

# Make a PR to batocera.linux



This page is, currently, far from being perfect. We recommend anyone who wishes to contribute to Batocera to join the [Discord server](#) for any questions not covered here.

## Basics

Batocera is an open-source software, it's source code can be found at <https://github.com/batocera-linux/batocera.linux>. In order to contribute to the code, you can make a pull request with the changes you made to the OS.

Microsoft (the parent company of Github) has a pretty good tutorial for this using Git Bash on Windows: <https://docs.microsoft.com/en-us/contribute/get-started-setup-local>

## Making your first pull request

There are multiple steps to make a pull request:

1. [Fork Batocera to your own repository](#)
2. [Clone your fork locally](#)
3. [Make the modifications locally](#)
4. Build Batocera and test the modifications, fixing any issues that arise
5. [Create a new local branch on your fork](#)
6. [Push your commits to the new branch](#)
7. Make a pull request to batocera.linux containing those commits

We will need to use `git` for this.

The first time, you will need to fork the system and clone it locally. The next time, you will simply need to make your local copy up to date with the upstream branch.



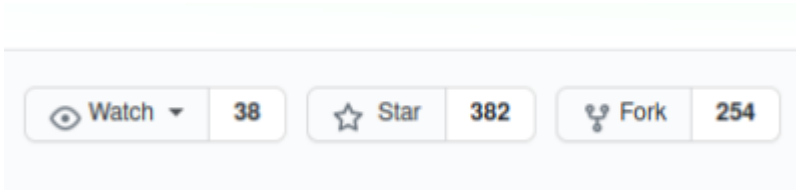
Github also has a [desktop GUI](#) for this, however instructions for this client cannot be provided (yet). If you choose to go down this route, hopefully the GUI is intuitive enough to work out what the equivalent actions on it are.

## Fork Batocera to your own repository

To make a Pull Request, you first need to make a fork of batocera.linux:

1. Login to your Github account

2. Go to <https://github.com/batocera-linux/batocera.linux>
3. Click on the **Fork** button on the right



This will create a fork at <https://github.com/<your Github username>/batocera.linux> at your account respectively.

## Cloning your fork locally

You have to clone this fork locally, the easiest way is to open a command line and type `git clone https://github.com/<your Github username>/batocera.linux`.

You then need to go into the created folder (which should be `batocera.linux`), once inside, you will need to tell it this is a fork of <https://github.com/batocera-linux/batocera.linux> using the following commands :

- `git remote add upstream https://github.com/batocera-linux/batocera.linux.git`
- `git remote set-url upstream https://github.com/batocera-linux/batocera.linux.git`

Finally, you have to tell it the URL of your own fork itself using :

- `git remote set-url origin https://github.com/YOURNAME/batocera.linux` where YOURNAME is your github username.

## Making and testing the modifications

You have some guidelines on [this page to compile individual packages](#), a [list of notable files and their location on a live install](#) and [this page for more general compilation of the whole Batocera Linux system](#).

## Create a local branch on your fork

You then need to make a local branch using `git checkout -b Name-of-the-branch`, once this is done, you have to commit your changes to it using `git commit`.

If you're finding differences where you haven't actually made them, make sure your submodules are updated. `git submodule update --init`.

## Push your commits to the new branch

Once all of this is done, commit them to your branch on your fork using `git push --set-upstream origin Name-of-the-branch`

## Making the pull request

You can now go into your Github fork link, and click on Pull Request. This will let you ask to merge the changes into the main repository.

## Make new changes

Once you have set this up, you can simply make your own master branch up to date with the upstream master branch. To do this, you need to do:

1. `git checkout master` : Tells git to use the master branch
2. `git fetch upstream` : Tells git to grab every changes from the upstream repository
3. `git rebase upstream/master` : Tells git to make your branch up to date with the master branch of the upstream repository

You then make your changes, create a new branch using `git checkout -b Name-of-the-branch` and commit your changes to it like before. The rest doesn't change from the first time.

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