**ScummVM**

For those who prefer videos, check out Batocera Nation's excellent ScummVM guide.

ScummVM is an emulator that runs classic graphical, point-and-click adventure and RPG games from the 80's and 90s. It supports 250+ games with many classics from LucasArts, Sierra On-Line, Cyan or Westwood Studios.

ScummVM emulates the engine of the game, but requires the data files.

This system scrapes metadata for the “pc” group(s) and loads the scummvm set from the currently selected theme, if available.

**Quick reference**

- **Accepted ROM formats:** .scummvm, .squashfs
- **Folder:** /userdata/roms/scummvm

<table>
<thead>
<tr>
<th>Emulators</th>
</tr>
</thead>
<tbody>
<tr>
<td>ScummVM</td>
</tr>
<tr>
<td>libreto: ScummVM</td>
</tr>
</tbody>
</table>

**BIOS**

No ScummVM emulator in Batocera needs a BIOS file to run.

**Game files**

Create a directory per game in /userdata/roms/scummvm/. For example, let's imagine you own the data file from the Day of the Tentacle, in that case, just put all the files in a directory /userdata/roms/scummvm/Day_of_the_Tentacle/. Then, in this game data directory, you need to create a file with the **codename** of the game, like tentacle.scummvm. This file can just be empty.

How can you find the codenames for each game? They are provided on this page from the main ScummVM website.

It's the launch file that needs to be tentacle.scummvm, **not the directory** that contains the game files.

Commercial games might need additional files copied over, ScummVM will tell you what's
missing if it fails to find them upon launching the game. If it doubt, copy over the entire contents of the commercial game's folder as-is into `roms/scummvm/<game>/`.

A list of freeware games and where to buy commercial games can be found at [https://wiki.scummvm.org/index.php/Where_to_get_the_games](https://wiki.scummvm.org/index.php/Where_to_get_the_games) (and for Steam games specifically [https://store.steampowered.com/search/?sort_by=_ASC&term=scummvm](https://store.steampowered.com/search/?sort_by=_ASC&term=scummvm)).

Batocera Nation has kindly pre-configured some of the freeware games to allow for easy drag-and-drop installation: [https://www.batoceranation.com/downloads/](https://www.batoceranation.com/downloads/) (scroll down to “10 Freeware Games for ScummVM”).

### Folders

As each ScummVM game needs to be in its own folder, be careful with the option on how you display folders in **UI Settings**. It should be set to **HAVING MULTIPLE GAMES** or **NEVER**. If you set it to **ALWAYS**, well, you'll always see the ScummVM folders.

### Emulators

#### ScummVM

**ScummVM configuration**

Standardized features available to all cores of this emulator: `scummvm.videomode`, `scummvm.ratio`, `scummvm.padtokeyboard`

#### 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: `scummvm.videomode`, `scummvm.ratio`, `scummvm.smooth`, `scummvm.shaders`, `scummvm.pixel_perfect`, `scummvm.decoration`, `scummvm.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>Settings that apply to all cores of this emulator</strong></td>
<td></td>
</tr>
<tr>
<td>GRAPHICS BACKEND scummvm.gfxbackend</td>
<td>Choose your graphics rendering ⇒ OpenGL opengl, Vulkan vulkan.</td>
</tr>
<tr>
<td>AUDIO LATENCY scummvm.audio_latency</td>
<td>Audio latency in milliseconds, turn it up if you hear crackles ⇒ 256 256, 192 192, 128 128, 64 64, 32 32, 16 16, 8 8.</td>
</tr>
<tr>
<td>THREADED VIDEO scummvm.video_threaded</td>
<td>Improves performance at the cost of latency and more video stuttering. Use only if full speed cannot be obtained otherwise. ⇒ On true, Off false.</td>
</tr>
</tbody>
</table>

**libretro: ScummVM**

**libretro: ScummVM configuration**

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<th>ES setting name batocera.conf_key</th>
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<tbody>
<tr>
<td><strong>ANALOG DEADZONE global.scummvm_analog_deadzone</strong></td>
<td>Used to eliminate cursor drift/unwanted input ⇒ 15% 15, 20% 20, 25% 25, 30% 30, 0% 0, 5% 5, 10% 10.</td>
</tr>
<tr>
<td><strong>GAMEPAD CURSOR SPEED</strong> global.scummvm_gamepad_cursor_speed</td>
<td>For high definition (640×480) games set this to 2.0 ⇒ 1.0 1.0, 1.5 1.5, 2.0 2.0, 2.5 2.5, 3.0 3.0, 0.25 0.25, 0.5 0.5, 0.75 0.75.</td>
</tr>
<tr>
<td><strong>SPEED HACK (SAFE)</strong> global.scummvm_speed_hack</td>
<td>Reduces the CPU requirements for low power hardware ⇒ Off disabled, On enabled.</td>
</tr>
</tbody>
</table>

**Controls**

Most of the games are point-and-click games designed to be played with a mouse. If you don't have a mouse, the left analog stick can be used too.

Most games should have their controls automatically configure, but some do not. Manual controls can be configured by adding a pad2key profile for the game. Access the **GAME MENU** by holding down while selecting your game → **CREATE PAD TO KEYBOARD CONFIGURATION**.

While in-game, you can press [R1] to open the ScummVM menu, which enables you to quit.

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

**Troubleshooting**

Further troubleshooting

For further troubleshooting, refer to the generic support pages.