

EmulationStation Menu Music

Supported formats for frontend music

Batocera **5.23** and up supports .mp3 and .ogg files. Batocera **5.26** and up supports .wav, .flac (stereo) and some popular chiptune mod tracker formats (.mod, .xm, .s3m, .stm, .far, .mtm, .669, .it).

From Batocera **5.26** and up, you can skip a song by pushing in the left stick [L3], or from the Quick Access shortcut menu. While on the system list, press [SELECT] button on your controller to open the Quick Access menu, then **SKIP TO NEXT SONG**.



System-specific music folders

Some users like to have different songs played back when browsing different gaming systems. For example, they like to listen to some Sega-oriented themes while they are browsing their Megadrive library, and Nintendo-inspired songs when browsing their SNES games.

In order to do this on Batocera, you can create subfolders in your /userdata/music/ directory and put some Sega-inspired MP3 or OGG files in /userdata/music/megadrive/ folder, and other more Nintendo-like into /userdata/music/snes/.

If you enable **ONLY PLAY SYSTEM-SPECIFIC MUSIC FOLDER**, you will only get a random selection of the songs located in /userdata/music/megadrive/ when you browse your Megadrive games, but none from your SNES subfolder.



The song files that are present in /userdata/music/ will be picked up randomly for any system (whether you have system-specific songs or not).

If you disable **ONLY PLAY SYSTEM-SPECIFIC MUSIC FOLDER**, Batocera will randomly pick a song in your /userdata/music/ directory and any of its sub-folders to play.

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