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

- **Accepted ROM formats:** `.zip`, `.7z`, `.cas`
- **Folder:** `/userdata/roms/spectravideo`

Emulators
openmsx

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

openmsx

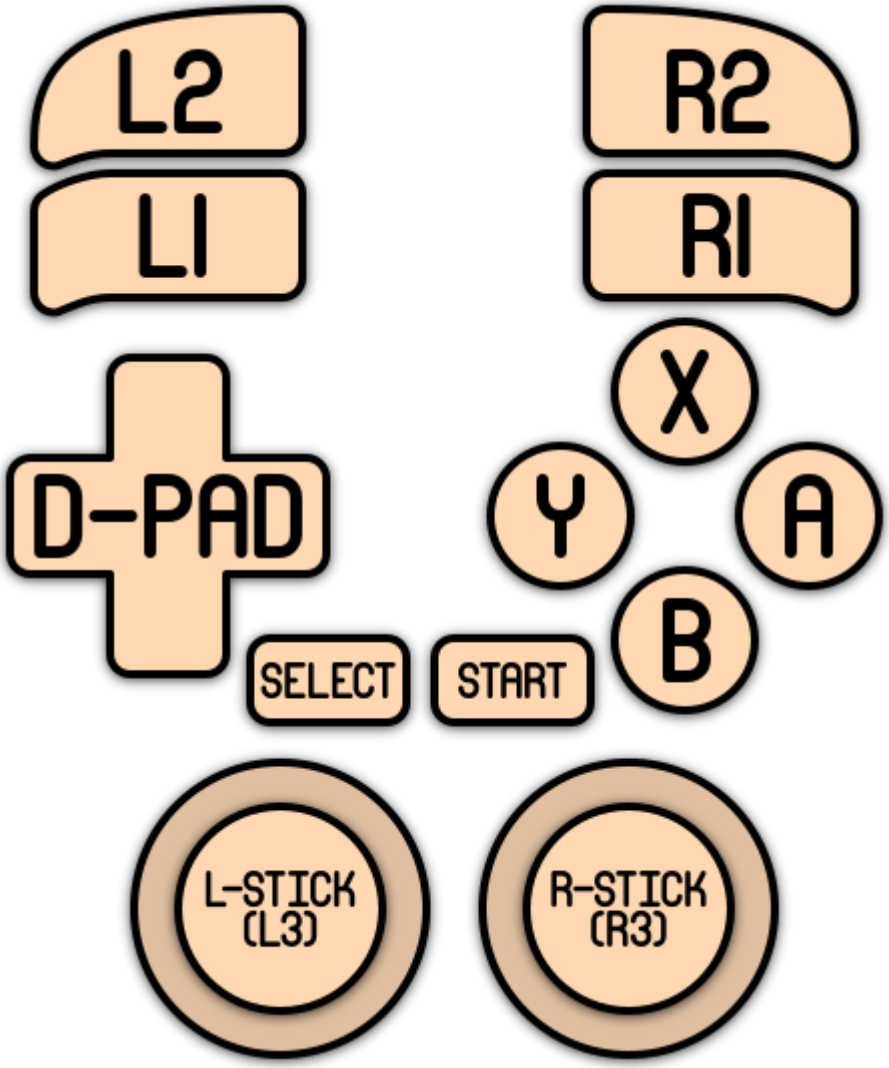
openmsx configuration

Standardized features available to all cores of this emulator: `msx1.videomode`, `msx1.padtokeyboard`, `msx1.videomode`, `msx1.bezel`, `msx1.bezel_stretch`, `msx1.hud`, `msx1.bezel.tattoo`, `msx1.bezel.tattoo_corner`, `msx1.bezel.tattoo_file`, `msx1.bezel.resize_tattoo`

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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Last update: **2024/07/11 10:30**