

Hotkey shortcuts

While in a game, you can execute some shortcuts with your pad, for example, if you want to save/load your in-game state.

Shortcuts are called by pressing [HOTKEY] + a button simultaneously on player 1's controller.

You can identify the hotkey from the main EmulationStation menu: press any key on your controller and you should see a little "controller" icon appear on the upper left corner to identify your player number. When the icon turns into a different color than the other buttons, it means that you pressed the hotkey. This icon can be customized by the theme you are using, some have implemented alternative markers.

It is possible to assign the hotkey to [SELECT] or an unused button of the pad, like the Xbox Guide or PlayStation Home button. Assigning the hotkey to any other key will cause that shortcut to trigger immediately, for instance assigning [START] will cause the emulator to instantly exit upon pressing [START]. See the picture below for examples with popular controllers:

IN-GAME HOTKEYS (DEFAULT MAPPING)

- ★ + [START] [START] Quit game
- ★ + [B] [B] [B] **Batocera Control Center** menu
- ★ + [X] [A] [Y] Emulator menu
- ★ + [△] [Y] [B] Restore last Saved State
- ★ + [□] [X] [B] Save State
- ★ + [D-Pad Up] Previous / Next Save State slot
- ★ + [D-Pad Down] Rewind / Fast Forward
- ★ + [L1] Screenshot
- ★ + [R1] Translate text on screen
- ★ + [L2] Swap screens
- ★ + [R2] Screen layout
- ★ + [R3] Overlay On / Off
- ★ + [L3] Next disc in a multi-disc game

This doesn't work with 100% of the emulators - mostly works well with Libretro emulators, but it can also depend on your architecture and options. Batocera has attempted to make the shortcuts as consistent as possible across all emulators, but not all emulators support all functions or will behave differently with the same hotkey combination.

Also, if you want to save/load your in-game progress through these hotkey combinations while you use [RetroAchievements](#), make sure you haven't set your RetroAchievements settings to **HARDCORE** mode, as the hardcore mode prevents from using these save/load functionalities.

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