



MameDuo
Projects



LIVE TOOL

MameDuo Layout Builder

Build starter MAME .lay files, RetroArch .cfg overlays, imported layout rebuilds, and second-screen hi-score presentations with a live visual preview and mode-aware export output.

Project Overview

Guide Included

Standard + H2H + Secondary Display

RetroArch + touch controls

Imported .lay rebuild and update workflow

Live preview, fullscreen checks, and export

MameDuo
Layout Builder

What it is best at

Use the builder when you want to create artwork layouts from scratch, rebuild an imported .lay, manage second-screen score panels, edit output before saving, or produce RetroArch-friendly overlay exports without losing a live preview of the final fit.

One builder for manual layouts, imported layouts, and overlay export

Build

Create standard MAME layouts with bezel, marquee, backdrop, side art, control panel, instruction-card, and gameplay-screen sections, then place and size them directly against the live monitor boundary preview.

Import

Load an existing .lay file, keep its geometry locked, rebuild imported bezel layers as editable cards, reattach missing artwork refs, and update the same output without manually rewriting the XML.

Export

Generate current MAME .lay output, RetroArch .cfg output, merged preview images, and editable output text from the same active editor state, so what you inspect is tied closely to what you download.

Choose the workflow that matches the cabinet or frontend job

Manual build

Standard layouts and manual section control

Start from scratch, enable only the sections you need, jump between them from the quick menu, and fine-tune size, order, placement, and viewport fit inside the live builder.

H2H Cocktail

Dual playfield layouts

Use the dedicated H2H Cocktail mode when a cabinet needs two gameplay areas in one layout, with its own game-screen section, shared bezel support, and combined fullscreen checking.

Import

Rebuild existing .lay files

Import a working layout, leave it in locked mode, and rebuild imported elements as live editor controls, including extra bezel layers and supported standard-layout image refs.

Second screen

Gameplay on one display, artwork on another

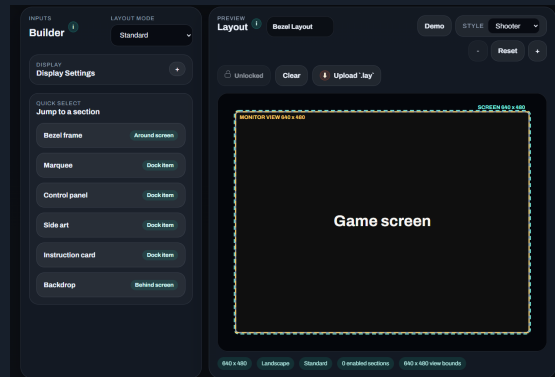
Set Display 1 and Display 2 separately, inspect them one at a time or in Full view, and export split MAME views for `\\.\DISPLAY1` and `\\.\DISPLAY2`.

RetroArch

Overlay and touch-control output

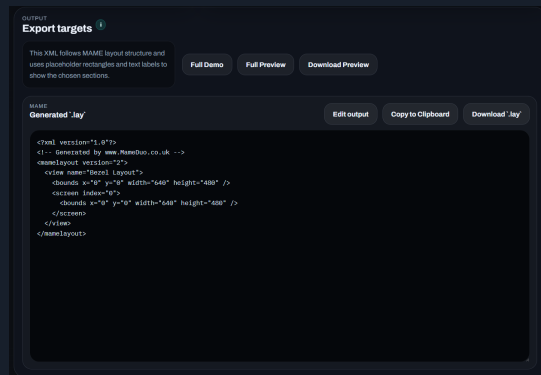
Build merged overlays with layer opacity, scale, rotation, shader options, advanced touch presets, and optional touchscreen zones, then export the matching .cfg plus the composed PNG.

The current builder interface and main workflows



Current standard-mode layout view

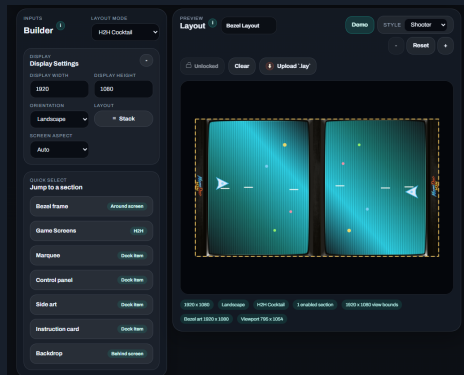
The current standard builder keeps Layout Mode, Display Settings, the quick-select section menu, live preview tags, lock state, upload/import actions, and preview status chips visible at the same time.



Editable output and export targets

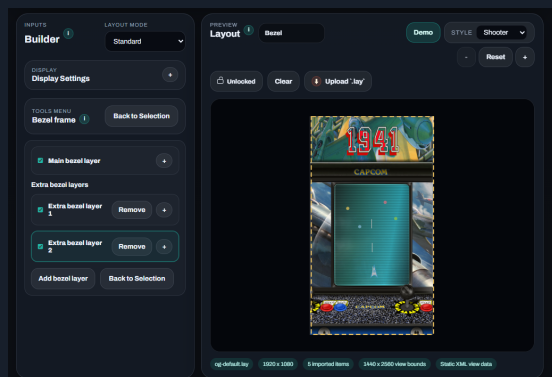
The output area now supports fullscreen preview checks, direct XML viewing, copy-to-clipboard, download, and an edit flow so exported text can be adjusted and written back into the preview state.

The current builder interface and main workflows



H2H Cocktail layout workflow

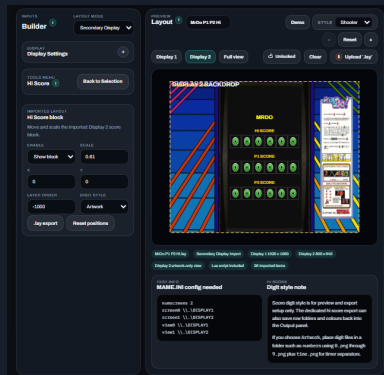
H2H Cocktail mode gives the builder a dedicated dual-screen workflow, including Game Screens in the quick menu, H2H-specific status chips, and a combined preview for twin gameplay windows inside one cabinet layout.



Imported bezel layers rebuilt as cards

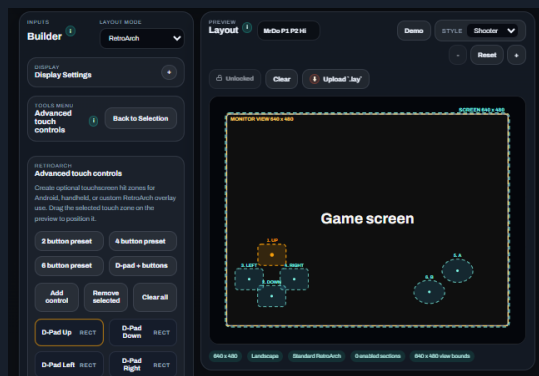
Imported standard layouts can rebuild the main bezel and extra bezel layers into live cards, so you can target the same imported artwork layers instead of stacking duplicate replacements on top.

The current builder interface and main workflows



Secondary display and imported Hi Score block

Imported score layouts can expose a dedicated Hi Score block with grouped controls, artwork or default digit styles, MAME.INI notes, and export guidance for preview-only digit styling versus final artwork folder setup.



RetroArch advanced touch controls

RetroArch mode now includes advanced touch controls with presets, draggable control zones, add/remove tools, and overlay-friendly previews for Android or custom touch-based frontends.

What the showcase now highlights

Standard workflow and live preview

- The builder starts with Layout Mode, Display Settings, and a quick-select section list that keeps the main workflow visible.
- Standard mode shows both the gameplay screen area and the outer monitor boundary clearly in the preview.
- Preview chips give instant context for resolution, orientation, mode, enabled sections, and current view bounds.
- Manual layout work is still centered around loading bezel art first, then aligning the gameplay viewport from that frame.

Output editing and export flow

- The output panel is now a first-class workflow area rather than just a download box.
- Full Demo and Full Preview help inspect the real fitted result before export.
- Edit output lets a user adjust exported text and then push those changes back into the live preview state.
- MAME, RetroArch, preview image, clipboard, and download actions stay grouped together in one export area.

Imported layouts and bezel rebuilding

- Imported main bezels and extra bezel layers can now come back as editable live cards in the bezel section.
- That makes it easier to reattach missing art, replace imported layers, and keep the same original structure.
- Imported refs can stay as placeholders until the user uploads the real image files they want to use.
- Lock mode still protects imported geometry until the user deliberately unlocks it for measurement changes.

Secondary display and Hi Score tools

- Secondary Display separates gameplay and artwork across physical monitors while still showing the joined cabinet view.
- Imported score-only layouts can expose a Hi Score block with grouped scale, position, order, and digit-style controls.
- Artwork digit style is explained as both a preview aid and an export setup path for number folders and matching digit images.
- The preview area can also surface extra helper notes such as MAME.INI requirements and Hi Score export guidance.

What the showcase now highlights

H2H Cocktail focus

- H2H Cocktail now deserves its own showcase space because it is no longer just a variation of Standard mode.
- The quick menu includes a Game Screens tool specific to this layout type.
- Display settings and preview chips make it easier to confirm the two-screen arrangement at a glance.
- This mode is useful for mirrored or opposing-player cabinet layouts that need separate playfields inside one export.

RetroArch touch-control focus

- RetroArch mode can stay centered on overlay building while still showing gameplay fit and touch targets in one preview.
- Preset buttons speed up common arcade control patterns such as 2-button, 4-button, 6-button, and D-pad layouts.
- The selected touch zone can be dragged visually instead of relying only on raw coordinate entry.
- This makes the builder useful for both cabinet overlays and touch-first handheld or Android layouts.

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, update its output, or attach missing artwork files.
- Use Secondary Display when gameplay and artwork live on different physical monitors or when you are building score-only companion displays.
- Use RetroArch mode when you need a merged overlay plus touch-ready control mapping.
- Keep the exported .lay in the same MAME artwork folder as the PNG files it references.

MameDuo Layout Builder

Ready to build

Open the builder, then use the guide as the reference layer

The builder is already live, so the fastest path is to open it directly, keep the user guide nearby, and use the new showcase page as a quick reference for the main workflows before you move into the full editor.

Support MameDuo

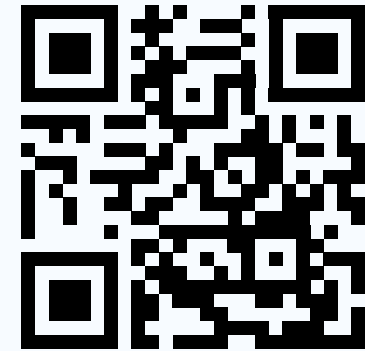
Optional support page

Enjoyed the showcase?

If this project sparked ideas or helped you decide what to try next, you can support future updates here.

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