

# EmulationStation

Gamers who are emulator fans tend to come across the same problem over and over again. How do you organize the hundreds of emulators and thousands of ROMs on your disks? This ends up being a mundane task especially when you consider all of the different formats and methods of sorting data involved. In an attempt to solve this problem, and avoid your emulators from getting too messy, EmulationStation (abbreviated as ES) puts everything in one place. It's a front-end with one of the best interfaces out there today. Even though the process of setting things up can be tedious, the results are very well worth it.



## Menu Usage

EmulationStation has several common functions mapped to certain buttons. As everyone [uses different controllers and often times remap them](#), we usually refer to the four action buttons as North/East/South/West. These are represented graphically as . You can see some common ES functions and how they map to the PlayStation, Xbox and SNES controllers in the tables below.

## SYSTEM MENU – MAIN MENU



|  |           |           |                                                         |
|--|-----------|-----------|---------------------------------------------------------|
|  | <b>L1</b> | <b>R1</b> | Previous / Next manufacturer                            |
|  | <b>L2</b> | <b>R2</b> | Previous / Next system                                  |
|  | <b>A</b>  |           | Select system (to Game menu)                            |
|  | <b>B</b>  |           | Back / manufacturers bar at top level                   |
|  | <b>Y</b>  |           | Random system (Netplay if activated)                    |
|  | <b>X</b>  |           | Search (hold for Random system if Netplay is activated) |
|  |           |           | <b>Main menu</b>                                        |
|  |           |           | <b>Quick Access menu</b>                                |
|  |           |           | Up/down: volume                                         |
|  | <b>R3</b> |           | Click to skip song (if background music is activated)   |

## GAME SELECTION MENU



|  |           |           |                                                                     |
|--|-----------|-----------|---------------------------------------------------------------------|
|  | <b>L1</b> | <b>R1</b> | Previous / Next game                                                |
|  | <b>L2</b> | <b>R2</b> | Jump Down / Up in the games list                                    |
|  | <b>A</b>  |           | Launch game (hold for game options)                                 |
|  | <b>B</b>  |           | Back to the main menu                                               |
|  | <b>Y</b>  |           | SaveState Manager (hold to mark / unmark the game as favorite)      |
|  | <b>X</b>  |           | Search (hold for random game)                                       |
|  |           |           | <b>Main menu</b>                                                    |
|  |           |           | <b>View Options menu</b> for current system                         |
|  |           |           | Up/down: volume, click to skip song (if background music activated) |
|  |           |           | SaveState Manager                                                   |

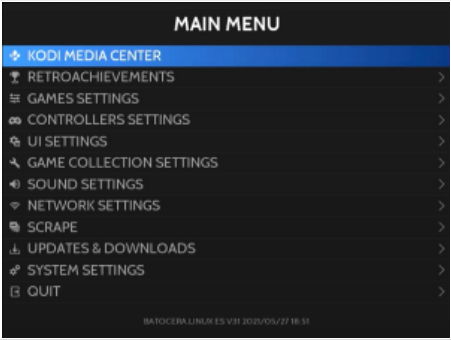
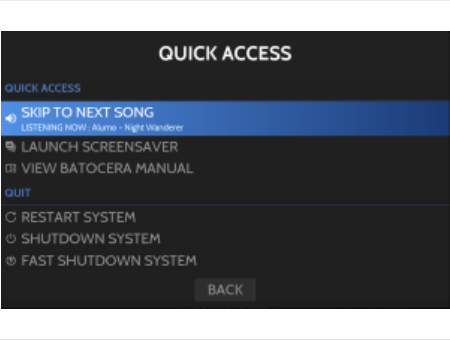
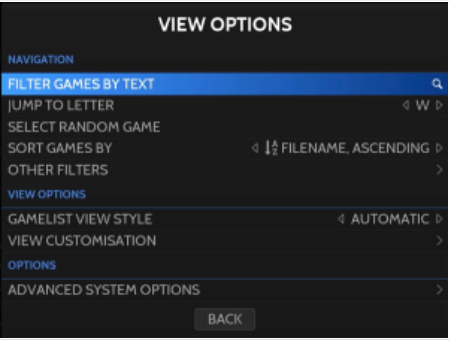
In ES's menus, the South button  (Enter on keyboard) is to confirm and the East button  (Esc on keyboard) is to cancel, following the standard Western (Xbox/PS3 in US) orientation. You can swap them from **MAIN MENU** → **SYSTEM SETTINGS** → **DEVELOPER MENU** → **SWITCH A/B BUTTONS IN EMULATIONSTATION** to mimic the Eastern (Nintendo/PSX in Japan) orientation instead. Just note

that all instructions in this wiki will assume you are using the Western orientation.

In Batocera **v30** and lower, the game options button is accessed by pressing  and (in **v30** only) the save state manager is accessed by holding . This behavior can be replicated in post-v31 versions by going to **DEVELOPER MENU → ACCESS GAME OPTIONS WITH NORTH BUTTON** and switching it “ON”.

Press the [START] button on your controller (Spacebar on keyboard) to bring up the Main Menu of EmulationStation (from any list).

If you press [SELECT] button (Backspace on keyboard) the menu popping up will be different depending on if you are in the Main/System Menu or the Game List. This can be a quick way to get to your **Per System Advanced Settings** for that system.

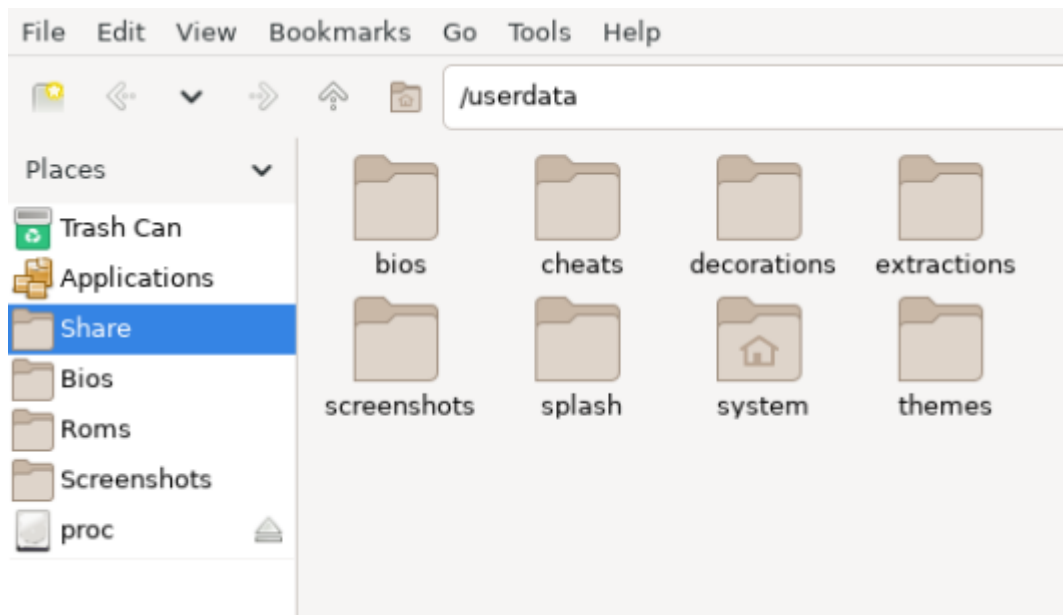
| Start Button in Main Menu and Game List                                            | Select Button in Main Menu                                                          | Select Button in Game List                                                           |
|------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|
|  |  |  |

New to Batocera 5.27: You can press  on the system list to access the system manufacturer bar.

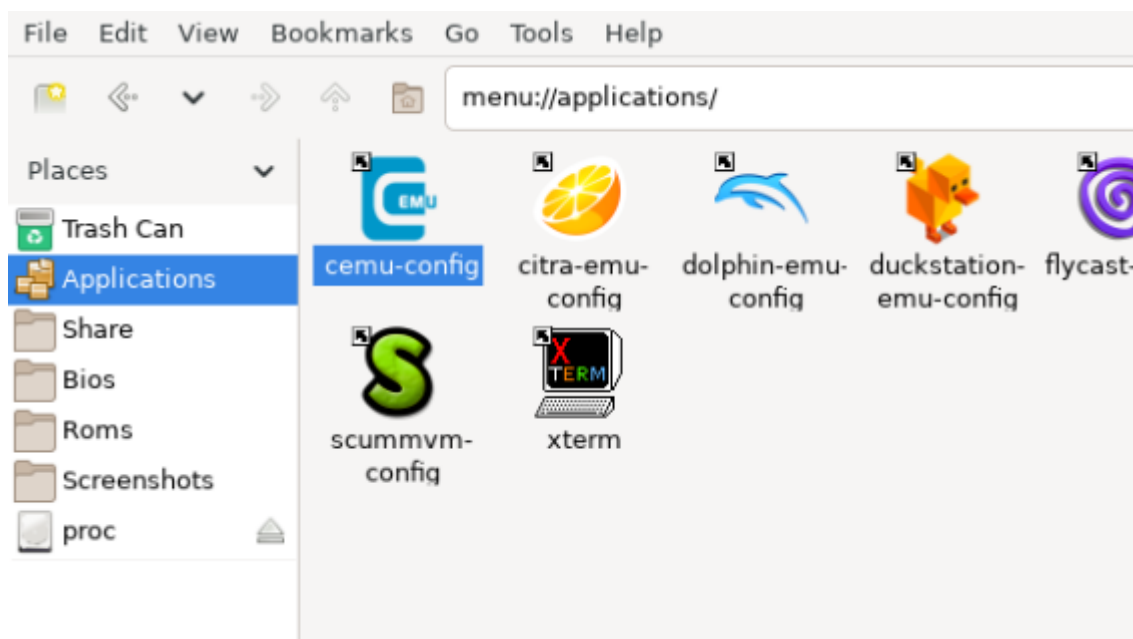


## File manager and Applications menu

Batocera has a simple built-in file manager called [PCManFM](#). It can be accessed by pressing F1 on your keyboard on the main EmulationStation menu. This is only available on x86/x86\_64 builds.



If you want to configure certain Emulators for systems like [Wii U](#), [PlayStation 2](#) or [PlayStation 3](#) you can find the emulator settings by opening **Applications** in the sidebar. Keep in mind that any settings set in EmulationStation's **Per System Advanced Settings** will overwrite any applicable configuration you've made here when launched!



If you end up deleting files through this interface, they will be moved to the trash by default. You can override this behavior by holding down the **[Shift]+[Del]** keys instead of just **[Del]**, or alternatively configure the file manager itself to delete by default. In case you've moved files to the trash and can't find them, the trash folder path is `/userdata/system/.local/share/Trash/files`.

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