EmulationStation Command Line Arguments

If you've come from another distribution such as RetroPie (or you've just been around for a long time) you might be familiar with EmulationStation's command line arguments. You'll notice there's no real way to implement these arguments with the version of EmulationStation included in Batocera, unless you're willing to re-compile the entirety of Batocera.

Well no more! As of **v32** Batocera now includes the ability to accept user-defined custom arguments for ES at launch. All you have to do is add the appropriate `es.customsargs=--mycommand` key to `/userdata/batocera.conf`.

For example:

```
es.customsargs=--screenoffset 50 100
```

You can view the current list of accepted arguments (Batocera's version of ES has a few more) by using the `emulationstation –help` command from terminal or SSH. Please keep in mind that most of these settings can be set within EmulationStation itself or are handled by Batocera automatically.

Below is the output of that command (correct as of v32).

```
[root@BATOCERA /userdata/system]# emulationstation --help
EmulationStation, a graphical front-end for ROM browsing.
Written by Alec "Aloshi" Lofquist.
Version 31, built Aug 28 2021 - 14:33:21

Command line arguments:
--resolution [width] [height]   try and force a particular resolution
--gamelist-only                 skip automatic game search, only read from
gamelist.xml
--ignore-gamelist               ignore the gamelist (useful for
troubleshooting)
--draw-framerate                display the framerate
--no-exit                       don't show the exit option in the menu
--no-splash                     don't show the splash screen
--debug                         more logging, show console on Windows
--windowed                      not fullscreen, should be used with --
resolution
--vsync [1/on or 0/off]         turn vsync on or off (default is on)
--max-vram [size]               Max VRAM to use in Mb before swapping. 0 for
unlimited
--force-kid             Force the UI mode to be Kid
--force-kiosk           Force the UI mode to be Kiosk
--force-disable-filters         Force the UI to ignore applied filters in
gamelist
--home [path]           Directory to use as home path
--help, -h                      summon a sentient, angry tuba

--monitor [index]                       monitor index
```

```
More information available in README.md.
```

Exhaustive list of ES command line arguments

This is correct as of **v32**. May change over time.

This is in the order which they are processed internally. No documentation is available for using these arguments (you're on your own). Check the main file in the source code for the current commands.

```
--home [path]                    Directory to use as home path
--videoduration                  ?
--video                          ?
--monitor [monitorId]            ?
--resolution [width] [height]    resolution when using --windowed
--screensize [width] [height]    output resolution, increasing will stretch
the image out to the right and down
--screenoffset [x] [y]           move the canvas by x pixels right and y
pixels down
--screenrotate [rotate]          rotates the screen 90 degrees, rotate
values: 0, 1, 2 or 3
--gamelist-only                  only parse the gamelist xml files, don't
scan for changes
--ignore-gamelist                always manually scan for files
--show-hidden-files              show all hidden games
--draw-framerate                 display the framerate
--no-exit                        don't show the exit option in the menu
--exit-on-reboot-required        ?
--no-splash                      don't show the splash screen
--debug                          more logging, show console on Windows
--fullscreen-borderless          run emulationstation at fullscreen
resolution in a borderless window
--fullscreen                     run emulationstation in fullscreen
--windowed                       run in windowed mode, not fullscreen, should
be used with --resolution
--vsync [1/on or 0/off]          turn vsync on or off (default is on)
--max-vram [size]                Max VRAM to use in Mb before swapping. 0 for
unlimited
--force-kiosk                    Force the UI mode to be Kiosk
--force-kid                      Force the UI mode to be Kid
--force-disable-filters          Force the UI to ignore applied filters in
gamelist
--splash-image                   Show an alternate splash image
--help                           summon a sentient, angry tuba
```

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