

This article needs some TLC. Read at your own risk.



MUGEN

MUGEN is a popular, veteran fighting game engine with a huge community behind it. It was developed by Elecbyte, initially released in 1999.

This system scrapes metadata for the “mugen” group and loads the mugen set from the currently selected theme, if available.



Quick reference

- **Emulator:** [MUGEN](#)
- **Cores available:** [MUGEN: Lutris](#), [MUGEN: Proton](#)
- **Folder:** /userdata/roms/mugen
- **Accepted ROM formats:** .pc, .squashfs

BIOS

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

Game files

Place your MUGEN game files in /userdata/roms/mugen.

Emulators

MUGEN

The bonafide engine itself. It is run via Lutris or Proton, your choice.

MUGEN configuration

Standardized features available to all cores of this emulator: `mugen.videomode`, `mugen.padtokeyboard`, `mugen.decoration`

ES setting name batocera.conf_key	Description ⇒ ES option key_value
Settings that apply to all cores of this emulator	
ESYNC mugen.esync	Can increase performance for games that stress the CPU. ⇒ Off 0, On 1.
FSYNC mugen.fsync	Can improve frame rates and responsiveness. ⇒ Off 0, On 1.
PBA mugen.pba	Vastly improves the speed of buffer maps. ⇒ Off 0, On 1.
VIRTUAL DESKTOP mugen.virtual_desktop	Define the resolution and a new dedicated window. ⇒ Off 0, On 1.

Controls

Here are the default MUGEN's controls shown on a [Batocera Retropad](#):



Troubleshooting

Further troubleshooting

For further troubleshooting, refer to the [generic support pages](#).

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