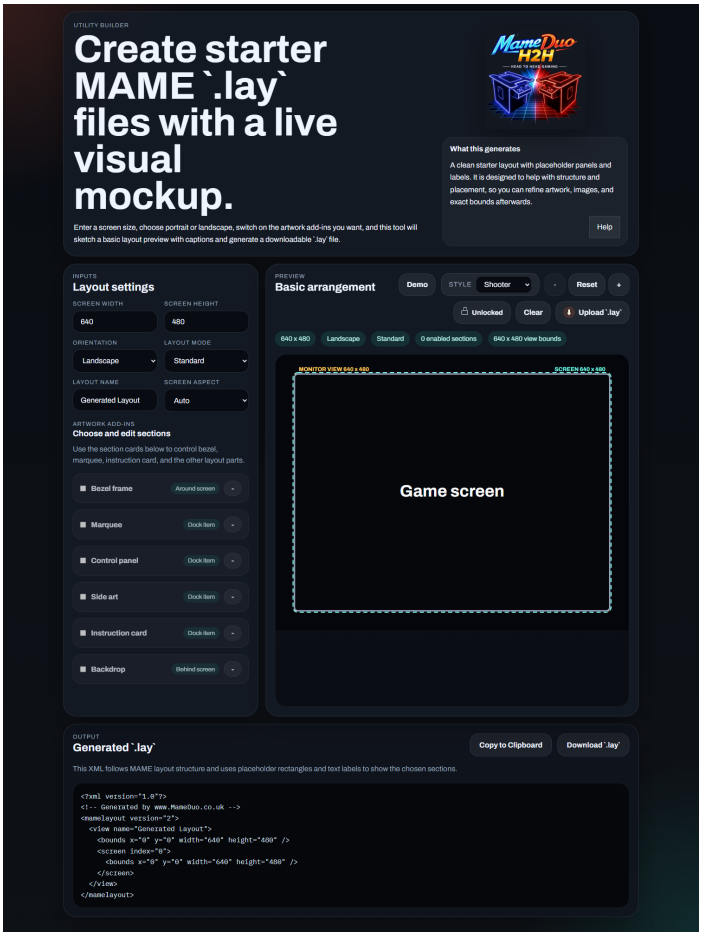
MameDuo Layout Builder

User Guide

This guide covers manual layout creation, imported .lay editing, lock mode, placeholder artwork references, secondary display workflow, preview inspection, and exporting the final XML.

Website: www.MameDuo.co.uk



Overview

The builder uses a left-side editor, a live preview panel, and an output panel for the generated XML.

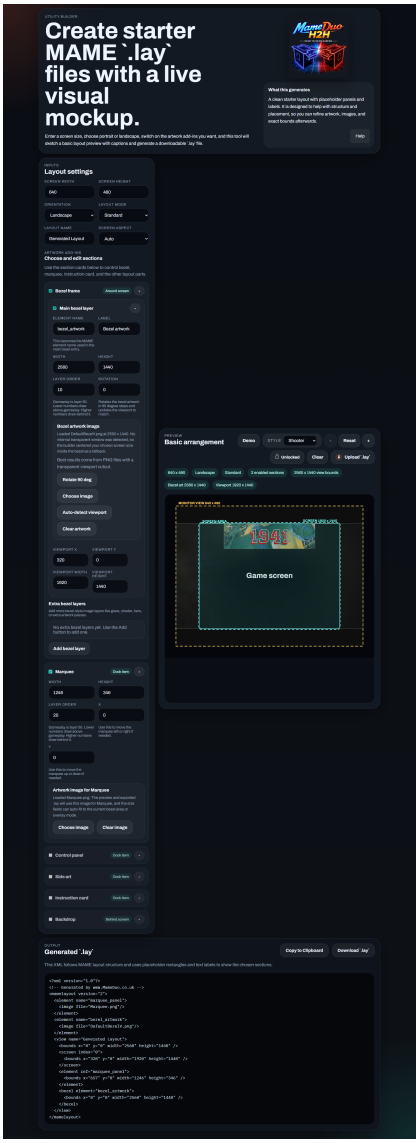
- Screen width, screen height, orientation, and screen aspect are set at the top of the left panel.
- Artwork sections such as bezel, marquee, side art, instruction card, and backdrop are enabled below.
- The preview toolbar groups Demo, Style, and Zoom on the first row, with Lock, Clear, and Upload .lay on the second row.
- Copy to Clipboard and Download .lay are available in the Output panel where the XML is shown.

> **Tip**
> For manual work, set the monitor size first so the preview boundary is stable before you add artwork.

Figure 1. Builder overview.

1. Manual Layout Building

- Turn on only the artwork sections you want to use.
- The main bezel layer includes Element name, Label, size, X/Y movement, layer order, and rotation.
- Extra bezel layers can be added with Add and each one has its own enable toggle, collapse control, image upload, and XML element name.
- Marquee supports width, height, X/Y movement, rotation, and layer order.
- Instruction card supports left, right, top, or bottom placement plus X/Y offset.



Step 1: Build a manual bezel and marquee layout

This example shows a manual layout using bezel artwork and a marquee image.

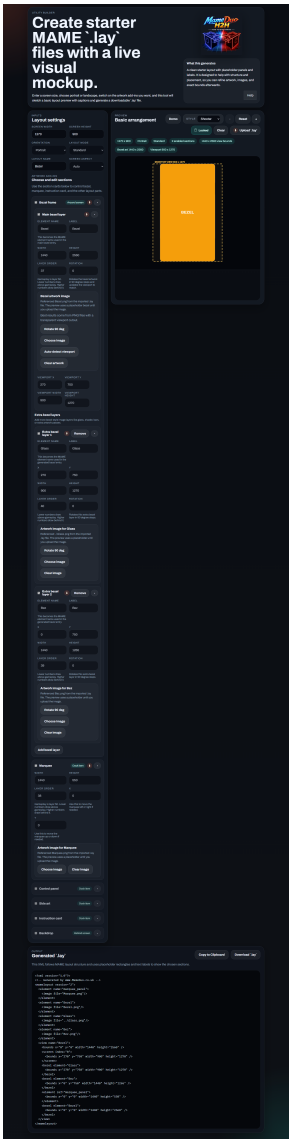
- Load the main bezel image first so the viewport can be detected or fitted.
- If needed, adjust Viewport X, Y, Width, and Height by hand, including negative X or Y values for off-origin placement.
- Add marquee artwork and use the X and Y controls only for small nudges after auto-fit.
- Use the lock button if you want to freeze the current layout before swapping or testing images.

> **Tip**
> If a bezel image is present, the preview should auto-fit to the layout while keeping the yellow monitor outline based on the real screen size.

Figure 2. Manual bezel and marquee workflow.

2. Importing an Existing .lay File

- Upload .lay imports the layout into the real editor.
- Imported main bezel names and labels are shown in the main bezel layer.
- Imported extra bezel layers are rebuilt into the bezel section with their own editable cards.
- Imported image references appear as placeholders until the matching images are uploaded through the builder.
- Imported items show a small import icon so users can tell what came from the uploaded file.



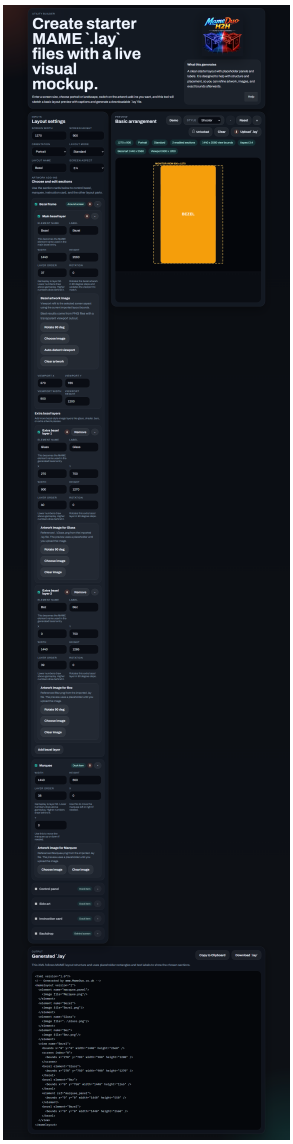
Step 2: Import a .lay and keep it locked

After a .lay import, the builder locks the layout settings by default so the user can attach artwork images without changing the imported measurements.

- The lock button changes to Locked automatically after import.
- While locked, layout numbers stay frozen.
- Users can still use Choose image and Clear image on imported sections and bezel layers.
- Missing images are shown as colored placeholders in the preview until the real files are uploaded.

> **Tip**
> Locked mode is useful when you want to match an existing cabinet layout exactly and only replace placeholder references with real artwork files.

Figure 3. Imported layout in locked mode.



Step 3: Unlock and change screen aspect

If the user unlocks the imported layout, settings can be edited again. Screen aspect can then refit the gameplay area inside the imported viewport.

- Unlock before editing imported numbers or changing screen aspect.
- Screen aspect refits from the original imported viewport area instead of shrinking again on every change.
- Manual and imported layouts both support the same lock button.
- If needed, lock the layout again after changing the settings you want to keep.

Tip
Unlock only when you want to change the imported geometry. Leave it locked when you are just adding artwork files.

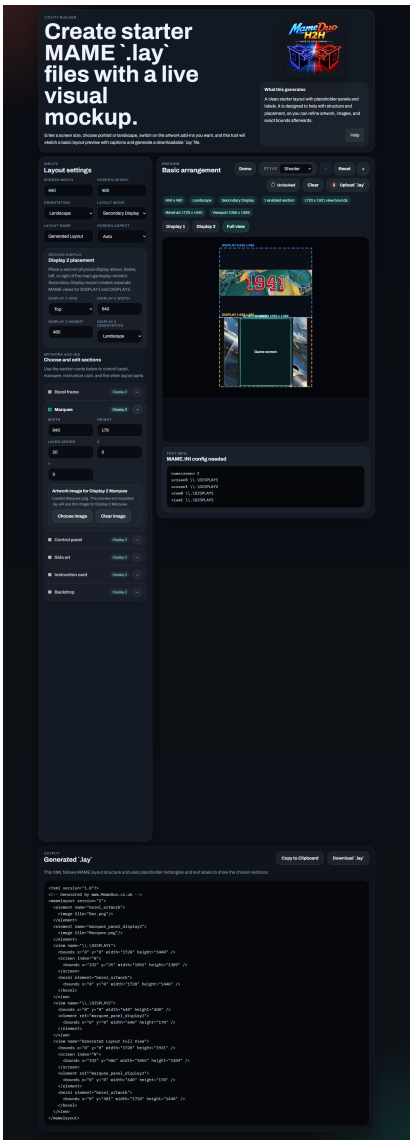
Figure 4. Imported layout unlocked for viewport aspect changes.

3. Lock Mode

- Lock mode is available for both manual layouts and imported layouts.
- When locked, the builder disables normal measurement editing but keeps artwork upload actions available.
- This prevents accidental changes to bezel size, viewport bounds, and imported geometry while still letting users test images.
- The button shows Locked or Unlocked and uses the same control in both workflows.

4. Secondary Display

- Secondary Display is for cabinets that use one physical monitor for gameplay and another for marquee or other artwork.
- Use the Display 1, Display 2, and Full view tabs to inspect each monitor separately or together.
- Display 1 placement mirrors the main monitor settings while Display 2 placement controls the second monitor side, width, height, and orientation.
- The builder exports separate MAME views named \\.\DISPLAY1 and \\.\DISPLAY2 for this mode.



Step 4: Use Secondary Display for separate gameplay and marquee monitors

Secondary Display mode lets you keep gameplay on one physical monitor and supporting artwork on another while still checking the full cabinet arrangement in one preview.

- Load the bezel on Display 1 first so the gameplay monitor is sized and framed correctly.
- Switch to Display 2 before enabling marquee or other second-monitor artwork.
- Use Full view to confirm both physical monitor boundaries and attached artwork positions.
- For MAME, set numscreens 2, screen0 \\.\DISPLAY1, screen1 \\.\DISPLAY2, view0 \\.\DISPLAY1, and view1 \\.\DISPLAY2.

> **Tip**
> The Full view tab is for checking the combined cabinet layout. MAME uses the separate DISPLAY1 and DISPLAY2 views when the ini is configured.

Figure 5. Secondary Display workflow with gameplay on Display 1 and artwork on Display 2.

5. Output Panel

- Copy to Clipboard copies the XML shown in the Output panel.
- Download .lay saves the current generated layout file.
- Referenced PNG filenames are written directly into the XML when image artwork is loaded or imported by reference.
- Generated XML still includes the source comment for www.MameDuo.co.uk near the top.

6. Recommended Use

- Use manual mode when you are designing a layout from scratch.
- Use import mode when you already have a .lay and want to rebuild it, inspect it, or attach missing artwork files.
- Use Secondary Display when you want gameplay and artwork on separate physical monitors.
- Keep the exported .lay file in the same MAME artwork folder as the PNG files it references.
- If MAME cannot find one of the referenced images, that layer will not display.