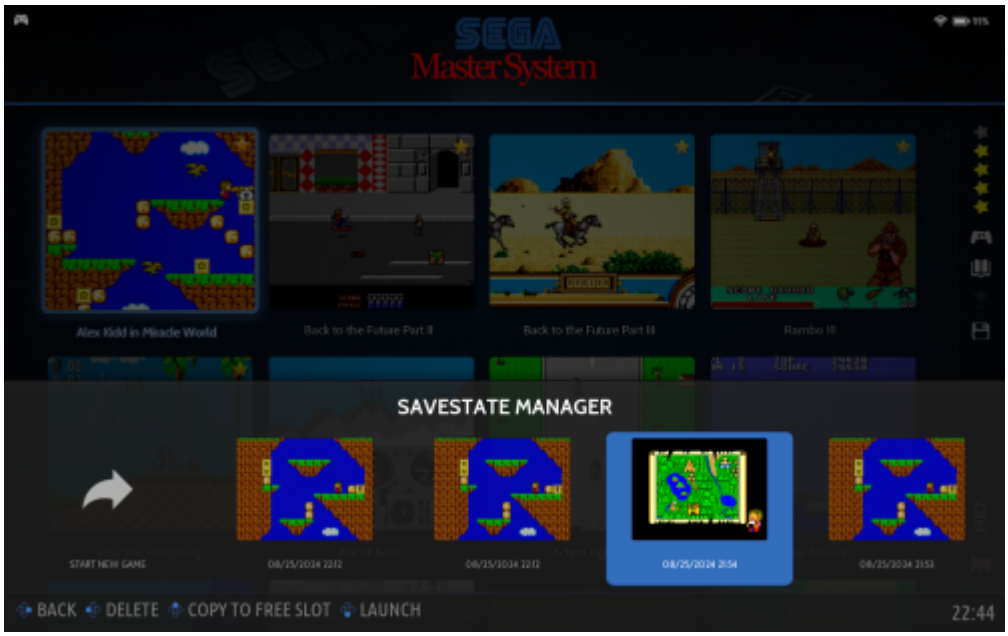
General

Emulationstation can list and launch games directly from a given savestate.

Before batocera 41, it is possible only for retroarch cores.

Since batocera 41, it is possible for standalone emulators.



Supported features

So that it works, an emulator requires to have several features.

In this table, for each emulator, we list what's supported out of the box by the emulator, and what's done via patches.

Emulator	Implemented in es	Support savestates (1 & 2)	At boot (3)	Slot at boot (4)	Screenshot(5)	At exit (6)	Autoincrement (7)	Load n-1 state (8)
retroarch	✔	✔	✔	✔	✔	✔	✔	✔
dolphin	✔	✔	✔	?	✔ (by patch)	✘	✘	✘
mupen64plus	✔	✔	✔	✔	✔ (by patch)	✘	✘	✘
ppsspp	✔	✔	✔	?	✔	✘	✘	✘
pcsx2	✔	✔	✔	✔ (by patch)	✔ (by patch)	✘	✘	✘
mame	✘	✘ (name is a timestamp)	?	?	?	✘	✘	✘

Details on required features

1. of course, the emulator must support savestates. This is not true for emulators of most recent

system, mainly because it now takes a lot of memory/disk/time.
2. the emulator must use a savestate filename easy like the rom filename + an extension
3. the emulator must support the loading of a state at boot time
4. the emulator must support the configuration of the slot at boot time (if you load savestate 5, the current savestate must selected must be 5)
5. the emulator must take a screenshot at the same time a savestate is done
6. the emulator should support the automatic savestate at exit time (for auto savestates)
7. the emulator should support the automatic increment of the savestate slot at save time
8. the emulator should support to load n-1 savestate when you have automatic increment of the savestate enabled

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