



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

Sonic Mania

The Sonic Mania is a port developed by Sega. It was released in 2017.

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

Grouped with the "ports" group of systems.



Quick reference

- **Emulator:** [sonic-mania](#)
- **Folder:** /userdata/roms/sonic-mania
- **Accepted ROM formats:** .sman

BIOS

No Sonic Mania emulator in Batocera needs a BIOS file to run.

ROMs

Place your Sonic Mania ROMs in /userdata/roms/sonic-mania.

Add your copy of Sonic Mania, just the `Data.rsdv` file in here. Then create a blank file called 'Sonic Mania.sman' in this folder also. This file will allow EmulationStation to launch Sonic Mania and scrape artwork etc.

Once completed, it is **highly recommended** that you grab the Shaders folder in RSDKv5 and turn it into a mod. Otherwise, movies will not display properly and the filters from video settings won't work.

To do this, create the following directory structure inside your mods directory:

```
GLShaders/
| Data/
| | ...
| mod.ini
```

Inside `mods/GLShaders/Data/` copy the `RSDKv5/Shaders` directory, and inside the mod.ini, paste this:

```
Name=GLShaders
Description=GL3 shaders to enable filters and stuff
Author=Ducky
Version=1.0.0
TargetVersion=5
```

Emulators

sonic-mania

sonic-mania configuration

Standardized features available to all cores of this emulator: `sonic-mania.videomode`, `sonic-mania.padtokeyboard`, `sonic-mania.videomode`, `sonic-mania.bezel`, `sonic-mania.bezel_stretch`, `sonic-mania.hud`, `sonic-mania.hud_corner`, `sonic-mania.bezel.tattoo`, `sonic-mania.bezel.tattoo_corner`, `sonic-mania.bezel.tattoo_file`, `sonic-mania.bezel.resize_tattoo`

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all cores of this emulator	
VSYNC <code>sonic-mania.smania_vsync</code>	Fix screen tearing. ⇒ Disabled n, Enabled y.
TRIPLE BUFFERING <code>sonic-mania.smania_buffering</code>	Enable triple buffering. ⇒ Disabled n, Enabled y.
LANGUAGE <code>sonic-mania.smania_language</code>	Change the game's language. ⇒ English 0, French 1, Italian 2, German 3, Spanish 4, Japanese 5, Korean 6, Simplified Chinese 7, Traditional Chinese 8.

Controls

Here are the default Sonic Mania's controls shown on a [Batocera RetroPad](#):



Troubleshooting

Further troubleshooting

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

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Last update: **2025/01/13 23:01**

