

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.

IN-GAME HOTKEYS (DEFAULT MAPPING)

	★ +	Quit game
	★ +	Batocera Control Center menu
	★ +	Emulator menu
	★ +	Restore last Saved State
	★ +	Save State
	★ +	Previous / Next Save State slot
	★ +	Rewind / Fast Forward
	★ +	Screenshot
	★ +	Translate text on screen
	★ +	Swap screens
	★ +	Screen layout
	★ +	Overlay On / Off
	★ +	Next disc in a multi-disc 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.

Also, if you want to save/load your in-game progress through these key combinations while you use [RetroAchievements](#), make sure you haven't set your RetroAchievements settings to **hardcore** mode, as the hardcore mode prevents from using these save/load functionalities.

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