EmulationStation UI Settings

Appearence

- **Theme Set** : This is used to choose the theme you are using, additional themes can be downloaded from the Updates & Download category in the main menu, see Theme Set for reference.
- **Theme Configuration** : This opens a submenu to customize your currently used theme, customization options are specific to the used theme.
- **UI Mode** : You can select different modes for batocera, Kiosk mode and Kid mode will reduce the amount of possibilities, see also UI mode.

Startup Settings

- **Start on System** : Select which system is selected as default
- **Start on Gamelist** : Start ES on gamelist view of selected system
- **Overscan** : Option only relevant for SBC supporting overscan settings, can be used in case the image is cropped improperly on the screen.
- **Systems displayed** : This is used to choose which systems to display, and which ones to hide.

Display Options

- **Transition Style** : This is used to decide if the menu should have a fade-in transition effect, a moving effect, or change instantly when starting a game.
- **Carousel Transitions** Instantly show next/previous system
- Screen Saver Settings
  - **Screen Saver After** : This is used to decide how long the system must stay unused before triggerring the screensaver.
  - **Screen Saver Behavior** : This is used to choose what the screensaver will do, see ScreenSaver Behavior.
  - **Stop Music on Screensaver** : Enabling this will stop the main menu music from playing when the screensaver is used, if video files are used as a screensaver, their audio will be then used instead.
  - **Random Video Screensaver Settings** : see Random Video Screensaver settings
  - **Slideshow Screensaver Settings** : see Slideshow Screensaver settings
  - **Screen Saver Controls** : Enable the use of the buttons to perform different actions during the screensaver.
- **Game Launch Transition** : auto, fade, slide or instant
- **Show Clock** : Displays the hour on EmulationStation
- **On-Screen Help** : Displays the buttons' actions in EmulationStation
- **Quick System Select** : This option let's you use change the currently selected system using the left and right buttons when using a basic list of games.
- **Show Battery Status** : for battery-powered devices, chose between Nothing, icon or icon and

text (percentage)

Gamelist Options

- **Show Favorites on top** : When active, the favorites games will be put on top of the list.
- **Show hidden files** : When enabled, the files described as hidden by the gamelist.xml file ill be displayed.
- **Show folder** : This option makes it possible to show the folder hierarchy inside a system, or to display all games as if they were directly put inside the folder.
- **Show '..' parent folders** : When subfolders are shown, enabling this will show a `..` entry to go back one folder, this entry can be hidden.
- **Show Filenames in Lists** : Shows the filename instead of scrapped game name.

Game Collection Settings

Collections to display

- Game Collection Settings
- **Automatic Game Collections** Add some predefined collections in the menu (2-player, 4-player games...)
- **Custom Game Collection** Select between your custom game collection

Create Custom Collection

- **Create New Game Collection** Game Collections are stored in `$HOME/configs/emulationstation/collections`
- **Create New Dynamic Collection**

Options

- **Sort Systems**: Alphabetically, by manufacturer, by hardware type, by release year
- **Start on System**: Restore last selected, or choose your favorite system to start with
- **Start on Gamelist**
- **Group Unthemed Custom Collections**
- **Short Custom Collections and Systems**
- **Show System Name in Collections** Add a system description to a ROM file e.g. *Sonic [Megadrive]*

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