## **Pixelcade Setup Guide 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. |
|  | * Launch Maximus Arcade Preferences * 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 driver from device manager to install the driver. * 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. |
|  | * From the Windows start menu, launch “Pixelcade Config” * Change the port to match your PIXEL board from the previous step. * If you have a one LED panel installation, leave Led Resolution as is at 64x32. If you have a two panel LED installation, change to 128x32. |
|  | * Now let’s run a test and check if your PC is communicating to Pixelcade. * Launch “Pixelcade Test Write to LED Panel” * If successful, you’ll see the output on the left and a rainbow checker animation will be running on your LED display. * 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 Config”   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 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. |