

OD Commander

OD commander is a fork of **DinguxCommander** which is a gamepad-oriented file manager (if you have used some of the weaker SBC handhelds that run Dingoo you may already be familiar with the software). It follows the “x commander” philosophy of having the left panel show the “source” and the right panel show the “destination”, similar to Midnight Commander (which is also already included in Batocera).

Most notably, OD command is available on all platforms (since Batocera **v34**). OD commander can be opened from the Ports menu.

Controls

Gamepad control (equivalent keyboard key):

- D-pad (Arrow keys) - Move
- [L1]/[R1] (Page Up/Page Down) - Page up/page down
-  (Enter) - Select (on a directory: open, on a file: view or execute)
-  (Backspace) - Go to parent directory/cancel
-  (Esc) - File menu (Available actions: Select all items, Select no items, Create new directory, Display disk information, Quit program)
-  (Space) - Context menu (Available actions: Copy to other panel directory, Move to other panel directory, Rename, Delete, Display disk used)
- [SELECT] - Select highlighted item so that you can do the same action on multiple items (like if you want to delete multiple files). Selected items are displayed in red, click [SELECT] again to unselect them.
- [START] - Open directory in the destination panel (if a directory is highlighted, open current directory in the destination panel and show the files in it).
- [Hotkey] + [START] - Quit

In Batocera **v34**,  and  are reversed.

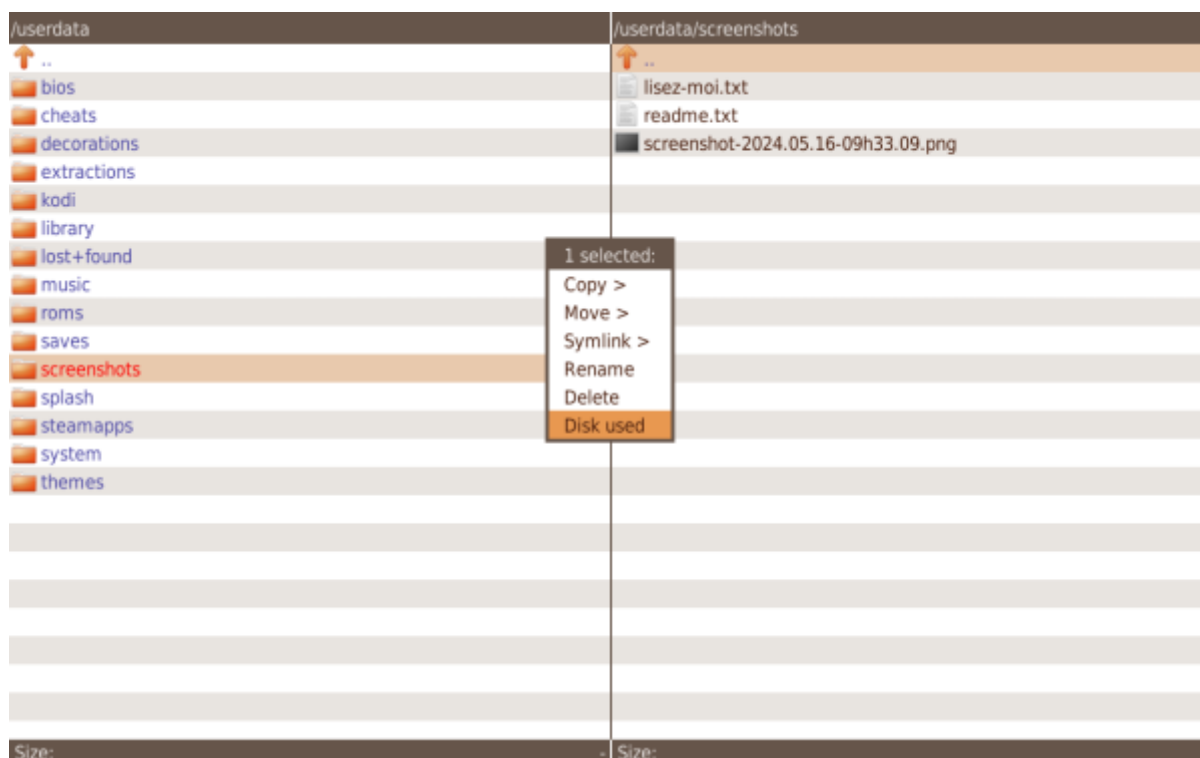
Mice and other cursor devices are supported if one is plugged in! Left click to open/run and right click a file/directory to open the context menu or right click the title bar to open the file menu.

How to use it

OD commander follows the dual-pane setup popular with power-user oriented file managers such as Norton command and Midnight commander.

The left pane (commonly referred to as the “source”) contains one directory and the right pane (commonly referred to as the “destination”) contains another. Files can be freely copied, moved and symlinked to one another.

Press the  button to bring up the context menu. Any action here that would perform the operation into the directory in the other pane is indicated by a > or a < character, showing which “direction” the operation will take place in. For example, this will copy the file from the right pane (path/to/right) into the left pane (path/to/left):

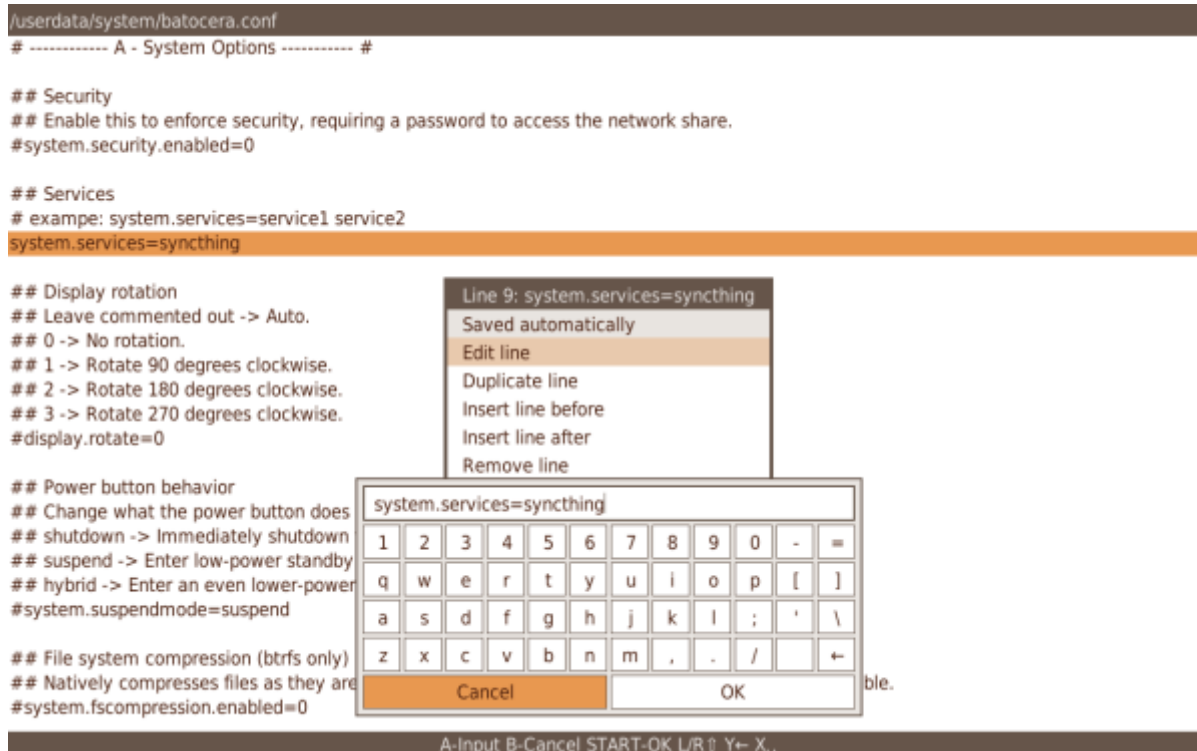


It's useful to check your remaining free space from time to time as you're copying files around. Press  and then go to **Disk info** to see the current amount of used space compared to the total available.

Editing text documents

OD commander has a built-in text editing software. For example, if you open `batocera.conf`, you can edit it from ODCommander.

Move to the line you want to edit with the joypad and click  to open a contextual menu that will let you edit a line, duplicate it, insert a line before/after or remove the line. Then, if you edit a line, you will have access to an on-screen keyboard that can be used with the joypad or the touchscreen if your device supports it.



Accessing external drives

Since OD commander does not have the “sidebar” like PCmanFM does, it can be more difficult to discover externally attached and mounted storage devices. Instruct users on how to do just that.

Additional drives can be accessed by navigating one level up from userdata (referred to as the “root”) and going to the /media folder:

 **Fix Me!**: (screenshot showing this)

I accidentally deleted OD commander!

Don't worry, it's not actually possible to do that. But you may have removed its shortcut entry from the gamelist (this is intentional, some people want a very clean gamelist).

If you'd like to regenerate it back, simply delete the /userdata/roms/odcommander folder and reboot Batocera. It will be recreated along with its gamelist on next boot.

The fonts/icons are too small/too large!

Sometimes the icons and text in OD Commander are not optimal for your device/resolution, in particular when you use Batocera on a handheld device, or connected to a screen with a non standard resolution. They might be either too small or too large to be readable.

To fix it, you can [connect to Batocera through SSH](#) or through the SMB network and create or edit the configuration file /userdata/system/.config/commander.cfg and add the parameters in the

following paragraph. This is an example for a SteamDeck (LCD version):

```
disp_autoscale_dpi=0  
disp_width=800  
disp_height=1280  
disp_ppu_x=2  
disp_ppu_y=2
```

From:

<https://www.wiki.batocera.org/> - **Batocera.linux - Wiki**

Permanent link:

https://www.wiki.batocera.org/od_commander

Last update: **2024/05/16 16:43**

