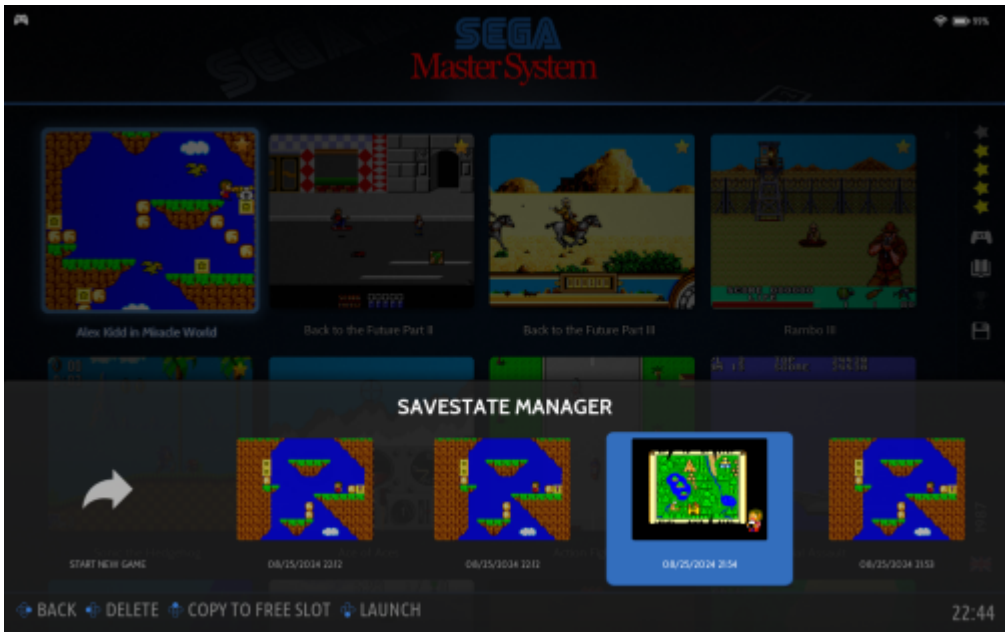
General

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

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

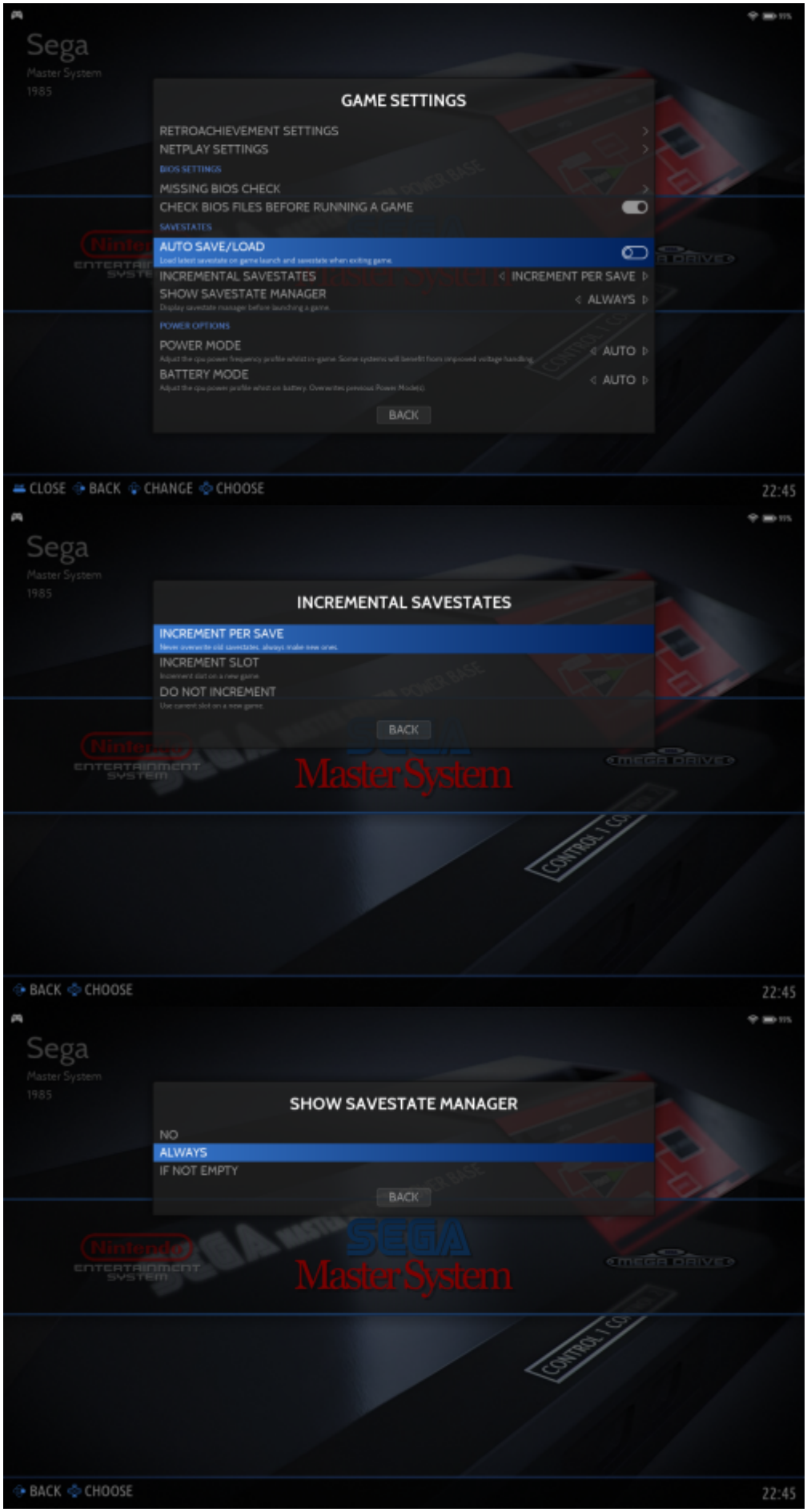
Since batocera 41, it is possible for standalone emulators.



Options

In emulationstation, you've 3 options :

- Auto save/load : when you start a game, it will automatically load the “auto” savestate, and when you exit a game, it will automatically save the “auto” savestate.
- Incremental savestates : used to increment the slot each time you save a state in game, search a free slot at game launch, or let you manually change the slots in game
- Show savestate manager : by default, the savestate manager is show only when you long press a game, and select “savestates”. You can change this behavior to open it each time you start a game, whenever some savestates are available or not.


Sega
Master System
1985
GAME SETTINGS
RETROACHIEVEMENT SETTINGS
NETPLAY SETTINGS
BIOS SETTINGS
MISSING BIOS CHECK
CHECK BIOS FILES BEFORE RUNNING A GAME
SAVESTATES
AUTO SAVE/LOAD
INCREMENTAL SAVESTATES
INCREMENT PER SAVE
SHOW SAVESTATE MANAGER
ALWAYS
POWER OPTIONS
POWER MODE
AUTO
BATTERY MODE
AUTO
BACK
CLOSE BACK CHANGE CHOOSE
22:45
Sega
Master System
1985
INCREMENTAL SAVESTATES
INCREMENT PER SAVE
INCREMENT SLOT
DO NOT INCREMENT
BACK
Master System
BACK CHOOSE
22:45
Sega
Master System
1985
SHOW SAVESTATE MANAGER
NO
ALWAYS
IF NOT EMPTY
BACK
SEGA
Master System
BACK CHOOSE
22:45

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	✔	✔	✔	✘ (Qt only)	✔ (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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