

### Fix Emulator list configs

See instructions for customizing the es\_systems.xml file at

<https://gitlab.com/es-de/emulationstation-de/-/blob/master/USERGUIDE.md#game-system-customizations>

Create **es\_systems.xml** file that contains all the code below, and put it in  
~/emulationstation/custom\_systems/

```
<?xml version="1.0"?>
<!-- This is the ES-DE game systems configuration file for BSD Unix -->
<systemList>
  <system>
    <name>gb</name>
    <fullName>Nintendo Game Boy</fullName>
    <path>%ROMPATH%/gb</path>
    <extension>.bs .BS .cgb .CGB .dmg .DMG .gb .GB .gbc .GBC .sgb .SGB .sfc .SFC .smc .SMC .7z .7Z .zip .ZIP</extension>
    <command label="Gambatte">%EMULATOR_RETROARCH% -L %CORE_RETROARCH%/gambatte_libretro.so %ROM%</command>
    <command label="SameBoy">%EMULATOR_RETROARCH% -L %CORE_RETROARCH%/sameboy_libretro.so %ROM%</command>
    <command label="SameBoy (Standalone)">%EMULATOR_SAMEBOY% -f %ROM%</command>
    <command label="Gearboy">%EMULATOR_RETROARCH% -L %CORE_RETROARCH%/gearboy_libretro.so %ROM%</command>
    <command label="Gearboy (Standalone)">%EMULATOR_GEARBOY% %ROM%</command>
    <command label="TGB Dual">%EMULATOR_RETROARCH% -L %CORE_RETROARCH%/tgbdual_libretro.so %ROM%</command>
    <command label="Mesen-S">%EMULATOR_RETROARCH% -L %CORE_RETROARCH%/mesen-s_libretro.so %ROM%</command>
    <command label="Mesen (Standalone)">%EMULATOR_MESEN% --fullscreen %ROM%</command>
    <command label="bsnes">%EMULATOR_RETROARCH% -L %CORE_RETROARCH%/bsnes_libretro.so %ROM%</command>
    <command label="mGBA">%EMULATOR_RETROARCH% -L %CORE_RETROARCH%/mgba_libretro.so %ROM%</command>
    <command label="mGBA (Standalone)">%EMULATOR_MGBA% -f %ROM%</command>
    <command label="VBA-M">%EMULATOR_RETROARCH% -L %CORE_RETROARCH%/vbam_libretro.so %ROM%</command>
    <command label="VBA-M (Standalone)">%EMULATOR_VBA-M% -f %ROM%</command>
    <command label="ares (Standalone)">%EMULATOR_ARES% --fullscreen --system "Game Boy" %ROM%</command>
    <command label="SkyEmu (Standalone)">%EMULATOR_SKYEMU% %ROM%</command>
    <command label="Mednafen (Standalone)">%EMULATOR_MEDNAFEN% -force_module gb %ROM%</command>
    <platform>gb</platform>
    <theme>gb</theme>
  </system>
  <system>
    <name>gba</name>
    <fullName>Nintendo Game Boy Advance</fullName>
    <path>%ROMPATH%/gba</path>
    <extension>.agb .AGB .bin .BIN .cgb .CGB .dmg .DMG .gb .GB .gba .GBA .gbc .GBC .sgb .SGB .7z .7Z .zip .ZIP</extension>
    <command label="mGBA">%EMULATOR_RETROARCH% -L %CORE_RETROARCH%/mgba_libretro.so %ROM%</command>
    <command label="mGBA (Standalone)">%EMULATOR_MGBA% -f %ROM%</command>
    <command label="VBA-M">%EMULATOR_RETROARCH% -L %CORE_RETROARCH%/vbam_libretro.so %ROM%</command>
    <command label="VBA-M (Standalone)">%EMULATOR_VBA-M% -f %ROM%</command>
    <command label="VBA Next">%EMULATOR_RETROARCH% -L %CORE_RETROARCH%/vba_next_libretro.so %ROM%</command>
    <command label="gpSP">%EMULATOR_RETROARCH% -L %CORE_RETROARCH%/gpsp_libretro.so %ROM%</command>
    <command label="ares (Standalone)">%EMULATOR_ARES% --fullscreen --system "Game Boy Advance" %ROM%</command>
    <command label="SkyEmu (Standalone)">%EMULATOR_SKYEMU% %ROM%</command>
    <command label="Mednafen (Standalone)">%EMULATOR_MEDNAFEN% -force_module gba %ROM%</command>
    <platform>gba</platform>
    <theme>gba</theme>
  </system>
  <system>
    <name>gbc</name>
```

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<fullName>Nintendo Game Boy Color</fullName>
<path>%ROMPATH%/gbc</path>
<extension>.bs .BS .cgb .CGB .dmg .DMG .gb .GB .gbc .GBC .sgb .SGB .sfc .SFC .smc .SMC .7z .7Z .zip .ZIP</extension>
<command label="Gambatte">%EMULATOR_RETROARCH% -L %CORE_RETROARCH%/gambatte_libretro.so %ROM%</command>
<command label="SameBoy">%EMULATOR_RETROARCH% -L %CORE_RETROARCH%/sameboy_libretro.so %ROM%</command>
<command label="Sameboy (Standalone)">%EMULATOR_SAMEBOY% -f %ROM%</command>
<command label="Gearboy">%EMULATOR_RETROARCH% -L %CORE_RETROARCH%/gearboy_libretro.so %ROM%</command>
<command label="Gearboy (Standalone)">%EMULATOR_GEARBOY% %ROM%</command>
<command label="TGB Dual">%EMULATOR_RETROARCH% -L %CORE_RETROARCH%/tgbdual_libretro.so %ROM%</command>
<command label="Mesen-S">%EMULATOR_RETROARCH% -L %CORE_RETROARCH%/mesen-s_libretro.so %ROM%</command>
<command label="Mesen (Standalone)">%EMULATOR_MESEN% --fullscreen %ROM%</command>
<command label="bsnes">%EMULATOR_RETROARCH% -L %CORE_RETROARCH%/bsnes_libretro.so %ROM%</command>
<command label="mGBA">%EMULATOR_RETROARCH% -L %CORE_RETROARCH%/mgba_libretro.so %ROM%</command>
<command label="mGBA (Standalone)">%EMULATOR_MGBA% -f %ROM%</command>
<command label="VBA-M">%EMULATOR_RETROARCH% -L %CORE_RETROARCH%/vbam_libretro.so %ROM%</command>
<command label="VBA-M (Standalone)">%EMULATOR_VBA-M% -f %ROM%</command>
<command label="ares (Standalone)">%EMULATOR_ARES% --fullscreen --system "Game Boy Color" %ROM%</command>
<command label="SkyEmu (Standalone)">%EMULATOR_SKYEMU% %ROM%</command>
<command label="Mednafen (Standalone)">%EMULATOR_MEDNAFEN% -force_module gb %ROM%</command>
<platform>gbc</platform>
<theme>gbc</theme>
</system>
<system>
<name>ps2</name>
<fullName>Sony PlayStation 2</fullName>
<path>%ROMPATH%/ps2</path>
<extension>.bin .BIN .chd .CHD .ciso .CISO .cso .CSO .dump .DUMP .elf .ELF .gz .GZ .m3u .M3U .mdf .MDF .img .IMG .iso .ISO .isz .ISZ .ngr .NRG .zso
.ZSO</extension>
<command label="LRPS2">%EMULATOR_RETROARCH% -L %CORE_RETROARCH%/pcsx2_libretro.so %ROM%</command>
<command label="PCSX2">%EMULATOR_RETROARCH% -L %CORE_RETROARCH%/pcsx2_libretro.so %ROM%</command>
<command label="PCSX2 (Standalone)">%EMULATOR_PCSX2% -batch %ROM%</command>
<command label="PCSX2 Legacy (Standalone)">%EMULATOR_PCSX2-LEGACY% -nogui %ROM%</command>
<command label="PCSX2 (NoGui)">%EMULATOR_PCSX2% -nogui %ROM%</command>
<platform>ps2</platform>
<theme>ps2</theme>
</system>
<system>
<name>psp</name>
<fullName>Sony PlayStation Portable</fullName>
<path>%ROMPATH%/psp</path>
<extension>.chd .CHD .cso .CSO .elf .ELF .iso .ISO .pbp .PBP .prx .PRX .7z .7Z .zip .ZIP</extension>
<command label="PPSSPP">%EMULATOR_RETROARCH% -L %CORE_RETROARCH%/ppsspp_libretro.so %ROM%</command>
<command label="PPSSPP (Standalone)">%EMULATOR_PPSSPP% %ROM% --escape-exit</command>
<platform>psp</platform>
<theme>psp</theme>
</system>
<system>
<name>psx</name>
<fullName>Sony PlayStation</fullName>
<path>%ROMPATH%/psx</path>
<extension>.cbn .CBN .ccd .CCD .chd .CHD .cue .CUE .ecm .ECM .exe .EXE .img .IMG .iso .ISO .m3u .M3U .mdf .MDF .mds .MDS .minipsf .MINIPSF .pbp
.PBP .psexe .PSEXE .psf .PSF .toc .TOC .z .Z .znx .ZNX .7z .7Z .zip .ZIP</extension>
<command label="Beetle PSX">%EMULATOR_RETROARCH% -L %CORE_RETROARCH%/mednafen_psx_libretro.so %ROM%</command>
<command label="Beetle PSX HW">%EMULATOR_RETROARCH% -L %CORE_RETROARCH%/mednafen_psx_hw_libretro.so %ROM%</command>
<command label="PCSX ReARMed">%EMULATOR_RETROARCH% -L %CORE_RETROARCH%/pcsx_rearmed_libretro.so %ROM%</command>

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<command label="SwanStation">%EMULATOR_RETROARCH% -L %CORE_RETROARCH%/swanstation_libretro.so %ROM%</command>
<command label="DuckStation (Standalone)">%EMULATOR_DUCKSTATION% -batch %ROM%</command>
<command label="Mednafen (Standalone)">%EMULATOR_MEDNAFEN% -force_module psx %ROM%</command>
<platform>psx</platform>
<theme>psx</theme>
</system>
</systemList>
```