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# Atari XE Game System

The Atari XE Game System is a computer developed by Atari. It was released in 1987.

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



## Quick reference

- **Accepted ROM formats:** .atr, .dsk, .xfd, .bin, .rom, .car, .zip, .7z
- **Folder:** /userdata/roms/xegs

<b>Emulators</b>
<a href="#">libretro: mess</a>
<a href="#">MAME</a>

## BIOS

MD5 checksum	Share file path	Description
42cbd989802c17d0ac3731d33270d835	bios/xegs.zip	

## ROMs


Place your Atari XE Game System ROMs in /userdata/roms/xegs.

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

ES setting name batocera.conf_key	Description ⇒ ES option key_value
<b>Settings that apply to all cores of this emulator</b>	
<b>GRAPHICS API</b> <code>xegs.gfxbackend</code>	Choose which graphics API library to use. Vulkan may not work for every core. ⇒ OpenGL gl, GLCore glcore, Vulkan vulkan.
<b>AUDIO LATENCY</b> <code>xegs.audio_latency</code>	In milliseconds. Can reduce crackling/cutting out. ⇒ 256 256, 192 192, 128 128, 64 64, 32 32, 16 16, 8 8.
<b>ALLOW ROTATION</b> <code>xegs.video_allow_rotate</code>	Allow cores to set rotation. ⇒ On true, Off false.
<b>CONTROLLER TO LIGHTGUN</b> <code>xegs.lightgun_map</code>	Map controller inputs to lightgun inputs ⇒ On true, Off false.

**libretro: mess**

**libretro: mess configuration**

Standardized features for this core: `xegs.autosave`, `xegs.netplay`


ES setting name batocera.conf_key	Description ⇒ ES option key_value
<b>Settings that apply to all systems this core supports</b>	
<b>OVERCLOCK (UNSTABLE)</b> <code>global.mame_cpu overclock</code>	Enhancement. Reduces system slowdown. Causes issues in some games. ⇒ default default, 30 30, 35 35, 40 40, 45 45, 50 50, 55 55, 60 60, 65 65, 70 70, 75 75, 80 80, 85 85, 90 90, 95 95, 100 100, 105 105, 110 110, 115 115, 120 120, 125 125, 130 130, 135 135, 140 140, 145 145, 150 150.
<b>RENDERING RESOLUTION</b> <code>global.mame_altres</code>	Enhancement. Increase the rendering resolution. Makes 3D objects clearer. ⇒ 640×480 640×480, 800×600 800×600, 960×720 960×720, 1024×768 1024×768, 1280×720 1280×720, 1600×800 1600×800, 1920×1080 1920×1080, 2560×1440 2560×1440, 3840×2160 3840×2160.

ES setting name batocera.conf_key	Description ⇒ ES option key_value
<b>SHARE MAME ARTWORK</b> global.sharemameart	Use the same art paths as standalone MAME - not recommended if using decorations or shaders. ⇒ On (Default) 1, Off 0.
<b>CROP ARTWORK</b> global.artworkcrop	Crop MAME artwork to maximize the game screen and only fill unused space. ⇒ On (Default) 1, Off 0.
<b>CUSTOM MAME CONFIG</b> global.customcfg	Set system-wide controls via MAME menu ⇒ On 1, Off 0.
<b>ALT DPAD MODE</b> global.altdpad	If the D-Pad is oriented incorrectly for your controller. ⇒ Off (Default) 0, DS3 Orientation 1, X360 Orientation 2.
<b>Settings specific to xegs</b>	
<b>SOFTWARE LIST</b> xegs.softList	Use MAME software lists to identify ROM ⇒ Don't Use (Default) none, Atari XE Game System cartridges xegs, Atari 400 / 800 floppy disks a800_flop.
<b>MEDIA TYPE</b> xegs.altromtype	Type of ROM file to load. ⇒ Cartridge cart, Disk (Drive 1) flop1, Disk (Drive 2) flop2, Disk (Drive 3) flop3, Disk (Drive 4) flop4.
<b>UI KEYS</b> xegs.enableui	Toggle with hotkey + D-pad up or Scroll Lock in-game. ⇒ Off at Start 0, On at Start 1.
<b>CUSTOM GAME CONFIG</b> xegs.pergamecfg	Enable per-game custom configuration via MAME menu. ⇒ On 1, Off 0.

## MAME

[MAME](#), the Multiple Arcade Machine Emulator, is a multi-purpose emulation framework which facilitates the emulation of vintage hardware and software. Originally targeting vintage arcade machines, MAME has since absorbed the sister-project [MESS](#) (Multi Emulator Super System) to support a wide variety of vintage computers, video game consoles and calculators as well. MAME doesn't use an individual "core" for each system like RetroArch does, instead the ROM itself usually contains the necessary information to accurately emulate it, thus making it specific to the version of MAME it was made for. Overall it's a very complicated subject, we have a [guide specific to arcade](#) just for it.

### MAME configuration

MAME offers a **Menu** in-game ([HOTKEY] +  or [Tab] on the keyboard). This can be used to manually adjust inputs or game settings. If you're having issues with a specific game, check the [MAMEdev FAQ for that game here](#). For MESS systems specifically, you might find more information on [MESS's wiki](#). All options can also be edited by opening the mame.ini file.

Standardized features available to all versions of this emulator: xegs.videomode, xegs.padtokeyboard, xegs.videomode, xegs.bezel, xegs.bezel\_stretch, xegs.hud, xegs.bezel.tattoo, xegs.bezel.tattoo\_corner, xegs.bezel.tattoo\_file,

xegs.bezel.resize\_tattoo

ES setting name batocera.conf_key	Description ⇒ ES option key_value
<b>Settings that apply to all versions of this emulator</b>	
<b>VIDEO MODE</b> xegs.video	BGFX for post-processing, accel/opengl for raw image. ⇒ BGFX bgfx, Accel accel, OpenGL opengl.
<b>BGFX GRAPHICS API</b> xegs.bgfxbackend	Depends on video mode being set to BGFX. Vulkan is better, when supported. ⇒ MAME Detect automatic, OpenGL opengl, OpenGL ES gles, Vulkan vulkan.
<b>BGFX VIDEO FILTER</b> xegs.bgfxshaders	Apply a post-processing effect. ⇒ Off None, Bilinear default, CRT Geom crt-geom, CRT Geom Deluxe crt-geom-deluxe, CRT Geom Deluxe (RGB) crt-geom-deluxe-rgb, CRT Geom Deluxe (Composite) crt-geom-deluxe-composite, Super Eagle eagle, HLSL hlsl, HQ2X hq2x, HQ3X hq3x, HQ4X hq4x.
<b>CRT SWITCHRES</b> xegs.switchres	Allows the use of switchres profiles if present. ⇒ Off 0, On 1.
<b>VERTICAL ROTATION (TATE)</b> xegs.rotation	Rotates screen by 90 degrees. Intended for rotating displays. ⇒ Off None, Rotate 90 autorot, Rotate 270 autorotl.
<b>ARTWORK CROP</b> xegs.artworkcrop	Crop artwork to only unused space, keeping the game as large as possible. ⇒ Off (Default) 0, On 1.
<b>ALT DPAD MODE</b> xegs.altdpad	If the D-Pad is oriented incorrectly for your controller. ⇒ Off (Default) 0, DS3 Orientation 1, X360 Orientation 2.
<b>CUSTOM MAME CONFIG</b> xegs.customcfg	Set system-wide controls via MAME menu ⇒ On 1, Off 0.
<b>Settings specific to xegs</b>	
<b>SOFTWARE LIST</b> xegs.softlist	Use MAME software lists to identify ROM ⇒ Don't Use (Default) none, Atari XE Game System cartridges xegs, Atari 400 / 800 floppy disks a800_flop.
<b>MEDIA TYPE</b> xegs.altromtype	Type of ROM file to load. ⇒ Cartridge cart, Disk (Drive 1) flop1, Disk (Drive 2) flop2, Disk (Drive 3) flop3, Disk (Drive 4) flop4.
<b>UI KEYS</b> xegs.enableui	Toggle with hotkey + D-pad up or Scroll Lock in-game. ⇒ Off at Start 0, On at Start 1.
<b>CUSTOM GAME CONFIG</b> xegs.pergamecfg	Enable per-game custom configuration via MAME menu. ⇒ On 1, Off 0.

## Controls

Here are the default Atari XE Game System's controls shown on a [Batocera RetroPad](#):



## Troubleshooting

## Further troubleshooting

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

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