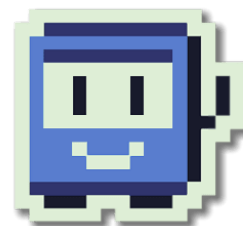


# TIC-80

Very similar and inspired by [Pico-8](#), TIC-80 is a fantasy console for playing tiny games inspired by the 8-bit consoles era. It has never been physically released, but runs as a [software on computers like Windows / Mac / Linux and web browsers](#). The main difference between Pico-8 and TIC-80, besides the fantasy hardware constraints, is that TIC-80 is fully free and opensource, with [its code available on Github](#). They also have a Pro version for faster development, if you like this project, [please support them](#), it's well worth it.



## Fantasy hardware constraints

- Display: 240×136 16 colors
- Cartridge: .tic file, max 64kB
- Sound: 4 channel chiptunes
- Code: Lua, Moonscript, Javascript, Wren or Fennel
- Sprites: 256 8×8 foreground sprites, and 256 8×8 background tiles

This system scrapes metadata for the "tic80" group(s) and loads the tic80 set from the currently selected theme, if available.

## Quick reference

- **Emulator:** [RetroArch](#)
- **Core:** [libretro/tic80](#)
- **Folder:** /userdata/roms/tic80
- **Accepted ROM formats:** .tic

## BIOS

No BIOS is required for TIC-80

## ROMs

Place your TIC-80 ROMs in /userdata/roms/tic80.

## "Cartridges" and games format


TIC-80 games are distributed as text files (mostly) with the code, sprites and sounds embedded in them. You can download hundreds of .tic games, music and programs from the [TIC-80 official website](#).

# 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: `tic80.videomode`, `tic80.ratio`, `tic80.smooth`, `tic80.shaders`, `tic80.pixel_perfect`, `tic80.decoration`, `tic80.game_translation`

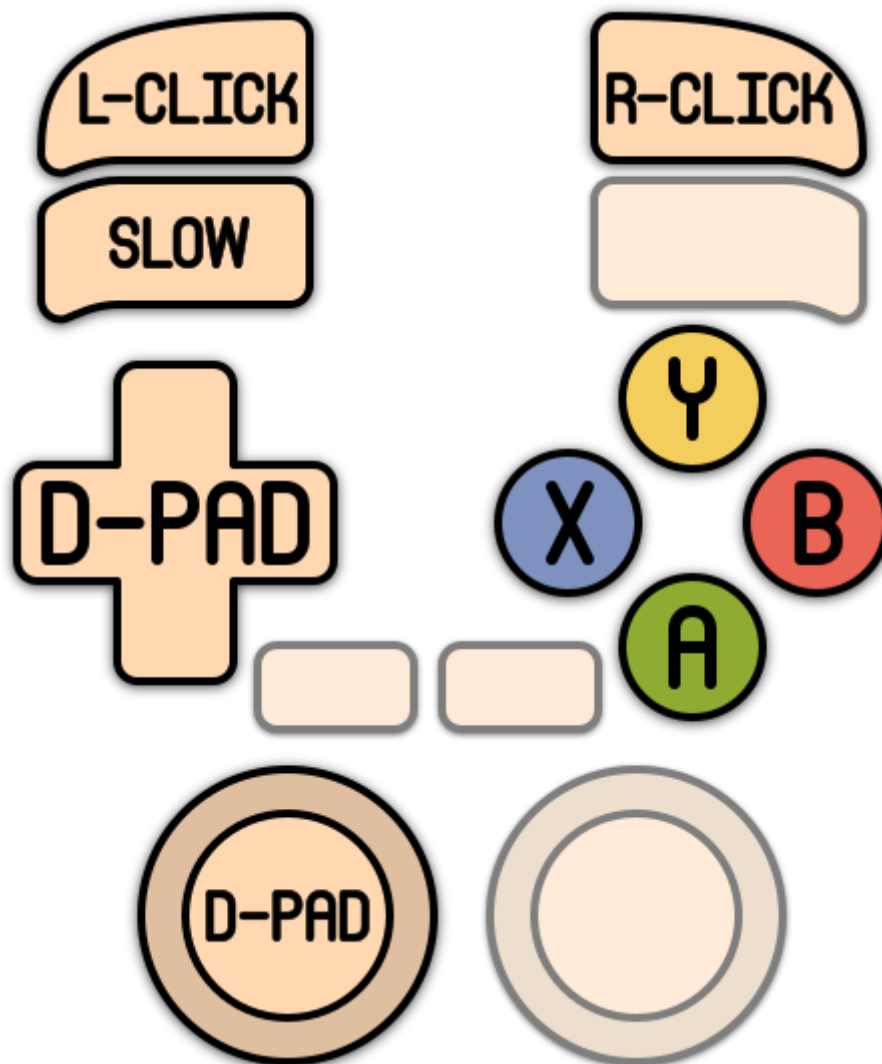
ES setting name batocera.conf_key	Description ⇒ ES option key_value
<b>Settings that apply to all cores of this emulator</b>	
<b>GRAPHICS BACKEND</b> <code>tic80.gfxbackend</code>	Choose your graphics rendering ⇒ OpenGL <code>opengl</code> , Vulkan <code>vulkan</code> .
<b>AUDIO LATENCY</b> <code>tic80.audio_latency</code>	Audio latency in milliseconds, turn it up if you hear crackles ⇒ 256 256, 192 192, 128 128, 64 64, 32 32, 16 16, 8 8.
<b>THREADED VIDEO</b> <code>tic80.video_threaded</code>	Improves performance at the cost of latency and more video stuttering. Use only if full speed cannot be obtained otherwise. ⇒ On <code>true</code> , Off <code>false</code> .

### libretro/tic80

#### libretro/tic80 configuration

## Controls

Here are the default TIC-80's controls shown on a [Batocera Retropad](#):



## Troubleshooting

### Further troubleshooting

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

From: <https://wiki.batocera.org/> - Batocera.linux - Wiki

Permanent link: <https://wiki.batocera.org/systems:tic80?rev=1637802841>

Last update: 2021/11/25 01:14

