

ArcadeSD FAQ 1.03 (9-13-2011)

Latest FAQ: http://www.gamma-arcade.com/ArcadeSD/ArcadeSD_FAQ.pdf

Latest ArcadeSD.exe: <http://www.gamma-arcade.com/ArcadeSD/ArcadeSD.zip>

Latest ArcadeSD Manual: <http://www.gamma-arcade.com/ArcadeSD/ArcadeSD.pdf>

Q: Is this pinout compatible with the old Arcadeshop board?

A: For the most part, yes, it should drop right in. One change that is important is that the c, d, 25, and 26 pins on the JAMMA connector are now "do not connect". (In particular, be sure that if you have LEDs connected to 'd' and/or '26' to disconnect them and/or move them to the LED1/LED2 outputs on pins 'K' and '9'.)

Q: What SD cards will work with the ArcadeSD board?

A: In general, all "newer" SD 2.0 compliant cards should work just fine. Newer cards are generally slightly faster than older cards as well. Some older cards (prior to SD 2.0 being adopted) may actually be formatted similar to a floppy disk (lacking a Master Boot Record)—those cards need a low level format before they can be used. Panasonic offers an "SD Card formatter" that may format an older non-MBR card in the correct way. (The built-in 'format' command under Windows XP, Vista, and 7 will not create the necessary MBR.)

Q: Why do I get an "Error Downloading Firmware" message in ArcadeSD.exe

A: You need to extract ArcadeSD.exe to a folder on your PC prior to running the application (it will place some files in this folder as it works). If you run the application from inside the .ZIP archive it will not be able to locate the firmware file and you will get an error.

Q: What do I do if I just get a blank screen when I power on my cabinet for the first time?

A: The ArcadeSD board is very low power. Some power supplies (particularly ones that look like PC power supplies and tend to not have +5V adjustment knobs) require a minimum load to turn on and regulate the power correctly. If you don't get anything on the screen, check that your power supply is on and outputting +5VDC (+/- 10%). If your power supply works with another JAMMA board, but doesn't with the ArcadeSD, you most likely need to load the power supply down more. Add some 6V light bulbs to the +5V output (RadioShack sells a pair of 6V, 500mA bulbs for \$1.99) so that the power supply has a larger load to regulate. (Similarly, you could power the coin door lamps from the 5V supply, or add a 6V fan or two.)

Q: Can I just add ROMs to the SD card to play the games?

A: No, there are too many different rom sets with different filenames out

there to make this feasible. Using the PC setup app ("ArcadeSD.exe" - the same app to change cabinet and game settings) to search your ROM directory and zip files, to locate all the necessary files for a particular game. (These are generally the same files used for MAME and other emulators). Once the files for a game have been located and verified, they are stored as a single compressed file on the SD card.

Q: Why do some songs take a long time to load in the Jukebox?

A: In general, smaller sized MP3's are better. (For example: 128Kbps MP3s should only take about 1 megabyte per minute of audio.) Some software and MP3 files can have large amounts of 'extra' data (album art, advertising, etc.) encoded inside them which increases file size and causes the Jukebox to take a long time to sift through the data looking for valid music frames. "Simple" MP3's are the best choice for the Jukebox app.

Q: What about DK2 and DK Foundry ROMs?

A: We support DK2 and DK Foundry, but they will be available directly from the author. We're still working on the details for that to happen. The DK2/DK Foundry "ROMs" are actually only the differences ("patches") to the original ROMs (so no code from Nintendo is being 'sold' by the author). You will still need to obtain the original Donkey Kong ROMs for DK2 and DK Foundry to work. When ordering DK2 and/or DK Foundry you will need to provide the "Product ID" from your ArcadeSD board (printed on the white barcode label on the front of the circuit board) to enable them with your particular board.

Q: Are SDHC cards supported?

A: Not at the moment. 2G SD cards are still widely available online for anywhere from \$3-10. Newer cards are usually faster than older ones (thanks to advances in flash memory and the SD card controller chips) but you should be able to use any SD cards in the range of 32MB-2GB.

Q: What is the MP3 Jukebox Game?

A: The Jukebox game is a simple "catch the notes" type game that includes a fully functional MP3 Jukebox. While every effort has been made to make MP3 playback as robust as possible, strange file formats or corrupted tracks could cause playback problems. Good quality MP3's (such as those purchased from Amazon or Apple) are highly recommended.

Q: What does the 49-way joystick support do?

A: The most useful feature of the 49-way stick is that it can be used to emulate either 4-way or 8-way joysticks as well as 'diagonal' sticks. It is not required to use the ArcadeSD, but some people may prefer it.

Q: Are two trackballs supported?

A: Yes, however when both trackballs are in use there are no joystick inputs available. (The dual trackball mode is intended for something like a Centipede cocktail type cabinet.)

Q: What is the built in JAMMA tester? How do I use it?

A: When you first receive the Arcade SD (before using the SD card), if you power on the ArcadeSD without an SD card in the slot, the system will boot to a full featured JAMMA test application. All JAMMA inputs can be tested, color bars are displayed for monitor testing, and a test tone is available for checking your speaker. Power supply monitors also display the voltage input from the +5V power supply to the circuit board. After the board has been configured with the menu system on the SD card, the test functions are available in the test menu.

Q: What monitors are supported with VGA mode?

A: In general, 'arcade' style VGA monitors should work well and include all necessary controls to adjust a good picture. In addition, most computer style LCD monitors will also work, although they may not include the necessary onscreen adjustments to dial in color/brightness/screen position as accurately as an 'arcade' LCD monitor.

Q: Does the ArcadeSD.exe work on [whatever your favorite OS is]?

A: The ArcadeSD.exe has been tested on Windows XP and Windows 7. There is nothing in the application that we think would prevent it from running in a virtual session under Linux or on a Mac, but it has not been tested. (If you try it and find out, please let us know!)

Q: Why do I need internet access to run ArcadeSD.exe?

A: The ArcadeSD.exe application uses the internet connection to download the latest firmware to insure the system is up to date with the latest features and bug fixes.

Q: I think I found a bug! How do I report it?

A: Please send an email to arcadesd@gamma-arcade.com and describe as best you can what the bug is, when it occurs, and what needs to be done to reproduce it. We can't promise we'll be able to fix everything, but we'll read all reports and try to improve the system as we go along.

Q: Can you support [insert the game of your choice here]?

A: Our priority is to work on titles from the "golden age" of arcades, but

what people request counts a lot for what we work on. Please send your requests to requests@gamma-arcade.com.

Q: I thought of a new feature, can you add it?

A: Again, we can't promise anything, but ideas are always welcome. Please note that like most companies, if you suggest something to us you are agreeing that we 'own' that if we implement it. (Essentially you are "giving" us the idea to use freely and you are releasing any claim to ownership of the idea.) You can send your suggestions/ideas to requests@gamma-arcade.com.

Q: What is 'single game mode'?

A: Single game mode is used to replace a failed (or failing) original circuit board. When single game mode is enabled for a particular game, the ArcadeSD will boot directly to that game and there is no menu system. You can still use the 'modern' features in the 'test' menu however—high score save, coin tracking, control remapping, etc.

Q: What about vector game support?

A: We'll try a couple of the less graphics-intensive ones, but with the limited resolution ("Standard Resolution" in arcade terminology) they definitely won't look like original vector games. They'll play fine and might still be fun, but you really need a 'real' vector monitor to get the full vector game experience.

Q: What is the light gun input for?

A: The light gun input is there to support Happ style light guns on a CRT monitor. We don't have an ETA for when we'll add lightgun games, but the plan is to support some!

Q: Will I lose my settings and high scores when I upgrade to a new version?

A: You shouldn't. All those are stored separately on a per-game basis now, so nothing should be lost when you upgrade to a new version of firmware. Note that if you do something like reformat the SD card, or delete/move files around then yes, something could definitely get screwed up and you could lose something. (Don't do that.)

