

EmulationStation music

Supported formats for frontend music

Batocera 5.23+ supports **.mp3** and **.ogg** files.

Batocera 5.26+ additionally supports **.wav**, **.flac** (stereo) and popular popular chiptune mod tracker formats (**.mod**, **.xm**, **.s3m**, **.stm**, **.far**, **.mtm**, **.669**, **.it**).

Also, starting with Batocera 5.26, you can skip a song you don't like by pressing the L3 button, or from the "Quick access" shortcut menu: press select button on your controller, then you see an option to SKIP TO NEXT SONG if a song is playing.

System-specific music folders

Some users like to have different songs played back when browsing different gaming systems. For example, they like to listen to some Sega-oriented themes while they are browsing their Megadrive library, and Nintendo-inspired songs when browsing their SNES games.

In order to do this on Batocera, you can create subfolders in your `/userdata/music/` directory and put some Sega-inspired MP3 or OGG files in `/userdata/music/megadrive/` folder, and others more Nintendo-like into `/userdata/music/snes/`.

If you enable `ONLY PLAY SYSTEM-SPECIFIC MUSIC FOLDER`, you will only get a random selection of the songs located in `/userdata/music/megadrive/` when you browse your Megadrive games, but none from your SNES subfolder.

Warning: the song files that are present in `/userdata/music/` will be picked up randomly for any system (whether you have system-specific songs or not).

If you disable `ONLY PLAY SYSTEM-SPECIFIC MUSIC FOLDER`, Batocera will randomly pick up a song in your `/userdata/music/` directory and any of its sub-folders.

From:

<https://www.wiki.batocera.org/> - **Batocera.linux - Wiki**

Permanent link:

<https://www.wiki.batocera.org/emulationstation:music?rev=1630818855>

Last update: **2021/09/05 05:14**

