TheXTech

TheXTech is an open-source reimplementation of the SMBX (Super Mario Bros. X) engine by Wohlstand. SMBX is a fan-made platform game engine that allows creating and playing custom Mario-style levels and episodes. TheXTech rewrites the original Visual Basic 6 engine in C++ for cross-platform compatibility, improved performance and modern hardware support. This system scrapes metadata for the “thextech” group(s) and loads the thextech set from the currently selected theme, if available.



Quick reference

- **Emulator:** TheXTech
- **Folder:** `roms/thextech/`
- **Accepted ROM formats:** `.smbx`, `.squashfs`

BIOS

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

ROMs

TheXTech works with game asset packages available from the official TheXTech releases page. You can download, for example, the Super Mario Bros. X episode. Extract the archive, then rename the

extracted folder by adding the `.smbx` extension at the end. Place it in `/userdata/roms/thextech/`.

Directory structure

```
/userdata/roms/thextech/
               └── Super Mario Bros. X.smbx/
                    ├── graphics/
                    ├── music/
                    ├── sound/
                    ├── worlds/
                    └── (other game files)
```

Multiple episodes can be installed at the same time — each as its own `.smbx` folder in the roms directory.

Saves

Save location `saves/thextech/`

Emulators

TheXTech

Standardized features available: `thextech.videomode`, `thextech.padtokeyboard`, `thextech.hud`, `thextech.hud_corner`

ES setting name `batocera.conf_key`	**Description ⇒ ES option `key_value`**
Settings that apply to all cores of this emulator	
FRAMESKIP `thextech.frameskip`	Skip frames to improve performance, at the cost of choppy motion. ⇒ On (Default) `1`, Off `0`.
RENDERING MODE `thextech.rendering_mode`	Better performance with hardware rendering. ⇒ Hardware (Default) `hw`, Software `sw`, Vsync `vsync`.

Controls

TheXTech has built-in gamepad support. The controls follow the classic Mario platformer layout and can be configured in the in-game settings menu.

Troubleshooting

My game does not launch

- Make sure the game folder has the `.smbx` extension appended to its name.
- Verify that the folder contains the required game asset files (graphics, music, sound, worlds).
- Download the latest compatible assets from the TheXTech releases page.

Further troubleshooting

For further troubleshooting, refer to the generic support pages.

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