

# EmulationStation Menu Music

## Supported formats for frontend music

Batocera **5.23** and up supports **.mp3** and **.ogg** files. Batocera **5.26** and up supports **.wav**, **.flac** (stereo) and some popular chiptune mod tracker formats (**.mod**, **.xm**, **.s3m**, **.stm**, **.far**, **.mtm**, **.669**, **.it**).

From Batocera **5.26** and up, you can skip a song by pushing in the left stick [L3], or from the Quick Access shortcut menu. While on the system list, press [SELECT] button on your controller to open the Quick Access menu, then **SKIP TO NEXT SONG**.



## 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 other 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.



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 a song in your `/userdata/music/` directory and any of its sub-folders to play.

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