



# 游戏机 使用说明书 User's Guide

一切为您的需求服务！  
All for your service needs!



# 游 戏 机

# 使用说明书

# User's Guide

一切为您的需求服务！  
All for your service needs!

Item	Description	
Configuration	CPU Processor	Octa core ARM Cortex-A53 2GHz
	GPU Graphics Card	Mali-T830MP4 650MHz 400Mtri/s 2.6Gpix/s
	DDR memory	DDR3 2/4G
	EMMC storage	16G/32G.....128G
Video Output	HDMI	1920 x 1080 1080P
	VGA	1920 x 1080 1080P
Connector	1 x HDMI	
	1 x VGA	
	1 x 2 x 20 Double row control interface	
	1 x audio output interface	
	1 x horn interface	
	1 x USB input device interface	
	1 x USB handle peripherals interface	
	1 x Power adapter interface 12V/2A	
Language	English/Chinese/Korean	
Working Temperature/Humidity		
Size	175mm x 130mm x 40mm	
Package Weight		

# Home game machine

## Description of product use

### Mainboard



Dear customers:

Thank you for choosing Home game machine mainboard and console. This manual is for installation instructions.

In order to make you have a better experience of using this product, please read the manual carefully. We hope this product will offer you a more comfortable and fun gaming service.

## Product Feature:

● In order to ensure the game originally and to strengthen the operating feel of fast and accurate. Mainboard comes with a classic retro all-in-one arcade games. The game is optimized by several hardware and software technology developers and has gone through the ultra-high level enthusiast player test.

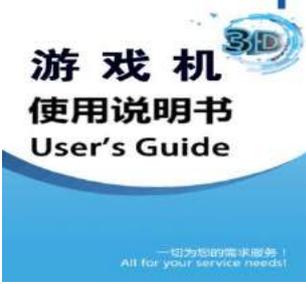
● This product with optimization image quality, is to meet the high-definition era of quality requirements.

● Mainboard display output also supports HDMI HD video output and VGA high-definition video output, no need to purchase an additional video converter conversion.

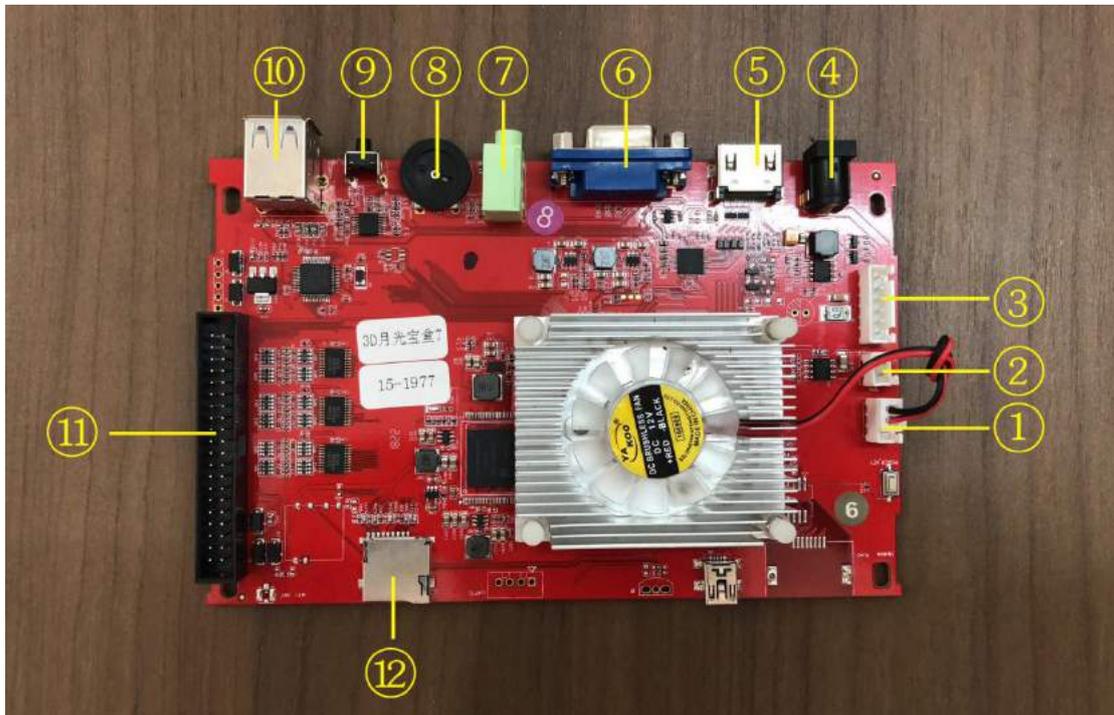
● The mainboard has a key to suspend function

● Console with 8 +6 keys, fully meet the needs of all games. A variety of button configuration for your choice such as optional installation of original triple button and original triple rocker.

**Below is Controller required attachment real shoot for reference only, Please take the actual business configuration as the standard.**

<p><b>Mainboard (Installed inside the console)</b></p>	<p><b>Product Instruction</b></p>	<p><b>Muti-functional console</b></p>	<p><b>HDMI line</b></p>
			
<p><b>USB public data line</b></p>	<p><b>VGA line</b></p>	<p><b>Mainboard power adapter</b></p>	
			

## Schematic diagram of the main board interface



Picture 1

## **Interface Specification**

No.	Description
1	Radiator fan(GND 12V GND)
2	EXT SPKR
3	Power Switch
4	DC12V Power Adapter input
5	HDMI video output.Resolution 1920x1080@60Hz
6	VGA video output.Resolution 1920x1080@60Hz
7	3.5mm Standard audio output
8	Audio pullout, Control the loudspeaker volume
9	Game settings key
10	USB2.0 dual interface.Above is USB storage device interface, below is external USB handle interface
11	Control platform input interface (See table 1)
12	SD card

## Definition of key connection:

PS4	PS3	PC	pandonra sBox	2P	1P	pandonra sBox	PC	PS3	PS4
+5V	+5V	+5V	+5V	1	1	+3.3V	+3.3V	+3.3V	+3.3V
SHARE	SELECT	J	NC	2	2	NC	J	SELECT	SHARE
		I	NC	3	3	NC	I		
R2	R2	H	NC	4	4	NC	H	R2	R2
R1	R1	G	NC	5	5	NC	G	R1	R1
L2	L2	F	2P-F	6	6	2P-F	F	L2	L2
L1	L1	E	2P-E	7	7	2P-E	E	L1	L1
		D	2P-D	8	8	2P-D	D		
		C	2P-C	9	9	2P-C	C		
		B	2P-B	10	10	2P-B	B		
		A	2P-A	11	11	2P-A	A		
RIGHT	RIGHT	RIGHT	2P-RIGHT	12	12	2P-RIGHT	RIGHT	RIGHT	RIGHT
LEFT	LEFT	LEFT	2P-LEFT	13	13	2P-LEFT	LEFT	LEFT	LEFT
DOWN	DOWN	DOWN	2P-DOWN	14	14	2P-DOWN	DOWN	DOWN	DOWN
UP	UP	UP	2P-UP	15	15	2P-UP	UP	UP	UP
OPTIONS	START	START	2P-START	16	16	2P-START	START	START	OPTIONS
R3	R3	NC	PAUSE	17	17	COIN	NC	L3	L3
GND	GND	GND	GND	18	18	GND	GND	GND	GND
				19	19	PS4 handle switching Switch			
		NC	NC	20	20	NC	NC		

(Table 1) This description contains multiple versions. Please refer to the actual one.

## **Key area schematic diagram**

This series of products is standard version of the schematic ( Console shape has nothing to do with the physical, only to illustrate)



Picture 2

## **External connector device diagram**

### 1.Connect TV

Household machine includes a variety of exciting games, players can directly connect the display device for the game.The connection is simple and easy.

## **Schematic**



Picture 3

## 2. Connect computer

Household version also built-in handle chip, support for using as a handle to access the PC. Players can use Public connection line to connect PC's USB interface and start the game.

## Schematic



Picture 4

### 3. Household machine +PS3 connect TV

When players need to use the PS3 game, you can use Public connection line to connect the PS3's USB port and start the game.

## Schematic



Picture 5

#### 4. Household machine +PS4 connect TV

When players need to use the PS3 game, you can use Public connection line to connect the PS3's USB port and start the game.

#### **Schematic**



Picture 6

## 5. Household machine-TF card expansion 3D games

This product can support players to expand their own 3D and 2D games

### ①.3D Specific method:

1.Prepare a TF card, choose their own capacity according to the size of the game.

2.TF Kagan directory create a new folder named [roms];roms directory, create a new [name of the game folder],Game name folder directory game image.

example: Put Tekken 6 in TF , the full path should be:

roms / Tekken 6 / tekken6.iso

②.3D games support the suffix format:

iso,cso,pbp,cdi,gdi,n64,c64,z64,nmd,nmi; PSX version of the iso to be converted into pbp. (Only game images that support the above suffixes are supported at present)

If the cross keys can not be used after iso, cso suffix game are installed , The name of the game image needs to be named: game name.rx\_dpad.iso (add :.rx\_dpad).

①.2D Specific method:

1.Prepare a TF card, choose their own capacity according to the size of the game.

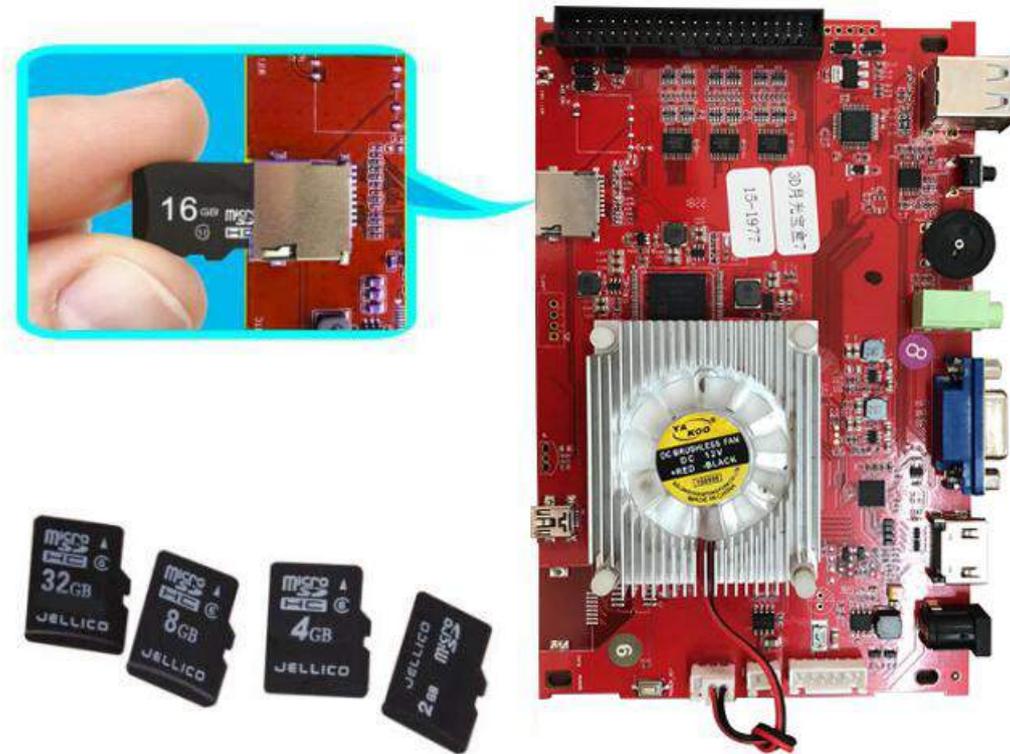
2.TF Kagan directory create a new folder named [2d];2d directory, create a new folder,the name is[roms],The downloaded rom can be downloaded from the roms folder.

example: Put Kof97 in TF , the full path should be:

2d/roms/kof97.zip

②.2D games support the suffix format:

Zip suffix format



Picture 7

### Function Description:

#### 1. Game suspension function:

This product supports game pause function. If game time is too long and you want to take a rest and leave but do not want to terminate the game, you can use the pause function. Press “△||” (i.e. 2P coin key) on the console. The screen will pop up the pause menu and at this time the game is paused but would not lose the game progress.



Picture 8

## 2.Product and computer connection steps

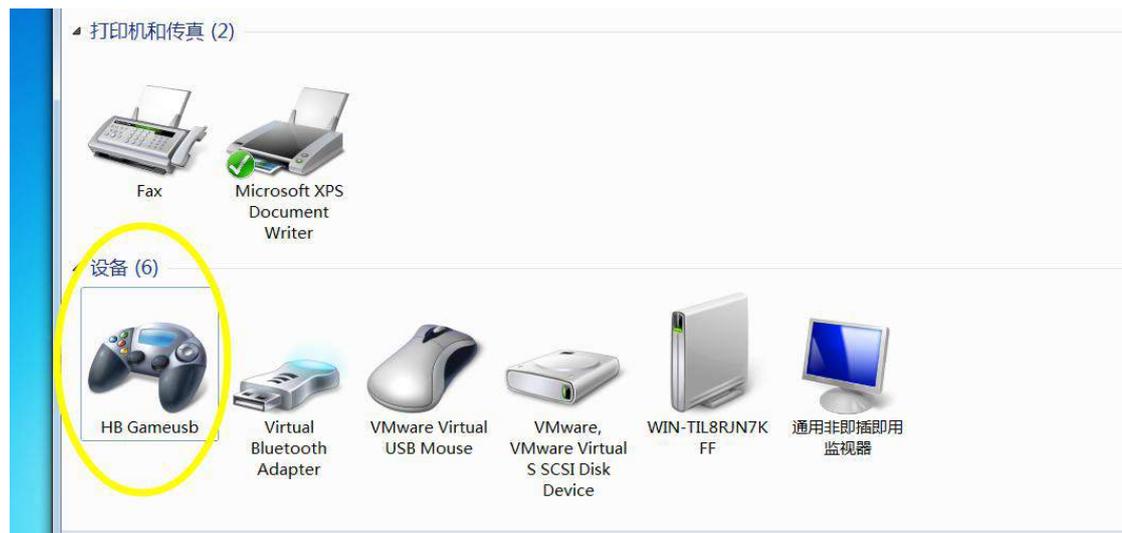
(1) Use USB public connection line in the accessory to connect mainboard and computer mainboard.No need to install any driver (Support for all Windows systems) .You can see the hardware driver automatically install in the bottom right corner of the system status bar .

After the hardware driver installation is completed, turn into the "Device Manager" you can see the relevant device (like picture 9).



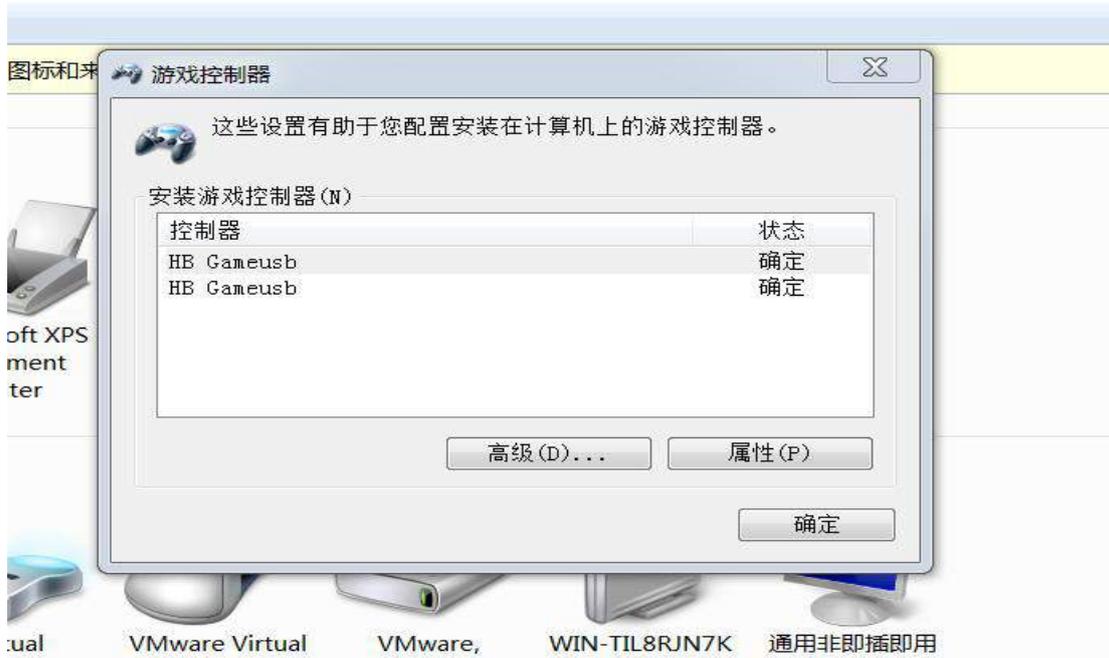
Picture 9

Click [Start]- 【Device and printer】 The corresponding icon will appear (like picture 10)



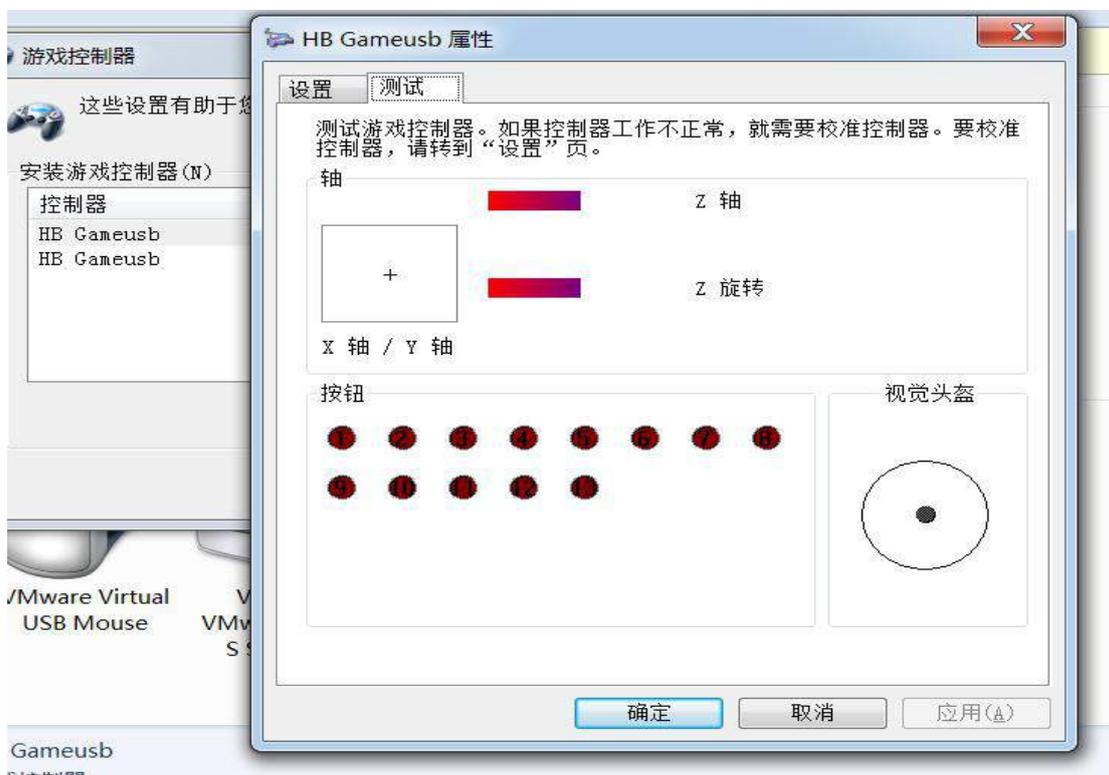
Picture 10

Click 【right-hand button】 to select 【Game controller settings】



Picture11

After click properties, Check the status of its controls and perform key testing. Test interface as shown in picture 12. Please refer to Table 1 for the key definition:



Picture 12

(2) Open the game or simulator you want to play, enter the key settings, key mapping, you can play the game freely. The figure below shows the key setting interface of kawaks game simulator (like picture 13)



Picture 13

3.Steps for product and PS3 home game motherboard connection steps

1.Use USB public connection line in the accessory to connect mainboard and computer mainboard.

2.Press the PS button, PS3 mainboard will start recognizing the console.About 1 second after the recognition is finished,

continue operation. Please refer to Table 1.

Mainboard setting function description:

1. Main game interface:

After starting up, the main effect of the game (like picture 14):



Picture 14

Game list includes 3D games, 2D games, the recent game three options. When selecting a 3D game, the list is displayed as a 2D game; When selecting a 2D game, the list is displayed as a 3D game; When selecting a recent game, the list is displayed as a recent game. Game list

can use the joystick operation, up and down to select the game, left and right pages, A confirmed to enter the game.

## 2.Setting instructions :

Press the settings button to enter the settings menu in the main game interface (like picture 15) .The menu options are described below.



Picture 15

### (1) USB handle peripheral mode

When the game board is power on, press **【SET】** key to enter set up page,Joystick select **【USB handle peripheral mode】** option—>Press **【A】** key to enter USB handle

mode ( like picture 16 ) Use external USB handle normally.Press 【set】 key to exit USB mode.If you don't exit the handle mode, the next boot will not change.

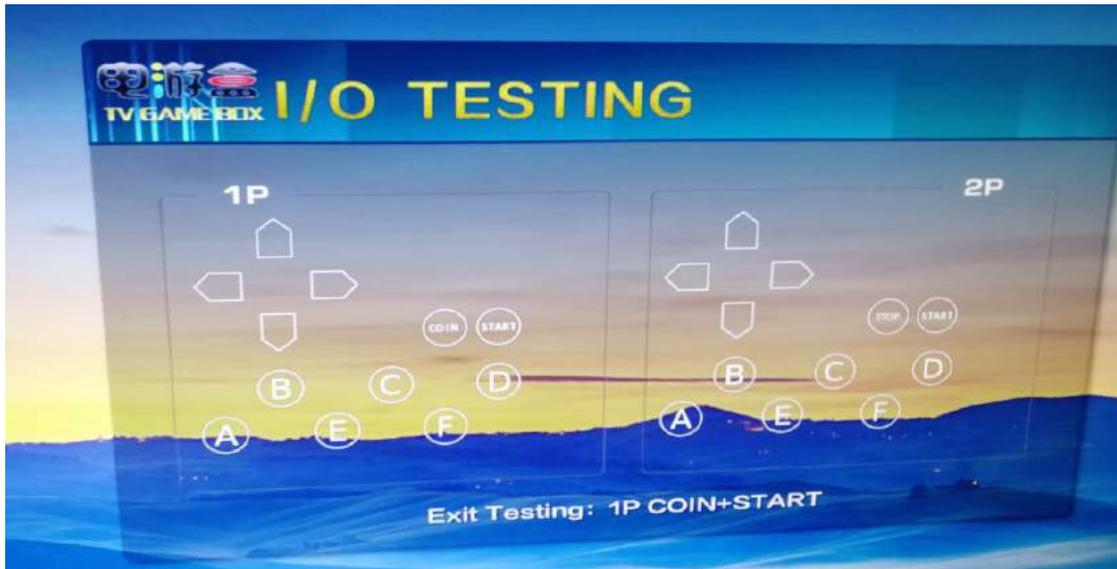


Picture 16

When the game board is power off , Connect the USB gamepad directly to the external USB handle interface on the board (Refer to mainboard interface description) You can enter the USB handle mode to use an external USB handle.

## (2) IO Test

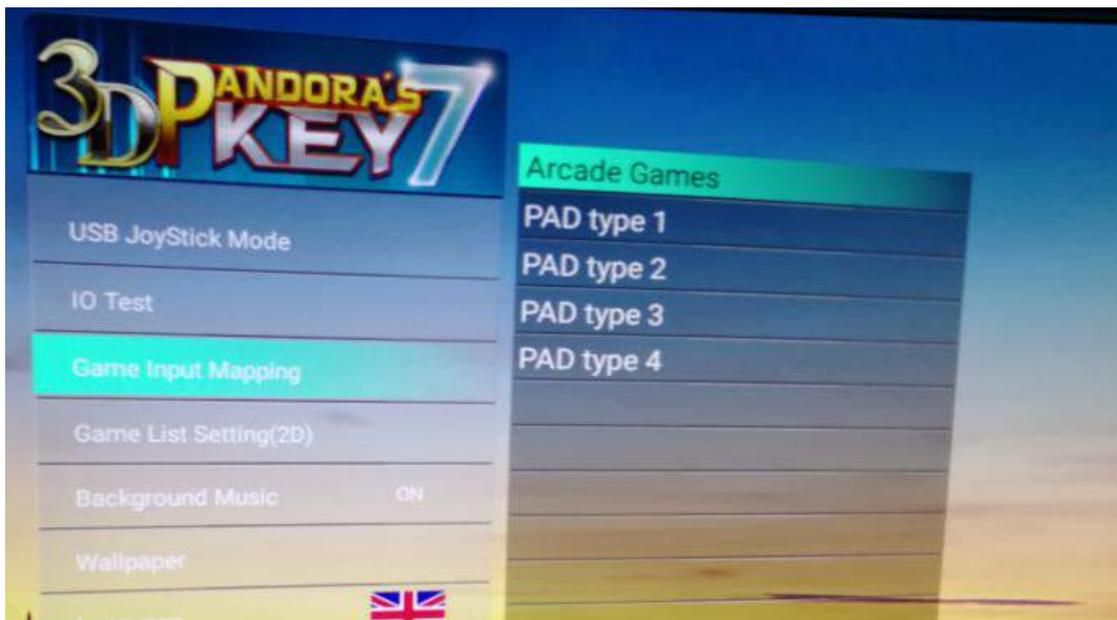
This option is used to test if the joystick and button connection is normal (like picture 17)。



Picture17

### (3) Game button settings

This option allows the player to modify the position of the keys according to the type of handle or personal preference. There are 4 types of handle settings (like picture 18).

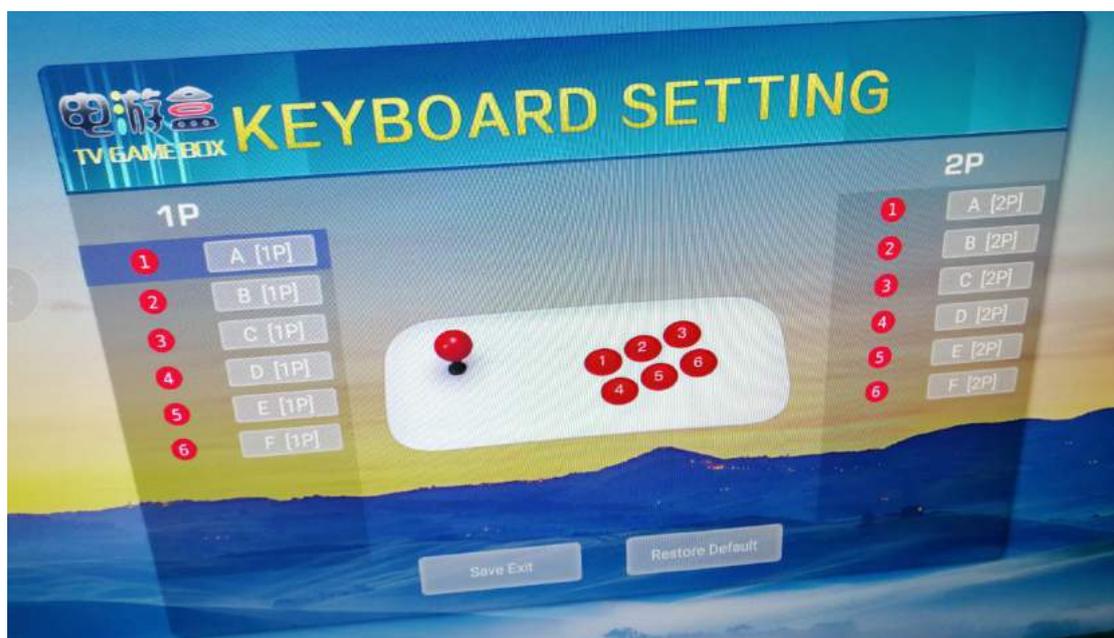


picture 18

Operation:

Rocker up and down the corresponding number, select which is to set which; After selecting which key you want to set, press which key. After the modification is completed, Press [Save and Exit].

Arcade gamepad (like picture 19):



picture 19

#### (4) Game list settings (2D)

This option allows you to customize the list of 2D games (like picture 20).

Rocker up and down to select the game;

**【A】** key - Show / hide list

**【B】** key - Show all games

**【C】** key - Hide all games

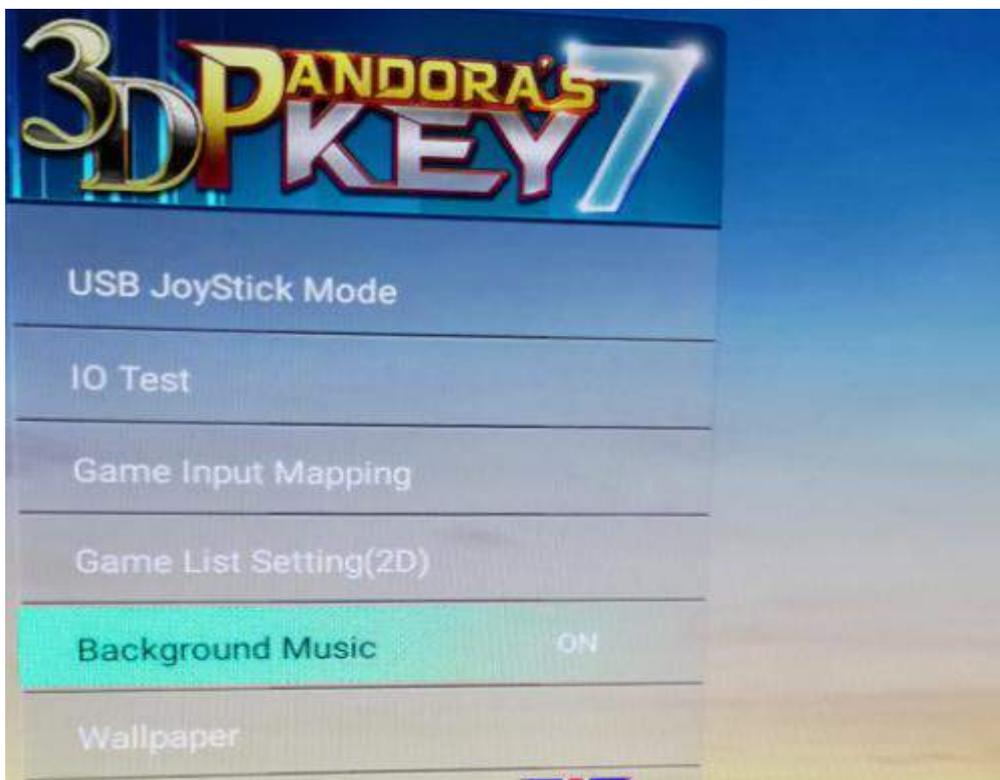
**【D】** key - Return to the previous page



picture 20

(5) Background music

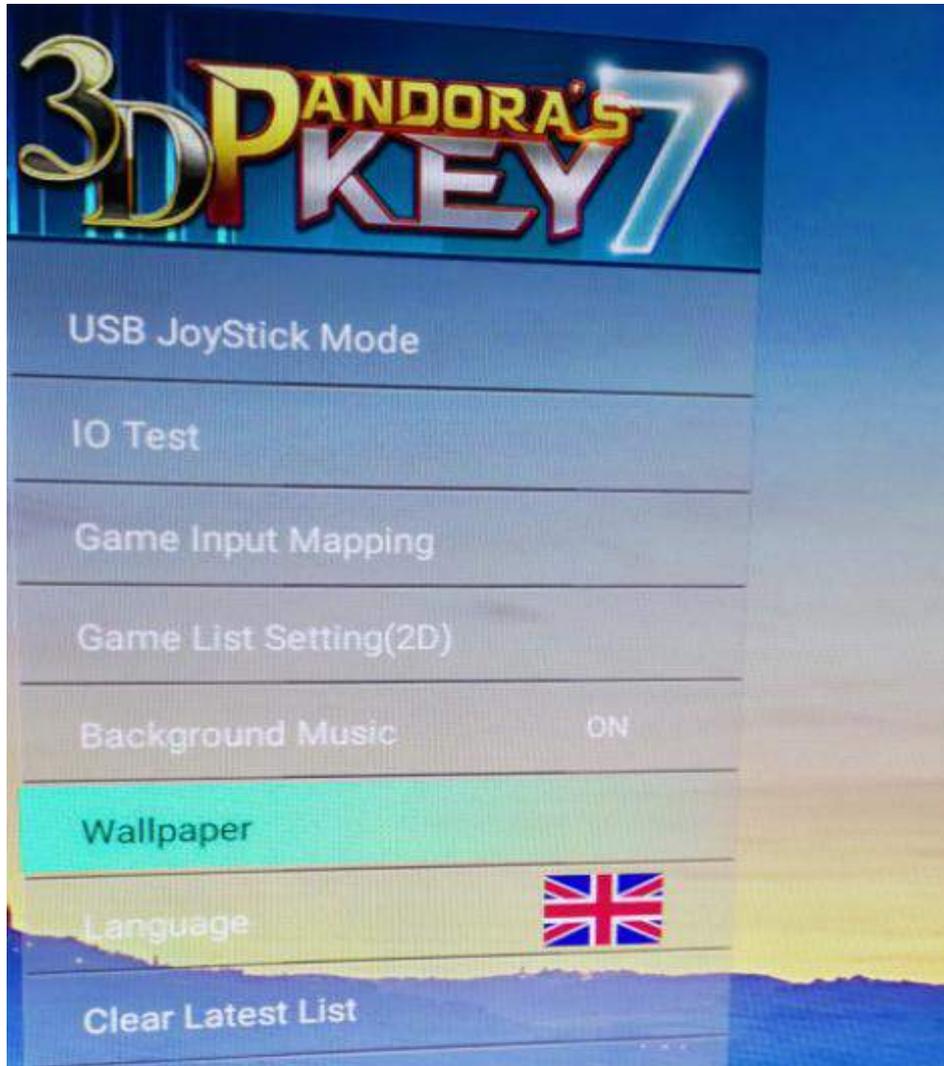
This selection sets the background music on and off (like picture 21) .



picture 21

(6) Wallpaper settings

This selection can complete the wallpaper switching (Figure 22). Operation: Press [A] to switch settings



picture 22

(7) Language settings

This option can be set Chinese , English, Korean three languages to switch (like picture 23).

Operation: Press **【A】** key to switch setting.



picture 23

(8) Restore the default settings and exit

If you want to rest all the settings, please select the [Restore default settings and exit] option, press **【A】** key to complete the operation (like picture 24) .



picture 24

### **Schematic diagram of the main board interface**

(9) Save the settings and exit

If the above operation is completed, please return to the system setting interface. Please move the joystick up and down to select **【Save Settings and Exit】** option, press **【A】** key to complete (like picture25) .



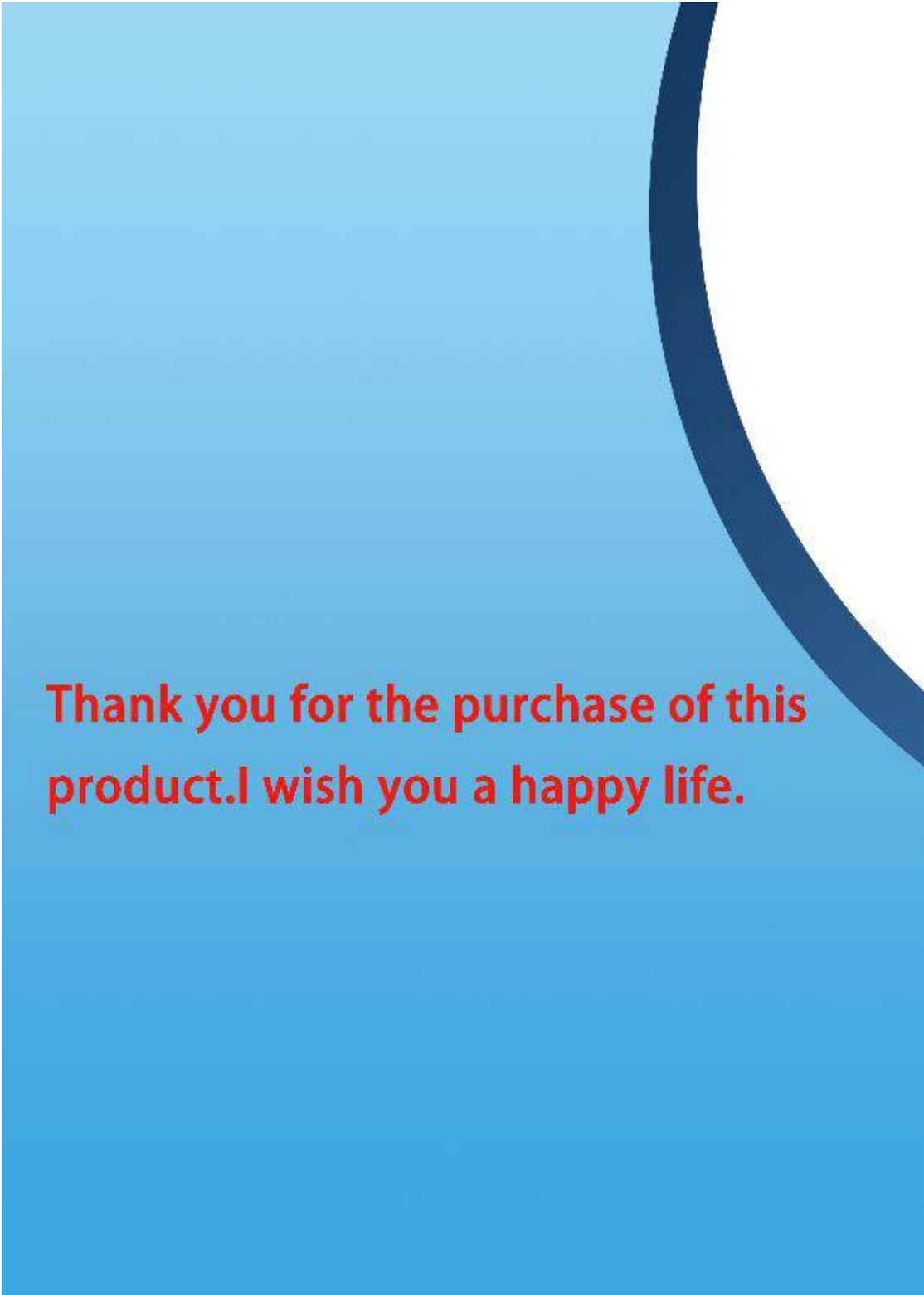
picture 25

### Use anomaly diagnostics :

Fault description	Reason	Approach
Unresponsive opening, power lamp is not light	1.Power adapter is abnormal 2.Mainboard is abnormal	Try to change the same parameters of the power adapter or contact your dealer
No image signal	Please check if the HDMI cable or VGA cable connection is normal, the monitor signal source settings are correct	Change the wire or display
No sound	Abnormal line	Replace the cable or audio device
Button location error	Key wiring error	Please refer to the table 1
Sudden use of key failure	Button wiring loose	Contact the dealer or unpack the screws on the back of the console and check the wiring

\* ( Please refer to material objects.If the products are modified and upgraded, there is no further notice)

For your health, please play games moderately.Do not watch the monitor / TV in a dark environment for a long time.Rest 5 minutes every half an hour.



**Thank you for the purchase of this product.I wish you a happy life.**