

Deliverable 2 – Installing and Using Batocera on Raspberry Pi

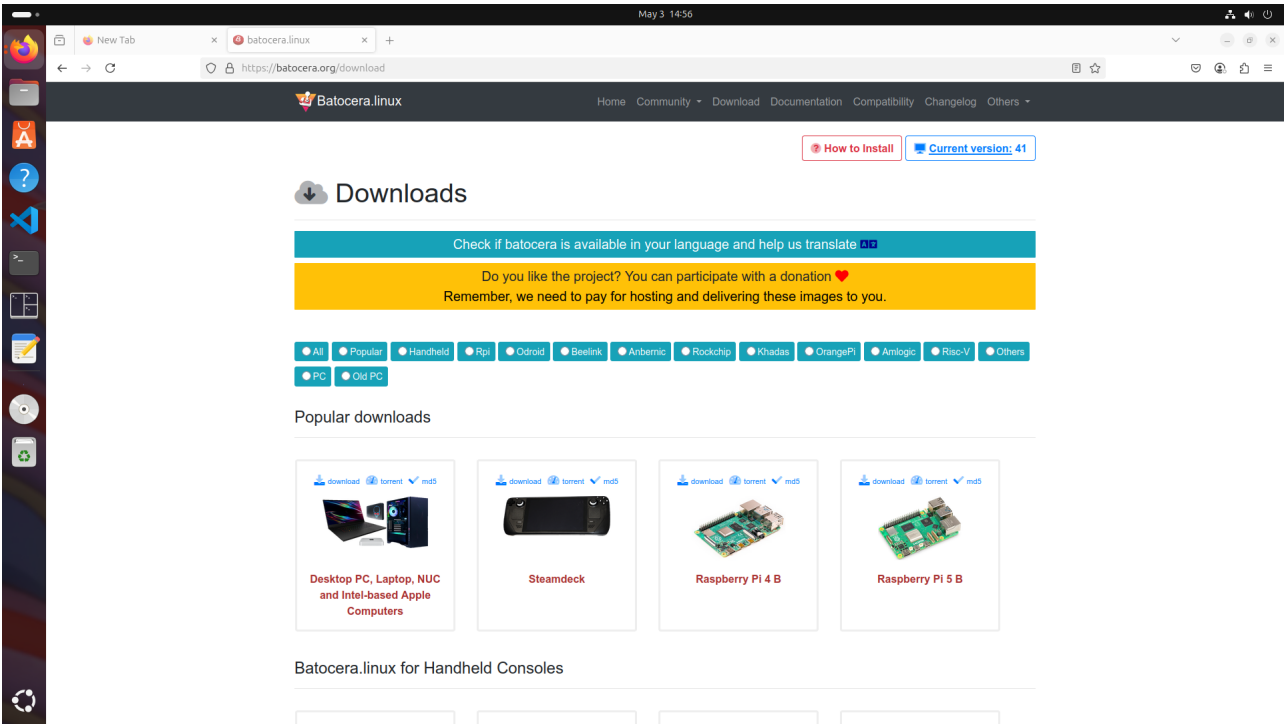
Required Hardware

| Component | Purpose |
|-------------------------|--|
| Raspberry Pi 4 B | The main device to run Batocera |
| External USB Drive | To flash Batocera OS and store games |
| Ubuntu Computer | To download and flash Batocera onto the external drive |
| USB 3.0 Port | Required for bootable drive performance on Pi |
| HDMI Cable | To connect Pi to a monitor or TV |
| USB Game Controller | To navigate and play games |
| USB Keyboard (optional) | To assist with setup |
| Ethernet/WiFi Adapter | For internet access and updates |
| Balena Etcher | To flash the iso image into the external drive |

How to Install Batocera on a Raspberry Pi

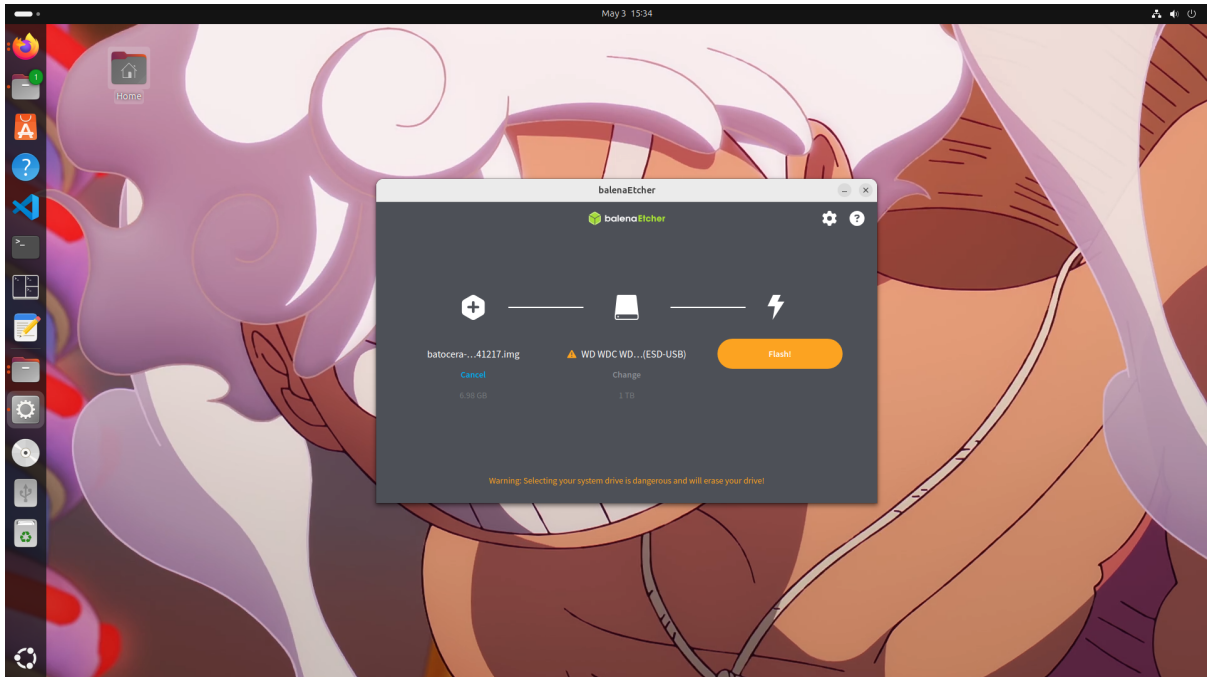
1. Download Batocera OS for Raspberry Pi

- Go to: <https://batocera.org/download>
- Choose **Raspberry Pi 4** and download the `.img.gz` file.



2. Flash Batocera onto External Drive

- You can use [Balena Etcher](#)



- Select the proper batocera iso image and the external drive where you going to flash it.

3. Connect Everything to the Raspberry Pi

- Insert the external drive into a USB 3.0 port.
- Connect HDMI, controller and mouse and keyboard if needed.

4. First Boot

- Batocera will resize the partition and reboot automatically when you start the computer.

Notes:

- Make sure there is no MicroSD card inserted in the Raspberry Pi when connecting the external drive.
- When flashing the ISO make sure you picked the correct external drive.

How to Use Batocera

Starting a Game

- Use your controller to navigate the system menu.
- Choose a console → Select a game → Press **A** or **Enter** to launch.

Connecting Batocera to Internet

- Press **Start** → **Network Settings**
- Enable WiFi and enter your credentials, or plug in Ethernet.

Updating Batocera

- Press **Start** → **Updates & Downloads** → **Start Update**

- Batocera will download updates and ask for a reboot.

Scraping Games

- Scraping fetches cover art and descriptions.
- Press **Start** → **Scrape** → Configure options → Start
- Requires an internet connection.

Stopping a Game

- Press **Hotkey** + **Start** (usually **Select** + **Start**) to quit and return to the menu.

Using Save States

- Press **Hotkey** + **R1** to save the current state.
 - Press **Hotkey** + **L1** to load the last save state.
 - Useful for saving at any moment in the game.
-