



CF MEMORY CARD VERSION

SYSTEM USER MANUAL

In order to understand the function of this system completely, please have a thorough reading of this manual

CATALOG

1. FEATURE INTRODUCTION.....	1
2. PARTS LIST.....	1
3. SYSTEM ASSEMBLY.....	2
4. SYSTEM OPERATION.....	3
5. SYSTEM SETTING.....	3
6. COIN AND CREDIT VALUE SETTING TABLE.....	3
7. SYSTEM FUNCTION SETTING TABLE.....	4
8. RETRIEVE TO FACTORY GAME DEFAULT SETTING	4
9. GAME CONFIGURATION SETTING.....	5
Type 1: Original setting is on screen setting mode.....	5
Type 2: Original setting is DIP SW setting mode.....	6
Type 3: Special setting mode.....	8
10. SAVE MODIFIED GAME CONFIGURATION SETTING.....	9
11. EDIT GAME LIST.....	10
12. JAMMA CONNECTOR PIN OUT DEFINITION.....	13

BABY STAR USER MANUAL

(CF MEMORY CARD VERSION)

Thank you for purchasing this product. For your convenient to understand this system operation, we hope you read this manual detail.

FEATURE INTRODUCTION:

1. Protect JAMMA I/O from damage of incorrect connection
2. Use P4 motherboard, Intel Celeron4 CPU, CF memory card, 256M DDR.
3. Support coins inserted before game selection.
4. After power on, player can insert coin at any time
5. Support one game / multi games operation mode.
6. Support 15kHz video mode.
7. Support two-channel stereo audio.
8. Sensitive I/O response and stable system operation.
9. Game configurations are adjustable.
10. Support coin counter.
11. Set all games coin and credit value by one DIP SW.

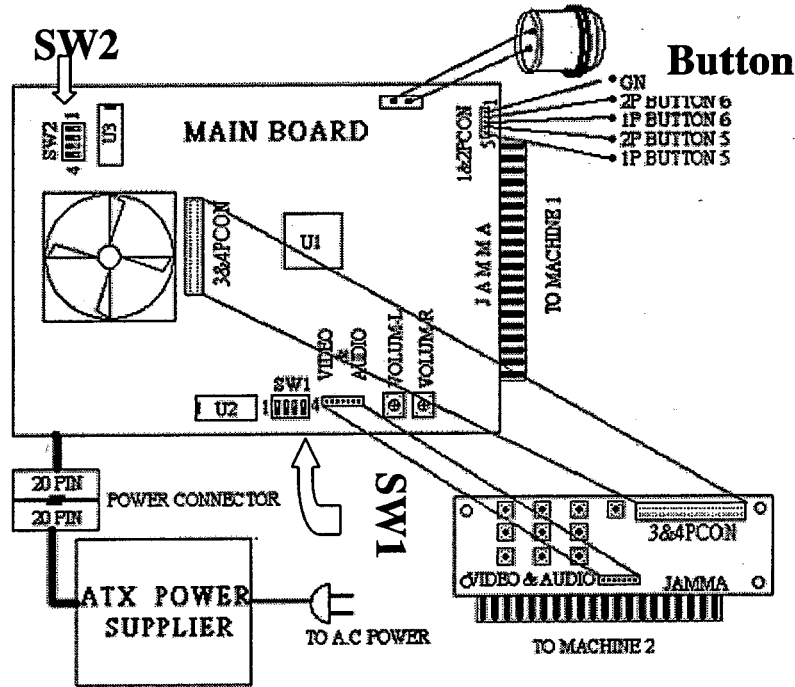
PARTS LIST:

1. Baby Star mainframe. (Include CF memory card).
2. USB soft dog, 3&4p connector board with a Cable wire.
3. 5 line wires. (For 1P&2P shooting button 5th & 6th).
4. ATX power supplier with an AC power wire
5. This user manual.

Suggestion: If you need to deliver this product to your customer please mind keeping the cushion package box complete to avoid the mainframe damaged.

SYSTEM ASSEMBLY:

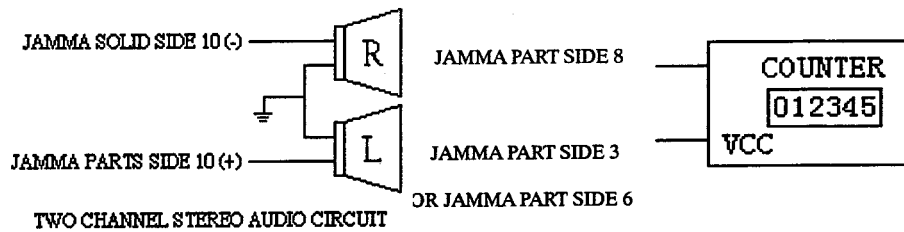
1. Finish each parts connection as the picture below (Figure 1):



(Figure 1)

Warning: Use a wrong A.C. power input would destroy power supplier or mainboard seriously.

2. Two channel stereo audio circuit (Figure 2):



(Figure 2)

(Figure 2.1)

3. Counter connect circuit (Figure 2.1), if counter input voltage is +5V, connect JAMMA part side bit 3; if counter input voltage is

+12V,connect JAMMA part side bit 6.

SYSTEM OPERATION:

1. Plug USB soft dong into USB port, Switch on machine power and ATX Power Supplier (DO NOT press switch button of mainboard. The system will start automatically in 3 seconds). After 90 seconds game list will shows on screen
2. Insert coins first and then select game. (It also could be adjusted to insert coins after game select. Please see SYSTEM FUNCTION SETTING TABLE on page 4.)
3. Select game name by moving 1P joystick. Press 1P Start Button to start game mode.
4. Escape from game mode to game list by pressing 1P Start Button (or pressing 1P start and A button, Please see SYSTEM FUNCTION SETTING TABLE on page 4.) for 3 seconds.
5. Change game list by pressing 1P button A or B.

SYSTEM SETTING

1. COIN AND CREDIT VALUE SETTING TABLE:

SW1:

COIN	CREDIT	SW1		
		4	2	1
1 COIN	1 CREDIT	OFF	OFF	OFF
1 COIN	2 CREDITS	ON	OFF	ON
1 COIN	3 CREDITS	ON	ON	OFF
1 COIN	4 CREDITS	ON	ON	ON
2 COINS	1 CREDIT	OFF	OFF	ON
3 COINS	1 CREDIT	OFF	ON	OFF
4 COINS	1 CREDIT	OFF	ON	ON

(TABLE 1)

**2. SYSTEM FUNCTION SETTING TABLE
SW2**

FUNCTION		SWITCH POSITION			
		4	3	2	1
GAME MODE		OFF			
SETTING MODE		ON			
MULTY GAME MODE			OFF		
SINGLE GAME MODE			ON		
EXIT OPERATION	PRESS 1P START BUTTON ONLY			OFF	
	PRESS 1P START AND BUTTON A			ON	
INSERT COINS	BEFORE GAME SELECT				OFF
	AFTER GAME SELECT				ON

(TABLE 2)

3. FOR EXAMPLE

(1) SET 3 COIN 1 CREDITS

Switch OFF bit 4 and bit 1 of SW1 (Figure 1), switch ON bit 2 of SW1 (Figure 1).

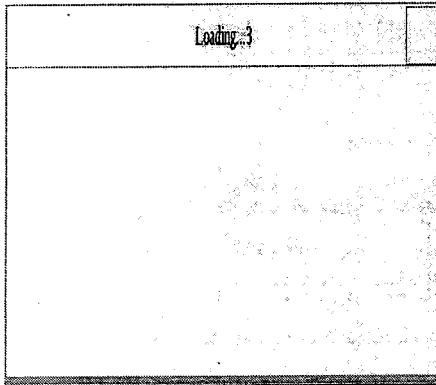
(2) ONE GAME BUSINESS MODE:

1. Select a favorite game and entry to game mode.
2. Switch on SW2 bit 3 (Figure 1).
3. "Escape to game menu" function will be disabled.

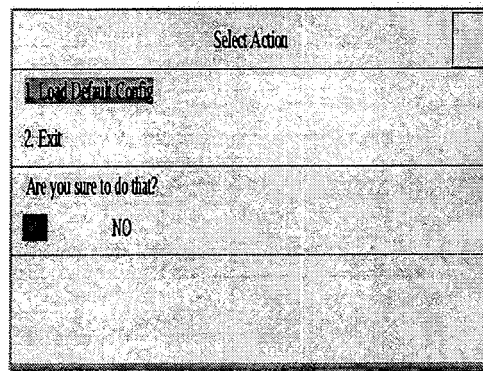
RETRIEVE TO FACTORY GAME DEFAULT SETTING

1. Switch ON bit 4 of SW2 (Figure 1), then restart game system.
2. When "Loading 3" or "Loading 2" or "Loading1" menu appear on the screen (Figure 3), press SETUP key (Figure 7) to enter retrieve to factory default setting operation menu (Figure 4).
3. Select "Load Default Config" (Figure 4) by 1P joystick, press SETUP key (Figure 7) to confirm.

4. System prompted “Are you sure to do that?” (Figure 4), select “YES” by 1P joystick, press SETUP key (Figure 7) to confirm.
5. Wait for a moment, when system retrieve complete will restart Automatically.
6. Switch OFF bit 4 of SW2 (Figure 1).



(Figure 3)



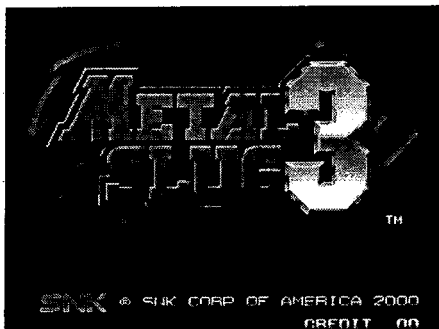
(Figure 4)

GAME CONFIGURATION SETTING:

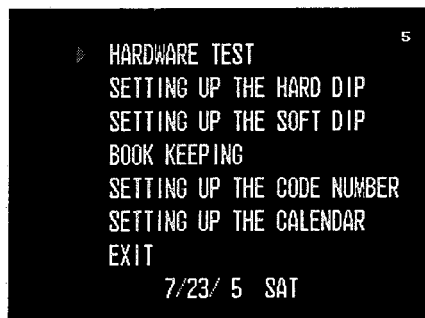
Type 1: Original setting is on screen setting mode.

(Example: SNK NEO GEO, CAPCOM CPSII serial etc).

1. Switch ON bit 4 of SW2 (Figure1).
2. Select the game that will be set (Ex. Metal Slug 3) and start the game (Figure 5).

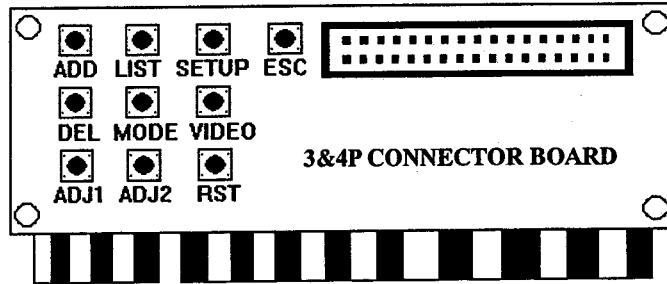


(Figure 5)



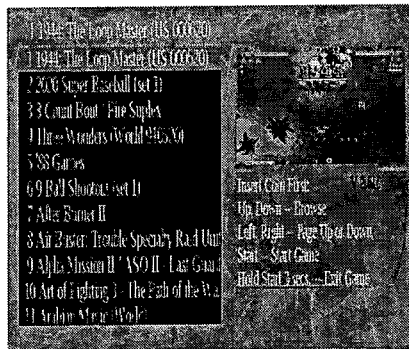
(Figure 6)

3. Press ADJ1 key (Figure 7) to enter the game original setting mode (Figure 6).



(Figure 7)

4. After finished the game setting and exited to the game mode (Figure 5), press ESC key (Figure 7) to back to game list (Figure 8).
5. Some of games will appears the dialog window (Figure 9) after press ESC key (Figure 7), please select “Quit Game” item by 1P joystick and press 1P START button to back to game list (Figure 8).



(Figure 8)



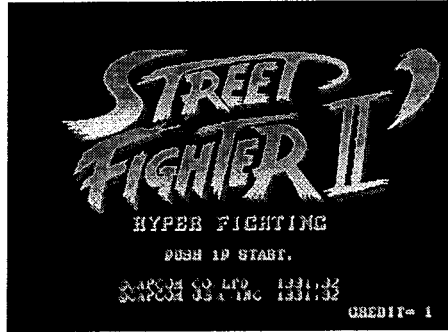
(Figure 9)

6. Save the game configuration setting modified (see page 10).

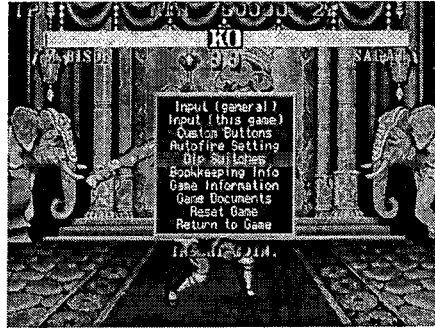
Type 2: Original setting is DIP SW setting mode. (Example: CAPCOM CPS1 serial etc).

1. Switch ON bit 4 of SW2 (Figure 1).
2. Select the game that will be set (Ex. Street fighter II') and start the

game (Figure 10).



(Figure 10)



(Figure 11)

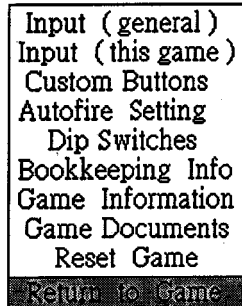
3. Press ADJ2 key (Figure 7) and select “Dip Switches” by 1P joystick (Figure 11).
4. Press 1P START button to entry configuration setting menu (Figure 12). Select setting item or modify setting by moving 1P joystick left or right (Figure 12).
5. After setting modified, select “Return to Main Menu” (Figure 13) and press 1P START button to back to main menu (Figure 14).
6. Select “Return to Game” (Figure 14) and press 1P START button to back to game mode (Figure 10).
7. Press ESC key (Figure 7) to back to game list (Figure 8).
8. Some of games will appears the dialog window (Figure 9) after press ESC key (Figure 7), please select “Quit Game” item by 1P joystick and press 1P START button to back to game list (Figure 8).
9. Saving the game configuration setting modified (see page 10).

Coin A	Coin/B	Credit
Coin B	1 Coin/1 Credit	
2 Coins to Start, 1 to Continue	Off	Off
Unused		Off
Difficulty		2
Free Play		Off
Freeze		Off
Flip Screen		Off
Demo Sounds		On
Allow Continue		No
Game Mode		Game
Return to Main Menu		

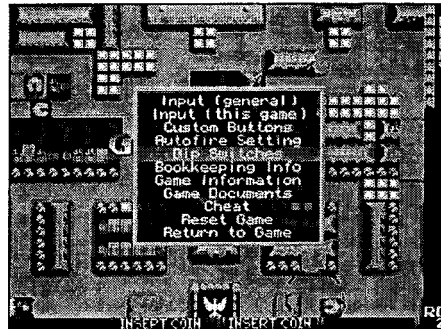
(Figure 12)

Coin A	1 Coin/1 Credit
Coin B	1 Coin/1 Credit
2 Coins to Start, 1 to Continue	Off
Unused	Off
Difficulty	6
Free Play	Off
Freeze	Off
Flip Screen	Off
Demo Sounds	Off
Allow Continue	Yes
Game Mode	Game
Return to Main Menu	

(Figure 13)



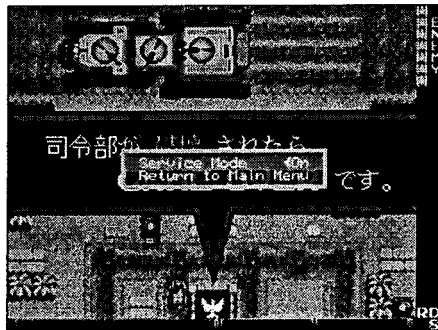
(Figure 14)



(Figure 15)

Type 3: Special setting mode (Example: NAMCO SYSTEM 1 serial etc).

1. Switch ON bit 4 of SW2 (Figure 3).
2. Select the game that will be set (Ex. Tank Force) and start the game (Figure 15).
3. Press ADJ2 (Figure 7).
4. Select “Dip Switches” item (Figure 15) and press 1P START button.

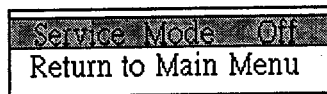


(Figure 16)

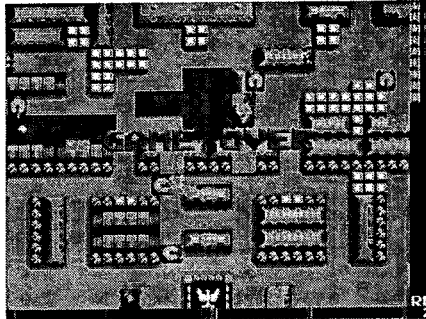


(Figure 17)

5. Select “Service Mode” item and set “On” by moving 1P joystick left or right (Figure 16).
6. Press ADJ2 key (Figure 7) to close the current setting window and modify configuration setting by 1P joystick (Figure 17).
7. After finished all configurations setting, press ADJ2 key (Figure 7) and set “Service Mode” Off (Figure18).



(Figure 18)

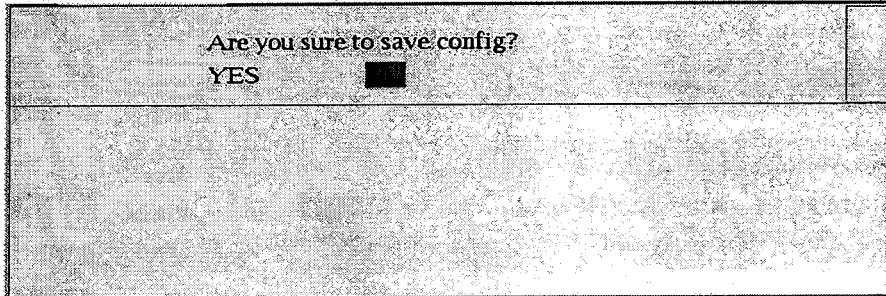


(Figure 19)

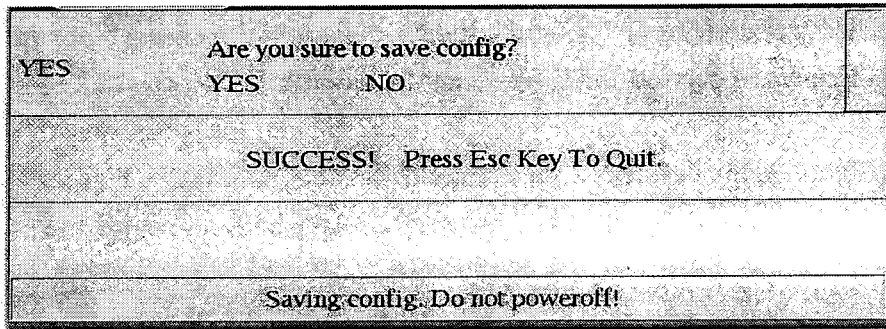
8. Press ADJ2 key (Figure 7) to delete the small setting window (Figure 19).
9. Press ESC key (Figure 7) to back to game list (Figure 8).
10. Save the game configuration setting modified (see page 10).

SAVE MODIFIED GAME CONFIGURATION SETTING

1. Game configuration setting modify complete, enter into game menu.
2. Switch ON bit 4 of SW2 (Figure 1).
3. Press SETUP key (Figure 7) to entry operation menu (Figure 20), system prompted “ Are you sure to save config? ”, select “ YES ” by 1P joystick, press SETUP key (Figure 7) to confirm.
4. System will carry out save modified game configuration setting and verify operation.
5. System prompted “SUCCESS! Press Esc key to Quit.” (Figure 21), press ESC key (Figure7) to exit to game menu.
6. Switch OFF bit 4 of SW2.



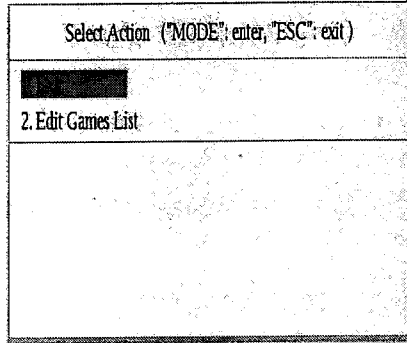
(Figure 20)



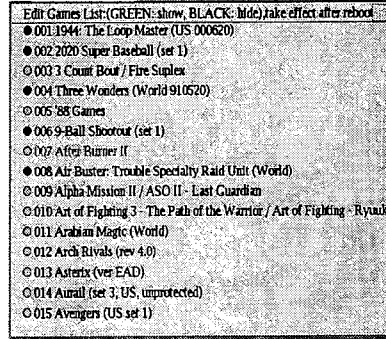
(Figure 21)

EDIT GAME LIST

1. Enter into game menu (Figure 8).
2. Switch ON bit 4 of SW2 (Figure 1).
3. Press LIST key (Figure7) to entry select action menu (Figure22).
4. Select "Edit Games List " by 1P joystick, press SETUP key to entry edit games list menu (Figure23).

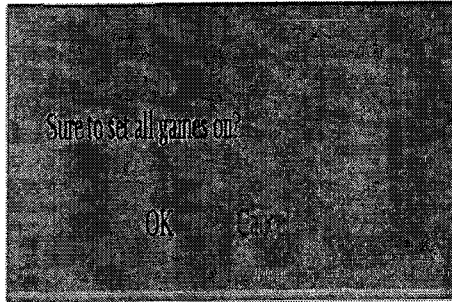


(Figure22)

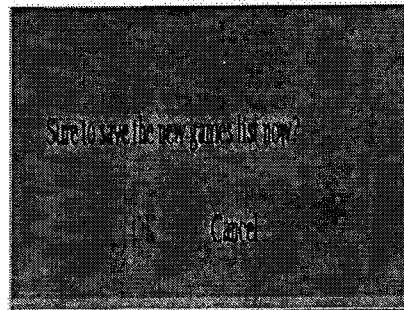


(Figure23)

5. Select game name to display or hide by 1P joystick, press LIST key (Figure7) to change. GREEN mean display, BLACK mean hide. If you want display all game name in the game list, Press RST key (Figure7), then system notice “Sure to set all games on?” (Figure24) select OK by 1P joystick and press 1P START button to confirm.



(Figure24)

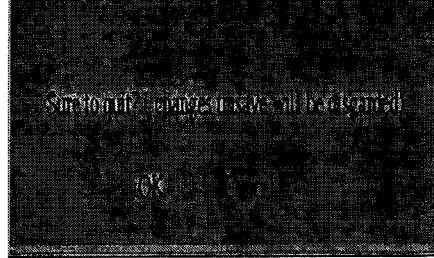


(Figure25)

6. Game list modified completely, press SETUP key (Figure7), system notice “Sure to save the new games list now?” (Figure25), select OK by 1P joystick and press 1P START button to confirm. Then system notice “New games list has been saved!”(Figure26), press 1P START button to confirm, then system will return edit games list menu (Figure23).



(Figure26)



(Figure27)

7. Press ESC key (Figure7) to exit to select action menu (Figure22), system notice “Sure to quit? (changes unsaved will be discarded)” (Figure27), select OK by 1P joystick and press 1P START button to confirm.
8. Select Exit in the select action menu, press SETUP key (Figure7) to exit to game list menu (Figure 8).
9. Switch OFF bit 4 of SW2 (Figure1).
10. Restart game system.

JAMMA CONNECTOR PIN OUT DEFINITION:

SOLID SIDE		PART SIDE	
GND	A	1	GND
GND	B	2	GND
+5V	C	3	+5V
+5V	D	4	+5V
N · C ·	E	5	N · C ·
+12V	F	6	+12V
KEY NO PIN	H	7	KEY NO PIN
N · C ·	J	8	COIN COUNTER
N · C ·	K	9	N · C ·
RIGHT SPEAKER	L	10	LEFT SPEAKER
GND	M	11	N.C.
VIDEO GREEN	N	12	VIDEO RED
VIDEO SYNC	P	13	VIDEO BLUE
N.C.	R	14	N.C.
N.C.	S	15	N.C.
COIN 2	T	16	COIN 1
2P START	U	17	1P START
2P UP	V	18	1P UP
2P DOWN	W	19	1P DOWN
2P LEFT	X	20	1P LEFT
2P RIGHT	Y	21	1P RIGHT
2P SHOOT 1	Z	22	1P SHOOT 1
2P SHOOT 2	a	23	1P SHOOT 2
2P SHOOT 3	b	24	1P SHOOT 3
2P SHOOT 4	c	25	1P SHOOT 4
2P SHOOT 5	d	26	1P SHOOT 5
GND	e	27	GND
GND	f	28	GND

