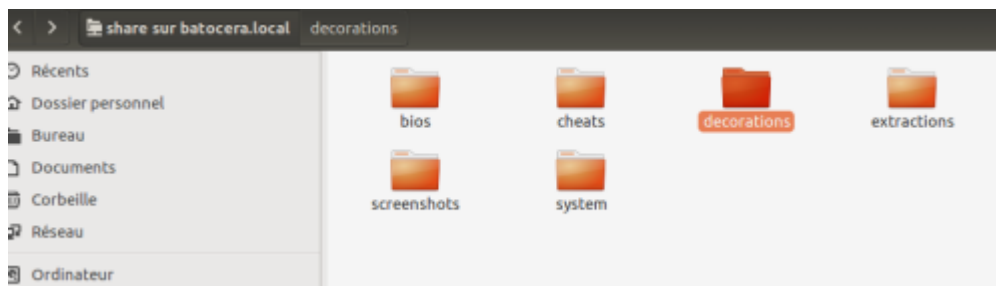


Create a new bezels definition

- Connect to your batocera.linux box, via the network for example
- In the /userdata/ folder, create a directory called decorations (next to roms, bios, ...)



- Inside the decorations folder, create a new directory, let's call it mybezels
- Go in batocera.linux menu > games > decorations
- Check that the mybezels decoration is available and select it



- Note 1 : default bezels are available at <https://github.com/batocera-linux/batocera-bezel> All default bezels have a 1920×1080 resolution and might not work if you use a different resolution.
- Note 2 : if you create a “default” folder instead of a custom name, bezels will replace the existing “default” bezel (the 2 folders will be virtually merged, taking as preference the /userdata/ bezels)

Create a new bezel

In batocera.linux, you can create :

- bezels for specific games on specific systems (mario on SNES)
- bezels for specific games on all systems (mario on all systems)

- bezels for specific system (a bezel for SNES, one for GB ...)
- a default bezel for all

You can have all four at the same time. In case your ROM/system selection matches more than one option, Batocera will apply the rules in the order listed above. If there is no suitable bezel, no bezel will be displayed.

A bezel is composed of 2 files. A .png file and a .info file.

specific games on specific systems

Bezels for a specific game on a specific system must be placed in the `games/<system>/` directory and have the same name as the ROM.

Example: `mybezels/games/snes/mario.png` and `mybezels/games/snes/mario.info`

With this example, your bezel will be used for the game ROM mario only on SNES. If you have a ROM named mario on GB or NES, it will not be displayed.

specific games

Bezels for specific games on all systems must be placed in the `games/` directory and have the same name as the ROM.

Example: `mybezels/games/mario1.png` and `mybezels/games/mario1.info`

In that case, if you have two ROM files named mario1, one for SNES and one for GB, both will display your bezel.

specific systems

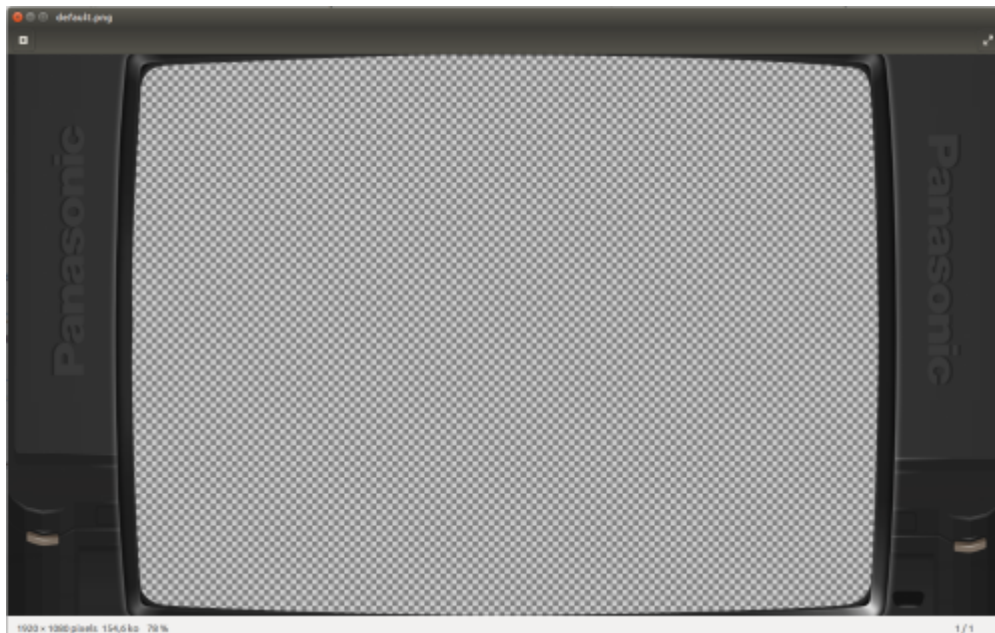
Bezels for specific systems must be placed in the `systems` directory and have the same name as the system.

Example: `mybezels/systems/snes.png` and `mybezels/systems/snes.info`

default bezel

The default bezel must be at top level and have the name `default.png` and `default.info`

Example: Create the file `mybezels/default.png`. A size of 1920×1080 is recommended. The bezel will be drawn over the emulator rendering. Thus, you must keep transparent parts on the image.



the .info file

The .info file is a text file describing how the image must be displayed over the emulator.

- width: width of the image
- height: height of the image
- top: top/left/bottom/right define the marge in pixel let to render the emulator.
- left: top/left/bottom/right define the marge in pixel let to render the emulator.
- bottom: top/left/bottom/right define the marge in pixel let to render the emulator.
- right: top/left/bottom/right define the marge in pixel let to render the emulator.
- opacity: a value between 0.0 and 1.0 to define the transparency of the image
- messagex: horizontal position of game messages (when a state is saved for example)
- messagey: vertical position of game messages (when a state is saved for example)

```
{
  "width":1920,
  "height":1080,
  "top":2,
  "left":241,
  "bottom":1,
  "right":243,
  "opacity":0.7000000,
  "messagex":0.220000,
  "messagey":0.120000
}
```

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