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Development

You'd like to help with the development of Batocera? Or maybe you're just curious as to how Batocera works under the hood.

For an introduction to developing code for Batocera:

- Batocera's file partitions
- Coding rules
- Make a PR to batocera.linux

A friendly GUI for managing Git commits, useful for newcomers who want to contribute:

- Github Desktop

For more advanced techniques like testing your changes in a live build instead of compiling from scratch every time:

- Overlays (modify the live system)
- Notable files/folders

How to compile Batocera!

- Compile batocera-linux
- Compiling individual packages

Set up a permanent local update server:

- Redirect upgrades from any board to my own builds

Package management (relatively new, report any bugs to the team)

- Create your own pacman package

How to develop themes for Batocera-EmulationStation (how the “menu” looks):

- Write themes for batocera-emulationstation

Help translate Batocera into your language:

- Help with translation

Set up hotkeys for emulators which only support keyboard shortcuts:

- Evmapy (keyboard shortcuts)

Manipulate the inouts received from controllers to perform different actions:

- Evsieve (input manipulator)

Need to use advanced tracing tools to discover the root cause of a pesky issue?

- Debug Batocera

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https://wiki.batocera.org/ - **Batocera.linux - Wiki**

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