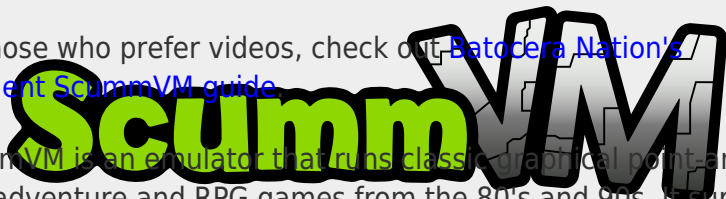


ScummVM



For those who prefer videos, check out [Batocera Nation's excellent ScummVM guide](#).



ScummVM is an emulator that runs classic graphical point-and-click adventure and RPG games from the 80's and 90s. It supports 250+ games with many classics from LucasArts, Sierra On-Line, Cyan or Westwood Studios.

Notable ResidualVM games (modern Lucas Arts games) include Escape from Monkey Island, Grim Fandango, Myst III: Exile and The Longest Journey. Notable AGS titles include Heroine's Quest, Resonance, Gemini Rue, The Apprentice I and II.

ScummVM emulates the engine, but requires the game's data files to function.

This system scrapes metadata for the "pc" group(s) and loads the scummvm set from the currently selected theme, if available.

Quick reference

- **Accepted ROM formats:** .scummvm, .squashfs
- **Folder:** /userdata/roms/scummvm

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BIOS

No ScummVM emulator in Batocera needs a BIOS file to run.

Game files

A list of freeware games and where to buy commercial games can be found at https://wiki.scummvm.org/index.php/Where_to_get_the_games (and for Steam games specifically https://store.steampowered.com/search/?sort_by=_ASC&term=scummvm).

Batocera Nation has kindly pre-configured some of the freeware games to allow for easy drag-and-drop installation: <https://www.batoceration.com/downloads/> (scroll down to "10 Freeware Games for ScummVM"). These can be used as examples to see how things are setup in case any of the following is confusing.

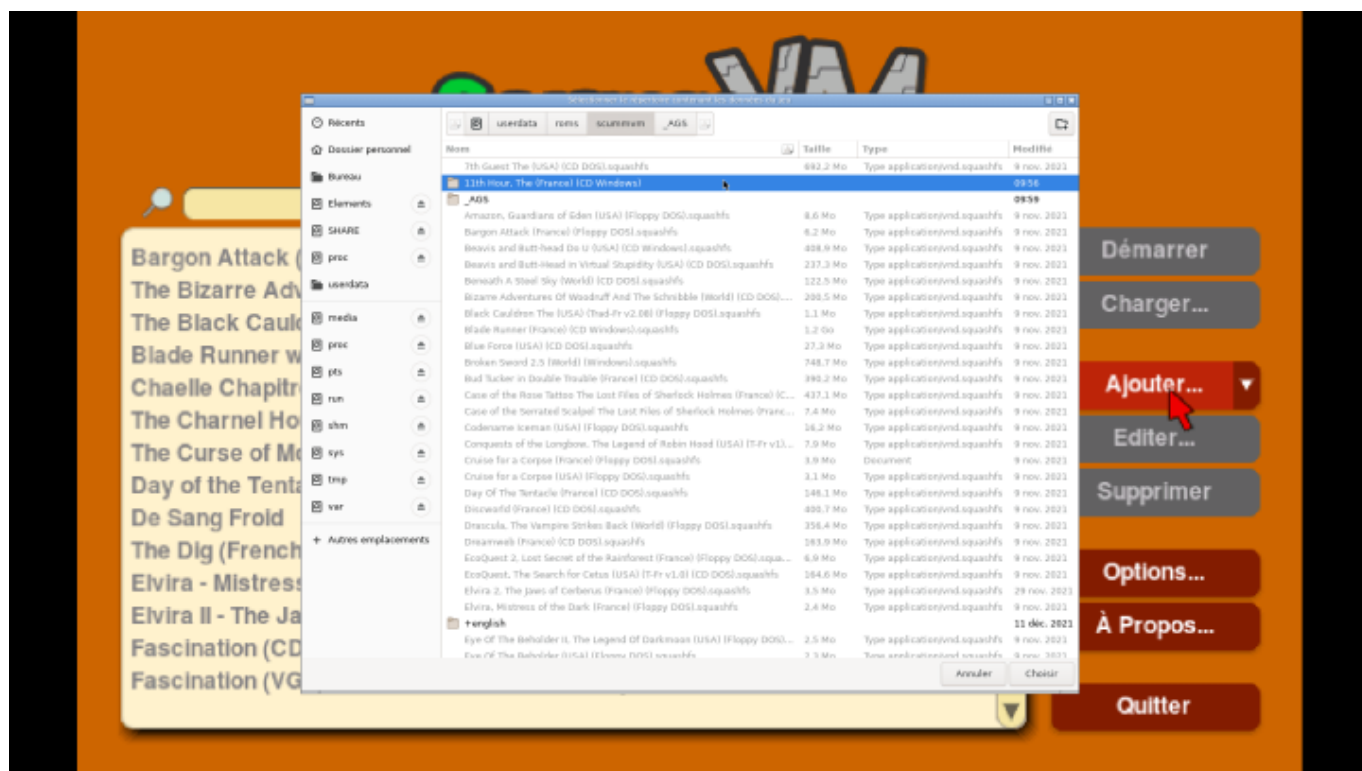


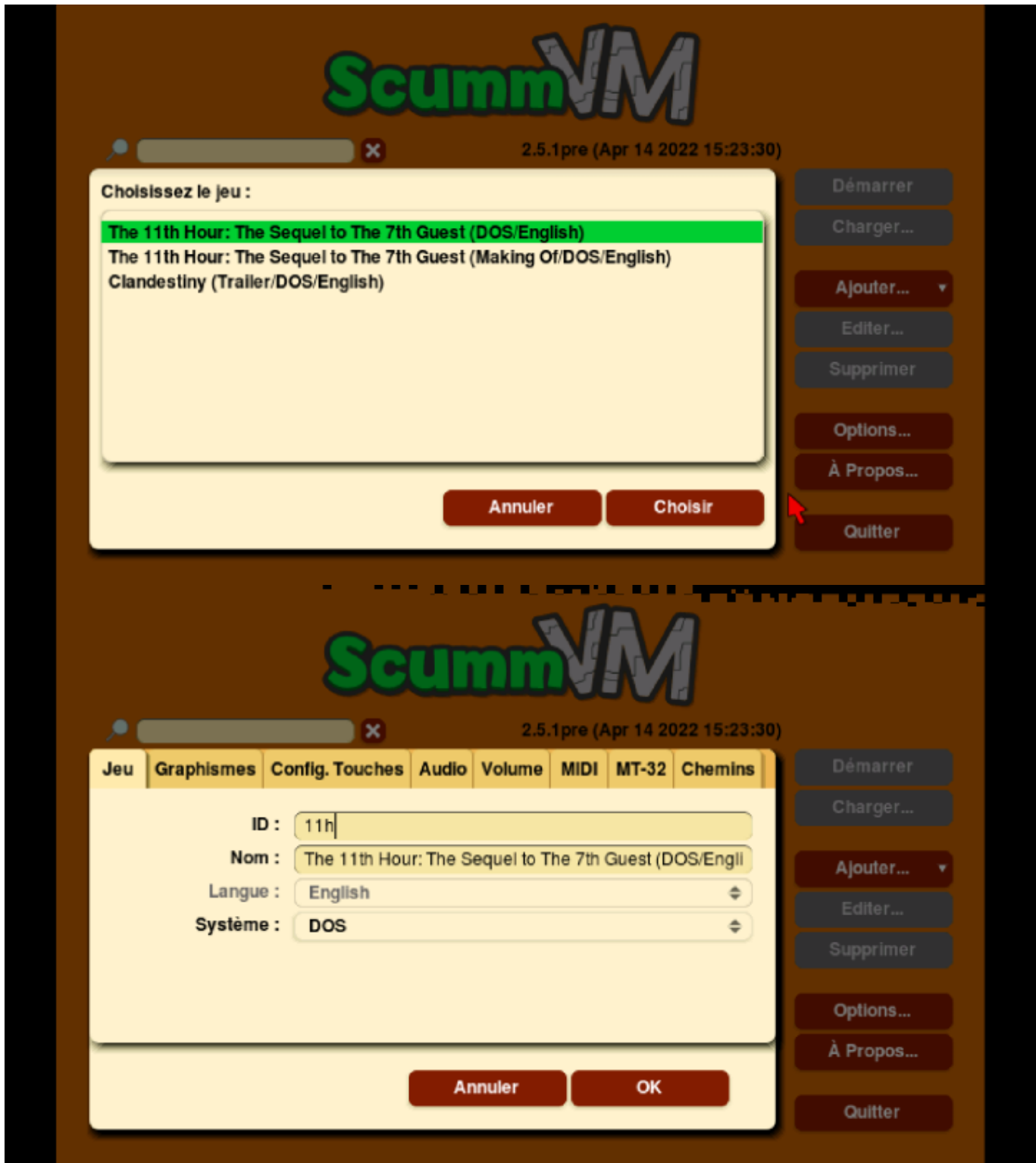
Since ScummVM games require their own folder, setting the folder display setting in **USER INTERFACE SETTINGS** to **HAVING MULTIPLE GAMES** or **NONE** will prevent redundant menu navigation.

For standalone

Create a directory per game in /userdata/roms/scummvm/. For this example, we will use the game files for The Day of the Tentacle. The game files will need to be put in the directory /userdata/roms/scummvm/Day_of_the_Tentacle/. Then, in this game data directory, a blank file named <codename>.scummvm needs of the game, like tentacle.scummvm. This file can contain run commands if desired, or just be completely empty.

To find out the codename of the game, open up scummvm from the Applications menu ([F1] on the system list) and load the game, the ID will be provided. For example, with the game The 11th Hour: The Sequel to The 7th Quest (DOS/English):





Here, the codename is 11h.



Mass add to add all the games at once!

After the game been added on ScummVM it's possible to edit the codename. It's a good way to setup the launcher for [different languages](#) for AGS games.









Commercial games might need additional files copied over, ScummVM will tell you what's missing if it fails to find them upon launching the game. If it doubt, copy over the entire contents of the commercial game's folder as-is into `roms/scummvm/<game>/`.

For libretro: ScummVM

Create a directory per game in `/userdata/roms/scummvm/`. For example, let's imagine you own the data file from the Day of the Tentacle, in that case, just put all the files in a directory `/userdata/roms/scummvm/Day_of_the_Tentacle/`. Then, in this game data directory, you need to create a file with the **codename** of the game, like `tentacle.scummvm`. This file can just be empty.

To find out the codename, [SSH](#) into Batocera and run `/usr/bin/scummvm --detect --path="/userdata/roms/scummvm/<game>".`

None of that works for me!

Alternatively, [SSH](#) into Batocera and run `/usr/bin/scummvm --list-games | >>`

/userdata/system/codename.txt to list *all* the game titles and search for your game in the resulting /userdata/system/codename.txt file.

Game titles and their codenames are also provided on [the compatibility page from the main ScummVM website](#) (AGS games specifically are [on their wiki](#), as well as [fangames](#)). If you *still* can't find the game ID for your game, then look up the detection_tables.h file for the specific group of games directly from the repository: <https://github.com/scummvm/scummvm/tree/master/engines> (for instance, AGS games are in the ags/detection_tables.h file).

Emulators

ScummVM

The standalone engine. Good for playing the more modern and complex titles.

ScummVM configuration



A mouse and keyboard is required.

Standardized features available to all cores of this emulator: `scummvm.videomode`, `scummvm.ratio`, `scummvm.padtokeyboard`

To configure ScummVM, open up `scummvm` from the Applications menu ([F1] on the system list).

Enable Subtitles and Speech

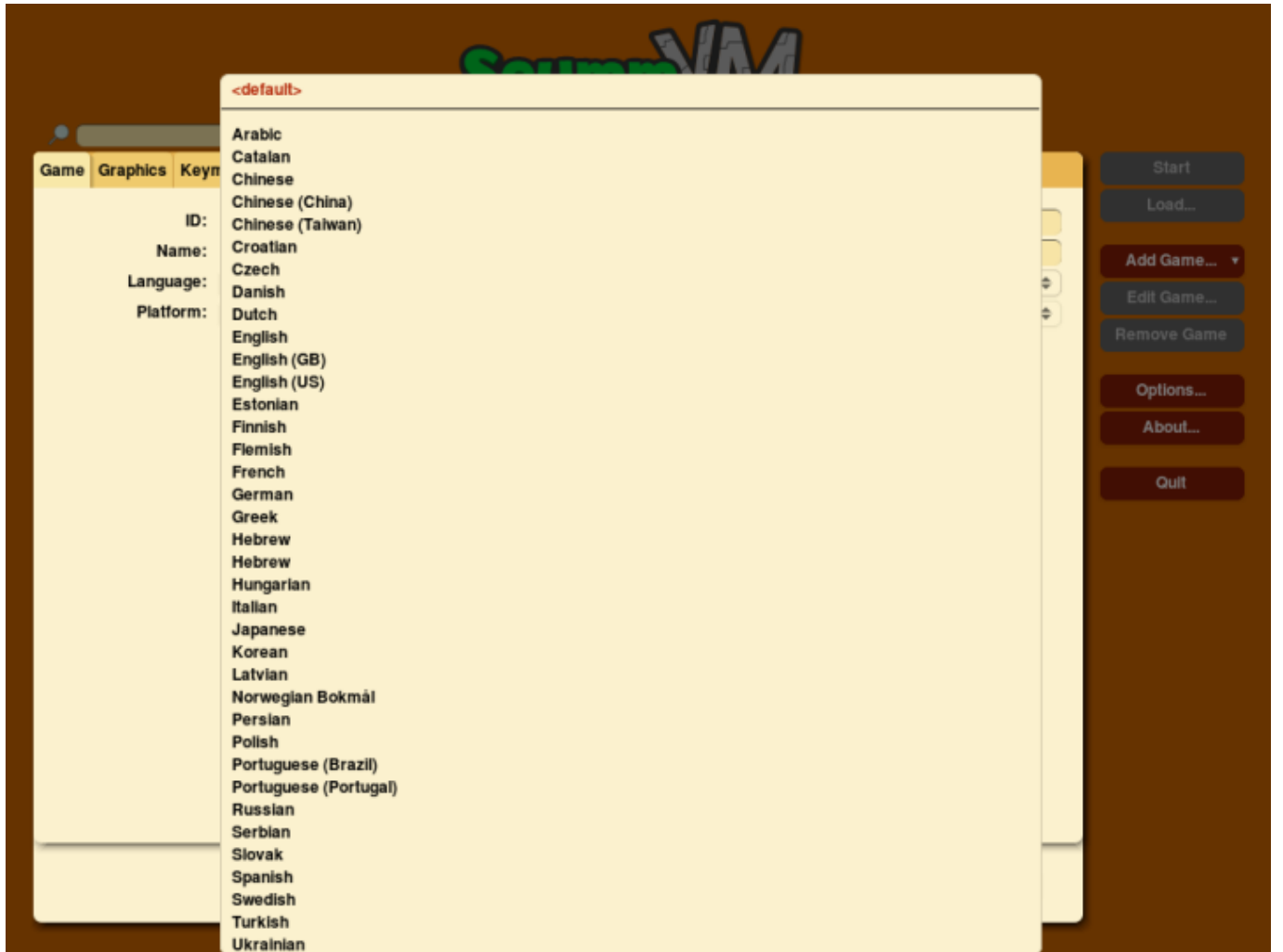
Go to **Audio** and select **Both** in the **Text and speech** option:



Change Language

Open up scummvm from the Applications menu ([F1] on the system list) and load the game.

Select the game's language in **GAME** → **LANGUAGE** or **ENGINE** → **GAME LANGUAGE**:






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: `scummvm.videomode`, `scummvm.ratio`, `scummvm.smooth`, `scummvm.shaders`, `scummvm.pixel_perfect`, `scummvm.decoration`, `scummvm.game_translation`

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all cores of this emulator	
GRAPHICS BACKEND <code>scummvm.gfxbackend</code>	Choose your graphics rendering ⇒ OpenGL <code>opengl</code> , Vulkan <code>vulkan</code> .

ES setting name batocera.conf_key	Description ⇒ ES option key_value
AUDIO LATENCY scummvm.audio_latency	Audio latency in milliseconds, turn it up if you hear crackles ⇒ 256 256, 192 192, 128 128, 64 64, 32 32, 16 16, 8 8.
THREADED VIDEO scummvm.video_threaded	Improves performance at the cost of latency and more video stuttering. Use only if full speed cannot be obtained otherwise. ⇒ On true, Off false.

libretro: ScummVM


A libretro port of the engine. Good for playing the classic titles.

libretro: ScummVM configuration

ES setting name batocera.conf_key	Description ⇒ ES option key_value
ANALOG DEADZONE global.scummvm_analog_deadzone	Used to eliminate cursor drift/unwanted input ⇒ 15% 15, 20% 20, 25% 25, 30% 30, 0% 0, 5% 5, 10% 10.
GAMEPAD CURSOR SPEED global.scummvm_gamepad_cursor_speed	For high definition (640x480) games set this to 2.0 ⇒ 1.0 1.0, 1.5 1.5, 2.0 2.0, 2.5 2.5, 3.0 3.0, 0.25 0.25, 0.5 0.5, 0.75 0.75.
SPEED HACK (SAFE) global.scummvm_speed_hack	Reduces the CPU requirements for low power hardware ⇒ Off disabled, On enabled.

Controls

Most of the games are point-and-click games designed to be played with a mouse. If you don't have a mouse, the left analog stick can be used too.

Most games should have their controls automatically configure, but some do not. Manual controls can be configured by adding a pad2key profile for the game. Access the **GAME MENU** by holding down  while selecting your game → **CREATE PAD TO KEYBOARD CONFIGURATION**.

While in-game, you can press [R1] to open the ScummVM menu, which enables you to quit.

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



Troubleshooting

My game isn't launching (standalone)

On certain hardware configurations, ScummVM has difficulties with the **HEADS UP DISPLAY** option in **GAME SETTINGS**, try setting it to "NONE".

Make sure you have at least one physical gamepad connected and configured, even if you aren't intending on using it for that game.

The game isn't in my language/is in English

The same game could provide it to be launched in a specific language, just create a new launcher or edit it according to the languages supported by the game:

- sword25.scummvm or sword25-us.scummvm for English
- sword25-hr.scummvm for Croatian
- sword25-fr.scummvm for French
- sword25-de.scummvm for German
- sword25-it.scummvm for Italy
- sword25-pl.scummvm for Polish
- sword25-br.scummvm for Brazilian Portuguese
- sword25-ru.scummvm for Russian
- sword25-es.scummvm for Spanish

I've put the codename in for my game but it's failing to launch

It's the launch file that needs to be `tentacle.scummvm`, **not the directory** that contains the game files.

If that's not it, some games could have different versions, you can specify it with (or a combination of):

- `<codename>.scummvm` for Floppy or DOS
- `<codename>-cd.scummvm` or `gameidcd.scummvm` for CD
- `<codename>-win.scummvm` or `gameidwin.scummvm` for Windows
- `<codename>-amiga.scummvm` for Amiga
- `<codename>-fm.scummvm` for FM-Towns
- `<codename>-v2.scummvm` for Version 2

- <codename>vga.scummvm or gameid-vga.scummvm for VGA
- <codename>-ega.scummvm for EGA
- <codename>sci.scummvm for SCI
- <codename>agdi.scummvm for AGDI
- <codename>-demo.scummvm for DEMO
- <codename>deluxe.scummvm for DELUXE
- <codename>-steam.scummvm for STEAM
- <codename>-win-cd-us.scummvm for Windows, CD and US

Further troubleshooting

ScummVM's [wiki](#) contains a wealth more information. ScummVM's documentation is available on their [docs website](#), and further info on [their Github dev website](#).

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

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