

# In-game commands


While in a game, you can execute some shortcuts with your pad, for example, if you want to save/load your in-game state.

Shortcuts are called by pressing <hotkey> + <button> simultaneously on player 1's game pad.

You can identify the hotkey from the main EmulationStation menu : press any key on your controller and you should see a little "controller" icon appear on the upper left corner to identify your player number. When the icon turns into a different color than the other buttons, it means that you pressed the hotkey. This icon can be customized by the theme you are using, some have implemented alternative markers.

The hotkey is often <select>or an unused button of the pad, like the Xbox or PlayStation middle button. See the picture below for examples with popular controllers.

## INGAME Batocera Hotkeys:



PADS

### SAVING & REWIND

Buttons	Effects
★ + ⬇	Selecting Slot number
★ + ⬅	Rewind / FrameSkip
★ + ⬅ + ⬆ + ⬇ + ⬅	Quick Save number
★ + ⬆ + ⬇ + ⬅	Quick Load number


### IMAGES

#### ScreenShot

★ + L1

### OPTIONS

Buttons	Effects
★ + ⬆ + ⬇ + ⬅ + ⬆	Open RetroArch/Emulator
★ + ⬆ + ⬇ + ⬅ + ⬆ + ⬅	Reset System
★ + ⬆ + ⬇ + ⬅ + ⬆ + ⬅ + ⬆	Exit System
★ + ⬆ + ⬇ + ⬅ + ⬆ + ⬅ + ⬆ + ⬅	Auto-Translate



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Use the "Open RetroArch/Emulator" combo to pause a game.

This doesn't work with 100% of the emulators - mostly works with RetroArch/libretro emulators, but it can also depend on your architecture and options.

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