



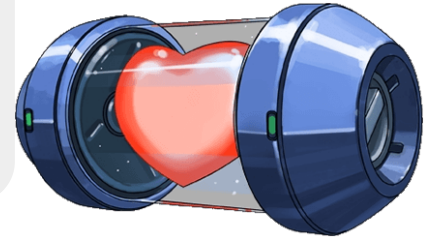
This article needs some TLC. Read at your own risk.

Cave Story

The original Cave Story (a.k.a. Doukuzen Monogatari) was developed by Daisuke "Pixel" Amaya and was released in 2004.

This system scrapes metadata for the "cavestory" group and loads the cavestory set from the currently selected theme, if available.

Grouped with the "ports" group of systems.



Quick reference

- **Emulator:** [RetroArch](#)
- **Core:** [libretro: nxengine](#)
- **Folder:** /userdata/roms/cavestory
- **Accepted ROM formats:** .exe

BIOS

No Cave Story emulator in Batocera needs a BIOS file to run.

Game files

Place your Cave Story game files in /userdata/roms/cavestory.

Download the game from the following URL and uncompress it in this folder:

<http://www.cavestory.org/downloads/cavestoryen.zip>

It is recommended to use the English version. Other versions may freeze the system.


Emulators

RetroArch

[RetroArch](#) (formerly SSNES), is a ubiquitous frontend that can run multiple "cores", which are essentially the emulators themselves. The most common cores use the [libretro](#) API, so that's why

cores run in RetroArch in Batocera are referred to as “libretro: (core name)”. RetroArch aims to unify the feature set of all libretro cores and offer a universal, familiar interface independent of platform.

RetroArch configuration

RetroArch offers a **Quick Menu** accessed by pressing [HOTKEY] +  which can be used to alter various things like [RetroArch and core options](#), and [controller mapping](#). Most RetroArch related settings can be altered from Batocera's EmulationStation.

Standardized features available to all libretro cores: `cavestory.videomode`, `cavestory.ratio`, `cavestory.smooth`, `cavestory.shaders`, `cavestory.pixel_perfect`, `cavestory.decoration`, `cavestory.game_translation`

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all cores of this emulator	
GRAPHICS API <code>cavestory.gfxbackend</code>	Choose which graphics API library to use. Vulkan is better, when supported. ⇒ OpenGL <code>opengl</code> , Vulkan <code>vulkan</code> .
AUDIO LATENCY <code>cavestory.audio_latency</code>	In milliseconds. Can reduce crackling/cutting out. ⇒ 256 256, 192 192, 128 128, 64 64, 32 32, 16 16, 8 8.
THREADED VIDEO <code>cavestory.video_threaded</code>	Improves performance at the cost of latency and more video stuttering. ⇒ On <code>true</code> , Off <code>false</code> .

libretro: nxengine

libretro: nxengine configuration

Controls

Here are the default Cave Story's controls shown on a [Batocera Retropad](#):



Troubleshooting

Further troubleshooting

For further troubleshooting, refer to the [generic support pages](#).

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