

Amstrad - CPC (Caprice32)

Background

Caprice32 is a software emulator of the Amstrad CPC 8bit home computer series running on Linux and Windows. The emulator faithfully imitates the CPC464, CPC664, CPC6128, CPC6128+ and GX4000 models. By recreating the operations of all hardware components at a low level, the emulator achieves a high degree of compatibility with original CPC software. These programs or games can be run unmodified at real-time or higher speeds, depending on the emulator host environment.

Author/License

The Caprice32 core has been authored by

- Ulrich Doewich
- David Colmenero (D_Skywalk)
- Colin Pitrat

The Caprice32 core is licensed under

• GPLv2

A summary of the licenses behind RetroArch and its cores can be found here.

Extensions

Content that can be loaded by the Caprice32 core have the following file extensions:

- .dsk
- .sna
- .tap
- .cdt
- .voc
- .m3u
- .cpr
- · .zip

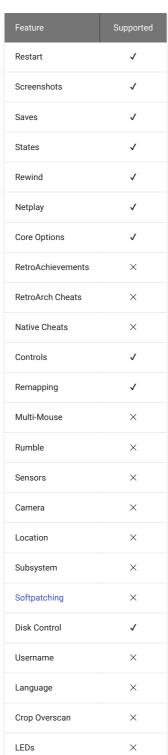
Databases

RetroArch database(s) that are associated with the Caprice32 core:

• Amstrad - CPC (TOSEC)

Features

Frontend-level settings or features that the Caprice32 core respects.



Directories

The Caprice32 core's internal core name is 'cap32'.

The Caprice32 core saves/loads to/from these directories.

Loaded content's directory

• 'content-name'#.SNA (SNA)

M3U and Disk control

When you have a multi disk game, you can use a m3u file to specify each disk of the game and change them from the RetroArch Disk control interface.

A M3U file is a simple text file with one disk per line (see https://en.wikipedia.org/wiki/M3U).

Example: Alive (F).m3u

```
Alive (F) - Disk 1A.dsk
Alive (F) - Disk 1B.dsk
```

Path can be absolute or relative to the location of the M3U file.

When a game ask for it, you can change the current disk in the RetroArch 'Disk Control' menu:

- · Eject the current disk with 'Disk Cycle Tray Status'
- · Select the right disk index
- Insert the new disk with 'Disk Cycle Tray Status'

Geometry and timing

- The Caprice32 core's core provided FPS is 50
- The Caprice32 core's core provided sample rate is 44.100
- The Caprice32 core's core provided aspect ratio is 3/4

Usage

The Caprice32 core has a virtual keyboard GUI that can be accessed through User 1's RetroPad Y input.

The mouse cursor can be controlled by RetroPad D-Pad inputs when the RetroPad Select input is pressed.



Here are some actions you can do in page 2 of the virtual keyboard GUI.

- "EXT" EXIT EMU
- "SNA" SAVE SNA
- "DSK" SWITCH DSK DRIVE A/B
- "Col" SWITCH FGCOL ON/OFF

Core options

The Caprice 32 core has the following option(s) that can be tweaked from the core options menu.



Settings with (Restart) means that core has to be closed for the new setting to be applied on next launch.

Core option	Description	Default
Autorun	If enabled, the core will run the first bas/bin found in the DSK. cap32_autorun = "enabled disabled"	enabled
Combo Key	See Combo list below. cap32_combokey = "select y b disabled"	select
Internal resolution	Self-explanatory. cap32_resolution = "384x272 400x300"	384x272
Model (Restart)	Choose which Amstrad CPC model to emulate. cap32_model = "6128 464 6128+"	6128
Ram size (Restart)	CPC physical RAM size in kB. cap32_ram = "128 64 192 512 576"	128
Status Bar	Not yet implemented, future option. cap32_statusbar = "disabled enabled"	disabled
Monitor Type	Choose between a color display or a monochrome display. cap32_scr_tube = "color green white"	color
Monitor Intensity	Screen cathodic tube intensity. cap32_scr_intensity = "5 6 7 8 9 10 11 12 13 14 15"	5
CPC Language (Restart)	Choose between english, french or spanish keyboard layout. cap32_lang_layout = "english french spanish"	english
User 1 Joystick Configuration	Select Joy/Overlay configuration for player 1. cap32_retrojoy θ = "joystick qaop incentive"	joystick
User 2 Joystick Configuration	Select Joy/Overlay configuration for player 2. cap32_retrojoy1 = "joystick qaop incentive joystick_port2"	joystick

```
Amstrad 128K Microcomputer (v3)

©198S Amstrad Consumer Electronics plc
and Locomotive Software Ltd.

BASIC 1.1

Ready
```

```
Amstrad 128K Microcomputer (v3)
@1985 Amstrad Consumer Electronics plo
and Locomotive Software Ltd.

BASIC 1.1
Ready
```

Attention

 $These \ 's cr_intensity' \ core \ option \ screenshots \ have \ been \ taken \ with \ the \ 'cap 32_scr_tube' \ core \ option \ set \ to \ 'color'.$

```
Amstrad 128K Microcomputer (v3)

@1985 Amstrad Consumer Electronics plc
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BASIC 1.1

Ready
```

```
Amstrad 128K Microcomputer (v3)
61985 Amstrad Consumer Electronics plo
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BASIC 1.1
Ready
```

Controllers

The Caprice32 core supports the following device type(s) in the controls menu, bolded device types are the default for the specified user(s):

User 1 - 2 device types

- None Doesn't disable input. There's no reason to switch to this.
- RetroPad Joypad Don't use this. Switch to Amstrad Joystick for joypad input.
- Amstrad Joystick Joypad Use this for joypad input.
- Amstrad Keyboard Keyboard input are always active. Has keymapper support.

Other controllers

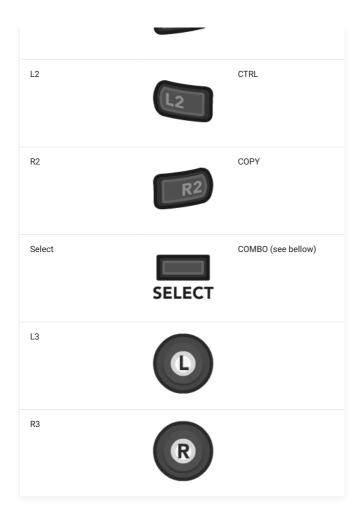
• Mouse - The mouse cursor in the Virtual Keyboard GUI can be controlled with mouse inputs.

Controller tables

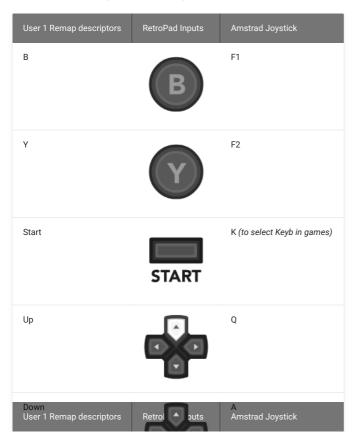
JOY CONFIG DEFAULT (JOYSTICK)

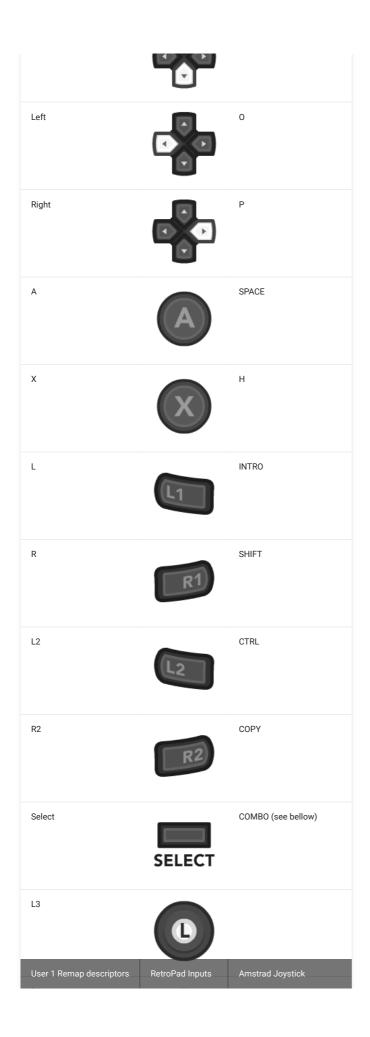
User 1 Remap descriptors RetroPad Inputs Amstrad Joystick





JOY CONFIG QAOP (GENERAL KEYB)







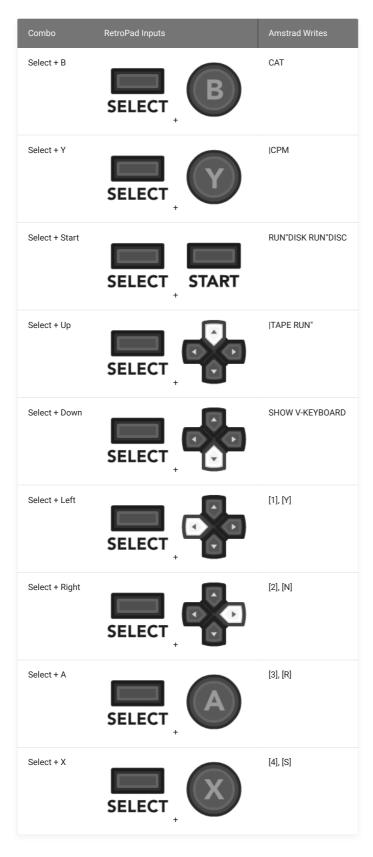
JOY INCENTIVE (INCENTIVE GAMES)





COMBO LIST

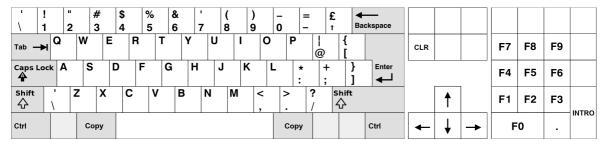
If you press **SELECT** you could make a combo with other buttons:



This combos are useful to load games and select options in game-menus.

Keyboard

English layout

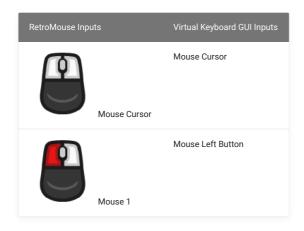


RetroKeyboard Special Inputs	Amstrad	
Keyboard Keypad 0	CPC_KEY_F0	
Keyboard Keypad 1	CPC_KEY_F1	
Keyboard Keypad 2	CPC_KEY_F2	
Keyboard Keypad 3	CPC_KEY_F3	
Keyboard Keypad 4	CPC_KEY_F4	
Keyboard Keypad 5	CPC_KEY_F5	
Keyboard Keypad 6	CPC_KEY_F6	
Keyboard Keypad 7	CPC_KEY_F7	
Keyboard Keypad 8	CPC_KEY_F8	
Keyboard Keypad 9	CPC_KEY_F9	
Keyboard Keypad Period .	CPC_KEY_FDOT	
Keyboard Keypad Enter	CPC_KEY_SMALL_ENTER	
Keyboard Delete	CPC_KEY_CLR	
Keyboard Insert	CHANGE CURSOR/JOY EMULATION	
Keyboard Home	PLAY TAPE	
Keyboard End	STOP TAPE	
Keyboard Page Up	TAPE REWIND	
Keyboard Page Down	-	
Keyboard F9	SHOW V-KEYBOARD	
Keyboard F10	MAIN GUI	
Keyboard Right Alt	CPC_KEY_COPY	
Keyboard Left Alt	CPC_KEY_COPY	

Keyboard Custom Binds

Choose AMSTRAD KEYBOARD in Quick Menu > Controls to customize your retropad keys per game.

Mouse



External Links

- Official Caprice32 Github Repository
- Libretro Caprice32 Core info file
- Libretro Caprice32 Github Repository
- Report Libretro Caprice32 Core Issues Here

See also

Amstrad - CPC

• Amstrad - CPC (CrocoDS)