ARCADE GUNS®

User Manual

(v2.5)

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Congratulations on your new Arcade Guns™ light guns purchase!

We know you will enjoy them as much as we do!

Recommended Links

Arcade Guns Home Page
http://www.arcadeguns.com

Arcade Guns Pro Utility Software (Windows XP, Vista, 7, 8, 10 32/64bit)
http://www.arcadeguns.com/download/ArcadeGunsProUtilitySetup_5_8.zip

Arcade Guns™ User Manual (updates to this manual)
http://www.arcadeguns.com/download/ArcadeGunsUserManual.pdf

MAME Information
http://mameworld.info/

MAME (Multiple Arcade Machine Emulator)
http://mamedev.org/

MAME UI
http://www.mameui.info/

M2 Emulator
http://nebula.emulatronia.com/

Supported Operating Systems

Microsoft Windows® 10, 8,7, Vista, XP

Quick Start Guide

Thank you for choosing Arcade Guns™ light guns! We are sure that you are eager to start playing with your new light guns, which is why we have created a quick start guide.

Default Light Gun Settings

1) Trigger on screen = Left Mouse
   Trigger off screen = Right Mouse

2) Small button on screen = joystick 1, off screen = joystick 2

3) Large button onscreen = joystick 3, off screen = joystick 4
   (Hold for ~5 seconds to start gun calibrate mode)

All of the light guns' functions (trigger and buttons) are fully programmable for both on and off screen shooting by using a simple configuration utility. It also gives you the ability to assign device IDs to each gun so that you can use up to four guns on one computer. The configuration utility can be found here:

http://www.arcadeguns.com/download/ArcadeGunsProUtilitySetup_5_8.zip

Your Arcade Guns™ light guns come to you already configured with the most relevant default settings which include button assignments (listed above), newest available firmware, and unique device IDs for each light gun! These default settings are strongly recommended since the majority of PC and emulator gun games use the trigger as a left mouse button and reload as a right mouse button. However, if you want to change the configuration, please be our guest! It is important to know if you do change the guns' settings, make sure each gun has a different device ID assigned to it when you are finished. All of these settings can be changed by using the Arcade Guns Pro Utility Software.

We wanted the best and simplest light guns possible, which is why our light guns come with two buttons and a trigger. We believe this is the best configuration due to the fact that most PC and arcade gun games only use a single trigger and in some cases one additional button or pedal. Our light guns have more than enough buttons to play your favorite shooter games while keeping it uncomplicated just like in the arcade!

Keeping the default settings listed above makes it easy to configure individual shooter games. Obviously we like to use the trigger for firing our main weapon in a game. Most games support off screen reload which means when you point the gun away from the screen and pull the trigger it will reload the gun for you! We like to use the small button as a secondary weapon such as a rocket launcher or in some games we use it for ducking/hiding or reloading the gun (a few games don't support off screen reload). Every game has slightly different requirements but with these light guns you can handle them all! Finally we use the large button as a start button in most games which can be used for starting a game, joining a game after you die or skipping cinematic in some cases. It's really up to you how you want to configure your games to work with these guns, but we just thought you might want to know how we like to configure ours!

Positioning the IR Sensor Bar

The IR sensor bar (light bar) should be centered on top of your monitor or television. For the best results place it as close to the top of the picture on the screen as possible. The light bar WILL NOT WORK if it is placed on the bottom or side of the monitor or TV. Double sided tape can be used to keep the light bar in place on top of your monitor or TV. Then plug the light bar's USB cable into an empty USB port on your computer.

Note: We now offer different types of light bars. Our regular cased sensor bar is recommended for screen sizes up to 40 inches max; while our new Extreme sensor bar work on small and larger screen sizes. The Extreme sensor bars are great for small or large screen TVs and projectors.

Light Gun Calibration

Before you begin calibration, check your surroundings to make sure light isn't reflecting off of your monitor or TV screen from an external source such as a lamp or sunlight coming in from a window. These light guns work best with the absence of external light sources interfering with the IR tracking camera module in the nose of the gun. Simply drawing the blinds on a window or dimming the lights in a room can easily eliminate these issues.

To get the best calibration possible you should hold the light gun the way you will be holding it when you are actually playing your games. The position you hold the gun and the distance you are from the screen should be taken into consideration when calibrating the gun. If most of the time you plan on standing 4ft from the screen and holding the gun neck high you should calibrate it the same way to get the best accuracy.

Let's start the calibration process from the Microsoft Windows® desktop screen! By default hold the large button for ~5 seconds until the mouse cursor moves to the upper left corner of the screen and then release the large button. Point the gun at the mouse cursor and pull the trigger. Do the same for the upper right and bottom center.
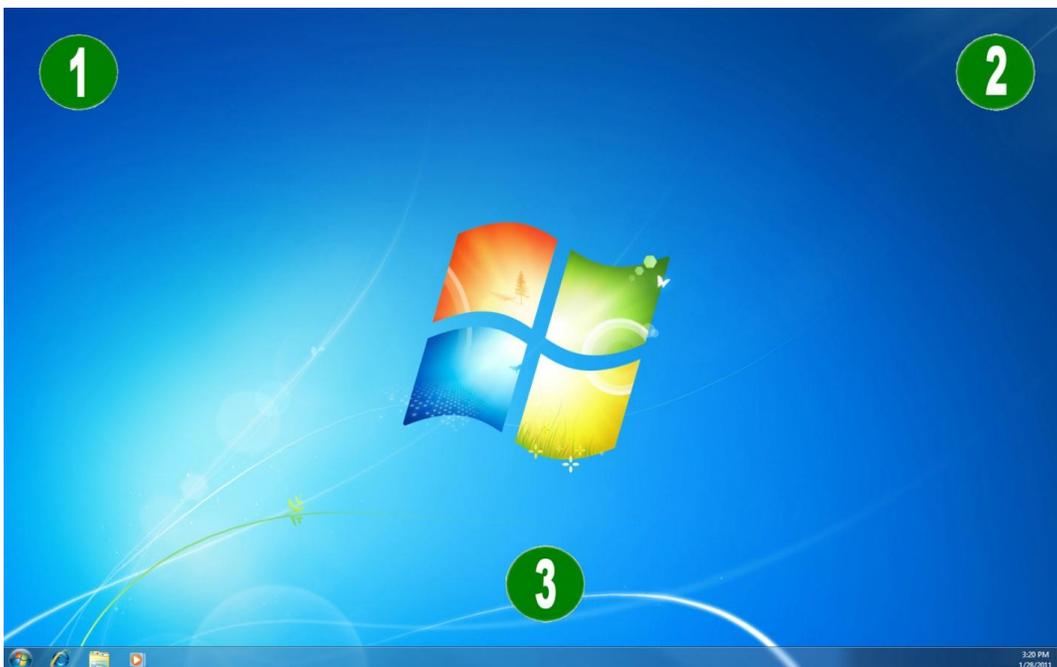
If your calibration was accepted you should be able to control your mouse cursor with the light gun.

If your calibration was not accepted the cursor will return to the upper left corner of the screen for re-calibration. If this happens, don't be alarmed. Move a foot or two farther

away from the screen and try calibrating it again. If you are already more than 7ft away (7ft for Regular Sensor Bar; 14ft for the Extreme IR Sensor Bar) from the screen you should move closer to the screen instead of away from it.

Once the calibration is accepted move the cursor around and see if it is accurate enough for your liking. If you find that it isn't quite right, start the calibration process again. This time you might try aiming slightly above or below the mouse cursor or tipping the nose of the gun upward or downward during calibration. Also consider stepping a foot or two away or towards the screen from your previous location. These small adjustments should end up with a perfectly calibrated Arcade Guns™ light gun!

MAME (Multiple Arcade Machine Emulator) Setup

MAME is a fantastic emulator that allows you to play many classic arcade light gun games. It can be downloaded as a windows command-line version or better yet a GUI frontend version such as MAME UI or MAME Plus!. You will also have a choice of 32bit or 64bit versions of MAME. If you are running a 64bit version of Microsoft Windows then we would recommend using a 64bit version of MAME to match your OS. If you already have MAME installed make sure that you are using newer versions of MAME since there were many important bug fixes and games added in later versions. New versions of MAME are always being released on what seems to be a weekly basis. Additional game support and other game fixes are always being added so it's a good idea to start with the newest version of MAME available.

The following instructions will walk you through updating your mame.ini file so that MAME is setup properly to work with your Arcade Guns™ light guns!

We highly recommend using a GUI frontend version of MAME since you get a nice graphical user interface which is easier to use, plus you also get the flexibility of running command-line arguments too:

1) Download and unzip MAME into a directory of your choice on your computer.

2) In that directory you should see a MAME executable file named something like mame.exe or mameui.exe along with a file named mame.ini.

3) If the mame.ini file does not exist in the MAME folder, launch the MAME executable and modify one of the properties; then it will be created.

   Options->Default Game Options->Control

We aren't going to talk too much about the command line version of MAME which should only be used by people who know a little bit about MAME already; mainly because it requires additional knowledge about running command line arguments. Just in case you are interested it would go something like this:

1) Use the command prompt in window to find the directory that MAME is located on your computer. Go to the mame directory with the executable.

2) Type "mame.exe -createconfig" or sometimes "mame.exe –cc" works, which will create the mame.ini file.

The easiest way to configure MAME with our light guns is to use our MAME Controller Mapping Utility which is part of our Arcade Guns Pro Utility. The user manual for this utility can be found here:

http://www.arcadeguns.com/download/ MameUtility.pdf

By default your light guns are configured to work in mouse mode for cursor x and y movements. If you change your light guns to work in joystick mode for the cursor movements then you will also need to set the dead zone to 0 in your mame.ini file:

joystick_deadzone   0

PlayStation 2 Console Games Setup

Your Arcade Guns™ light guns can be used to play Guncon 2 games on your PlayStation 2 console (Guncon 1 & 3 games are not supported).

Here is a quick setup guide to get your started:

Hold the two buttons (large and small) on the gun(s) while powering on the PlayStation console and continue to hold these buttons until the calibration screen appears. The gun should be recognized by the PlayStation console once you see this screen. Now hold the large button on the back of the gun for 5-10 seconds to calibrate each gun. After the gun(s) are calibrated you are ready to play!

The LED light bar will also need to be connected to a USB port for power. You can use the second USB port on the PlayStation or a powered USB hub.

Button configuration for PlayStation:

Trigger:	Guncon Trigger
Small Button:	Guncon Button A
Large Button (on-screen):	Guncon Button B
Large Button (off-screen):	Guncon Select
Small & Large Buttons pressed together:	Guncon Start

Note: These buttons cannot be changed

1) Boot into the game. The game will display a calibration screen.

2) At this point you should calibrate the gun(s).

3) Aim the gun in the center and hold the large button for 10 seconds. If this doesn't work, try holding the trigger for 5-10 seconds.

4) Cursor will move to the upper left corner of the screen. Aim at this point and pull the trigger.

5) Do the same for the upper right and lower center. Pulling the trigger after each.

6) Press a button to proceed into the game.

Thanks Again for Choosing Arcade Guns™!

Happy Gaming!

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