

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.

They are usually distributed as a folder for Windows PC, with the .exe files and everything. Rename this folder, so that it has a .pc extension. For example, if you are using a Windows PC versions that is called MugenDreamVer1, copy it to your Batocera machine and rename it /userdata/roms/mugen/MugenDreamVer1.pc.

Then, very similarly to [Windows games](#), you need to create an autorun.cmd file that contains the name of the main .exe for the Mugen game you want to run. For my example here, the autorun.cmd file would contain:

```
CMD=MUGENDreamVer1.exe
```

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.padtkeyboard`, `mugen.decoration`

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

Some MUGEN could need a pre-config before run into batocera.

Open the file `mugen.cfg` and edit those lines to:

- `GameWidth = 1920`
- `GameHeight = 1080`
- `Depth = 32`
- `FullScreen = 1`
- `RenderMode = OpenGL`

Further troubleshooting

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

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