

# Usage of: batocera-settings

## Introduction

**batocera-settings** is a commandline tool that can work with regular config files and read/write/change it's content. There are keys and values stored in a file like `/userdata/system/batocera.conf`.

- It's recommended to use **## This is a text comment** for text comments
- It's recommended to use **#enable.godmode=hallelujah** for commenting values
- It's recommended to describe content and functions in text form
- It's recommended to add content in sections
- It's recommended to use the form **key.description=value**

Down here is a small excerpt of a config file

```
# ----- B - Network ----- #
## Set system hostname
system.hostname=BATOCERA
## Activate wifi (0,1)
wifi.enabled=0
## Wifi SSID (string)
#wifi.ssid=new ssid
## Wifi KEY (string)
## after rebooting the batocera.linux, the "new key" is replace by a hidden
value "enc:xxxxx"
## you can edit the "enc:xxxxx" value to replace by a clear value, it will
be updated again at the following reboot
## Escape your special chars (# ; $) with a backslash : $ => \$
#wifi.key=new key
```

## Recommended commands and expressions


batocera-setting is utilized by parameters parsed. These parameters can be used in the long and in the short format. It's a relict of RecalBox times thus the expression `python batoceraSetting.py -command load -key user.key` is used till today but arguments are now parsed to batocera-settings.

As batocera-settings is more modern and supports read/write/change of value let's see how the command line works:

- BATOCERA Basic
  - `batocera-settings -r [key]` read key from `batocera.conf`
  - `batocera-settings -w [key] -v [value]` write value `key=value` to `batocera.conf`
  - `batocera-settings -f [file] -r[key]` read value `key` from `file`
- BATCOERA extended
  - `batocera-settings -e -r [key] -s [system]` iterate keys `system.key` and if

- not available use global.key
- batocera-settings -e -r [key] -s [system] -g [game] iterate keys like above, but start with system. ["game"].key

**Basic usage:** `batocera-settings -f [file] -r [key] -w [key] -v [value]`  
**Extended usage:** `batocera-settings -e -g [game] -s [system] -r [key]`



- f - Loads any config file, default '/userdata/system/batocera.conf'
- r - Read 'key' and returns value from config file
- w - Write 'key' to config file, mandatory parameter -v
- v - Set value to selected 'key', any alphanumeric value
- e - Activate extended mode, needed for parsing game/system specific keys
- g - Any alphanumeric string for game, set quotes to avoid globbing
- s - Any alphanumeric string for system




## Backward compatibility commands and expressions




- BATOCERA Classic format (Unix Style)
  - batocera-settings --command load --key your.key
- BATOCERA Classic short format
  - batocera-settings load your.key

--command	--key	--value	alias commands
load	your.key		get, read
write	your.key	keyvalue	set, save
status	your.key		stat
comment	your.key		disable, deactivate
uncomment	your.key		enable, activate

## Error code handling

Whenever batocera-settings was called you will receive an exit code number. This will help to identify errors - moreover for debugging you can use the **status** command to held usefull output.

File and Key/Values error		
Error Code	Error code explanation	Troubleshooting
EC 0	No Error, value found	 You made it!
EC 1	General error, e.g. command line error	 Check your command line for correct parameters
EC 2	File error, e.g. the config file is not available	 Check file path and r/w access to it

EC 10	Value error, key found but value is empty	 Unusual setup but no error at all
EC 11	Value error, key found but it is commented out	 Activate the key entry by uncomment command
EC 12	Key not found	 Add the key by manual or check your command line for typos

## Handling in scripts

I present here some short scripts, to show you how to make batocera-settings work in your script. As I'm more confident in shell scripting I give you just some small examples in shell script.

1. bash: Obtain value
2. bash: Activate UART in /boot/config.txt
3. bash: Set a new key
4. python: Obtain a value

**USE AT YOUR OWN RISK**



### 1. bash: Obtain a value

[obtain\\_value.sh](#)

```
#!/bin/bash
#This is an example file how batocera-settings can be utilized
#to read a value out from /userdata/system/batocera.conf

value="$(batocera-settings --command load --key power.switch.device)"
ret=$?
if [[ $ret -eq 0 ]]; then
    echo "Power Switch detected: '$value'"
else
    echo "No Power Switch detected!"
fi
```

### 2. bash: Activate UART in "/boot/config.txt"

[activate\\_uart.sh](#)

```
#!/bin/bash
#This is an example file how batocera-settings can be utilized
#to activate UART in /boot/config.txt
```

```
batocera-settings /boot/config.txt --command uncomment --key
enable_uart
ret=$?
if [[ $ret -eq 0 ]]; then
    echo "UART activated, uncommented enable_uart"
elif [[ $ret -eq 2 ]]; then
    echo "File is write protected!"
    echo "I make boot-partition writeable"
    mount -o remount, rw /boot
    echo "Please restart script"
else
    echo "Key: enable_uart not found"
    echo "Not a Raspberry System?"
fi
```

### 3. bash: Set a new key

[activate\\_uart.sh](#)

```
#!/bin/bash
#This is an example file how batocera-settings can be utilized
#to set a new key in /userdata/system/batocera.conf

value=$(batocera-settings --command write --key core.PS4.emulator --
value SONY4EVER
ret=$?
if [[ $ret -eq 0 ]]; then
    echo "PS4 core enabled!"
elif [[ $ret -eq 12 ]]; then
    echo "Key not found! - I add it"
    echo "core.PS4.emulator=" >> /userdata/system/batocera.conf

    echo "Please restart script!"
else
    echo "Another error occurred!"
fi
```

### 4. python: Obtain a key



[obtain\\_value.py](#)

```
#!/usr/bin/python
```

```
# -*- coding: utf-8 -*-  
#This is an example file how batocera-settings can be utilized  
#to read a value out from /userdata/system/batocera.conf with python  
  
import subprocess  
  
value = (subprocess.check_output(['batocera-settings', 'get',  
'power.switch.device']))  
if value:  
    print "Power Switch Detected: ", value  
else:  
    print "No power switch detected!"
```

From:

<https://www.wiki.batocera.org/> - **Batocera.linux - Wiki**

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Last update: **2020/11/13 18:34**

