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

|  |  |
| --- | --- |
| **Step 1  Download and Install Pixelcade** | Windows 7 and Windows 10 (64-bit) have been tested |
|  | * Download and install the Pixelcade LED Marquee software for Windows.      * Install Pixelcade under your RocketLauncher folder like C:\RocketLauncher\Pixelcade or C:\arcade\RocketLauncher for example |
|  | * 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. |
|  | * Make a backup of Global.ahk located in <Your Rocket Launcher Install Directory>\Lib\User Functions. You may need to re-name "C:\RocketLauncher\Lib\User Functions Examples" to "C:\RocketLauncher\Lib\User Functions" * Copy Global.ahk from Pixelcade\HyperSpin Install File over-writing Global.ahk in <Your Rocket Launcher Install Directory>\Lib\User Functions |
|  | Edit <Your Rocket Launcher Install Directory>\Lib\User Functions\Global.ahk and replace these two lines  Run,c:\RocketLauncher\Pixelcade\pixelcade.bat "%systemName%" "%romName%" , c:\RocketLauncher\pixelcade\, Hide  *with*  Run, <Your Rocket Launcher Install Directory>\Pixelcade\pixelcade.bat "%systemName%" "%romName%" , <Your Rocket Launcher Install Directory>\pixelcade\, Hide  For example, if your RocketLauncher install is c:\arcade\RocketLauncher, then these lines should be:  Run, c:\arcade\RocketLauncher\Pixelcade\pixelcade.bat "%systemName%" "%romName%" , c:\arcade\RocketLauncher\pixelcade\, Hide  If your RocketLaucher installation directory is already C:\RocketLauncher, then you don't need to change anything |
| If you’re on Windows 10, the PIXEL board will show up as “USB Serial Device”    If installing the driver manually    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 Config” * 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 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 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 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 HyperSpin 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:\RocketLauncher\Pixelcade\mame**  Be sure and use the .gif extension and not the extension of the rom.  If the game selected in HyperSpin does not have a specific GIF, then a generic GIF for the selected emulator will be automatically selected instead. |