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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

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
- Compile batocera-linux
- How to work on batocera.linux (and not recompile everything)

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

- Redirect upgrades from any board to my own builds
- Content downloader (pacman)

Others

- Write themes for batocera-emulationstation
- Help with translation

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

Permanent link:
https://wiki.batocera.org/development?rev=1634515028

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