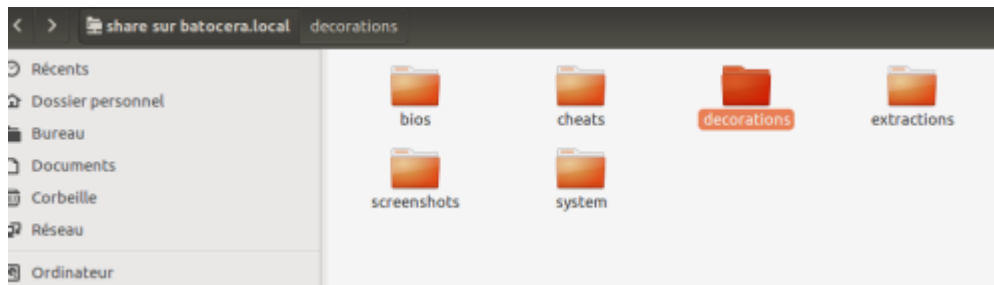


Decorations (bezels) customization

Create a new bezels set

- 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
- From the main batocera.linux menu go to **GAMES SETTINGS** → **DECORATIONS**
- Check that the mybezels decoration is available and select it



- Note 1: default bezels are available at [our github page](#). All default bezels have a 1920×1080 resolution and will be resized to your resolution, as long as your aspect ratio (width/height) is at least 16:10 (i.e. the screen is “wide”, like 16:9 compared to a 4:3 classic aspect ratio).
- Note 2: if you create a “default” folder instead of a custom name, bezels will replace the existing “default” bezels (the 2 folders will be virtually merged, the /userdata/ bezels take priority).

Create a new bezel

In Batocera, 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. See explanations below.

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

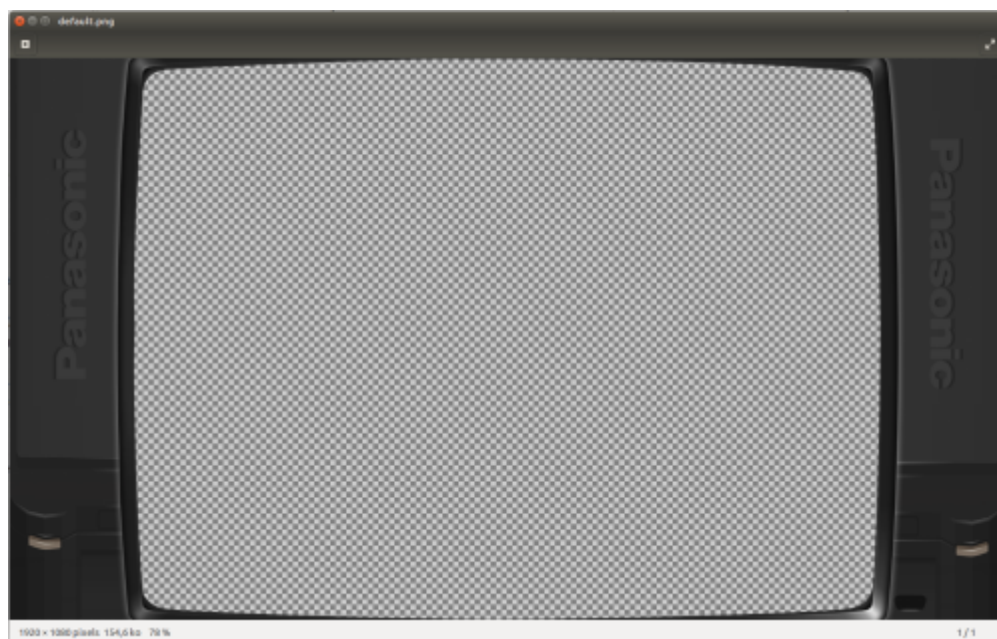
Bezels for specific systems must be placed in the `systems` directory and have the same name as the system.

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  
}
```

From:

<https://www.wiki.batocera.org/> - **Batocera.linux - Wiki**

Permanent link:

https://www.wiki.batocera.org/customize_decorations_bezels?rev=1632722588

Last update: **2021/09/27 06:03**

