## **Setup Guide for enabling pixelcade for Windows Maximus Arcade**

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| **Step 1  Download and Install pixelcade** | Windows 10, Windows Vista, Windows 7, Windows XP are Supported |
|  | * Download and install the pixelcade software from <http://ledpixelart.com/downloads/pixelcade.exe>. * Install pixelcade under your Maximus Arcade install directory like C:\MAX 2.10 for example. Select this folder and pixelcade will be installed under C:\MAX 2.10\pixelcade. Do not manually create the pixelcade folder, it will be created automatically during the installation. |
|  | * For each emulator, select the “Pre-Launch” tab and select the respective .bat file for the emulator (ex. mame.bat for MAME or atari2600.bat for atari2600). * Check the box Run Application on Game Launch * Select the respective .bat file like mame.bat for MAME and atari2600.bat for atari2600. These files will be located in the pixelcade folder. * Enter the respective .bat file name and %file in the Command Line box. For example, mame %file for MAME and atari2600 %file for atari2600. * Choose “hidden” for the Window State and “long” for Path to media. |
|  | * For each emulator, select the “Post-Launch” tab * Check the box Run Application on Game Launch * Select default.bat * Enter default in the Command Line box. * Choose “hidden” for the Window State and “long” for Path to media. * This will change to the default LED marquee after exiting a game. |
|  | * Choose “Options” and “Startup” * Check the box Run Application on Game Launch * Select default.bat * Enter default in the Command Line box. * Choose “hidden” for the Window State and “long” for Path to media. * This will change to the default LED marquee when Maximus Arcade first starts. |
|  | * Power on your PIXEL board and plug into your USB port on your PC. * Ensure the toggle switch on the board is pointing towards “USB”, it will not work if it’s pointing towards “BT”. * Depending on your OS, the driver may be installed automatically. * If the driver does not install automatically, navigate to your pixelcade installation directory and then drivers. Right click on ioio.inf and choose install. * Your board will show up under Windows device manager in the Ports selection as either IOIO-OTG or USB Serial Device. * Now note the COM port that has been assigned. |
|  | * Navigate to your pixelcade install folder and edit pixelcade.ini * Change the port to your PIXEL board from the previous step. * If you have a one LED panel installation, leave ledResolution as is at 64x32. If you have a two panel LED installation, then change to 128x32. |
|  | * Now let’s run a test and ensure your PC is communicating to pixelcade. * From a command line, change to your pixelcade directory   **cd “MAX 2.10\pixelcade”**   * Enter this command to run test   **pixelcadetest**   * If successful, you’ll see the output on the left and a rainbow checker animation will be running on the LED display. * If not successful, check in Windows device manager that the board has been recognized and double check that you have entered the correct port in pixelcade.ini |
|  | * Now launch Maximus Arcade and after selecting a game, the LED display should change to a generic LED marquee respective to the selected emulator. * You can add specific LED marquees for your favorite games by creating a 64x32 or 128x32 .GIF using your favorite image editor like Photoshop. Simply name the .GIF to match the rom name and place in < your pixelcade install \ emulator >. * So for example, the game 1941 has four roms:   **1941.zip**  **1941j.zip**  **1941r1.zip**  **1941u.zip**  So you would create one .GIF design and make 4 copies with the names:  **1941.gif**  **1941j.gif**  **1941r1.gif**  **1941u.gif**  And place them in for example  **C:\MAX 2.10\pixelcade\mame**  Be sure and use the .gif extension and not the extension of the rom.  If the game selected in Maximus Arcade does not have a specific GIF, then a generic GIF for the selected emulator will be automatically selected instead. |