Redirect upgrades from the official server to my own builds

Once you've built your Batocera image, you can:

- either copy the `boot.tar.xz` image onto your batocera.linux box and [update from there](#)
- or configure your running Batocera to upgrade from another computer with its own web server

The former is OK for one-off images, but if you often build new images, it's worth spending some time with the latter to make the upgrade process much smoother.

Configure your other computer

- have a http server like Apache running on your computer (typically the compilation server).
- create a subdirectory inside `www` part to host all your Batocera images
- make a subtree like this one : `x86_64/stable/last` (for x86_64 builds, needs to be adapted to other supported architectures if that's your goal)
- create a symbolic link from `x86_64/stable/last` to `/path/to/your/build/output/images/batocera/`
- copy the file `/path/to/your/build/output/images/batocera/batocera.version` to the same `batocera` directory.
- at this step, you should be able to download the following files :

```
http://myhttpserver/some/path/x86_64/stable/last/boot.tar.xz
http://myhttpserver/some/path/x86_64/stable/last/batocera.version
```

Now, access your batocera running instance the same way [you add games](#), and in `/userdata/system/batocera.conf` file, add or edit the following line :

```
updates.url=http://myhttpserver/some/path
```

Now, you can upgrade from the system menu. Batocera will check for the newer version and upgrade from your computer hosting the `boot.tar.xz` file.

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

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