS files:** Syntax example: `scph1001.bin scph5500.bin scph7001.bin` Include here *instead* if shared by all emulators. Typically all emulators will require the same BIOS files, but there are exceptions. Do your research.
- **BIOS required?** Syntax example: <yes, no or optional, why is it optional?> Include here *instead* if shared by all emulators. Typically, all emulators will either all require BIOS, or have it be optional. Mixes are an exception.
- **Configuration via:** Example: EmulationStation, the respective emu-config or both.

Emulators	Folder	Accepted ROM formats	BIOS files	BIOS required?	Configuration via
Emulator A	`roms/emuA/`	`.ext .zip .lol`	`bios.bin`	Optional, because reasons	EmulationStation
Emulator B: Corename	`roms/emuB/`	`.ext .lol`	`bios2.bin`	Yes	EmulationStation and emu-config

On the off chance that all the emulators share identical characteristics, don't include the table at all, and just list the emulators in a bullet list.

BIOS

Info about the BIOS files, how to extract them from real hardware (not really required), and if applicable why they are optional and what the benefits of using the real BIOS is compared to the emulated one.

MD5 checksum	Share file path	Description
c53ca5908936d412331790f4426c6c33	bios/bios.bin	Version 1
6e3735ff4c7dc899ee98981385f6f3d0	bios/bios2.bin	Version 2

ROMs

Place your <Full System Name Here> ROMs in `/userdata/roms/short system name here/`.

Info about the ROM files, what kinds of formats they can come in and any information specific to their format(s). It is also useful to note any special features that are ROM related like multi-disc playlists and how to set them up here.

[Some cool ROM-related feature, if applicable]

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[Saves]

This section is completely optional, as most systems have implied save location (`saves/<system>/<game>.<save game extension>`. But some systems have complicated procedures or special extra features that might warrant this section existing.

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Emulators

Emulator A

Emulator A [is a cool emulator that focuses on X attribute. Common resources for getting info on such emulators are their own websites, wiki, forum, Github pages. You can also scour docs.libretro if it's a libretro core specifically, or that other wiki if it's infamous enough.]

What platforms should this emulator be used on? Are there any special notes or reasons why it's included in Batocera over other emulators?

Emulator A configuration

This would be where all the settings available to this standalone emulator would go.

Standardized features available: `system.option_A`, `system.option_B`

ES setting name `batocera.conf_key`	**Description ⇒ ES option `key_value`**
OPTION NAME AS IT APPEARS IN ES **`systemshortname.emulator_option`**	A description of what this setting does. Try to make it as approachable as possible without being more than a paragraph long, if you need longer it might be worth adding it as its own section. ⇒ Option A `value_a`, Option B `value_b`, Option C `value_c`

Any special notes about configuration should go here, as well as alternative locations for editing the CFG file if applicable (most emulators won't need this).

Emulator B

Emulator B [is an emulator only available on X platforms due to it performing better on X boards. It is not available on the x86/x86_64 build. It has multiple cores.]

Emulator B configuration

This would be where settings that apply to all cores of this emulator would go.

Standardized features available: `system.option_A`, `system.option_B`

ES setting name `batocera.conf_key`	**Description ⇒ ES option `key_value`**
OPTION NAME AS IT APPEARS IN ES `systemshortname.emulator_option`	A description of what this setting does. Try to make it as approachable as possible without being more than a paragraph long, if you need longer it might be worth adding it as its own section. ⇒ Option A `value_a`, Option B `value_b`, Option C `value_c`

Emulator B: Corename

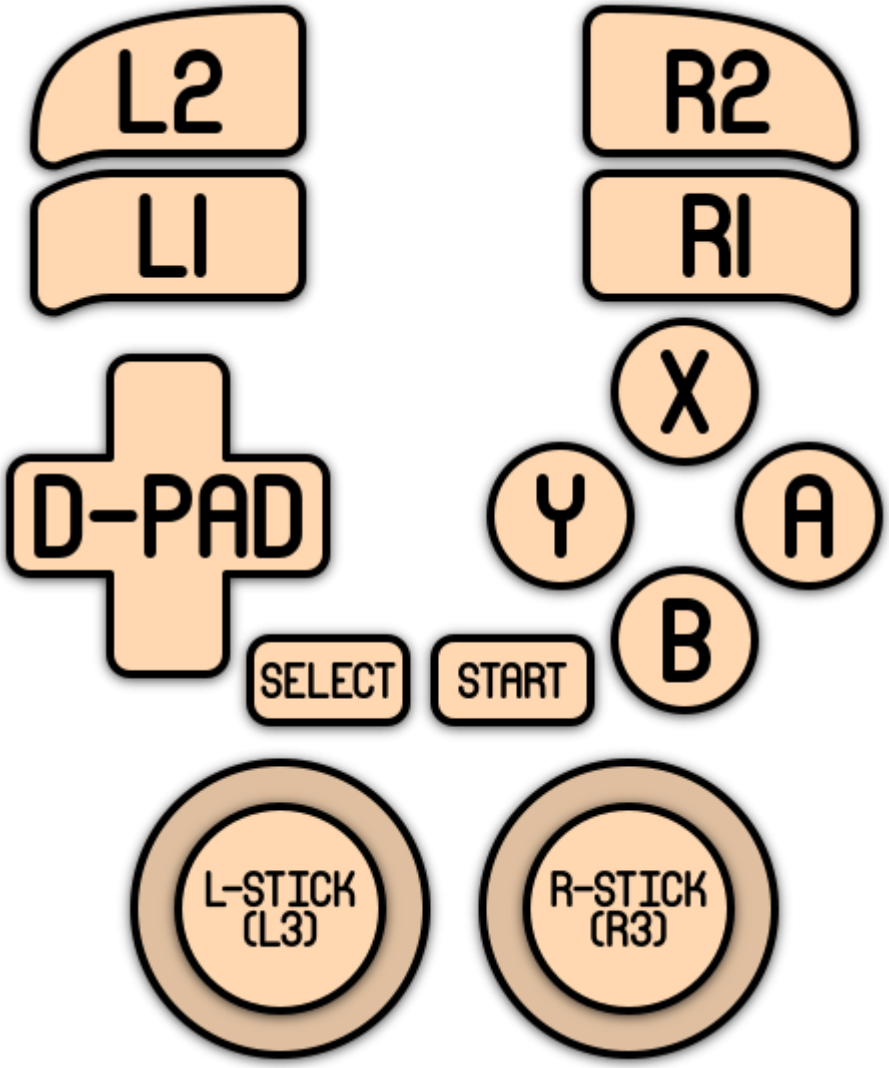
Emulator B: Corename configuration

This would be where settings that only apply to this core would go.

Controls

The default button mapping for the <system shortname>'s controls is as follows::

Embed a large image showing the controller's mapping. There should be one available for the system at https://github.com/batocera-linux/batocera-controller-overlays/tree/master/solid-4k . In case it hasn't been created yet, the controller pictures at docs.libretro for the system generally share the same layouts.



Troubleshooting

[Troubleshooting information that is applicable to only this system.]

For further troubleshooting, refer to the generic support pages.

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