Modify the system while it's running

By default, batocera.linux is like a firmware. It's a file called `/boot/batocera`. You cannot modify it directly, and for most use cases, you shouldn't need to modify it. All the user data is stored in `/userdata/`, which is writable.

That said, in case you need to modify the system, there are tips to do it.

/boot/ directory

For any modification in `/boot`:

```
# mount -o remount,rw /boot
```

Other system files

For any other modifications, you can directly edit the files in their directory (for example if you want to play with the configgen scripts in `/usr/lib/python2.7/site-packages/configgen/generators/`). Once the modifications are done, you can save them with the command:

```
# batocera-save-overlay
```

This script creates a file at `/boot/boot/overlay` file that stores all the modifications you made. **WARNING**: this overlay file is automatically removed at the next upgrade.

If you don't use the `batocera-save-overlay` script, you can still edit the files in `/usr/` but any modification will be lost on reboot.

If you want to remove all your customizations, just remove this `/boot/boot/overlay` file.

Note : it cannot be done for the current Odroid xu4 version.

Cases when you don't need to modify the system

Some best practices here:

- You generally don't need to edit `/etc/fstab`, use store_games_on_a_nas instead.
- You should not modify `/usr/share/emulationstation/es_systems.cfg`. Instead, copy this file to `/userdata/system/configs/emulationstation/es_systems.cfg` and customize it from there. At startup, EmulationStation prefers the latter file if it exists.

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