


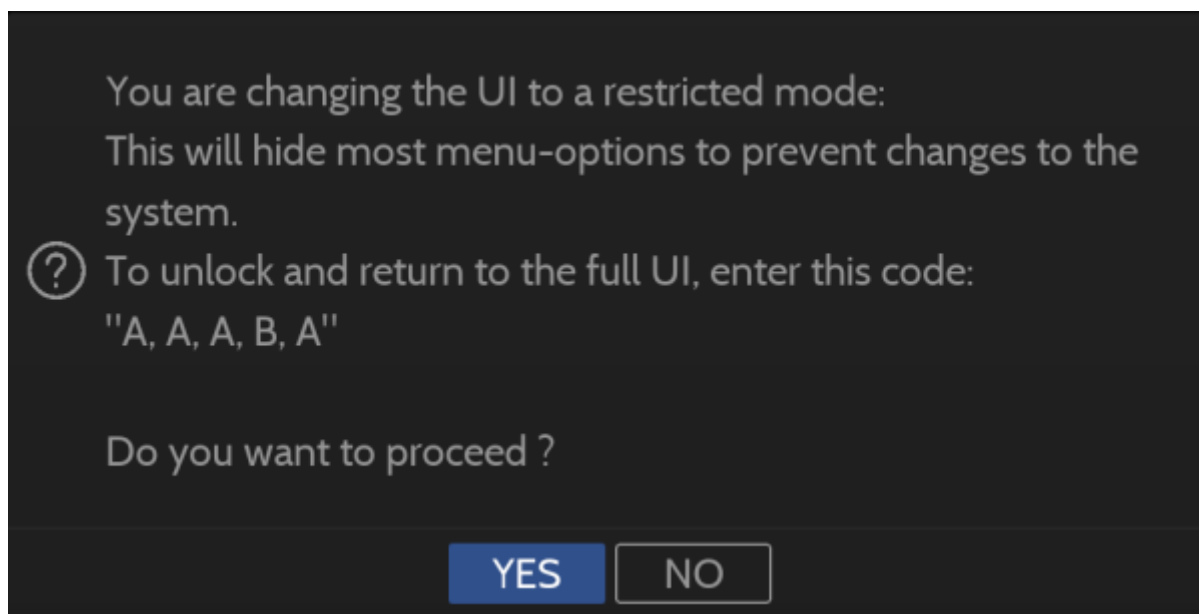
UI mode

Enables a more restricted UI with kiosk mode, or kids mode. Those restricted modes will prevent users from accessing the RetroArch menu through hotkey + B, or any other modification on the system that could go wrong: editing/removing collections, changing UI parameters and so on.

Kiosk is basically a restricted mode that still let users access all the games, while **Kids** will only let users access games that have been pre-selected as safe for kids.

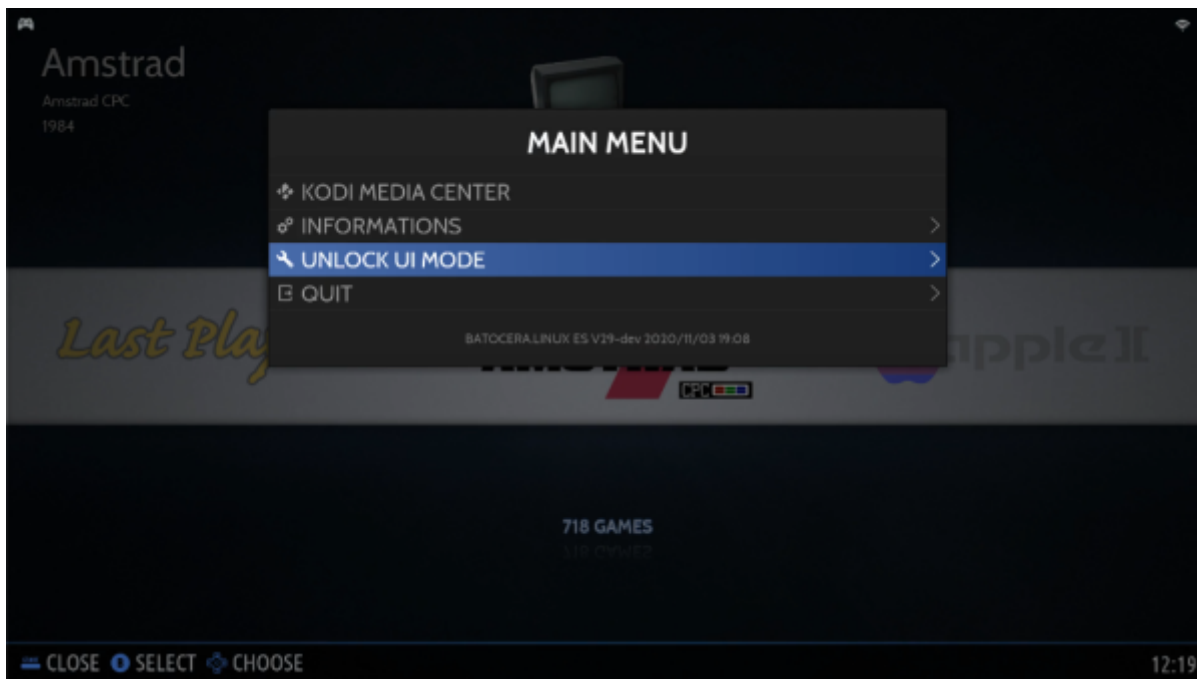
To enable these UI modes, go to **SYSTEM SETTINGS** → **UI MODE**.

Once kiosk or kids mode is enabled, the “cheat code” to return to the full UI will be displayed. The code is: . For NES-style controllers, this is A,A,A,B,A which is how the code will be displayed in the UI, regardless of your controller type. Note that even if the A and B buttons are swapped in EmulationStation (**SYSTEM SETTINGS** → **FRONTEND DEVELOPER SETTINGS menu**), the spatial positions of the unlock code remain the same.



The code can be entered on a keyboard as well: [Esc] [Esc] [Esc] [Enter] [Esc]

For Batocera 29 and later versions, the unlock code is entered from the **MAIN MENU** that is accessed through the [START] button, on the system list:



For Batocera 5.27 and earlier versions, the code is entered starting from the **manufacturers bar** at the main system selection menu. When the code is entered successfully, the Batocera logo will flash, indicating that EmulationStation is restarting. Also, beware if the A and B buttons have been swapped in EmulationStation (**SYSTEM SETTINGS** → **DEVELOPER** menu). The cheat code needs to be entered quickly for it to be accepted.

Restore settings

If you are locked out, edit the configuration file `/userdata/system/configs/emulationstation/es_settings.cfg` and find a line like

```
<string name="UIMode" value="Kiosk" />
```

or





```
<string name="UIMode" value="Kid" />
```



Just remove this line, to get back to full mode next time EmulationStation is restarted.

Change the unlock code

In a similar vein, the `UIMode_passkey` line right below that (usually) in `es_settings.cfg` can be used to alter the unlock code:

```
<string name="UIMode" value="Kiosk" />
<string name="UIMode_passkey" value="aaaba" />
```

Here, the string `aaaba` refers to the SNES layout of face buttons. `b` = , `a` = , `x` =  and `y` = 

This can be changed to any combination of face buttons. For example, to change it to :
.

```
<string name="UIMode_passkey" value="baxyb" />
```

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