

# CAPRICE32 4.5+ LIBRETRO - changelog

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All the credit of the caprice32 Emulator to Ulrich Doewich

You can download the caprice32 original source code [here](#)

- This core also use some code from [wiituka/pituka](#) (c) 2004-2016 David Colmenero
- CPC464+/CPC6128+/GX4000 (c) 2016-2019 Colin Pitrat : <https://github.com/ColinPitrat/caprice32>
- Part of the autorun fixes (see catalog/amsdos\_catalog and format.c) are inspired on the great work of Frédéric Coste (Fredouille) on [caprice-forever](#).

And of course for the RetroArch/Libretro team : "<http://www.libretro.com>"

The core works pretty well and give the fantastic ability to use the RetroArch Shaders.

Try some CRT shaders and welcome back to the 80s on your good old CPC.

## Usage

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Launch a TAPE (cdt), DSK or M3U, and game should autostart.

## Game Database

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Our game database is based on [clean-cpc-db](#). A database that [has checked every game](#) so that you don't have to spend whole day of finding the correct and functional version of your favorite game. In clean-cpc-db you'll find **only clean versions with no weird intros or menus, just working games!**

Due to the creation of this database, we have started a small game mapping project, to bring an easiest CPC plug and play experience! You can help us...

- [Contribute with your RMP files \(Work in Progress\)](#).

When a game is detected as a **clean version**, a green disc icon appears at the bottom.



## English layout

ESC											VIRTUAL KEYBOARD						
' \"	! 1	" 2	# 3	\$ 4	% 5	& 6	' 7	( 8	) 9	- 0	= -	£ ↑	← Backspace				
Tab →	Q	W	E	R	T	Y	U	I	O	P	@	{ [					
Caps Lock ↑	A	S	D	F	G	H	J	K	L	*	+	} ]	Enter ↵				
Shift ⬆	' \"	Z	X	C	V	B	N	M	<	>	? /	Shift ⬆					
Ctrl		Copy								Copy			Ctrl				

SWITCH CUR/JCY	PLAY TAPE	REWIND TAPE				
CLR	STOP TAPE		F7	F8	F9	
			F4	F5	F6	
			F1	F2	F3	INTRO
←	↑ ↓	→	F0		.	

[illegible]

<b>ESC</b>								VIRTUAL KEYBOARD											
' \	1 &	2 é	3 "	4 '	5 ( )	6 ] [	7 è	8 !	9 ç	0 à	[ ]	- =	← Backspace						
Tab →	A	Z	E	R	T	Y	U	I	O	P	^	< *		SWITCH CUR/JCY CLR	PLAY TAPE STOP TAPE	REWIND TAPE	F7	F8	F9
Caps Lock ↑	Q	S	D	F	G	H	J	K	L	M	% ù	> #	Enter ↵				F4	F5	F6
Shift ⬆	' \	W	X	C	V	B	N	? ,	. ;	> .	@   \$	Shift ⬆					F1	F2	F3
Ctrl		Copy						Copy				Ctrl		←	↑ ↓	→	F0	.	INTRO

Choose **AMSTRAD KEYBOARD** in *Quick Menu > Controls* and **User 1/2 config different than joystick** to map your retropad keys per game/rom.

Caprice brings some default keymaps confings, these configs are detailed at libretto docs: <https://docs.libretto.com/library/caprice32/>

## Features not covered in docs

- Swap disk using **Combo Button** + L / R.

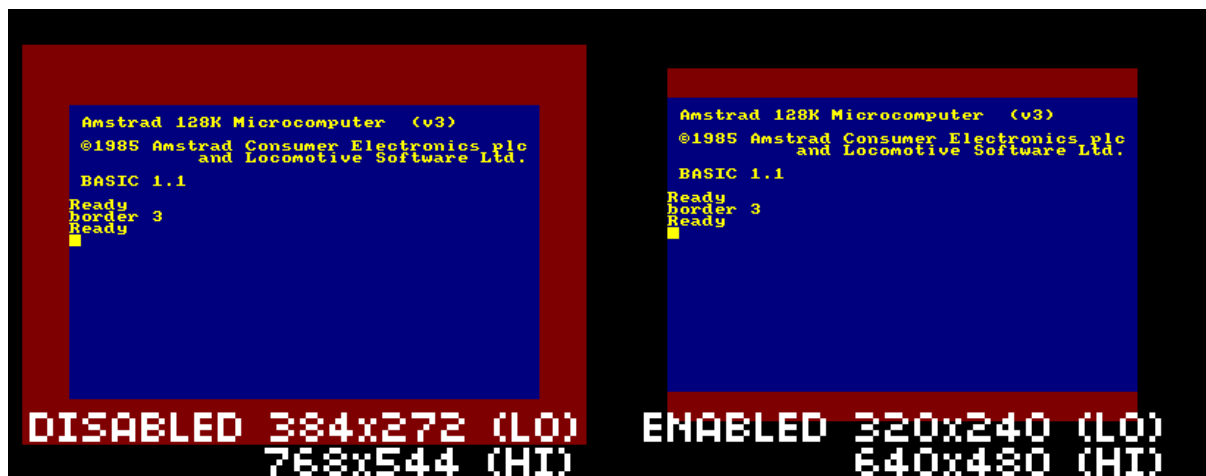
If you are using a game that has multiple disks loaded using an M3U for example. You can switch between the loaded discs simply by pressing the **combo button** and the **L button** (*to switch to the previous disc*) or the **R button** (*to switch to the next disc*).

- New Model: [cap32\_model] (6128 | 464 | 664 | 6128+)

Choose which Amstrad CPC model to emulate, currently added 646 to allow BASIC 1.0 games and DSK

- Crop Screen Borders: [cap32\_scr\_crop] (disabled | enabled)

For small screens you can now enable software screen crop to remove most of the on-screen border.



## New filename flags (case insensitive)

- "[664]": Force BASIC 1.0 and AMSDOS ROMs, to allow play correctly first CPC games.
- "BASIC 1.0": Force 464 model when you load CDT or 664 model if use DSK.
- "[CPM]": Force load CPM BIOS first, useful for some infocom CPM games.
- "[576K]": RAM mode with 512+64KB, useful for some homebrew games. *Also allows [128K] and [064K].*

Examples :

```
Alive (1990)(Company)(fr)[664].dsk => 664
Manic Miner (UK) (1984) (Version Basic 1.0) [Amsoft].dsk => 664
Harrier Attack (1986)(Amsoft) [Basic 1.0].cdt => 464
Shadows Of Sergoth, The (2018)(PD)(M3)(v1.0)(Side A)[576K].dsk => 576 RAM
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## Lightgun Emulation

Gunstick and Phaser (phaser code thanks to [Colin Pitrat](#))

Gunstick and Phaser (phaser code thanks to [Corti1990](#)).

## Configure your Weapon

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You need set on Options > Controls > Device Type: **Amstrad Lightgun** and on Core Options > Light Gun Input (and show cross if your want).

### Gunstick Games

Mike Gunner  
Bestial Warrior  
Cosmic Sheriff  
El Equipo A  
Guillermo Tell  
Outlaws  
Solo  
Sootland  
Space Smugglers  
Target Plus  
Trigger

### Amstrad Magnum Phaser

Operation Wolf  
Bullseye  
Missile Ground Zero  
Robot Attack  
Rookie  
Solar Invasion  
American Turbo-King  
Billy the Kid  
Bronx Street Cop  
F-16 Fighting Falcon  
Jungle Warfare

### Trojan Light Phaser

The Enforcer  
Skee Shoot

## Known Bugs

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- [CPC+ Emulation have some issues](#) and need 24bit color depth.

- Old3DS need some optimizations (~18fps).
- [Minor CPC Bugs and FDC needs more work](#) to accurately emulate complex protections.
- Gunstick emulation is not working with green phosphor or lowres modes.