Add games

Batocera is shipped with a selection of free ROMs - games that are freely available and that can be legally distributed. You can also install additional free games from the Content Downloader.

If you want to add more ROMs, you have several possibilities:

- Add them from a different computer while Batocera is running, through the network.
- Directly add ROM files on the sdcard/usb key if your host OS supports ext4 (i.e. if you are using Linux as your host OS, if you are using Windows you should add an ext4 driver with one of the modules listed on this page (sorry available in French only).
- Directly add ROM files on the sdcard/usb key if your host OS supports btrfs. Starting with Batocera 5.26, you can use btrfs as a file system to host your ROMs and metadata. A Windows driver can be installed from the BATOCERA partition if you put your Batocera sdcard/usb pen drive on your Windows system. Btrfs is a “better file system” for Linux, that is recommended over FAT32/extFAT - see the restrictions below.
- Use an external USB key to store ROMs - this external USB key can be formatted in FAT32 to be read under Linux, Windows and MacOS.
- Use a NAS to store ROMs, and add the ROMs to the NAS.
- On PC x86, open a file explorer via the F1 key in the system menu and copy and paste files from an other disk.

When installing your own ROMs, make sure that you have them in a suitable format for the emulators you are going to use. For example, if you want to add a NES ROM, make sure that your rom file extension is listed in the roms/nes/_info.txt file - in the case of NES, you'll see that acceptable ROM formats are: .7z .nes .zip. You have one _info.txt file in each ROM system directory. When multiple emulators are available for the one system, but not all of them accept the same ROM formats, you'll get prompted with a message telling you that your ROM might not be used with the emulator selected when you try to launch a game in an incompatible format.

What file system to choose to host your user data (ROMs and metadata)?

You have several options to host your user data file systems. Please take a look at this page to get some guidelines to make your decision. Be careful with this choice: in most cases, if you need to change the file system, you will LOSE ALL YOUR ROMS AND USER DATA.

From a different computer, through the network

To add ROM files, you have to connect to your Batocera machine from a different computer on the same network:

1. from your computer directory (or finder on MacOSX), browse the network
2. find BATOCERA (or you can directly type \BATOCERA (under Windows or MacOS) or smb://BATOCERA.local (under Linux)), or alternatively type in the ip-address (for example: \192.168.1.2). You can find the ip-address of your system where batocera is running on, in the Main Menu under Network Settings.
3. add ROMs into the `/share/roms` directory, in their respective system folders (i.e. `/share/roms/nes` for NES roms)

Alternatively, you can also connect with SSH/SCP to your Batocera machine. Then you can add ROMs in the various folders under `/userdata/roms`.

**Directly on the SD card or USB key**

Once your SD card / USB drive is mounted (see the link above if you have issues accessing ext4 partitions under Windows), copy and paste the rom files into their respective systems folders (i.e. `/roms/nes` for NES roms).

**External USB key**

Same as with a SD card, except that you can use FAT32 as the partition format to have access under all major Operating Systems.

**File Explorer**

On PC x86 and x86_64, Batocera provides a file explorer that you can access by pressing F1 from the systems menu in EmulationStation. Once in this file explorer, you can also launch a terminal with F4. You can use this file explorer to copy ROMs and metadata files from an external USB drive. Quit the file explorer from the menu to get back to EmulationStation.

**NAS**

NAS usage is described in a specific section: Store games on a nas.