

EmulationStation Command Line Arguments

If you've come from another distribution such as RetroPie (or you've just been around for a long time) you might be familiar with [EmulationStation's command line arguments](#). You'll notice there's no real way to implement these arguments with the version of EmulationStation included in Batocera, unless you're willing to re-compile the entirety of Batocera.

Well no more! As of v32 Batocera now includes the ability to accept user-defined custom arguments for ES at launch. All you have to do is add the appropriate `es.customargs=-mycommand`` key to `~/userdata/batocera.conf``.

For example:

```
es.customargs=-screenoffset 50 100
```

You can view the current list of accepted arguments (Batocera's version of ES has a few more) by using the `emulationstation -help`` command from terminal or [SSH](#). Please keep in mind that most of these settings can be set within EmulationStation itself or are handled by Batocera automatically.

Below is the output of that command (correct as of v32).

```
[root@BATOCERA /userdata/system]# emulationstation --help
EmulationStation, a graphical front-end for ROM browsing.
Written by Alec "Aloshi" Lofquist.
Version 31, built Aug 28 2021 - 14:33:21

Command line arguments:
--resolution [width] [height]  try and force a particular resolution
--gamelist-only                skip automatic game search, only read from
gamelist.xml
--ignore-gamelist              ignore the gamelist (useful for
troubleshooting)
--draw-framerate               display the framerate
--no-exit                      don't show the exit option in the menu
--no-splash                   don't show the splash screen
--debug                        more logging, show console on Windows
--windowed                     not fullscreen, should be used with --
resolution
--vsync [1/on or 0/off]        turn vsync on or off (default is on)
--max-vram [size]              Max VRAM to use in Mb before swapping. 0 for
unlimited
--force-kid                    Force the UI mode to be Kid
--force-kiosk                  Force the UI mode to be Kiosk
--force-disable-filters        Force the UI to ignore applied filters in
gamelist
--home [path]                  Directory to use as home path
--help, -h                     summon a sentient, angry tuba

--monitor [index]              monitor index
```

More information available in README.md.

Exhaustive list of ES command line arguments



This is correct as of v32. May change over time.

This is in the order which they are processed internally. No documentation is available for using these arguments (you're on your own). Check [the main file in the source code](#) for the current commands.

--home [path]	Directory to use as home path
--videoduration	?
--video	?
--monitor [monitorId]	?
--resolution [width] [height]	resolution when using --windowed
--screensize [width] [height]	?
--screenoffset [x] [y]	?
--screenrotate [rotate]	?
--gamelist-only	Only parse the gamelist xml files, don't
scan for changes	
--ignore-gamelist	?
--show-hidden-files	?
--draw-framerate	display the framerate
--no-exit	don't show the exit option in the menu
--exit-on-reboot-required	?
--no-splash	don't show the splash screen
--debug	more logging, show console on Windows
--fullscreen-borderless	?
--fullscreen	?
--windowed	not fullscreen, should be used with --
resolution	
--vsync [1/on or 0/off]	turn vsync on or off (default is on)
--max-vram [size]	Max VRAM to use in Mb before swapping. 0 for
unlimited	
--force-kiosk	Force the UI mode to be Kiosk
--force-kid	Force the UI mode to be Kid
--force-disable-filters	Force the UI to ignore applied filters in
gamelist	
--help	summon a sentient, angry tuba

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Last update: **2021/08/31 06:39**