Add games/BIOS files to Batocera

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. All artwork is pre-scraped for use with themes, including video previews. These can be used to test that everything is working correctly. If you’d like to add your own ROMs and BIOS files, read on.

If you've got a large set of ROMs and would like to cut down on duplicates/languages you don't need, you can use external tools such as Romulus alongside unexpectedpanda's retool utility.

If you've already copied your ROMs over to Batocera and would like to cut down in a simpler manner, you can use tools that can be run inside of Batocera such as andrebrail's 1g1r-romset-generator instead. Just follow the instructions from its Getting Started guide, installing the script to a folder in Batocera's network share and running the commands via SSH.

Userdata filesystem options

It's helpful to become familiar with how Batocera has its partitions laid out first to better understand what you're accessing and where they are located.

Batocera uses two main partitions: the boot partition and the userdata partition.

The boot partition is what appears as the FAT32 partition when you plug the drive into another system (this will be the only visible partition to Windows by default). This is where Batocera contains all the files necessary to boot Batocera on your device. While Batocera is running, it is mounted to the /boot/ folder, but its original location is simply / on the FAT32 partition. It is not usually necessary to edit this partition (except for editing a few settings in the batocera-boot.conf file if required).

The userdata partition contains “the rest”, all the ROMs, BIOS files, saves, configuration (including batocera.conf), etc. This is referred to as either userdata or share interchangeably (in reference to it being the default path the network share points to), they both mean one and the same thing. This is designed to be portable between all versions of Batocera, even Batocera builds running on different platforms (granted, weaker platforms like SBCs won't magically gain the ability to play ROMs for emulators they don't have). Refer to the attached image below:
Using an alternative filesystem for userdata

You are free to use a variety of filesystems for the userdata partition. The best filesystem to use depends on your situation and what capabilities you need/restrictions you can deal with. The boot partition should not be reformatted to a different filesystem (your particular platform may depend on it).

Here are the options available for the **userdata** partition:

- **ext4** is the default userdata partition filesystem. If you own other Linux systems, you're probably already comfortable with it. No major restrictions, except this normally cannot be read directly by Windows without special system drivers. You can always use a Linux-based distro to access these kinds of filesystems directly. **It is still possible to add files to this partition from a Windows machine/drive.**

- **btrfs** is a newer option. If you have Windows machines, Batocera comes with the btrfs_for_windows driver on the boot partition to allow Windows machines to read a BTRFS userdata partition. No restriction when using BTRFS, except you can't read it natively with MacOS. Performs **slightly** slower than **ext4**, but is better at protecting corruption from files such as during a power cut mid-transfer.

- **NTFS** is an OK option - Windows, MacOS and most Linux distributions can read NTFS just fine. Sophisticated systems that utilize WINE (such as Windows, Steam, Cemu for Wii U, Future Pinball, Flatpak, etc.) may have issues when using this due to certain file attributes not being properly stored and no compatibility with symlinks when being read by Linux. Has no real file size restrictions (that you'd feasibly run into).

- **FAT32** and **extFAT** are **outdated filesystems**. Yes, they are well supported under most OS's (you bet, those filesystems are over forty years old!) but they have restrictions in terms of maximum file size (FAT32 cannot store files larger than 4GB, which most 6th gen and above console ROMs exceed) and the ability to support the exec bit required to run certain Linux applications. It will also limit the use of certain emulators and systems that rely on features like symbolic links or special character filename handling, neither of which are possible with FAT32 or exFAT. Amiga or Wine/Windows are popular systems that won't work well with these filesystems. However, these systems involve the least amount of writes when creating files, therefore would increase the longevity of short-lifespan storage such as USB flash drives. Although this becomes less an issue as flash storage lifespan improves over time of manufacture.

To summarize in a table:
<table>
<thead>
<tr>
<th>Filesystem</th>
<th>Writable by Linux OSes?</th>
<th>Writable by Windows?</th>
<th>Writable by MacOS?</th>
<th>Issues with emulators</th>
<th>File size restrictions</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>ext4</td>
<td>Yes</td>
<td>Not by default</td>
<td>No</td>
<td>None</td>
<td>None you'd feasibly reach</td>
<td>Some protection against file corruption.</td>
</tr>
<tr>
<td>btrfs</td>
<td>Yes</td>
<td>Not by default</td>
<td>No</td>
<td>None</td>
<td>None you'd feasibly reach</td>
<td>More protection against file corruption, but slightly slower than ext4.</td>
</tr>
<tr>
<td>NTFS</td>
<td>Yes</td>
<td>Yes</td>
<td>Not by default</td>
<td>Some (any that rely on symlinks, special character/case-sensitive filenames or certain permission bits)</td>
<td>None you'd feasibly reach</td>
<td>Minimal protection against file corruption.</td>
</tr>
<tr>
<td>exFAT</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Many (really, only 4th gen and below systems are guaranteed to still be functional)</td>
<td>None you'd feasibly reach</td>
<td>No protection against file corruption. Is however the best for USB flash storage, as it uses the least amount of writes (increasing longevity of the drive).</td>
</tr>
<tr>
<td>FAT32</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
<td>Many (really, only 4th gen and below systems are guaranteed to still be functional)</td>
<td>4GB (lower than DVD disc images)</td>
<td>No protection against file corruption. Not recommended under any circumstances, exFAT is superior in every way.</td>
</tr>
</tbody>
</table>

You can reformat an external drive to ext4, BTRFS or exFAT using Batocera's built-in formatting tools. Go to SYSTEM SETTINGS → DEVELOPER → FORMAT A DISK. Of course, when you format a partition, you lose everything that was on it. So, backup your userdata (ROMs, saves, etc.) before doing this!

If you're handy with formatting partitions, you can always format the partitions yourself and manually install Batocera.

### Adding files to Batocera

If you'd like to add your own ROMs and BIOS files, you must first gain a way to access the Batocera. For this, there are multiple ways:
While Batocera is running

This requires Batocera to be up and running first.

- On x86 and x86_64 platforms, open the built-in file manager ([F1] on the system list) and transfer the data using the Batocera machine itself. eg. put all your ROMs onto a USB drive, plug it into the Batocera machine while it's running and copy them over. Unfortunately, this is not available for other platforms (yet), but you can still use the SSH commands (specifically Midnight Commander: `mc`) if you're familiar with that.

- Add them from a different computer while Batocera is running, through the network share.

- Use WinSCP to transfer from another computer to the Batocera machine via SSH/SFTP.
Copying directly from another machine

This is by plugging the Batocera drive into another machine, and copying your files from there directly onto the userdata partition.

- Directly copy the ROM/BIOS files onto the *userdata* partition on a computer that can natively write to ext4 filesystems (any OS that supports the ext4 filesystem should work).

  If you are using Windows, you can use Disk Genius to read and write to ext4 partitions.

  Alternatively, an ext4 system driver can be installed from one of the modules at this French page.

- Format your *userdata* partition to an older filesystem compatible with more OS's, such as NTFS or exFAT, and copy the files directly to it. This is not recommended, as those filesystems have limitations, read above.

- In Batocera 5.26 and higher, format your *userdata* partition to BTRFS and transfer directly to it.

  On Windows, you can install the btrfs_for_windows driver from the tools/ folder on the Batocera drive. Check its readme on how to install it.
Using an external storage

Alternatively, you can skip having to access Batocera’s drive all together by instead commanding Batocera to use an external storage.

- Use an external drive for storage. The same limitations about filesystems still apply, but this is easier to reformat to another file system with.
- Use a Network Access Storage (NAS). The same limitations about filesystems still apply, but this is easier to reformat to another file system with.

Adding BIOS files

BIOS files are files required for some emulators to operate correctly. For example, some of the PlayStation and the NeoGeo games require a BIOS file to work.

All of these go into the /userdata/bios/ folder.

⚠️ BIOS files are copyrighted and are therefore not included with Batocera. We can not legally distribute them, so you will need to supply your own.

What about arcade games? For arcade emulators, it’s a little more complicated: many arcade boards were designed for one specific game, or just a few games. And most cases, you don't need BIOS files, but you might still need some specific additional files as described on this page. For other arcade systems, like Atomiswave or Naomi, they need a proper BIOS file, as listed below.

List of BIOS files that are suitable

You can use the md5sum command to get the checksum of your files. But the easiest way is to check MISSING BIOS from the SYSTEM SETTINGS menu, it will show you the required path and md5sum of every BIOS file needed for each system. This is always up to date with your current version.

You can find a text document of the BIOS files required by your system when connected via SSH at
Add games/BIOS files to Batocera

/user/share/batocera/datainit/bios/readme.txt. Use more /user/share/batocera/datainit/bios/readme.txt to quickly scroll through it ([Space] to scroll, [Q] to quit).

You can ask Batocera to check your still missing BIOS files with batocera-systems (takes a while to process, give it a minute or two).

You can find the current list of required and soon-to-be-implemented BIOS files directly on the Github repository.

Here a the compatible md5 and filenames per system, last updated Batocera v33:

Click to expand the list.

```cpp
# -------- Atari -------- #
# https://docs.libretro.com/library/atari800/#bios
"atari5200": { "name": "Atari 5200 / Atari 800", "biosFiles": [ { "md5": "281f20ea4320404ec820fb7ec0693b38", "file": "bios/5200.rom" },
    { "md5": "06daac977823773a3eeea3422fd26a703", "file": "bios/ATARIXL.ROM" },
    { "md5": "0bac0c6a50104045d902df4503a4c30b", "file": "bios/ATARIBAS.ROM" },
    { "md5": "eb1f32f5d9f382db1bbfb8d7f9cb343a", "file": "bios/ATARIOSA.ROM" },
    { "md5": "a3e8d617c95d08031fe1b20d541434b2", "file": "bios/ATARIOSB.ROM" } ],
# https://github.com/libretro/libretro-super/blob/master/dist/info/hatari_libretro.info
"atarist": { "name": "Atari ST", "biosFiles": [ { "md5": "c1c57ce48e8ee4135885cee9e63a68a2", "file": "bios/tos.img" }, # TOS 1.02 US
    { "md5": "25789a649faff0a1176dc7d9b98105c0", "file": "bios/tos100fr.img" },
    { "md5": "c87a52c277f7952b41c639fc7bf0a43b", "file": "bios/tos100uk.img" },
    { "md5": "d0f682ee6237497004339fb02172638b", "file": "bios/tos100us.img" },
    { "md5": "a622cc35d8d78703905592dfaa4d2cccb", "file": "bios/tos102de.img" },
```

```json
{
    "md5": "d6521785627d20c51edc566808a6bf28",
    "file": "bios/tos102fr.img"},
{
    "md5": "b2a8570de2e850c5acf81cb80512d9f6",
    "file": "bios/tos102uk.img"},
{ "md5": "c1c57ce48e8ee4135885cee9e63a68a2",
    "file": "bios/tos102us.img"},
{
    "md5": "41b7dae4e24735f330b63ad923a0fbfc",
    "file": "bios/tos104de.img"},
{
    "md5": "143343f7b8e0b1162af206fe8f46b002",
    "file": "bios/tos104es.img"},
{
    "md5": "0087e2707c57efa2106a0aa7576655c0",
    "file": "bios/tos104fr.img"},
{ "md5": "52248cc70ae48b3050e197e270917130",
    "file": "bios/tos104nl.img"},
{ "md5": "7c040857bdcfcd7d748ca82205463efa",
    "file": "bios/tos104se.img"},
{
    "md5": "036c5ae4f885cbf62c9bed651c6c58a8",
    "file": "bios/tos104uk.img"},
{
    "md5": "736adb2dc835df4d323191fd8926cc9",
    "file": "bios/tos104us.img"},

    # Atari STe
{
    "md5": "992bac38e01633a529121a2a65f0779e",
    "file": "bios/tos106de.img"},
{
    "md5": "30f69d70fe7c210300ed83f991b12de9",
    "file": "bios/tos106es.img"},
{
    "md5": "bc7b224d0dc3f0cc14c8897db89c5787",
    "file": "bios/tos106fr.img"},
{
    "md5": "6033f2b9364edf3ed321c6931a81b1f2",
    "file": "bios/tos106uk.img"},
{
    "md5": "a0982e760f9807d82667ff5a69e78f6b",
    "file": "bios/tos106us.img"},
{
    "md5": "94a75c1c65408d9f974b0463e15a3b1l",
    "file": "bios/tos162de.img"},
{
    "md5": "ed5fbaabe0219092df74c6c14cea3f8e",
    "file": "bios/tos162fr.img"},
{ "md5": "6f9471098a521214fad1e26f2dd3d08",
    "file": "bios/tos162se.img"},
{
    "md5": "1cbc4f55295e469fc8cd72b7fdeada1da",
    "file": "bios/tos162uk.img"},
{
    "md5": "f3eb00ba8784798293a7ae709a1da1fcb",
    "file": "bios/tos162us.img"},

    # Atari Mega STe
{
    "md5": "7aeabdc25f8134590e25643a405210ca",
    "file": "bios/tos205de.img"},
{
    "md5": "7449b131681f1dfe62ebed1392847057",
    "file": "bios/tos205es.img"},
```

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get games/BIOS files to Batocera

"61b620ad951815a25cb37895c81a947c", "file": "bios/tos205fr.img"},
  "md5":
"7e87d8fe7e24e0b4c55ad17b955beae3", "file": "bios/tos205it.img"},
  "md5":
"1c92855316a33faee602b8007f22d2cb", "file": "bios/tos205se.img"},
  "md5":
"7cdd45b6aacc66a21bfb357d9334e46db", "file": "bios/tos205us.img"},
  "md5":
"0604dbb85928f0598d04144a8b554bbe", "file": "bios/tos206de.img"},
  "md5":
"b2873004a408b8db36321f98daafa251", "file": "bios/tos206fr.img"},
  "md5":
"4a0d4f282c3f2a0196681adf88862dd4", "file": "bios/tos206.img"},
  "md5":
"332fe3803a7e20cd625b27a69f07ae69", "file": "bios/tos206ru.img"},
  "md5":
"a7dc40dc51086bec1a8f3d44fd29051", "file": "bios/tos206se.img"},
  "md5":
"e690bec90d902024beed549d22150755", "file": "bios/tos206uk.img"},
  "md5":
"c9093f27159e7d13ac0d1501a95e53d4", "file": "bios/tos206us.img"},
  "md5":
# Atari TT
  "md5":
"66f39a7ea5789d5afd59dd7b3104fa6", "file": "bios/tos306de.img"},
  "md5":
"d1010ec566efbd710476c4919f6ba5", "file": "bios/tos306uk.img"},
  "md5":
# https://docs.libretro.com/library/beeht_handy/#bios
  "md5":
"fcd403db69f54290b51035d82f835e7b", "file": "bios/lynxboot.img"} ] },

# ---------- Magnavox and Philips ---------- #
# https://docs.libreto.com/library/o2em/#bios
"o2em": { "name": "Odyssey 2", "biosFiles": [ { "md5":
"562d5ebf9e003a40d6fabc2f33139fd", "file": "bios/o2rom.bin" },
  "md5":
"f1071caddb0b610de94388ca6146387", "file": "bios/c52.bin" },
  "md5":
"c500ff71236068e0dcd0603d265a76", "file": "bios/g7400.bin" },
  "md5":
"279008e4a0db2dc5f1c048853b033828", "file": "bios/jopac.bin" ] },

# ---------- Mattel ---------- 
https://docs.libretro.com/library/freeintv/#bios

```
"intellivision": { "name": "Mattel Intellivision", "biosFiles": [ 
  { "md5": "62e761035cb657903761800f4437b8af", "file": "bios/exec.bin" },
  { "md5": "0cd5946c6473e42e8e4c2137785e427f", "file": "bios/grom.bin" }
],
```

# ---------- NEC ---------- 
https://docs.libretro.com/library/beetle_pce_fast/#bios

```
"pcengine": { "name": "PC Engine", "biosFiles": [ 
  { "md5": "38179df8f4ac87017db1ebcbf53114", "file": "bios/syscard3.pce" }
],
```

# ---------- SNK ---------- 
https://github.com/libretro/libretro-super/blob/master/dist/info/neogeo/bios

```
"neogeo": { "name": "NeoGeo", "biosFiles": [ 
  { "md5": "dffb72f116d36d025068b23970a4f6df", "file": "bios/neogeo.zip" }
],
```

# ---------- Sharp ---------- 
https://github.com/libretro/libretro-super/blob/master/dist/info/px68k_legretro.info

```
x68000": { "name": "Sharp x68000", "biosFiles": [ 
  { "md5": "7fd4caaba1cd9169e289f07bbf71d8e", "file": "bios/keropi/iplrom.dat" }
],
```

# ---------- Panasonic, Sanyo and Goldstar ---------- 

```
"3do": { "name": "3DO", "biosFiles": [ 
  { "md5": "f47264dd47fe30f73ab3c015c155b", "file": "bios/panafz1.bin" }
],
```

# ---------- Sega ---------- 
https://docs.libretro.com/library/flycast/#bios

```
"dreamcast": { "name": "Dreamcast", "biosFiles": [ 
  { "md5": "e5a5c702747a7eab74bb2716260269", "file": "bios/keropi/cgrom.dat" }
],
```

---

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https://wiki.batocera.org/add_games_bios

Printed on 2022/03/08 03:10
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https://github.com/libretro/libretro-super/blob/master/dist/info/flycast_libretro.info

"naomi":   { "name": "Naomi", "biosFiles": [ { "md5": "eb4099aeb42ef089cfe94f8e95e51f6", "file": "bios/naomi.zip" } ] },

"atomiswave":   { "name": "Atomiswave", "biosFiles": [ { "md5": "0ec5ae5b5a5c4959fa8b43fcf8687f7c", "file": "bios/awbios.zip" } ] },

"segacd":   { "name": "Sega CD", "biosFiles": [ { "md5": "e66fa1dc5820d254611fdcdba0662372", "file": "bios/bios_CD_E.bin" }, { "md5": "854b9150240a198070150e4566ae1290", "file": "bios/bios_CD_U.bin" }, { "md5": "278a9397d192149e84e820ac621a8edd", "file": "bios/bios_CD_J.bin" } ] },

# https://docs.libretro.com/library/beetle_saturn/#bios

https://github.com/libretro/libretro-super/blob/master/dist/info/yabashiro_libretro.info

"saturn":   { "name": "Sega Saturn", "biosFiles": [ { "md5": "85ec9ca47d8f6807718151cbcca8b964", "file": "bios/segal101.bin" }, { "md5": "3240872c70984b6cbfda1586cab68dbe", "file": "bios/mpr-17933.bin" }, { "md5": "255113ba943c92a54facd25a10fd780c", "file": "bios/mpr-18811-mx.ic1" }, { "md5": "1cd19988d1d72a3e7caa0b73234c96b4", "file": "bios/mpr-19367-mx.ic1" }, { "md5": "af5828fddf51384f99b3c4926be27762", "file": "bios/saturn_bios.bin" } ] },

# ---------- Sony Computer Entertainment ---------- #

https://github.com/libretro/libretro-super/blob/master/dist/info/ps3_libretro.info

"psx":   { "name": "PSX", "biosFiles": [ { "md5": "c53ca5908936d412331790f4426c6c33", "file": "bios/psxonpsp660.bin" } ], { "md5": "6e3735ff4c7dc899ee98981385f6f3d0", "file": "bios/scph101.bin" } ], { "md5": "dc2b9bf8da62ec93e868cfd29f0d067d", "file": "bios/scph1001.bin" } ], { "md5": "8dd7d5296a650fac7319bce665a6a53c", "file": "bios/scph5500.bin" } ], { "md5": "490f6661af8b15b7362b406ed1ce246", "file": "bios/scph5501.bin" } ], { "md5": "32736f17079d0b2b7024407c39bd3050", "file": "bios/scph5502.bin" } ]}
add_games_bios

```json
{
  "md5": "1e68c231d0896b7eadcad1d7d8e76129",
  "file": "bios/scph7001.bin"
}
}
```

https://pcsx2.net/config-guide/official-english-PCSX2-configuration-guide.html#bios

```
"ps2": {
  "name": "PS2",
  "biosFiles": [
    { "md5": "28922c703cc7d2cf856f177f2985b3a9",
      "file": "bios/SCP30004R.bin"
    },
    { "md5": "3faf7c064a4984f53e2ef5e80ed543bc",
      "file": "bios/SCP30004R.MEC"
    },
    { "md5": "d5ce2c7d119f563ce04bc04dbc3a323e",
      "file": "bios/scph39001.bin"
    },
    { "md5": "3faf7c064a4984f53e2ef5e80ed543bc",
      "file": "bios/scph39001.MEC"
    },
    { "md5": "9a9e8ed76686edac8f87766c08ab9cd0",
      "file": "bios/EROM.BIN"
    },
    { "md5": "44552702b05697a14ccbe2ca22ee7139",
      "file": "bios/rom1.bin"
    },
    { "md5": "b40605922dac2eaf3c2e68157b1b468",
      "file": "bios/ROM2.BIN"
  ]
},
```


```
"ps3": {
  "name": "PS3",
  "biosFiles": [
    { "md5": "a0b63a3e4ae92ed176d6b9a67ce447f0",
      "file": "bios/PS3UPDAT.PUP"
  ]
},
```

# ---------- Nintendo ----------

```
# https://docs.libretro.com/library/fceumm/#bios
"nds": {
  "name": "Nintendo Family Computer Disk System",
  "biosFiles": [
    { "md5": "ca30b50f880eb660a320674ed365ef7a",
      "file": "bios/disksys.rom"
  ]
},
```

# https://docs.libretro.com/library/melonds/#bios

```
"nds": {
  "name": "Nintendo DS",
  "biosFiles": [
    { "md5": "94bc5094607c5e6598d5047252f27f2",
      "file": "bios/dsfirmware.bin"
    },
    { "md5": "df692a80a5b1bc90728bc3dfc76cd948",
      "file": "bios/biosnds7.bin"
    },
    { "md5": "a392174eb3e572fed6447e956bde4b25",
      "file": "bios/biosnds9.bin"
    },
    { "md5": "87b665fcec118f7621271c3732532777",
      "file": "bios/biosdsi9.bin"
    },
    { "md5": "559da4ea78eb9d7702c56c1d791e81",
      "file": "bios/biosdsi7.bin"
    },
    { "md5": "74f23348012d7b3e1cc216c47192ffeeb",
      "file": "bios/dsfirmware.bin"
    },
    { "md5": "d71edf897dd06bf335f6eb68ede2b72",
      "file": "bios/dsinand.bin"
  ]
},
```

# https://docs.libretro.com/library/mgba/#bios

```
"gba": {
  "name": "Nintendo Gameboy Advance",
  "biosFiles": [
    { "md5": "a8b0e8c0b6d573d191e4ec7db1b1e4f6",
      "file": "bios/gba_bios.bin"
  ]
},
```

https://wiki.batocera.org/add_games_bios

Printed on 2022/03/08 03:10
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```json

{
    "md5": "32fbbd84168d3482956eb3c5051637f5", "file": "bios/gb_bios.bin" }, # Optional
{
    "md5": "dbfce9db9deaa2567f6a84fde55f9680", "file": "bios/gbc_bios.bin" }, # Optional
{
    "md5": "d574d4f9c12f305074798f54c091a8b4", "file": "bios/sgb_bios.bin" }
}
```

```json

# Optional
# https://docs.libretro.com/library/snes9x/#bios
"satellaview": { "name": "Satellaview", "biosFiles": [ { "md5": "96cf17bf589fcbfa68e2dc84f19fa2", "file": "bios/BS-X.bin" } ] },
"sufami": { "name": "Sufami", "biosFiles": [ { "md5": "d3a44ba7d42a74d3ac58cb9c14c6a5ca", "file": "bios/STBIOS.bin" } ] },

# https://docs.libretro.com/library/mesen-s/#bios
"sgb": { "name": "Super Game Boy", "biosFiles": [ { "md5": "d574d4f9c12f305074798f54c091a8b4", "file": "bios/sgb_boot.bin" }, { "md5": "e0430bca9925fb9882148fd2dc2418c1", "file": "bios/sgb2_boot.bin" }, { "md5": "b15ddbb15721c657d82c5bab6db982ee9", "file": "bios/SGB1.sfc" }, { "md5": "8ecd73eb4edf7ed7e81aef1be80031d5", "file": "bios/SGB2.sfc" } ] },

# ---------- Microsoft ---------- #
# https://docs.libretro.com/library/fmsx/#bios
"msx": { "name": "MSX", "biosFiles": [ { "md5": "364a1a579fe5cb8da54519bcfc0d", "file": "bios/MSX.ROM" }, { "md5": "ec3a01c91f24fbdcbca0bad301bc9ef", "file": "bios/MSX2.ROM" }, { "md5": "2183c2aff17cf4297db496de78c2e0a", "file": "bios/MSX2EXT.ROM" }, { "md5": "847cc025f6ae665487940ff2639540e5", "file": "bios/MSX2P.ROM" }, { "md5": "7c8243c71d8f143b2531f01afa6a05dc", "file": "bios/MSX2PEXT.ROM" } ] },
"xbox": { "name": "Xbox", "biosFiles": [ { "md5": "d49c52a102f6df7bcf8d0617ac475ed", "file": "bios/mcpx_1.0.bin" } ] },

# ---------- Commodore ---------- #
# https://github.com/libretro/libretro-super/blob/master/dist/info/puae_libretro.info
# https://github.com/midwan/amiberry/wiki/Kickstart-ROMs-(BIOS)
"amiga": { "name": "Amiga", "biosFiles": [ { "md5": "32fbbd84168d3482956eb3c5051637f5", "file": "bios/gb_bios.bin" }, { "md5": "dbfce9db9deaa2567f6a84fde55f9680", "file": "bios/gbc_bios.bin" }, { "md5": "d574d4f9c12f305074798f54c091a8b4", "file": "bios/sgb_bios.bin" } ] },
```

"85ad74194e87c08904327de1a9443b7a", "file": "bios/kick33180.A500"
},
    "82a21c1890cae844b3df741f2762d48d", "file": "bios/kick34005.A500"
},
    "dc10d7bdd1b6f450773dfb558477c230", "file": "bios/kick37175.A500"
},
    "89da1838a24460e4b93f4f0c5d92d48d", "file": "bios/kick34005.CDTV"
},
    "e40a5dfb3d017ba8779faba30c6d1c8e", "file": "bios/kick40063.A600"
},
    "b7cc148386aa631136f510cd29e42fc3", "file": "bios/kick39106.A1200"
},
    "646773759326fbac3b2311fd8c8793ee", "file": "bios/kick40068.A1200"
},
    "9bdedde6a4f33555b4a270ca8ca53297d", "file": "bios/kick40068.A4000"
},
    "5f8924d013dd57a89cf349f4cded6b1", "file": "bios/kick40060.CD32"
},
    "bb72565701b1b6fae6e07d68ea5da639", "file": "bios/kick40060.CD32.ext"
],
# https://fs-uae.net/docs/kickstarts
    "82a21c1890cae844b3df741f2762d48d", "file": "bios/amiga-os-130.rom"
},
    "646773759326fbac3b2311fd8c8793ee", "file": "bios/amiga-os-310-a1200.rom"
},
    "dc10d7bdd1b6f450773dfb558477c230", "file": "bios/amiga-os-204.rom"
},
    "465664c9b6729f77ea5314d1f057951", "file": "bios/amiga-os-205.rom"
},
    "413590e50098a056cfe418d3df0212d", "file": "bios/amiga-os-310-a3000.rom"
},
    "730888fb1bd9a3606d51f772ed136528", "file": "bios/amiga-os-310.rom"
},
    "85ad74194e87c08904327de1a9443b7a", "file": "bios/amiga-os-120.rom"
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# ---------- NEC PC-8800 ---------- #
# https://github.com/RetroPie/RetroPie-Setup/wiki/PC-8800
"pc88":       { "name": "NEC PC-8800", "biosFiles": [
    { "md5": "4f984e04a99d56c4cfe36115415d6eb8", "file": "bios/quasi88/N88.ROM" },
    { "md5": "793f86784e5608352a57f03f03e0858", "file": "bios/quasi88/N88SUB.ROM" },
    { "md5": "d675a2ca186c6efcd6277b835de4c7e5", "file": "bios/quasi88/N88EXT0.ROM" },
    { "md5": "e844534dfe5744b381444d6e61ef1b66", "file": "bios/quasi88/N88EXT1.ROM" },
    { "md5": "6548fa45061274dee1ea8ae1e9e93910", "file": "bios/quasi88/N88EXT2.ROM" },
    { "md5": "fc4b76a402ba501e6ba6de4b3e8b4273", "file": "bios/quasi88/N88EXT3.ROM" } ] },

# ---------- NEC PC-9800 ---------- #
# https://github.com/RetroPie/RetroPie-Setup/wiki/PC-9800#bios
"pc98":       { "name": "NEC PC-9800", "biosFiles": [
    { "md5": "e246140dec5124c5e404869a84caefce", "file": "bios/np2kai/BIOS.ROM" },
    { "md5": "2af6179d7de4893ea0b705c00e9a98d6", "file": "bios/np2kai/FONT.ROM" },
    { "md5": "cafe0f22197aed6f14c471c21e64658d", "file": "bios/np2kai/SOUND.ROM" },
    { "md5": "e9fc3890963b12cf150a2eea5815b72", "file": "bios/np2kai/ITF.ROM" },
    { "md5": "7da1e5b7c482d4108d22a5b09631d967", "file": "bios/np2kai/font.bmp" } ] }

# ---------- Fairchild ChannelF ---------- #
# https://github.com/libretro/FreeChaF/blob/master/README.md#bios
"channelf": { "name": "Fairchild ChannelF", "biosFiles": [  

---
"md5": "ac9804d4c0e9d07e33472e3726ed15c3", "file": "bios/sl31253.bin"
},
"md5": "da98f4bb3242ab80d76629021bb27585", "file": "bios/sl31254.bin"
},
"md5": "95d339631d867c8f1d15a5f2ec26069d", "file": "bios/sl90025.bin" }
],

# ---------- Sharp X1 ----------
# https://github.com/libretro/xmil-libretro/blob/master/README.MD
"x1": { "name": "Sharp X1", "biosFiles": [
   { "md5": "eeeea1cd29c60e8b094790ae969bfa7", "file": "bios/xml/IPLROM.X1" },
   { "md5": "56c28adcf1f3a2f87cf3d57c378013f5", "file": "bios/xml/iplrom.x1t" }
],

# ---------- Fujistu FM-Towns ----------
# https://github.com/captainys/TOWNSEMU
"fmtowns": { "name": "Fujistu FM-Towns", "biosFiles": [
   { "md5": "8fa4e553f28c60a30a0e58979942", "file": "bios/fmtowns/FMT_DIC.ROM" },
   { "md5": "0585b19930d4a7f4c71bcc8a33746588", "file": "bios/fmtowns/FMT_DOS.ROM" },
   { "md5": "ac0c7021e9bf48ca84b51ab651169a88", "file": "bios/fmtowns/FMT_F20.ROM" },
   { "md5": "b91300e55b70227ce98b59c5f02fa8dd", "file": "bios/fmtowns/FMT_FNT.ROM" },
   { "md5": "86fb6f7280689259f0ca839dd3dd6cde", "file": "bios/fmtowns/FMT_SYS.ROM" }
],

# ---------- Future Pinball ----------
"fpinball": { "name": "Future Pinball", "biosFiles": [
   { "md5": "65a8efbf870420316a939ac44fd4c731d", "file": "bios/wsh57/scripten.exe" }
],

# ---------- Super Cassette Vision ----------
"scv": { "name": "Super Cassette Vision", "biosFiles": [
   { "md5": "635a978fd40db9a18ee44eff449fc126", "file": "bios/upd7801g.s01" }
],

# ---------- Apple 2 GS ----------
"gsplus": { "name": "Apple 2 GS", "biosFiles": [
   { "md5": "20a0334c447c069a040a0e5be1d938df", "file": "bios/ROM1" }
],

# ---------- Zelda Classic ----------
"zc210": { "name": "Zelda Classic", "biosFiles": [
   { "md5": "033d7392985841027909c4c32b9f2076", "file": "bios/zcdata.data" }
]}
}
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# ------------- Apple Mac --------------

```
{ "md5": "e0ba7a8634b12cf9ee4b6760a6f89051a", "file": "bios/zcsf.sf2" } }},

# Apple Mac

"macintosh": { "name": "Apple Macintosh", "biosFiles": [ {
"md5": "66223be1497460f1e60885eeb35e03cc", "file": "bios/MacII.ROM" },
{
"md5": "2a8a4c7f2a38e0ab0771f59a9a0f1ee4", "file": "bios/MacIIx.ROM" },
{
"md5": "bc04a425ee96826c1f41f927c145225", "zippedFile": "342-0220-a.u6d",
"file": "bios/mac128k.zip" },
{
"md5": "409d8b9a04db15b7bfbdd5fcb931bf2e", "zippedFile": "342-0221-a.u8d",
"file": "bios/mac128k.zip" },
{
"md5": "9d09a9a51c9ef3ea5719e19db22e7991", "zippedFile": "ip8021h_2173.bin",
"file": "bios/mac128k.zip" },
{
"md5": "b4118b89fa68a913a225f0cf9a751fae", "zippedFile": "342-0220-b.u6d",
"file": "bios/mac128k.zip" },
{ "md5": "ab4e461833e98ef7106f24455a07769d", "zippedFile": "342-0221-b.u6d",
"file": "bios/mac128k.zip" },
{ "md5": "9d09a9a51c9ef3ea5719e19db22e7991", "zippedFile": "ip8021h_2173.bin",
"file": "bios/mac128k.zip" },
{ "md5": "bd97c7d38e2e3837a80f7f3e3c04424f", "zippedFile": "342-0221-c.u6d",
"file": "bios/mac128k.zip" },
{ "md5": "9d09a9a51c9ef3ea5719e19db22e7991", "zippedFile": "ip8021h_2173.bin",
"file": "bios/mac128k.zip" }
] } }
```

---

"875919e2544644cd628f44b5c11db036", "zippedFile": "modplus-harp2.bin", "file": "bios/macplus.zip"},

{"md5": "efcfe8f11c10541a503d48a0778201", "zippedFile": "rominator-20150225-hi.bin", "file": "bios/macplus.zip"},

{"md5": "f4b06da98500df0747a764dfbf1862b9", "zippedFile": "rominator-20150225-lo.bin", "file": "bios/macplus.zip"},

"bios/macse.zip ",

{"md5": "9fb38bdcc0d53d9d380897ee53dc1322", "zippedFile": "macse.rom", "file": "bios/macse.zip"},

"bios/macclasc.zip ",

{"md5": "c229bb677cb41b84b780c9e38a09173e", "zippedFile": "341-0813__=c=1983-90_apple__japan__910d_d.27c4096_be.ue1", "file": "bios/macclasc.zip"},

"bios/mac2fdhd.zip ",

{"md5": "2a8a4c7f2a38e0ab0771f59a9a0flee4", "zippedFile": "97221136.rom", "file": "bios/mac2fdhd.zip"},

"bios/nb_48gc.zip ",

{"md5": "1bf16eefb23a1bea02f031f1ef1de528", "zippedFile": "3410801.bin", "file": "bios/nb_48gc.zip"},

"bios/maciix.zip ",

{"md5": "2a8a4c7f2a38e0ab0771f59a9a0flee4", "zippedFile": "97221136.rom", "file": "bios/maciix.zip"},

"bios/maclc3.zip ",

{"md5": "fa16d49527c4e6e9c0d9e46904133d39", "zippedFile": "ecbbbc41c.rom", "file": "bios/maclc3.zip"},

"bios/mackbd_m0110a.zip "},

{"md5": "9e8ea1552153c5e0f895e247e7d3ec1c", "zippedFile": "341-0332-a.bin", "file": "bios/mackbd_m0110a.zip"},

"bios/nb_image.zip ",

{"md5": "93155ac7bad0fec36837252bb1e408f2", "zippedFile": "nb_fake.bin", "file": "bios/nb_image.zip"},

"bios/egret.zip ",

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```
{ "md5": "96665499f5cf2bb5b4aae6fdaf0a9fb5", "zippedFile": "341s0850.bin", "file": "bios/egret.zip" },
{ "md5": "b955ecbdf6d2f979f36833dd1d6884643", "zippedFile": "341s0851.bin", "file": "bios/egret.zip" },
{ "md5": "5035d321c5d5fa1eb5ce6bf986676e4", "zippedFile": "344s0100.bin", "file": "bios/egret.zip" },
{ "md5": "", "file": "bios/macos3.img" },
{ "md5": "", "file": "bios/macos608.img" },
{ "md5": "", "file": "bios/macos701.img" },
{ "md5": "", "file": "bios/macos75.img" },
{ "md5": "", "file": "bios/mac608.chd" },
{ "md5": "", "file": "bios/mac701.chd" },
{ "md5": "", "file": "bios/mac755.chd" } },

# ---------- Tandy Color Conputer ---------- #
"coco": { "name": "Tandy Color Computer", "biosFiles": [ {
"md5": "", "file": "bios/coco.zip" },
{ "md5": "a74f3d95b395dad7cdca19d560eeea74", "zippedFile": "bas10.rom", "file": "bios/coco.zip" } ] },

# ---------- Tomy Tutor ---------- #
"tutor": { "name": "Tomy Tutor", "biosFiles": [ {
"md5": "", "file": "bios/tutor.zip" },
{ "md5": "196ba41dd1184fe754390534cc273116", "zippedFile": "tutor1.bin", "file": "bios/tutor.zip" },
{ "md5": "5770834c10946ac2c3617504ba530884", "zippedFile": "tutor2.bin", "file": "bios/tutor.zip" } ] },

# ---------- TI-99 ---------- #
"ti99": { "name": "Texas Instruments TI-99", "biosFiles": [ {
"md5": "", "file": "bios/ti99_4a.zip" },
{ "md5": "9bb51dfab49b9a7cf832cc1fb6f203e6", "zippedFile": "994a_grom0.u500", "file": "bios/ti99_4a.zip" },
{ "md5": "7f1864c3dac31c86e2ae6ce43cceed07", "zippedFile": "994a_grom1.u501", "file": "bios/ti99_4a.zip" } ] }
```
"a1f77a07243a334e13509a89bff944f2", "zippedFile": "994a_grom2.u502", "file": "bios/ti99_4a.zip"],
  { "md5": "6f495eef767b3f2821a2ec32d0047891", "zippedFile": "994a_rom_hub.u610", "file": "bios/ti99_4a.zip"},
  { "md5": "0dcb961cf84c69b2171a565427c7c6c7", "zippedFile": "994a_rom_lb.u611", "file": "bios/ti99_4a.zip" } ] },

# ---------- Bally Astrocade ---------- #
"astrocde": { "name": "Bally Astrocade", "biosFiles": [ { "md5": "", "file": "bios/astrocde.zip" },
  { "md5": "7d25a26e5c4841b364cfe6b1735eaf03", "zippedFile": "astro.bin", "file": "bios/astrocde.zip" }, ] },

# ---------- Game Master ---------- #
"gmaster": { "name": "Hartung Game Master", "biosFiles": [ { "md5": "", "file": "bios/gmaster.zip" },
  { "md5": "6bff08b5e5f96de405cd56d5f04a08f8", "zippedFile": "d78c11agf_e19.u1", "file": "bios/gmaster.zip" }, ] },

# ---------- Coleco Adam ---------- #
"adam": { "name": "Coleco Adam", "biosFiles": [ { "md5": "01bba3bcd46d8a586dd6ec555acccl33", "zippedFile": "alf @1 rev 57 e3d5.u8", "file": "bios/adam.zip"},
  { "md5": "feabe33e8f2dab88da1458b4d27f3faa", "zippedFile": "alf @2 rev 57 ae6a.u20", "file": "bios/adam.zip"},
  { "md5": "a720bc872a772ed471fac14e36ec8bcb", "zippedFile": "alf @3 rev 57 8534.u21", "file": "bios/adam.zip"},
  { "md5": "cf10b154f2e906a9740d7653cfc47cab", "zippedFile": "eos 6 rev 57 08dd.u22", "file": "bios/adam.zip"},
  { "md5": "7916bb9635d502366326ec39aea5fc89", "zippedFile": "master rev a 174b.u6", "file": "bios/adam.zip"},
  { "md5": "2c66f5911e5b42b8ebe113403548e3ee7", "zippedFile": "os7.2u", "file": "bios/adam.zip"},
  { "md5": "4fe4f680007ea3d897d4285653447bd", "zippedFile": "wp_r80.rom", "file": "bios/adam.zip"},
  { "md5": "0423e9e9bf5036aa1e9d656b6a1f842c", "zippedFile": "tape rev a
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```json
8865.u24", "file": "bios/adam_ddp.zip"},
  { "md5": "", "file": "bios/adam_fdc.zip" },
  { "md5": "", "file": "bios/adam_kb.zip" },
  { "md5": "", "file": "bios/adam_prn.zip" },
  { "md5": "", "file": "bios/bbcb.zip" },
  { "md5": "", "file": "bios/bbcb.zip" },
  { "md5": "", "file": "bios/bbcb.zip" },
  { "md5": "", "file": "bios/bbcb.zip" },
  { "md5": "", "file": "bios/bbcb.zip" },
  { "md5": "", "file": "bios/bbcb.zip" },
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  { "md5": "", "file": "bios/bbcb.zip" },
  { "md5": "", "file": "bios/bbcb.zip" },
  { "md5": "", "file": "bios/bbcb.zip" }
```

# ---------- BBC Micro ---------- #
```
  "bbc": { "name": "BBC Micro", "biosFiles": [ { "md5": "", "file": "bios/bbcb.zip" },
  { "md5": "", "file": "bios/bbcb.zip" },
  { "md5": "", "file": "bios/bbcb.zip" },
  { "md5": "", "file": "bios/bbcb.zip" },
  { "md5": "", "file": "bios/bbcb.zip" },
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  { "md5": "", "file": "bios/bbcb.zip" },
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  { "md5": "", "file": "bios/bbcb.zip" },
  { "md5": "", "file": "bios/bbcb.zip" },
  { "md5": "", "file": "bios/bbcb.zip" },
  { "md5": "", "file": "bios/bbcb.zip" },
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"46f920a170e88bab7faa96cf80b84324", "zippedFile": "os092.rom", "file": "bios/bbcb.zip"},

{ "md5": "d636ffb7a80fc29b133d32e4250fbab6", "zippedFile": "os10.rom", "file": "bios/bbcb.zip"},

{ "md5": "a59a5ba15fe8557b5f7fee32b0d393a", "zippedFile": "os12.rom", "file": "bios/bbcb.zip"},

{ "md5": "35e9ab10bcf016bd24b4c716add009b9", "zippedFile": "phroma.bin", "file": "bios/bbcb.zip"},

{ "md5": "5a3ddf9ae96178e025f27bf1f69bfa629", "zippedFile": "dfs098.rom", "file": "bios/bbc_acorn8271.zip"},

{ "md5": "d7361f0b7a80fc29b133d32e4250fbab6", "zippedFile": "dnfs100.rom", "file": "bios/bbc_acorn8271.zip"},

{ "md5": "5daed103918277e2065dd7e823e57a5", "zippedFile": "dnfs120.rom", "file": "bios/bbc_acorn8271.zip"},

{ "md5": "79b31feacab0b1ccdd358be5dfb6241", "zippedFile": "wedfs130.rom", "file": "bios/bbc_acorn8271.zip"},

{ "md5": "24458ace9566a01d255bca16b46a960d", "zippedFile": "wedfs141.rom", "file": "bios/bbc_acorn8271.zip"},

{ "md5": "6e9356d0a5e7fbabb386824ec370d6f3", "zippedFile": "wedfs142.rom", "file": "bios/bbc_acorn8271.zip"},

{ "md5": "990b8a9755af25452c85f23ce34be4", "zippedFile": "wedfs143.rom", "file": "bios/bbc_acorn8271.zip"},

{ "md5": "1d250b024e447e9106e8bf6f27ea84", "zippedFile": "wedfs144.rom", "file": "bios/bbc_acorn8271.zip"},

{ "md5": "e920a170e88bab7faa96cf80b84324", "zippedFile": "os092.rom", "file": "bios/bbc_acorn8271.zip"},

{ "md5": "f485a5ba15fe8557b5f7fee32b0d393a", "zippedFile": "os12.rom", "file": "bios/bbc_acorn8271.zip"},

{ "md5": "35e9ab10bcf016bd24b4c716add009b9", "zippedFile": "phroma.bin", "file": "bios/bbc_acorn8271.zip"},

{ "md5": "5a3ddf9ae96178e025f27bf1f69bfa629", "zippedFile": "dfs098.rom", "file": "bios/bbc_acorn8271.zip"},

{ "md5": "5daed103918277e2065dd7e823e57a5", "zippedFile": "dnfs120.rom", "file": "bios/bbc_acorn8271.zip"},

{ "md5": "6e9356d0a5e7fbabb386824ec370d6f3", "zippedFile": "wedfs142.rom", "file": "bios/bbc_acorn8271.zip"},

{ "md5": "990b8a9755af25452c85f23ce34be4", "zippedFile": "wedfs143.rom", "file": "bios/bbc_acorn8271.zip"},

{ "md5": "1d250b024e447e9106e8bf6f27ea84", "zippedFile": "wedfs144.rom", "file": "bios/bbc_acorn8271.zip"},

"bios/bbc_acorn8271.zip" },

"bios/saa5050.zip" },

{ "md5": "8b3c10a2317808ed94d6c6073b5b3327", "zippedFile": "saa5050", "file": "bios/saa5050.zip"},

{ "md5": "motoroff.wav", "file": "bios/mame/samples/bbc.zip"},

{ "md5": "motoron.wav", "file": "bios/mame/samples/bbc.zip"} ] },
# ---------- APF M-1000 ---------- #

```
"apfm1000": { "name": "APF M-1000", "biosFiles": [ { "md5": "", "file": "bios/apfm1000.zip" },
                          { "md5": "1f4a976350202ee1e32c2b0477c3fc1b", "zippedFile": "apf_4000.rom", "file": "bios/apfm1000.zip" },
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                          { "md5": "89a7cfa5469ce24773721d56b28f8544", "zippedFile": "trash-ii.bin", "file": "bios/apfm1000.zip" } ] },
```

# ---------- Fujitsu FM-7 ---------- #

```
"fm7": { "name": "Fujitsu FM-7", "biosFiles": [ { "md5": "", "file": "bios/fm7.zip" },
                                      { "md5": "9f9b7d5615ecdbde2cd26e9306ffe13", "zippedFile": "boot_bas.rom", "file": "bios/fm7.zip" },
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                                      { "md5": "6a5da04047ee38df9002c3cabc3068", "zippedFile": "fbasic300.rom", "file": "bios/fm7.zip" },
                                      { "md5": "a330817f8f7ced752a7bccc8dfba8fd2e", "zippedFile": "kanji.rom", "file": "bios/fm7.zip" },
                                      { "md5": "d19ed5923aaae24c43dffe7a0daa80cb", "zippedFile": "subsys_c.rom", "file": "bios/fm7.zip" },
                                      { "md5": "71c96a45b78e88a39c1aadb23d8a", "zippedFile": "fbasic30.rom", "file": "bios/fm77av.zip" },
                                      { "md5": "e0f4c0ebee60ae8e38e63826e59ae1de", "zippedFile": "initiate.rom", "file": "bios/fm77av.zip" },
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                                      { "md5": "fb3a1a9725c8432acef0c3ce89492e3", "zippedFile": "subsys_b.rom", "file": "bios/fm77av.zip" },
                                      { "md5": "7db27dede3358017518101850baccfa", "zippedFile": "subsyscg.rom", "file": "bios/fm77av.zip" } ] },
```

# ---------- Epoch Game Pocket Computer ---------- #
"gamepock": { "name": "Epoch Game Pocket Computer", "biosFiles": [ { "md5": "", "file": "bios/gamepock.zip" }, { "md5": "a0dd595eafb407a6a4b4ed800005a394", "zippedFile": "egpcboot.bin", "file": "bios/gamepock.zip" } ] },

# ---------- Tiger Game.com ---------- #
"gamecom": { "name": "Tiger Game.com", "biosFiles": [ { "md5": "", "file": "bios/gamecom.zip" }, { "md5": "813364d4863b1d7b7b8f6d697a416bcf", "zippedFile": "external.bin", "file": "bios/gamecom.zip" }, { "md5": "f7bce6b6d923c8e5ea2eb69f619efe", "zippedFile": "internal.bin", "file": "bios/gamecom.zip" } ] },

# ---------- VTech CreatiVision ---------- #
"crvision": { "name": "VTech CreatiVision", "biosFiles": [ { "md5": "", "file": "bios/crvision.zip" }, { "md5": "3b1ef759d8e3f4071533d2f9", "zippedFile": "crvision.u20", "file": "bios/crvision.zip" } ] },

# ---------- Entex Aventure Vision ---------- #
"advision": { "name": "Entex Adventure Vision", "biosFiles": [ { "md5": "", "file": "bios/advision.zip" }, { "md5": "5729638bd856475678467a35833d921c", "zippedFile": "b225__ins8048-11kdp_n.u5", "file": "bios/advision.zip" }, { "md5": "fc5e71445e497af9d00e6d766b13a8f", "zippedFile": "b8223__cop411l-kcn_n.u8", "file": "bios/advision.zip" } ] },

# ---------- Bitcorp Gamate ---------- #
"gamate": { "name": "Bitcorp Gamate", "biosFiles": [ { "md5": "", "file": "bios/gamate.zip" }, { "md5": "b411167df6d56311729296f4c547f6", "zippedFile": "gamate_bios_bit.bin", "file": "bios/gamate.zip" }, { "md5": "ef67993a9453c4b7798b590c7d4a52", "zippedFile": "gamate_bios_umc.bin", "file": "bios/gamate.zip" } ] },

# ---------- Phillips CD-i ---------- #
"cdi": { "name": "Phillips CD-i", "biosFiles": [ { "md5": "", "file": "bios/cdimono1.zip" }, { "md5": "2969341396a6e0143dc2343a6ef6", "zippedFile": "cdi200.rom", "file": "bios/cdimono1.zip" }, { "md5": "ac80a92c988ce07f6d6a8f21ded34cf1", "zippedFile": "cdi220.rom", "file": "bios/cdimono1.zip" } ] },
# Add games/BIOS files to Batocera


```json
"bios/cdimono1.zip"},
    { "md5": "ac0d468be366779c9df633be98da250a", "zippedFile": "cdi220b.rom",
      "file": "bios/cdimono1.zip"},
    { "md5": "3e59b8a9a423d3ecd612a32fe4e2d748", "zippedFile": "zx405037p_cdi_servo_2.1_b43t_lleek9215.mc68hc705c8a_withtestrom.7201",
      "file": "bios/cdimono1.zip"},
    { "md5": "3d20cf7550f1b723158b42a1fd5bac62", "zippedFile": "zx405042p_cdi_slave_2.0_b43t_zzmk9213.mc68hc705c8a_withtestrom.7206",
      "file": "bios/cdimono1.zip" } ],

# ---------- Naomi 2 ----------
"naomi2": { "name": "Naomi 2", "biosFiles": [ { "md5": "fc7c2b9363a1e21b9ad42003e165598c", "file": "bios/naomi2.zip" } ] },

# ---------- Hikaru ----------
"hikaru": { "name": "Hikaru", "biosFiles": [ { "md5": "aac601811a25d7b31a3d5f3f1f82f338", "file": "bios/hikaru.zip" } ] },
```

## Adding ROMs

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. For example, in the `nes/_info.txt` you'll see that acceptable ROM formats are `.7z`, `.nes`, `.zip`. You have one `_info.txt` file in each ROM system directory by default. New `_info.txt` files are added as new systems become available.

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. Most of the time, at least.

The `roms/` folder contains all the folders for all the systems available on your platform. Adding more folders will not add the system to Batocera; if the folder for that system isn't there then the emulator for that system is not present on your platform.

## The network share

To add ROM files over the network, you can connect to your Batocera machine via its samba share:

1. Open your file explorer of choice and find its “Network” section.
2. Find the BATOCERA share. If it's not appearing, you can directly type `\\BATOCERA` (under Windows or MacOS) or `smb://BATOCERA.local` (under Linux) to directly navigate to it. If your router doesn't support hostnames properly (many old routers do not), type in the IP address of the Batocera machine instead of the hostname (for example, `\\192.168.1.2`). You can find
the IP address under **MAIN MENU → NETWORK SETTINGS → IP ADDRESS**.

3. Copy the ROMs into the respective share/roms/[system shortname] directory. They should be easy enough to work out, but in case you need help identifying them you can check out the **systems overview page** for their shortname.

Alternatively, you can also **connect via SFTP, FTP or SCP to your Batocera machine**. Then you can add ROMs in the various folders under /userdata/roms/[system shortname].

If you are having trouble access the network share, be sure to check out the **network section on the troubleshooting page**!

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

Insert your Batocera drive into another computer. Once your SD card/USB drive is mounted (see 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 manager**

On PC x86 and x86_64, Batocera provides a file explorer that you can access by pressing [F1] from the systems menu in EmulationStation. You can use this file explorer to copy ROMs and metadata files from an external USB drive. Read more about it on the **built-in file manager page**.

You can quit with [Ctrl] + [Q] or from the **File** menu at the top to return to EmulationStation.

**SSH**

Midnight Commander can be used in an SSH terminal to copy files. To use it, **sign in via SSH** and run mc.

**NAS**

NAS usage is described in its own section: **Store games on a nas**.
Add games/BIOS files to Batocera

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Last update: 2022/03/08 03:04