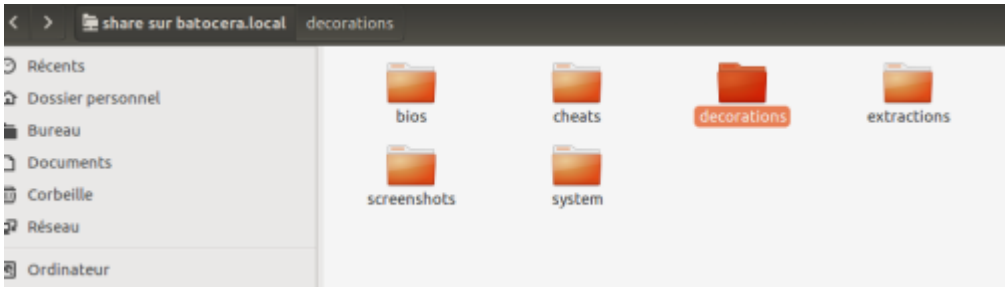
Create a new bezels definition

- 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
- 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 merge, 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 be 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

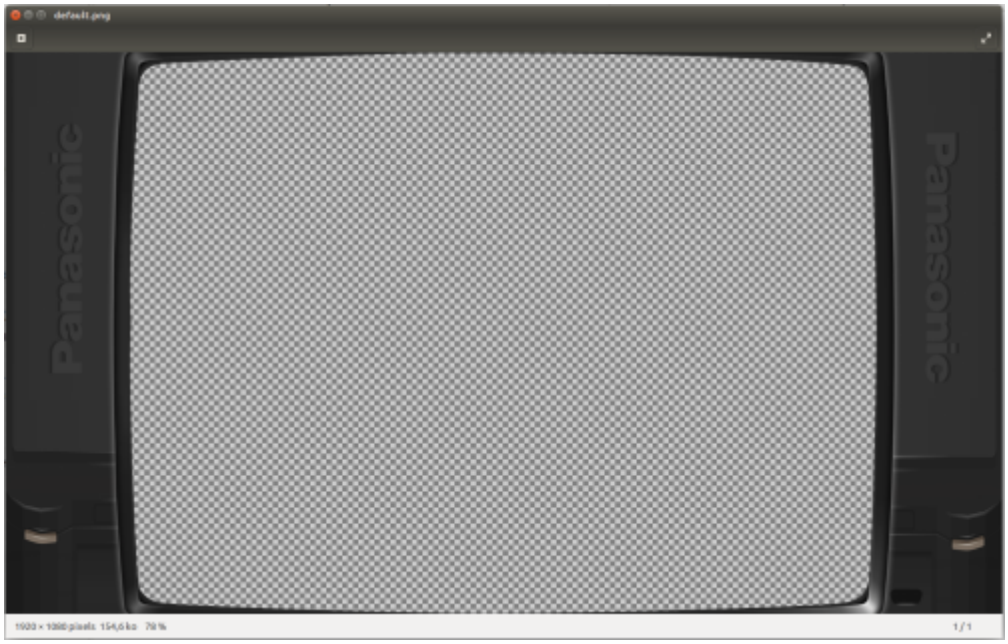
Bezels for specific systems must be placed in the `systems` directory and have the same name as the system.

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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