

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.customargs=-mycommand`` key to `~/userdata/batocera.conf``.

For example:

```
es.customargs=-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.

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

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