

Modify the system while it's running

By default, batocera.linux is like a firmware. It's a file called `/boot/batocera`. You cannot modify it directly, and for most use cases, you shouldn't need to modify it. All the user data is stored in `/userdata/`, which is writable.

That said, in case you need to modify the system, there are tips to do it.

`/boot/` directory

For any modification in `/boot/`:

```
mount -o remount,rw /boot
```

Other system files

For any other modifications, you can directly edit the files in their directory (for example if you want to play with the configgen scripts in `/usr/lib/python3.9/site-packages/configgen/generators/`). Once the modifications are done, you can save them with the command:

```
batocera-save-overlay
```

This script creates a file at `/boot/boot/overlay` file that stores all the modifications you made.



WARNING: This overlay file is automatically removed at the next upgrade.

If you don't use the `batocera-save-overlay` script, you can still edit the files in `/usr/` but any modification will be lost on reboot.

If you want to remove all your customizations, just remove this `/boot/boot/overlay` file.

By default, Batocera overlay files are limited to 50MB. If your modifications are over 50MB, you can specify the size of the overlay with the command. Keep always a bit of margin, the overlay will embed a few more files than those you were expecting (some system files created on-the-fly at boot time). For example, if you need to save 120MB of data on the system, you can type `batocera-save-overlay 120`.

Note : it cannot be done for the current Odroid xu4 version.

Cases when you don't need to modify the system

Some best practices here:

- You generally don't need to edit `/etc/fstab`, use [store_games_on_a_nas](#) instead.
- You should not modify `/usr/share/emulationstation/es_systems.cfg`. Instead, follow the instructions in [the Customize sytems page](#).

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