



TheXTech

TheXTech is an open-source reimplementaion of the SMBX (Super Mario Bros. X) engine by Wohlstand. SMBX is a fan-made platform game engine that allows creating and playing custom Mario-style levels and episodes. TheXTech rewrites the original Visual Basic 6 engine in C++ for cross-platform compatibility, improved performance and modern hardware support. This system scrapes metadata for the “thextech” group(s) and loads the thextech set from the currently selected theme, if available.



Quick reference

- **Emulator:** TheXTech
- **Folder:** roms/thextech/
- **Accepted ROM formats:** .smbx, .squashfs

BIOS

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

ROMs

TheXTech works with game asset packages available from the [official TheXTech releases page](#). You can download, for example, the Super Mario Bros. X episode. Extract the archive, then rename the extracted folder by adding the .smbx extension at the end. Place it in /userdata/roms/thextech/.

Directory structure

```
/userdata/roms/thextech/  
├── Super Mario Bros. X.smbx/  
│   ├── graphics/  
│   ├── music/  
│   ├── sound/  
│   ├── worlds/  
│   └── (other game files)
```

Multiple episodes can be installed at the same time — each as its own .smbx folder in the roms directory.

Saves

Save location `saves/thextech/`

Emulators

TheXTech

Standardized features available: `thextech.videomode`, `thextech.padtokeyboard`, `thextech.hud`, `thextech.hud_corner`

ES setting name <code>batocera.conf_key</code>	Description ⇒ ES option <code>key_value</code>
Settings that apply to all cores of this emulator	
FRAMESKIP <code>thextech.frameskip</code>	Skip frames to improve performance, at the cost of choppy motion. ⇒ On (Default) 1, Off 0.
RENDERING MODE <code>thextech.rendering_mode</code>	Better performance with hardware rendering. ⇒ Hardware (Default) <code>hw</code> , Software <code>sw</code> , Vsync <code>vsync</code> .

Controls

TheXTech has built-in gamepad support. The controls follow the classic Mario platformer layout and can be configured in the in-game settings menu.

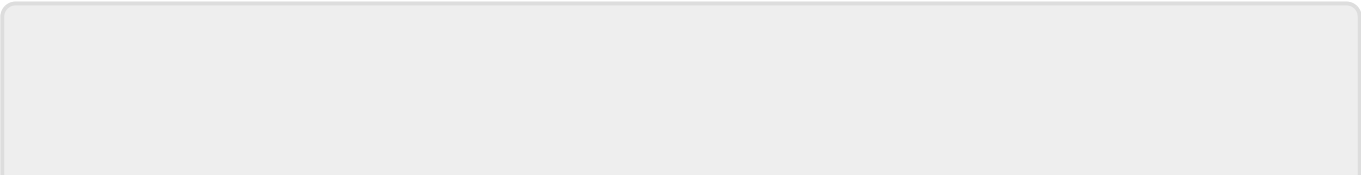
Troubleshooting

My game does not launch

- Make sure the game folder has the `.smbx` extension appended to its name.
- Verify that the folder contains the required game asset files (graphics, music, sound, worlds).
- Download the latest compatible assets from the [TheXTech releases page](#).

Further troubleshooting

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



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