

OVERVIEW

Thanks for your interest in the Retrotastic theme for BigBox. Please read further for an explanation of the different areas of the theme that you can customize.

PLATFORM/PLAYLIST BACKGROUNDS

Each **Platform/Playlist** can have its own unique background when selecting it in BigBox. The theme comes pre-packaged with over 150 backgrounds, covering the vast majority. However, they are customizable, and can be easily edited, or replaced to your liking.

Here are things to keep in mind if you choose to edit or create your own **Platform/Playlist Backgrounds**.

1. The file name needs to match the name of the Platform/Playlist.
2. The file needs to be a PNG.
3. The file needs to be located in the following directory:
 - a. Launchbox\Themes\Retrotastic\Media\Platform Background\[Platform/Playlist title].png

Inside of the Background folder, there is another folder called Alternate. You will find some different variations you can use. If you do find one that you like, simply copy and paste it into the Background folder. Please download the templates file, located as a download on the theme page, which has different Photoshop samples you can use as a starting point for your backgrounds.

GAME BACKGROUNDS

Each game can have its own unique **Game Background**. The background will overlay on top of the platform background (not replace it). When creating these backgrounds, make sure you keep in mind of where theme elements are positioned (ie. Leaving a transparent hole for the video, keeping the star rating area less busy).

There are 3 rules to making the **Game Backgrounds** appear in the theme.

1. The file name needs to match the [Launchbox Database ID](#) number of the game. [Go here to learn about where to find it.](#)
2. The file needs to be a PNG
3. The file needs to be located in the following directory:
 - a. Launchbox\Themes\Retrotastic\Images\Games\Custom Images 1\[LaunchBox DB ID].png

There are many examples of **Game Backgrounds** within the above directory for you to study.

GAME GRAPHICS

Each game can have its own unique **Game Graphic**. This graphic will animate from the right side of the screen, and position itself to the right of the game video. Each game can only have 1 graphic.

There are 3 rules to making the **Game Graphic** appear in the theme.

1. The file name needs to match the [Launchbox Database ID](#) number of the game. [Go here to learn about where to find it.](#)
2. The file can be either PNG or GIF (allowing for animated GIFs).
3. The file needs to be located in the following directory:
 - a. Launchbox\Themes\Retrotastic\Images\Games\Custom Images 2\[Launchbox DB ID].png

There are many examples of **Game Graphics** within the above directory for you to study.

FINDING THE LAUNCHBOX DB ID

To find the LaunchBox DB ID, you must first have the game in your gaming library. Open up LaunchBox and search for the game. Right click the game and choose Edit. The LaunchBox DB ID number will be located in the top right.

