Cave Story

The original Cave Story (a.k.a. Doukutsu Monogatari) was developed by Daisuke “Pixel” Amaya and was released in 2004.

This system scrapes metadata for the “cavestory” group and loads the cavestory set from the currently selected theme, if available.

Grouped with the “ports” group of systems.

Quick reference

- **Emulator:** RetroArch
- **Core:** libretro: nxengine
- **Folder:** /userdata/roms/cavestory
- **Accepted ROM formats:** .exe

**BIOS**

No Cave Story emulator in Batocera needs a BIOS file to run.

**Game files**

Place your Cave Story game files in /userdata/roms/cavestory.

Download the game from the following URL and uncompress it in this folder: http://www.cavestory.org/downloads/cavestoryen.zip

It is recommended to use the English version. Other versions may freeze the system.

**Emulators**

**RetroArch**

RetroArch (formerly SSNES), is a ubiquitous frontend that can run multiple “cores”, which are essentially the emulators themselves. The most common cores use the libretro API, so that's why
cores run in RetroArch in Batocera are referred to as “libretro: (core name)”. RetroArch aims to unify the feature set of all libretro cores and offer a universal, familiar interface independent of platform.

RetroArch configuration

RetroArch offers a **Quick Menu** accessed by pressing [HOTKEY] + which can be used to alter various things like RetroArch and core options, and controller mapping. Most RetroArch related settings can be altered from Batocera's EmulationStation.

Standardized features available to all libretro cores: cavestory.videomode, cavestory.ratio, cavestory.smooth, cavestory.shaders, cavestory.pixel_perfect, cavestory.decoration, cavestory.game_translation

<table>
<thead>
<tr>
<th>ES setting name batocera.conf_key</th>
<th>Description ⇒ ES option key_value</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>GRAPHICS API</strong></td>
<td></td>
</tr>
<tr>
<td>cavestory.gfxbackend</td>
<td>Choose which graphics API library to use. Vulkan is better, when supported. ⇒ OpenGL opengl, Vulkan vulkan.</td>
</tr>
<tr>
<td><strong>AUDIO LATENCY</strong></td>
<td></td>
</tr>
<tr>
<td>cavestory.audio_latency</td>
<td>In milliseconds. Can reduce crackling/cutting out. ⇒ 256 256, 192 192, 128 128, 64 64, 32 32, 16 16, 8 8.</td>
</tr>
<tr>
<td><strong>THREADED VIDEO</strong></td>
<td></td>
</tr>
<tr>
<td>cavestory.video_threaded</td>
<td>Improves performance at the cost of latency and more video stuttering. ⇒ On true, Off false.</td>
</tr>
</tbody>
</table>

libretro: nxengine

libretro: nxengine configuration

Controls

Here are the default Cave Story's controls shown on a Batocera Retropad:

![Cave Story Controls](https://wiki.batocera.org/uploads/thumb/1/1b/Cave-Story-controls.png/220px-Cave-Story-controls.png)

Troubleshooting

Further troubleshooting

For further troubleshooting, refer to the generic support pages.