

# Scrape From

This option is to allow you to change the source of where your images are coming from. It allows you to choose from [Arcade Database](#), [theGameDB](#), [Screenscraper](#) and [IGDB](#).

Screenscraper offers more options for game scraping (for example several image options, you can scrape video previews, etc.). But there is also a **limitation in the number of assets you can download each day**: 50,000 requests max per day. Also, if you use a "mix" for the image, be aware that you need to download a screenshot + box + game title/marquee, which are 3 downloads for 1 composite image.

In order to use ScreenScrapper, you need to create a login on [their website](#) (otherwise you'll get a message in French telling that you need to register an account there).

Configuration is through **Main Menu > Scrape**. More info at [scrape](#).

IGDB has been introduced with Batocera 42, and it requires to enter IGDB Client ID and Client secret on scraper menu. You need to follow [their API guide](#) to get your own. As of now, you need a Twitch account to access IGDB API. The Client ID and Client secret are pretty long strings, so you might want to copy/paste them into a file, see how to proceed below.

## F.A.Q.

### Is there any way you can launch scraping from the command line, like other retrogaming distributions?

No, scraping is part of the EmulationStation binary, and can be only started from there. However, you can use [the ARRM tool](#) to easily manage your gamelist.xml files from Windows.

### I have a very complicated login or password, where can I copy/paste it rather than using the EmulationStation keyboard?

You can edit `/userdata/system/configs/emulationstation/es_settings.cfg` and edit the section:

For Screenscraper:

```
<string name="ScreenScrapperUser" value="your_login" />
<string name="ScreenScrapperPass" value="your_pass" />
```

For IGDB:

```
<string name="IGDBClientID" value="your_id" />
<string name="IGDBSecret" value="your_secret" />
```

Make sure EmulationStation is stopped before editing this file, otherwise **ES will reverse your modifications**. If you're not sure how to stop EmulationStation before editing this, you probably should use the UI to enter your credentials 😊

### **I've entered my username and password correctly, and triple checked, yet I still can't login!**

If your username/password contains any special characters (like ?, Ó, ±, or №) it won't be parsed correctly by ES and you'll fail to login. Should have chosen a simpler password! 😜

Just kidding. You must escape special characters with a preceding backslash (\), eg. specialcharacter?inmypassword would become specialcharacter\?inmypassword. If the \ itself is in your password, just use \\.

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