## **Pixelcade Setup Guide for GameEx (Windows)**

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| **Step 1  Download and Install Pixelcade** | Windows 7 (32-bit and 64-bit) and Windows 10 (64-bit) Supported |
|  | * Download and install the Pixelcade LED Marquee software for Windows. * Install Pixelcade under your GameEx folder like C:\GameEx\Pixelcade |
|  | * Choose < 1 Panel (64x32) > if you have one LED matrix panel for a 64x32 resolution or < 2 Panels (128x32) > if you are daisy chaining 2 LED matrix panels. The artwork will be different based on this selection. |
| If you’re on Windows 10, the PIXEL board will show up as “USB Serial Device” automatically not requiring a separate driver install.    If installing the driver manually (Windows 7 Only)    Right click and Choose Update Driver Software…    Browse to the driver folder in your Pixelcade installation | * Power on your PIXEL board and plug into your USB port on your PC using the included USB A-A cable. * Ensure the toggle switch on the board is pointing towards “USB”, it will not work if it’s pointing towards “BT”. * Your board will show up under Windows device manager in the Ports selection as either PIXEL-LED (Windows 7) or USB Serial Device (Windows 10). * If you’re on Windows 7 and need to install the PIXEL LED board driver manually, it’s located under <Your Pixelcade Install folder>\driver * Take a note of the COM port that has been assigned. |
|  | * From the Windows start menu, launch “Pixelcade Settings” * Change the port to match your PIXEL board from the previous step. * The install program will automatically set the Led Resolution to 64x32 if you selected 1 panel or 128x32 if you selected 2 Panels from the earlier steps. But you can change here if you change your installation type later. |
|  | * Now launch the Pixelcade Listener (pixelweb). This program always be running while the LED marquee is in use. * The listener will launch minimized. Open the window and ensure you see “PIXEL Status: Connected” which means the board is successfully communicating with your PC. If it’s not connecting, then check again that you’ve entered the correct COM port in the above step. |
|  | * Now let’s send a test image. * Launch “LED Marquee Communication Test” * If successful, you’ll see the output on the left and the 1941 game logo will be displayed. * If not successful, check in Windows device manager that the board has been recognized and double check that you have selected the correct port in “Pixelcade Settings”   If you receive an error java was not found, then you’ll need to install Java. VERY IMPORANT: You must install Java 32-bit, Java 64-bit is not compatible  <https://java.com/en/download/manual.jsp> |
|  | * Now launch the GameEx Setup Wizard and click on “MAME Settings”. * For “Run on Launch”, enter   **C:\GameEx\Pixelcade\pixelcade.exe -m stream -c mame -g “[ROM]” -t “[GAME]”**  If the selected game does not have a matching PNG or GIF, then the game name text will scroll. You can also change the color of the scrolling text.  **C:\GameEx\Pixelcade\pixelcade.exe -m stream -c mame -g “[ROM]” -t “[GAME]” -color green**  See supported colors here <http://ledpixelart.com/pixelcade-api> . And don’t forget to add double quotes surrounding [ROM] and [GAME].   * For “Run on Exit”, enter   **C:\GameEx\Pixelcade\pixelcade.exe -m stream -c mame -g dummy** |
|  | * Repeat for each desired emulator and note that only MAME support the [GAME] parameter  |  |  | | --- | --- | | Emulator | Command Lines | | Atari 2600 | *Launch App Before*  **C:\GameEx\Pixelcade\pixelcade.exe -m stream -c atari2600 -g “[ROM]”**  *Launch App After*  **C:\GameEx\Pixelcade\pixelcade.exe -m stream -c atari2600 -g dummy** | | Nintendo Entertainment System | *Launch App Before*  **C:\GameEx\Pixelcade\pixelcade.exe -m stream -c nes -g “[ROM]”**  *Launch App After*  **C:\GameEx\Pixelcade\pixelcade.exe -m stream -c nes -g dummy** | | N64 | *Launch App Before*  **C:\GameEx\Pixelcade\pixelcade.exe -m stream -c n64 -g “[ROM]”**  *Launch App After*  **C:\GameEx\Pixelcade\pixelcade.exe -m stream -c n64 -g dummy** |   Use these values for the emulators which all have an existing directory in Pixelcade and a generic console image.  3do  amiga  atari2600  atari5200  atari7800  atari800  atarijaguar  atarilynx  atarist  c64  capcom  coleco  daphne  dreamcast  fba  futurepinball  gamegear  gb  gba  gbc  intellivision  mame  mastersystem  msx  n64  neogeo  nes  ngpc  odyssey  pcengine  ps  ps2  psx  saturn  sega32x  segacd  snes  ti99  vectrex  visualpinball  wonderswancolor  zinc  zxspectrum |
|  | * Now launch GameEx 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 GIFs 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:\GameEx\Pixelcade\mame**  Be sure and use the .PNG or .GIF extension and not the extension of the rom.  If the game selected in GameEx Evolution does not have a specific GIF, then a generic GIF for the selected emulator will be automatically selected instead. |
|  | * Choose “Browse Artwork” to browse the existing artwork available in Pixelcade. |