GAME COLLECTION SETTINGS

Several options are available in this menu:

- **AUTOMATIC GAME COLLECTIONS**: Batocera can create automatically some collections, based on the information scraped in your `gamelist.xml` files. You can create automatically collections for **2 and 4 players games**, **all games** (on all systems), **favorites** (across all systems) and the **never played** or **last played** games. For arcade systems, you can also have automatically created collections by editor or arcade system, like **sega**, **snk**, **namco** and so on.
- **CUSTOM GAME COLLECTIONS**: to manage the personal collections you have created.
- **CREATE NEW CUSTOM COLLECTION**: in order to create your personal collections. Once you have given a name to your new collection, you can add games from the menu by pressing the Y button on your controller. When you are done with adding games in your collection, a new item **FINISH EDITING COLLECTION** will appear in this menu to let you close it.
- **GROUP UNTHEMED CUSTOM COLLECTIONS**: toggle on if you want your collections to all appeared in a dedicated **COLLECTIONS** item at the top level on the menu, otherwise each of your custom collection will appear at the top level.
- **SORT CUSTOM COLLECTIONS AND SYSTEMS**: in case you have set to “off” the previous option, do you want your collections to appear amongst the other systems, ordered from their alphabetical names among the other systems (toggled on), or would you prefer to see all your collections grouped together at the end of your systems list (off)?
- **SHOW SYSTEM NAME IN COLLECTIONS**: toggle on if you want to see the `[SYSTEM]` added after the game names in your custom collections. Otherwise only the game name will appear. Useful if you have the same game name across multiple gaming consoles.

CUSTOM COLLECTIONS

Personal custom collections are stored in `/userdata/system/configs/emulationstation/collections/`. They are simple text files that you can edit manually, or edit through the UI described above.

As an example, a `custom-Mario.cfg` file that would look like:

```
/userdata/roms/gameandwatch/Mario Bros. (Nintendo, Multi Screen).mgw
/userdata/roms/nes/Mario Bros (NES).zip
/userdata/roms/gb/Super Mario Land (World) (Rev A).zip
```

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