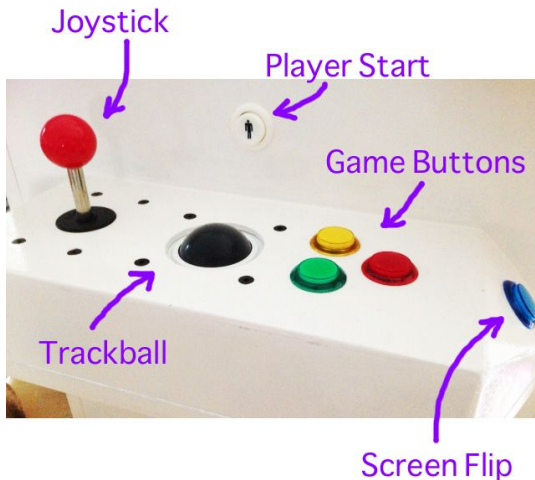# SpriteBox: Information for Developers

Information for Developers

What is powering the SpriteBox:

To open this project up to the most possible developers the SpriteBox will be running a standard windows based PC. It is not a fancy machine so if there are specific computer needs please contact us to discuss further.

The Interface:

To convert the arcade interface to USB there is a XinMo adapter. The interface will show up like a typical game controller.

Joystick: This is a standard arcade joystick. There is a button for each direction and pressing on an angle activates 2 buttons.

Player start: Button used to indicate how many players are playing. Player 2 also has one and typical arcade emulators would only play a 2-player game if the player 2 start button is pressed.

Game buttons: Typical arcade momentary buttons. Only 3 to keep the controls simple.

Screen flip: Pressing this button flips the screen while emulating classic arcade cabinets. At the end of the opposing player's turn press this to flip the screen to you. Used in classic games like Donkey Kong. Or press the button while the opposing player is playing for some chaos! Screen flip button is free for other uses and is only native within the emulators.

Trackball: This trackball is read like a standard 2-axis mouse. The trackball glows.

Screen flip + player start: Pressing these 2 simultaneously will preferably exit your game.

Information for Venues

General needs of the SpriteBox:

The needs of the SpriteBox are fairly minimal. Power consumption will be on par with a small computer as internally there is an LCD monitor and a small PC. Although there is not the same heat generation of a typical arcade cabinet with tube monitor overheating can still be an issue. The SpriteBox must not be placed in an area that does not allow for airflow, think walk-in closet as too small, nor must it be placed in an area that is already susceptible to large heat fluctuations, like next to large appliances.

Power supply needs of the SpriteBox:

The SpriteBox runs off of standard wall power (110v 15amps). The SpriteBox will have a single power cord underneath it. It is only about 3' in length so if more distance is needed an extension cord and proper cable management will be needed from the venue.

Dimensions and weight of the SpriteBox:

The SpriteBox is not a large piece of furniture. Approximately the size of a small cafe table. Dimensions showed. The weight of the unit is approximately 50lbs when fully assembled. Comfortably carried by two people.