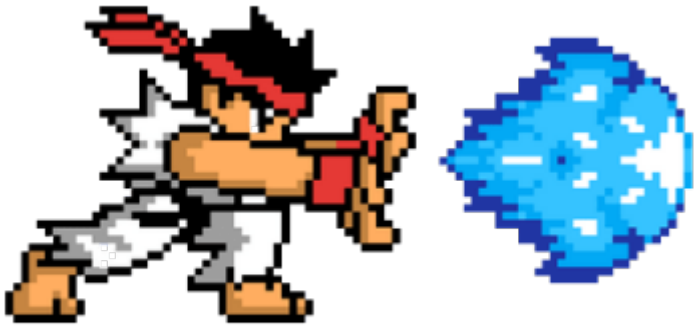
This article needs some TLC. Read at your own risk.

MUGEN

MUGEN is a popular, veteran fighting game engine with a huge community behind it. It was developed by Elecbyte, initially released in 1999.

This system scrapes metadata for the “mugen” group and loads the `mugen` set from the currently selected theme, if available.



Quick reference

- **Emulator:** MUGEN
- **Cores available:** MUGEN: Lutris, MUGEN: Proton
- **Folder:** `/userdata/roms/mugen`
- **Accepted ROM formats:** `.pc`, `.squashfs`

BIOS

No MUGEN emulator in Batocera needs a BIOS file to run.

Game files

Place your MUGEN game files in `/userdata/roms/mugen`.

Emulators

MUGEN

The bonafide engine itself. It is run via Lutris or Proton, your choice.

MUGEN configuration

Standardized features available to all cores of this emulator: `mugen.videomode`, `mugen.padtokeyboard`, `mugen.decoration`

ES setting name `batocera.conf_key`	**Description ⇒ ES option `key_value`**
Settings that apply to all cores of this emulator	
ESYNC `mugen.esync`	Can increase performance for games that stress the CPU. ⇒ Off `0`, On `1`.
FSYNC `mugen.fsync`	Can improve frame rates and responsiveness. ⇒ Off `0`, On `1`.
PBA `mugen.pba`	Vastly improves the speed of buffer maps. ⇒ Off `0`, On `1`.
VIRTUAL DESKTOP `mugen.virtual_desktop`	Define the resolution and a new dedicated window. ⇒ Off `0`, On `1`.

Controls

Here are the default MUGEN's controls shown on a Batocera Retropad:

Troubleshooting

Further troubleshooting

For further troubleshooting, refer to the generic support pages.

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