

Splash Image/Video Customization

Batocera.linux supports two different forms of media for the boot splash:

- MP4 videos (for **RPi, RPi2, RPi3, Odroid XU4, Odroid N2/N2+, Khadas VIM3 and RockPro64...** and **Pi4 and PC** on Batocera **v31+**)
- A fixed PNG image (for all platforms)

Video (if available for the platform) gets higher loading priority than images. You can find an assortment of splash videos [on our server](#). There are also some on [BatoceraNation's download page](#).

Since Batocera **5.27** the process of adding splash images or videos is much easier to do. Just copy the appropriate files to your dedicated SHARE directory `sp\ash` (on your SMB network, or `/userdata/sp\ash` from SSH) and on reboot you can see your new splashes!



In Batocera **v31** and lower, those splash videos will be copied into your `/boot` partition, which has limited space. Depending on your architecture, the sizes of your potential overlays and many other parameters, you might be limited to 100s of MB left on the `/boot` partition, less than 1 GB in most cases. Make sure you don't put too many videos in your `sp\ash` directory or the process will not work.

You can have multiple `*.mp4` videos or `*.png` image files in `sp\ash` and the system will select one at random.

On the **Odroid Go Advance** and clones, by design, the screen is physically rotated. So you need to rotate your splash screen 90 degrees counter-clockwise to make it appear with the right orientation, see below for details.

If instead you'd like to edit the splash image that shows while EmulationStation is parsing the games list (the loading bar), you can instead edit `/usr/share/emulationstation/resources/logo.png`. Keep in mind this can be overridden by themes, where you'll need to find the equivalent file within that theme's folder.

Parameters on Video Splash (sound, rotation, resize)

To disable splash video altogether, you can also disable it in the same file `/boot/batocera-boot.conf` with:

```
splash.screen.enabled=0
```

Don't forget that for any modification on `/boot`, you should read [this instruction page on how to do so](#) first.

By default, the sound is enabled. To disable it, edit the file `batocera.conf` (from the `SHARE` partition of your SDCard/USB, not the same as above) to get a line exactly like this one (without `#`) :

```
splash.screen.sound=0
```

If you need to rotate the splash video, you can tune this parameter in the same file `batocera.conf` (which also rotates `EmulationStation`):

```
display.rotate=1
```

The value for rotation can be `0`, `1`, `2` or `3` representing `0`, `90`, `180` or `270` degrees of rotation respectively.

If you want to resize the splash video to a new resolution, add the following line to `batocera.conf` (Batocera **v32** and above):

```
splash.screen.resize=1280x720
```

With of course the resolution you want.



This can help with laggy splash videos on 4k TVs! Though, depending on the TV, this might not help at all.

Change the Video Splash duration

If you want to run your video splash screen for the whole length of it, edit `/userdata/system/batocera.conf` (or from the `SHARE` network folder, yes, this is not the same file as above!) and, if you want to make it 42 seconds, add a line like:

```
splash.screen.length=42
```

Any value can be set between `0` and `90` seconds.

Notes only for older Batocera versions <= 5.26

Image splash boot

You can change the splash boot image by putting your own file as `/boot/splash.png`. On Batocera 5.25+, you can have multiple `*.png` files in `/boot` and the system will select one at random.

Please note that throughout this page, the path `/boot` refers to the Linux path on your Batocera box. However, if you mount your Batocera USB key/SD card on a Windows machine, that path will be the root of your mount point shown as `BATOCERA` like `F:\` or whatever is your mount letter for your

Batocera USB key/SD card.

Disable sound on Video Splash for older Batocera versions

By default, the sound is enabled. To disable it, edit the file `/boot/batocera-boot.conf` on the USB drive/SD card to get a line exactly like this one (without #):

```
splashsound = off
```

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