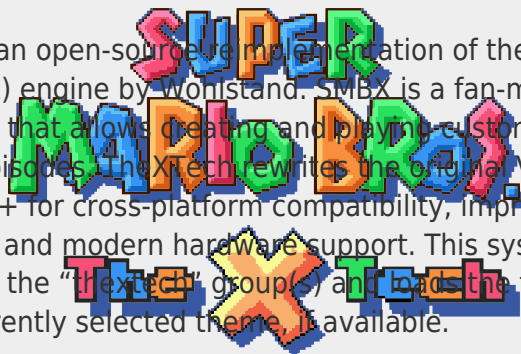


TheXTech

TheXTech is an open-source implementation of the SMBX (Super Mario Bros. X) engine by Won1stand. 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.

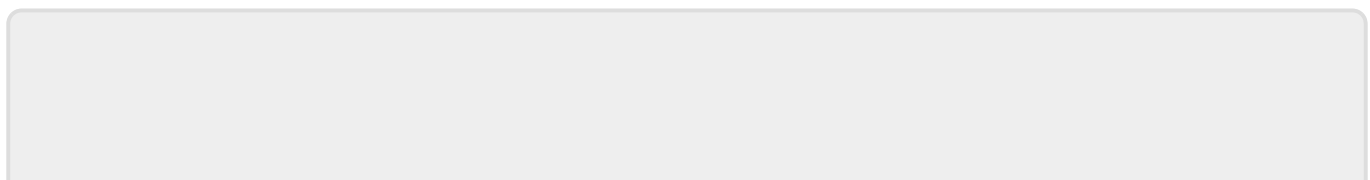
Troubleshooting

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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