This article needs some TLC. Read at your own risk.

Solarus

Solarus is a lightweight, free and open source game engine designed with 16-bit era in mind. It was released in 2011.

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



Quick reference

- **Emulator:** solarus
- **Folder:** `/userdata/roms/solarus`
- **Accepted ROM formats:** `.zip`, `.solarus`

BIOS

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

ROMs

Place your Solarus ROMs in `/userdata/roms/solarus`.

Check out the list of games on Solarus' website.

Emulators

Solarus

Solarus configuration

Standardized features available to all cores of this emulator: `solarus.videomode`, `solarus.decoration`

ES setting name `batocera.conf_key`	Description ⇒ ES option `key_value`
Settings that apply to all cores of this emulator	
CONTROL CHOICE `solarus.joystick`	Choose which pad to control your hero. ⇒ Joypad `normal`, Left stick `joystick1`, Right stick `joystick2`.

Controls

Here are the default Solarus's controls shown on a Batocera RetroPad:

Troubleshooting

Further troubleshooting

For further troubleshooting, refer to the generic support pages.

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