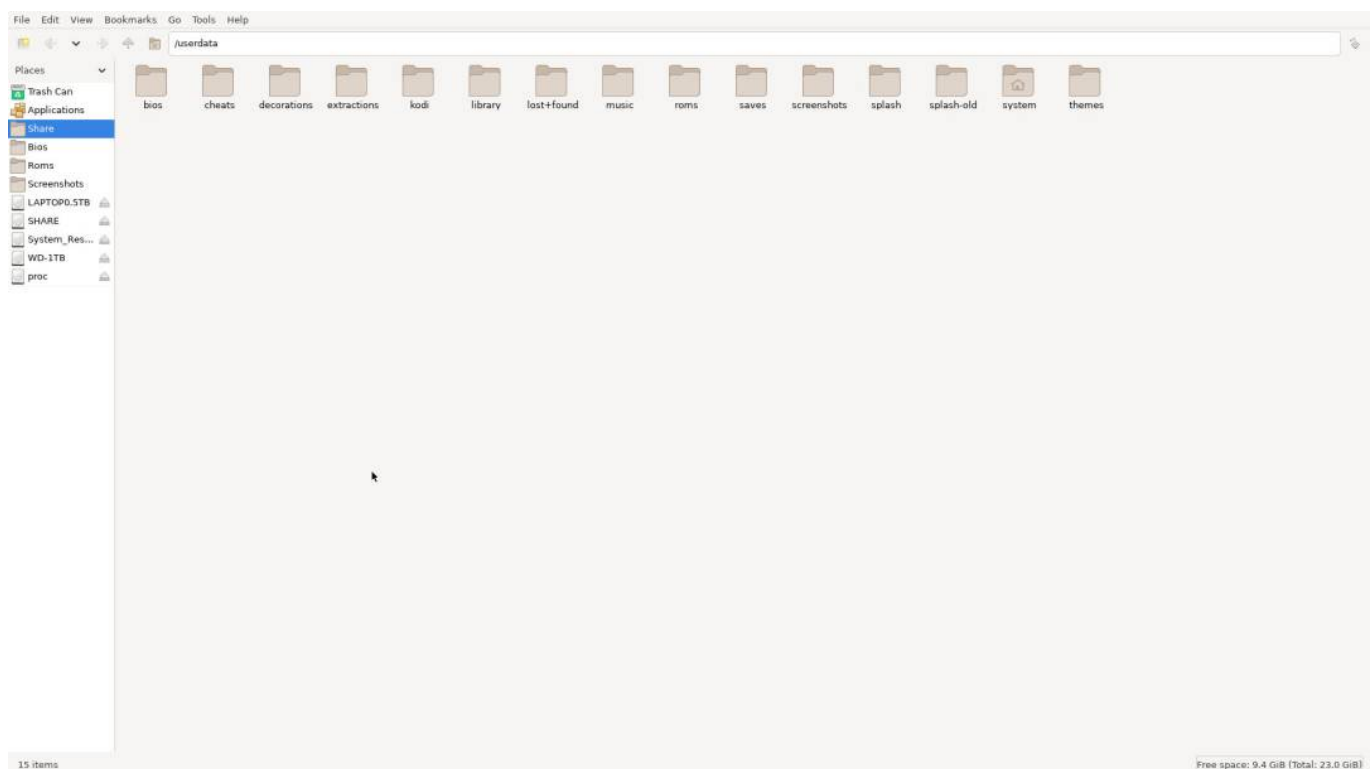


Built-in File Manager

Batocera features a built-in file manager that can be accessed by pressing [F1] on the keyboard on the main system list (as of right now, PC-only).

Overview

Often overlooked but a crucial piece of software in some cases. Batocera uses the lightweight [PCMan file manager](#).



It's pretty utilitarian, but it gets the job done.

- **Sidebar** Taking up the left side of the screen, this shows some quick access shortcuts and all the currently mounted drives.
- **Address bar** Your current location path. Feel free to click here and type the direct path you need to go to.

[Symlinks](#) use the parent path of the symlink file, not the destination's path; that's the point of symlinks!

- **Current folder contents** The contents of the current folder you're in.

Where's all my data?

The default path of the file manager is `/userdata/`, which is called “Share” in the sidebar. This is

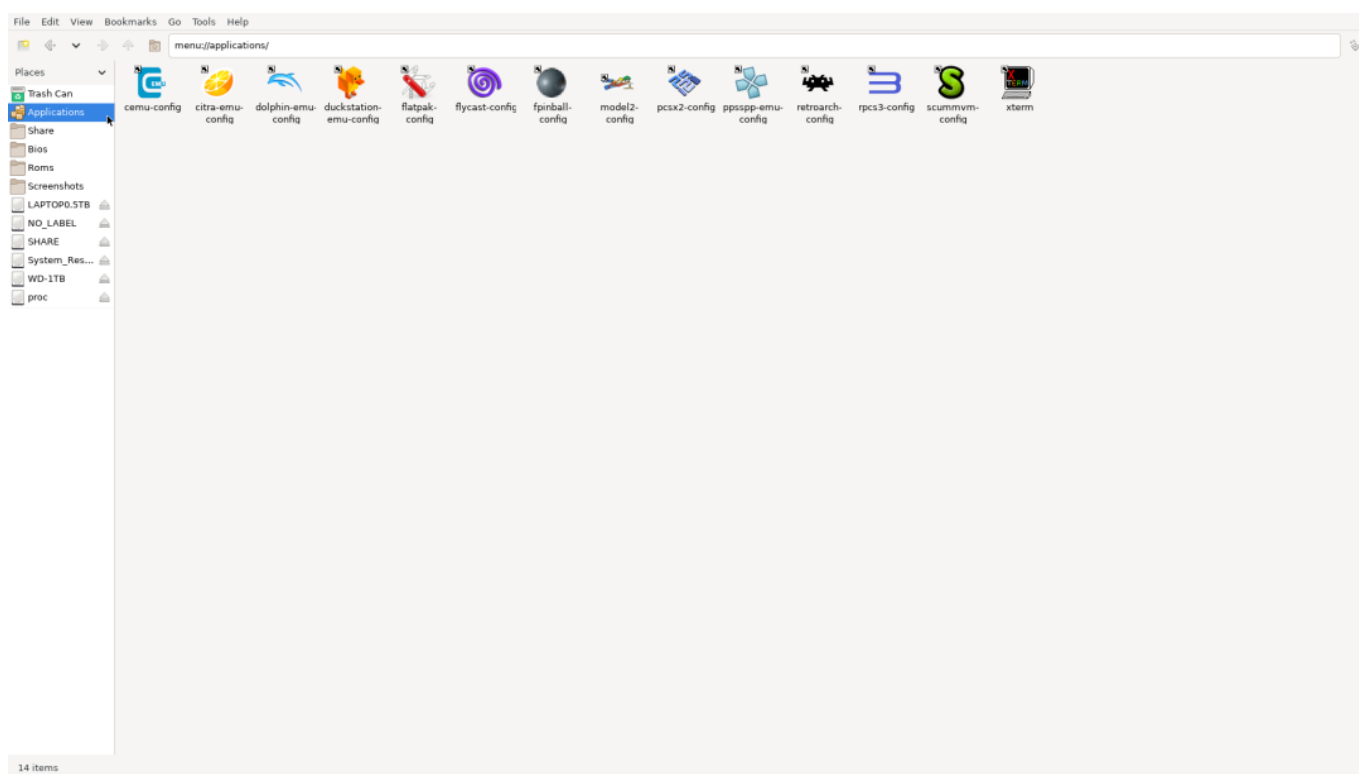
due to the fact that this is the default location shown on [the network share](#). Throughout the rest of this wiki, the “Share” folder is usually referred to by its direct path of /userdata/ to avoid confusion between people using the file manager and those using [SSH](#).

Applications (advanced standalone emulator configuration)

If a standalone emulator features a GUI to alter its configuration, it will be featured here.

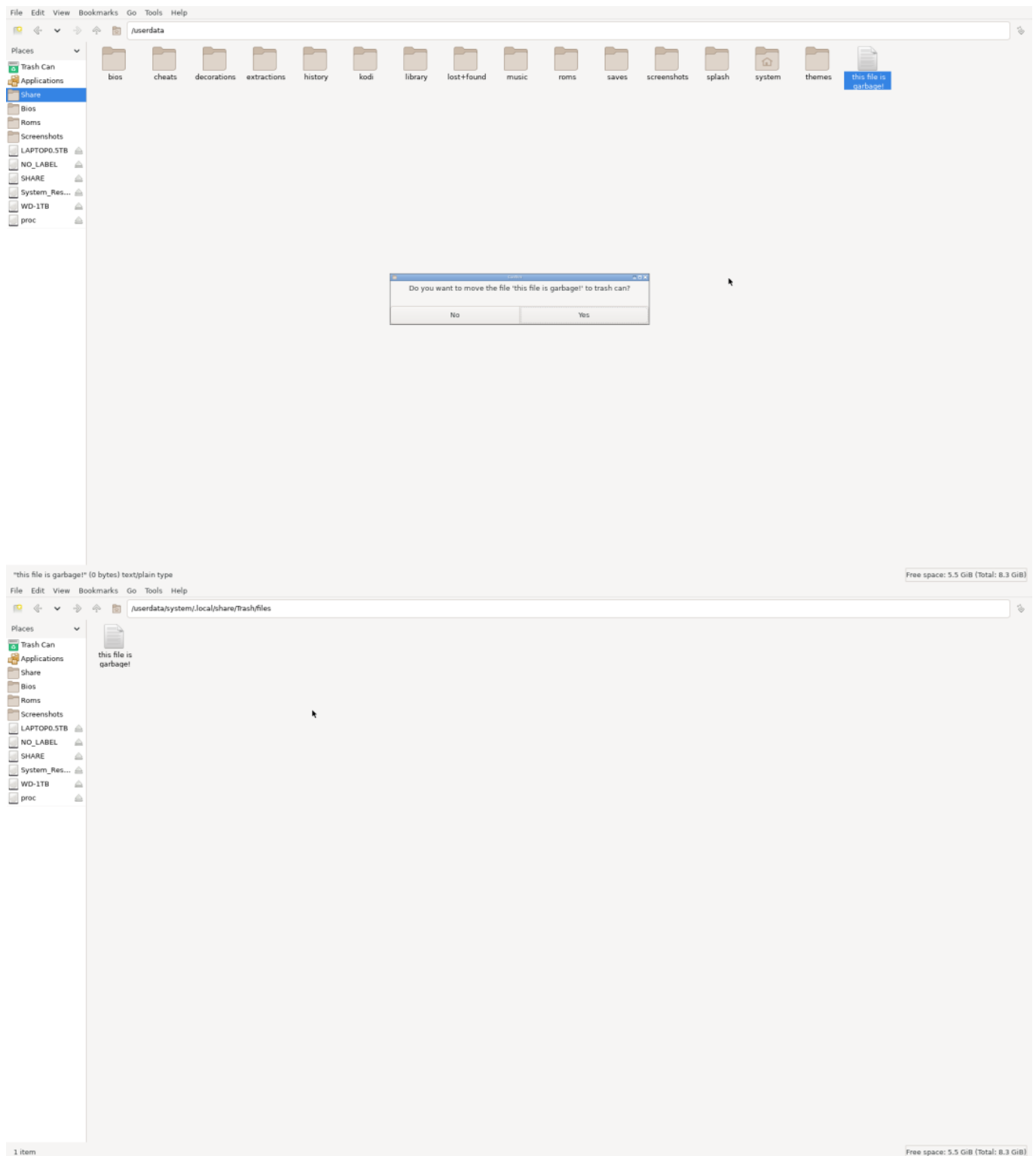
It is usually not required to alter settings from here! All the important settings can be adjusted from Batocera's menus, just press [SELECT] while in the system's game list and go to **ADVANCED SYSTEM OPTIONS**.

However, some emulators/systems may not have a particular option implemented yet, whereupon the only way to configure them is from its standalone GUI here.

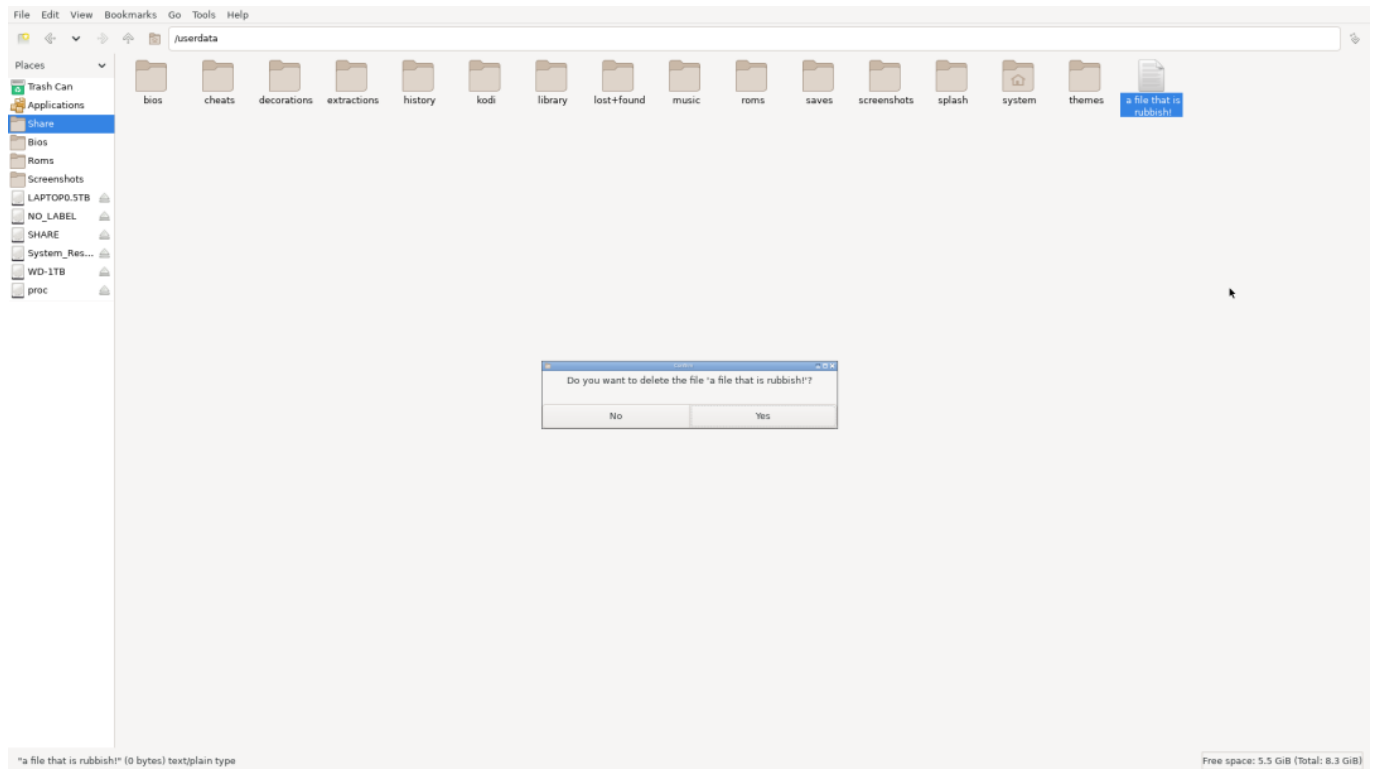


Trash Can

This is where files are banished to when you delete them using this file manager by default.



By holding [Shift] while pressing [Del] on a file, you can instead immediately delete it. You will still be prompted to confirm, but note that it says “Do you want to **delete**” instead.



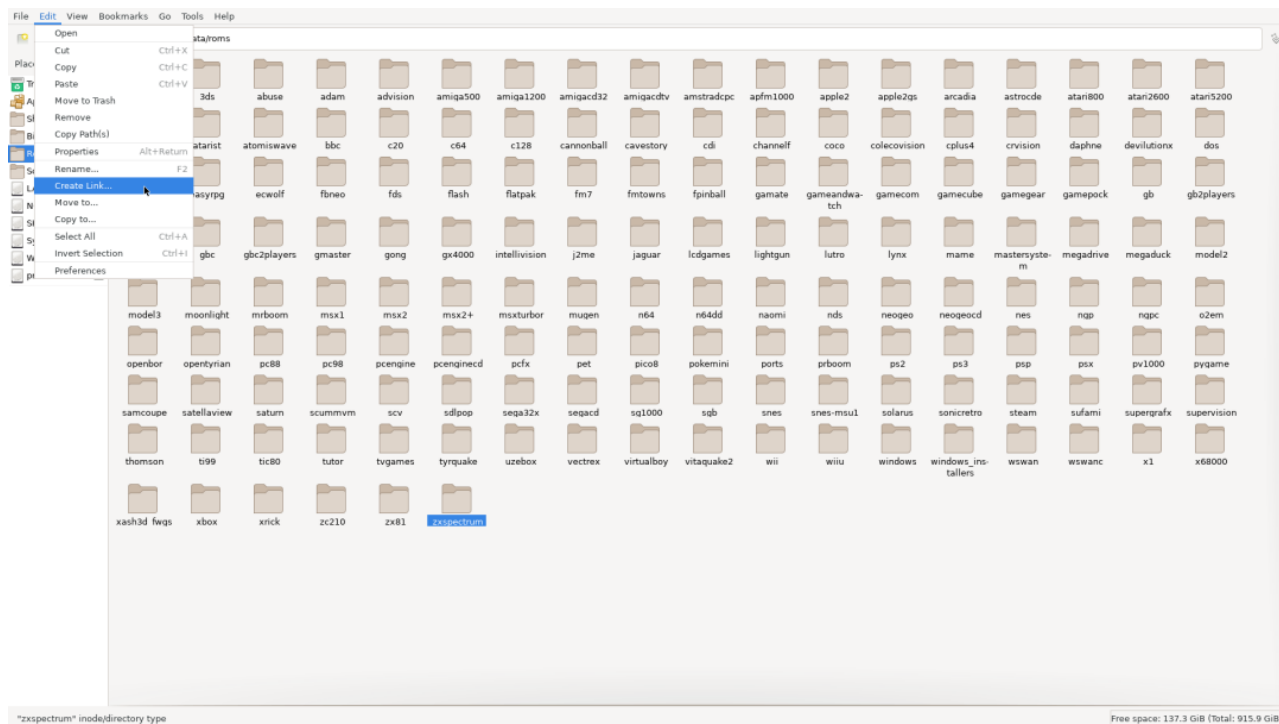
The default behavior can be changed in **Edit → Preferences** by unchecking 'Move deleted files to "trash can" instead of erasing from disk'.

Symlinks

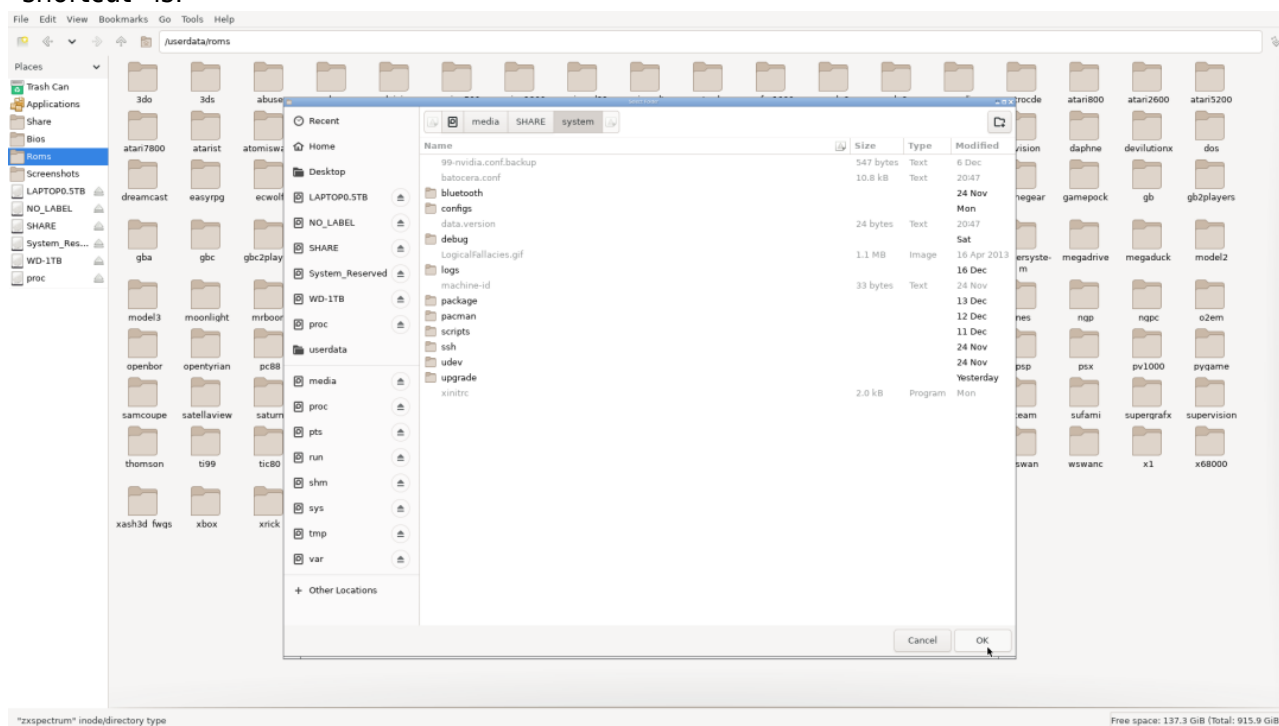
Symlinks can be used to effectively create shortcuts, but better yet, make the system believe a single folder/file exists in two different places despite it only taking up the space of the single file on the physical drive!

You can create symlinks like so:

1. Navigate to the folder you wish to link to.
2. Highlight the folder by clicking on it once.
3. In the menu at the top, go to **Edit → Create Link...**



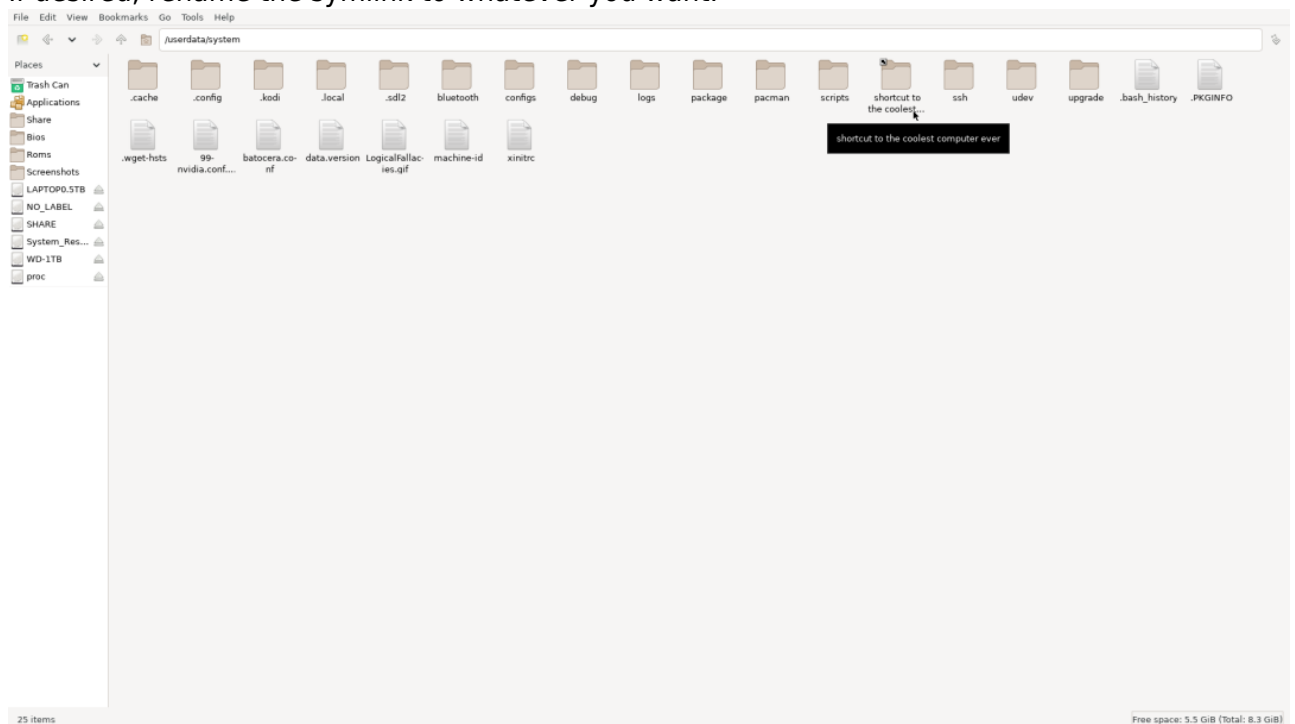
4. Navigate to where you would like to create the symlink file. Essentially, this will be where your “shortcut” is.



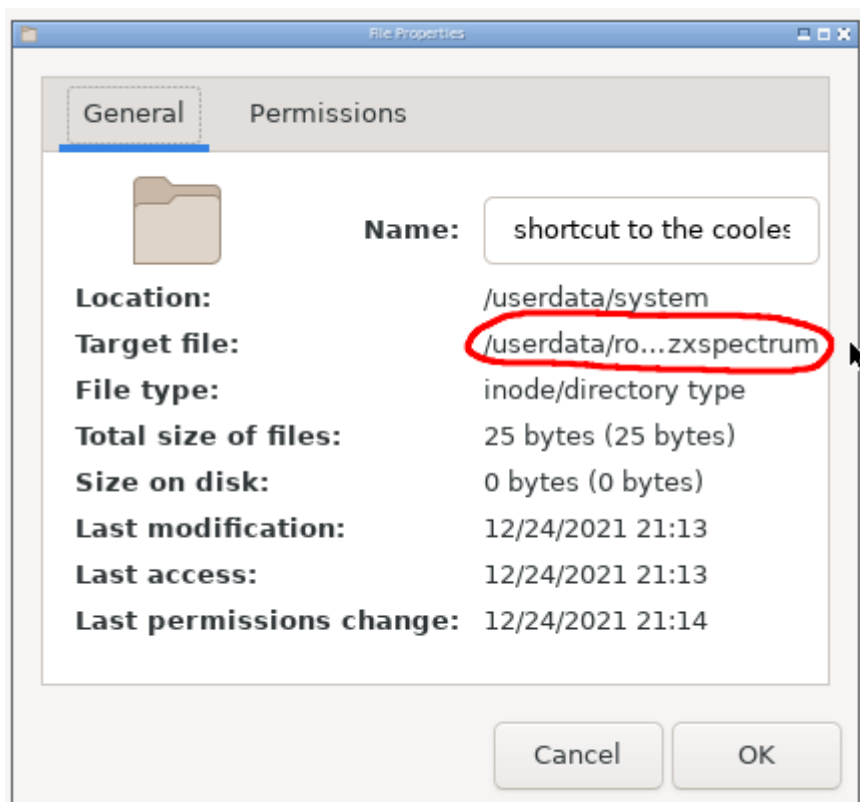


It will have the same name as the original folder at this point, so be careful of duplicate names.

5. If desired, rename the symlink to whatever you want.



To check the location of the symlink, right-click it and go to its **Properties**. The destination folder will be listed as the “Target file”.



Symlinks are incredibly powerful, and can be used to do zany stuff like linking folders in from other drives. Using this, you could have a roms/ directory in which all the systems are symlinked to folders on their own separate hard-drive! But remember, all this power comes with responsibility: the more complicated you make your symlinks, the more complicated it is to maintain them and remember where they all point to and what drives they are dependent on.

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