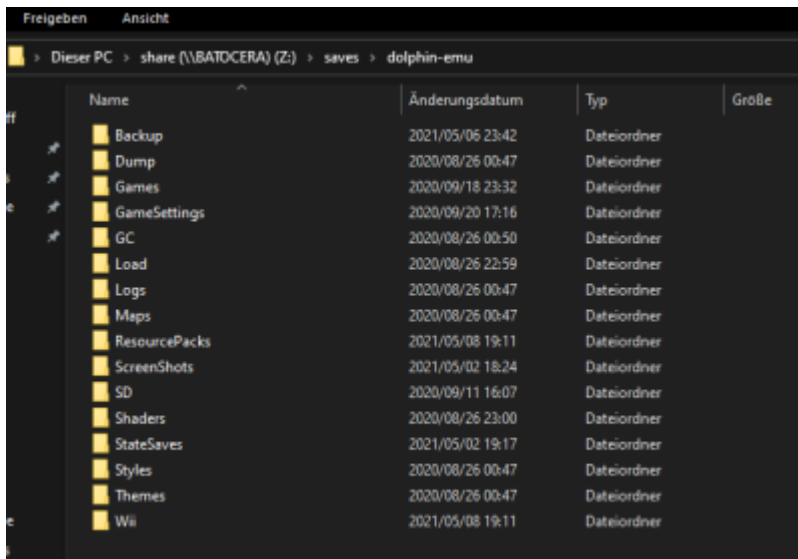


through the network

- /saves/dolphin-emu



Here is a brief explanation of the most useful folders in this directory

- **Load**
contains the ShaderPresets and Textures folder. In the texture folder you can store your per game texture packs
- **GameSettings**
the location for your GameINI configuration files
- **StateSaves**
folder for save stages
- **SD**
can be used as the location of a virtual SD card (Gecko OS for example) *Need to be set via the settings in dolphin*

GameINI

You can configure settings per game through their GameINI. GameINI is a plain text file with game's GameID as its file name and INI as its file extension. The GameINI config file is useful to get out per game functions from dolphin at game start that are not available in batocera directly. This can include specific settings that are necessary for a game to run without errors, but also things like controller profiles, performance hacks and overall special generally deeper settings.

to learn more about the GameINI, visit the dolphin wiki. In the following post are the individual commands of the GAMEINI explained:

* <https://wiki.dolphin-emu.org/index.php?title=GameINI>

Also useful is the following forum post in the Dolphin forum, where the UNOFFICIAL gameini settings are posted:

* <https://forums.dolphin-emu.org/Thread-unofficial-howto-using-gameini-settings-per-game>

Via the dolphin wiki you can also find entries for each wii / gamecube game, with the recommended settings

In general, it is recommended to visit the Dolphin wiki for every game that causes issues or to check the recommended settings in advance. Please note that the wiki often only lists recommended settings, but not always the commands for the GAMEINI. You have to search for the appropriate command in the GameINI topic that we mentioned above. you can also search for completed gameini packages in the www.

From:

<https://wiki.batocera.org/> - **Batocera.linux - Wiki**

Permanent link:

<https://wiki.batocera.org/emulators:dolphin?rev=1620509645>

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