

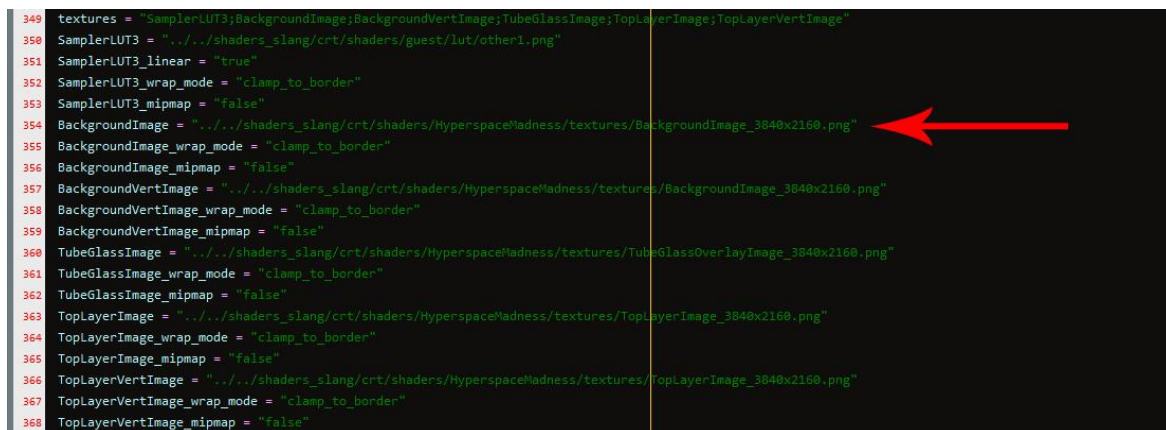
Just in case you have never had the shader running, here is a quick guide to it and my graphics.

1. First of all, I really recommend a fresh clean install of Retroarch, just to make sure nothing interferes. I couldn't get the shader to work at all when I first tried, primarily because I was using an existing RA setup.
2. Unpack the shader into the install and follow HSM's instructions.

Set your video driver to Vulkan or GLCore

Set your video aspect ratio to your monitor aspect and set integer scale to OFF

3. Install your core, load some content, and try one of the shader presets. (I have been designing around guest-dr-venom.
4. Once it is working, make a small change in the parameters. (I usually change the "[BEZEL & FRAME COLOR] Color Value/Brightness - Def 10" from the default of 10 to 9.80. Save a shader core preset.
5. Copy my graphics to a folder of your choice. I use "D:\Games\Retroarch\images".
6. Navigate to the shader preset you saved in step #4. e.g.
"D:\Games\RetroArch\shaders\presets\Beetle PSX HW\Beetle PSX HW.slangp", and open it in a text editor. At the end of the file modify this line,



```
349 textures = "SamplerLUT3;BackgroundImage;BackgroundVertImage;TubeGlassImage;TopLayerImage;TopLayerVertImage"
350 SamplerLUT3 = "../../shaders_slang/crt/shaders/guest/lut/other1.png"
351 SamplerLUT3_linear = "true"
352 SamplerLUT3_wrap_mode = "clamp_to_border"
353 SamplerLUT3_mipmap = "false"
354 BackgroundImage = "../../shaders_slang/crt/shaders/HyperspaceMadness/textures/BackgroundImage_3840x2160.png"
355 BackgroundImage_wrap_mode = "clamp_to_border"
356 BackgroundImage_mipmap = "false"
357 BackgroundVertImage = "../../shaders_slang/crt/shaders/HyperspaceMadness/textures/BackgroundImage_3840x2160.png"
358 BackgroundVertImage_wrap_mode = "clamp_to_border"
359 BackgroundVertImage_mipmap = "false"
360 TubeGlassImage = "../../shaders_slang/crt/shaders/HyperspaceMadness/textures/TubeGlassOverlayImage_3840x2160.png"
361 TubeGlassImage_wrap_mode = "clamp_to_border"
362 TubeGlassImage_mipmap = "false"
363 TopLayerImage = "../../shaders_slang/crt/shaders/HyperspaceMadness/textures/TopLayerImage_3840x2160.png"
364 TopLayerImage_wrap_mode = "clamp_to_border"
365 TopLayerImage_mipmap = "false"
366 TopLayerVertImage = "../../shaders_slang/crt/shaders/HyperspaceMadness/textures/TopLayerImage_3840x2160.png"
367 TopLayerVertImage_wrap_mode = "clamp_to_border"
368 TopLayerVertImage_mipmap = "false"
```

to the path of my graphics. e.g. BackgroundImage = "../../images/Playstation.png".

Make sure you are using one of my HSM shader graphics and not one of my RA overlays. (Although it would still work, you would have to fiddle with parameters to hide the bezel completely.)

Note: You can use an absolute path if you like but it will not be portable.

Save the file and give some content a spin.