

Customize systems

EmulationStation displays systems based on a file called `es_systems.cfg`, located at `/usr/share/emulationstation`. In the past, you had to either edit this file and use the command `batocera-save-overlay`, or better: copy it to `/userdata/system/configs/emulationstation` and edit it there.

Both methods could have issues when updating (`batocera-save-overlay` changes are lost upon updating, and if the file has been changed, your local copy wouldn't reflect those changes).

However, there is a way to put custom informations without losing them during an update, while still having the benefits of said update.

WARNING If you upgrade from a previous Batocera version to v31, you **need to update** your `es_systems*` files and reflect the change of Python version. As you can see below, starting with Batocera 31, the location for the emulator launcher is `/usr/lib/python3.9/site-packages/configgen/emulatorlauncher.py` and not `python2.7` as it used to be in previous versions. There is no Python 2.7 on Batocera 31 any longer.

Create a new `es_systems_` file

You can create a file named `es_systems_XXX.cfg` where `XXX` is a name you wish to use for it. this file must have the same structure as the original `es_systems.cfg` :

```
<?xml version="1.0"?>
<systemList>
  <system>
    <fullname>3DO Interactive Multiplayer</fullname>
    <name>3do</name>
    <manufacturer>Panasonic - Sanyo - Goldstar</manufacturer>
    <release>1993</release>
    <hardware>console</hardware>
    <path>/userdata/roms/3do</path>
    <extension>.iso .chd .cue</extension>
    <command>python /usr/lib/python3.9/site-
packages/configgen/emulatorlauncher.py %CONTROLLERSCONFIG% -system %SYSTEM%
-rom %ROM%</command>
    <platform>3do</platform>
    <theme>3do</theme>
    <emulators>
      <emulator name="libretro">
        <cores>
          <core default="true">opera</core>
        </cores>
      </emulator>
    </emulators>
  </system>
  [...]

```

```
</systemList>
```

However, you only need to put what changes for a given <name> between the original and what you want, as the informations in this file will take priority if there is a conflict, the original `es_systems.cfg` file will still apply for anything else, for exemple, if you wish to change the path of the pico8 games, you simply need to create the file `/userdata/system/configs/emulationstation/es_systems_pico8.cfg` with the following, and then refresh the gamelist.

```
<?xml version="1.0" encoding="UTF-8"?>
<systemList>
  <system>
    <name>pico8</name>
    <path>/userdata/roms/pico8real</path>
  </system>
</systemList>
```

Here, it'll use the folder `/userdata/roms/pico8real` to look for pico-8 games instead of the regular one.

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