



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.rsdk` 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/

└─

```

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 ``

For more info: <https://wiki.batocera.org/systems:sonic-mania>

# Emulators

## sonic-mania

### sonic-mania configuration

Standardized features available to all cores of this emulator: `sonic-mania.videomode`, `sonic-mania.padtkeyboard`, `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                                                                                                                        |
|-------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Settings that apply to all cores of this emulator</b>          |                                                                                                                                                          |
| <b>VSYNC</b> <code>sonic-mania.smania_vsync</code>                | Fix screen tearing.<br>⇒ Disabled n, Enabled y.                                                                                                          |
| <b>TRIPLE BUFFERING</b> <code>sonic-mania.smania_buffering</code> | Enable triple buffering.<br>⇒ Disabled n, Enabled y.                                                                                                     |
| <b>LANGUAGE</b> <code>sonic-mania.smania_language</code>          | Change the game's language.<br>⇒ English 0, French 1, Italian 2, German 3, Spanish 4, Japanese 5, Korean 6, Simplified Chinese 7, Traditional Chinese 8. |

## Controls

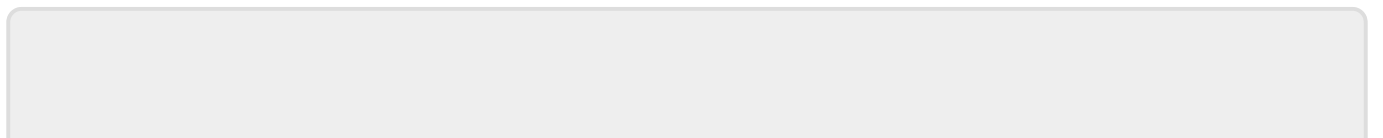
Here are the default Sonic Mania's controls shown on a [Batocera RetroPad](#):



## Troubleshooting

### Further troubleshooting

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



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