

Soqueroeu TV Backgrounds

Backgrounds for Mega Bezel Shader on Retroarch

This is about my original TV backgrounds for use in conjunction with HyperspaceMadness Mega Bezel Reflection Shader. I think lots of people would be pleased to play old games using an actual CRT TV, so I created my own project as a nice way to have a simulated TV... INSIDE your actual TV or monitor. Believe me, this works pretty well!

Please consider my work with this project as complete. New backgrounds may or may not eventually appear.

Feedback is really welcome. I hope everybody enjoys SOQUEROEU – Mega Bezel TV Backgrounds!

What is SOQUEROEU - Mega Bezel TV Backgrounds?

My TV backgrounds are meant to be used with Retroarch. They are not conventional screen overlays: included presets automatically load configurations for Mega Bezel Reflection shader to obtain maximum retro-feeling. In fact, they are designed to work as an addon to the shader and cannot be used standalone like standard overlays as they don't have any transparent region for tube.

Why?

My idea is to develop special backgrounds to be used while playing close to big screens. Taking inspiration from other designers projects, I started creating my own backgrounds in Photoshop featuring simple TV images. They are intended to as little space for the image tube as possible, bringing comfort for those who play close to big screens.

Users may find several spots to improve my work, after all I'm still training my skill with graphical tools! Btw, I tried to develop a wide variation of colors and shapes, so they wouldn't result repetitive. I hope people will enjoy playing games and customizing their experience with my assets.

What is Mega Bezel Reflection Shader?

This is a collection of special shaders with lots of customization possibilities, as well as beautiful real-time tube reflections! They were developed by HyperSpaceMadness, with feedback from many people who like old games. In my opinion, this is one of the biggest contributions to the retro gaming emulation scene.

Requirements

- Retroarch 1.9.1 or later with simple presets enabled
- Slang shaders previously installed in your Retroarch (download from Retroarch's update menu).
- Shader Mega Bezel pack V 0.9.019 (2021-06-23) or later

Features

- All backgrounds 16:9 @ 3840x2160 (4K) png format
- Independent, zero-config presets for night and day experience
- No need for additional advanced preset adjustments

Systems included:

- 3DO
- Atari 2600
- NEC PCE Super Grafx
- NEC PC Engine
- NEC PC Engine CD
- NEC PC Engine Duo
- NEC PC-FX
- NEC Turbo Duo
- NEC Turbo Grafx 16
- NEC Turbo Grafx CD
- Nintendo Famicom
- Nintendo Famicom FDS
- Nintendo GameCube
- Nintendo N64
- Nintendo NES
- Nintendo Super Famicom
- Nintendo Super NES
- Nintendo Wii (4x3 only)
- Sega Mark III
- Sega Master System
- Sega Saturn
- Sega SG-1000
- Sega CD
- Sega Genesis
- SNK NeoGeo AES
- Sony Playstation
- Sony Playstation 2 (4x3 only)

To learn more about Mega Bezel Shader, please visit HSM's Forum Libretro page:
<https://forums.libretro.com/t/hsm-mega-bezel-reflection-shader-feedback-and-updates/25512/1> .

How to use these backgrounds?

This guide assumes that you already use Mega Bezel shaders. If you haven't used these special shaders yet, look for additional information further down in this document for first-time instructions. These backgrounds are in 16:9 @ 3840x2160 format. Presets will always use the Standard version of Mega Bezel. Please note, there are no presets with Advanced parameter in this package.

- **1** - Inside the downloaded .zip you will see a folder called Soqueroeu-TV-Backgrounds. Unzip this folder to:

Retroarch / shaders /

- **2** - When a game is running, load a shader preset. Find presets at:

Retroarch/shaders/Soqueroeu-TV-Backgrounds/presets/TV-Console

Retroarch/shaders/Soqueroeu-TV-Backgrounds/presets/TV-Console-Night

Beginning Users

If this is your first use of Mega Bezel shaders, here are the complete instructions:

- **1** - You must have Retroarch 1.9.1 or later (you will not be able to load in previous versions).
- **2** - You need to have Slang shaders previously installed in your Retroarch. Download them from Retroarch's update menu.

NOTE: You will only be able to see the Slang shaders in the Retroarch download list if video drivers is set to Vulkan. It may be necessary to save changes and restart your Retroarch.

- **3** - You will need Shader Mega Bezel pack. Find the links on the author's page at the Libretro forum:
<https://forums.libretro.com/t/hsm-mega-bezel-reflection-shader-feedback-and-updates/25512/1>
- **4** - If you have previous versions of Mega Bezel installed, you need to delete the old shader pack. Do not overwrite files, this can cause crashes.
- **5** - After downloading Mega Bezel pack, see inside the .zip there is a folder called bezel. Copy this folder into the following directory:
Retroarch/shaders/shaders_slang.
- **6** – After downloading the TV Backgrounds pack, inside the .zip you will see a folder called Soqueroeu-TV-Backgrounds. Unzip this folder to:
Retroarch/shaders/
- **7**- Open Retroarch and go to driver options (Settings>Driver>Video). Set the video driver to Vulkan. It also works with GLCore, but seems to be faster with Vulkan.
- **8** - Still in Retroach, go to *Settings>Video>Scale*. Set integer value scale to OFF

Set the screen aspect ratio to match your monitor, for example 16: 9.

- **9** - With a game running, load a shader preset. Find presets at:
Retroarch/shaders/ Soqueroeu-TV-Backgrounds /presets/TV-Console
Retroarch/shaders/ Soqueroeu-TV-Backgrounds /presets/TV-Console-Night

Note: A shader preset can take between 5 and 10 seconds to load. Wait and trust!

- **10** - If any background appears upside down, access the shader parameters and modify the Flip Viewport Vertical option, in the [FLIP & ROTATE] section.
- **11** – If you want to change shader parameters, you should know that MegaBezel offers several customization options. Once you have desired result, you can save preset to Core (active core), content directory or whole system. I recommend you save by applying to platform/console folder contents, as each system operates with different display resolutions and a customization may present unwanted results for some other core .

IMPORTANT: When saving a preset, make sure you have the Simple Presets feature set to ON. This will save a preset that has a reference to the preset you loaded, along with any parameter changes you made. This is what will keep your presets loading correctly when the shader is updated in the future.

Have a good time!
