AtGames

LEGENDS BITPIXEL USER GENERATED MARQUEES

A User's Guide

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Overview

With the Legends BitPixel, owners can add a classic 8-bit pixel look to their compatible Legends Arcade Platform product. This easy-to-install, active marquee connects via USB and displays both static and animated marquees and other content using the free PixelcadeX app. Usage options include replacing the marquee in your Legends Ultimate or displaying the BitPixel on its own. This user's guide explains how to create custom marquee displays on either the AtGames Legends BitPixel or third party Pixelcade LED marquee.

What You Need Before You Begin

Before you begin, make sure you have the following items:

- A working AtGames Legends BitPixel or third party Pixelcade LED marquee connected to a Legends Arcade Family device running the PixelcadeX app.
- A USB drive with sufficient storage space formatted with a FAT32, NTFS, or exFAT file system.
- A computer with an ability to create directories and add files to a USB drive. A Windows 10 computer will be used for the examples in this user's guide.

Recommended

- A powered USB hub is recommended for maximum versatility and performance on your Legends Arcade Family device, allowing you to easily plug in multiple USB drives and other USB-based devices.

Marquee File Format Requirements

The AtGames Legends BitPixel and third party Pixelcade can use static or animated images.

Static Image Format

For a static image, the image format must be PNG (*filename*.png) with a resolution of 128px width and 32px height.
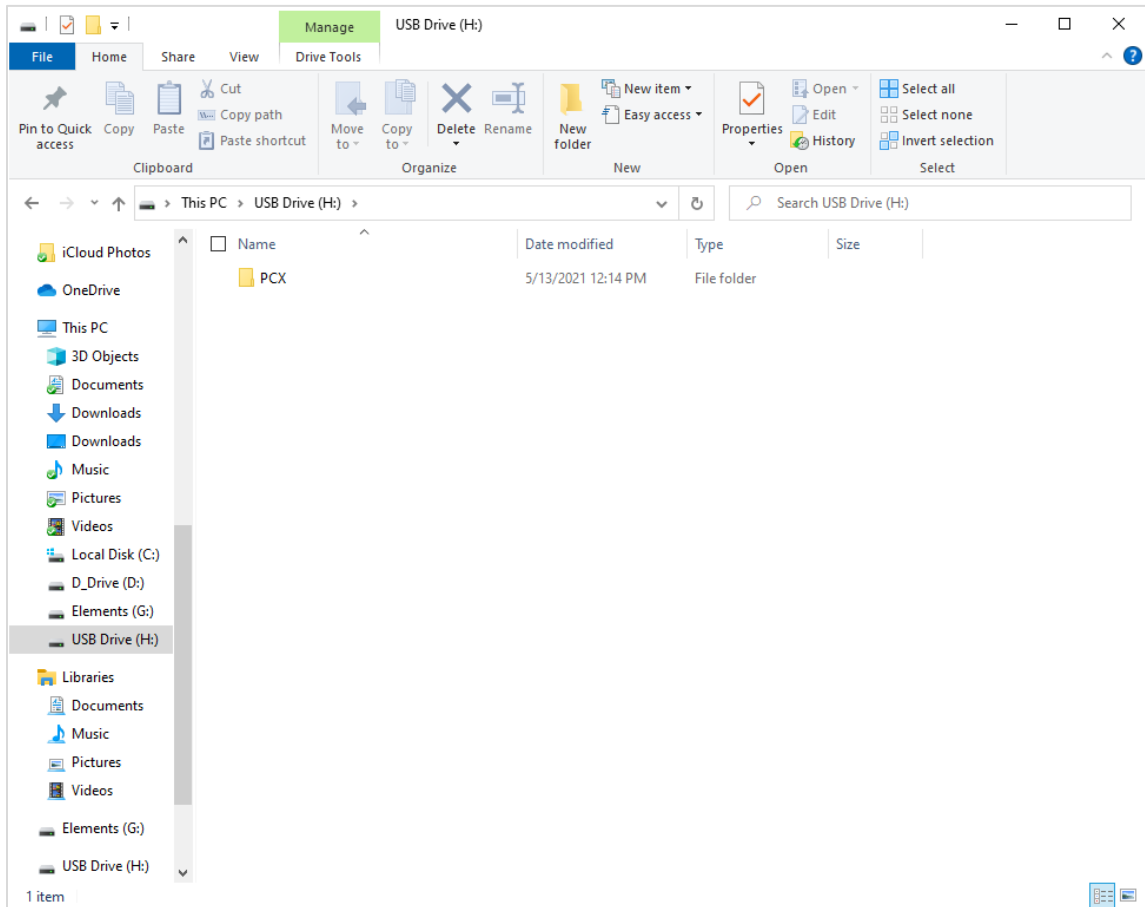
Animated Image Format

For an animated image, the image format must be GIF (*filename*.gif) with a resolution of 128px width and 32px height.
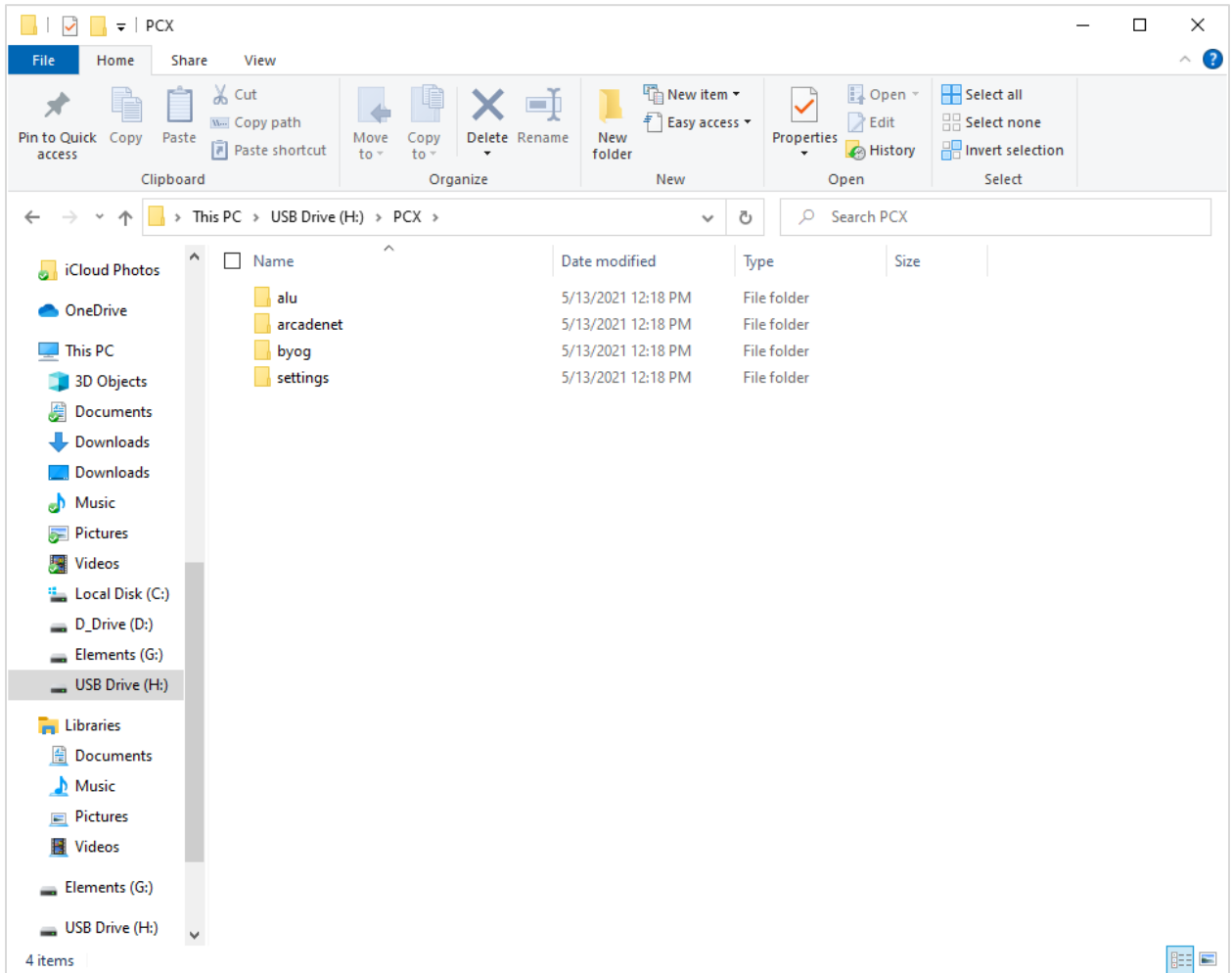
Preparing the USB Drive

Follow these steps to prepare and place files on the USB drive:

1. Create a PCX folder on the root of the USB drive.

2. Under the PCX folder, create subfolders that match the corresponding tabs on your Legends Arcade Family Device. For example:
   a. Games: **PCX/alu**
   b. ArcadeNet®: **PCX/arcadenet**
   c. BYOG: **PCX/byog**
   d. Settings: **PCX/settings**

3. Rename your custom logo files to match the icon title. For example, the game "3-D Tic-Tac-Toe (2600)" would go under **PCX/alu/3-D Tic-Tac-Toe (2600).png**. Note that the file name needs to match exactly what is displayed on the Legends Arcade Family device's screen.
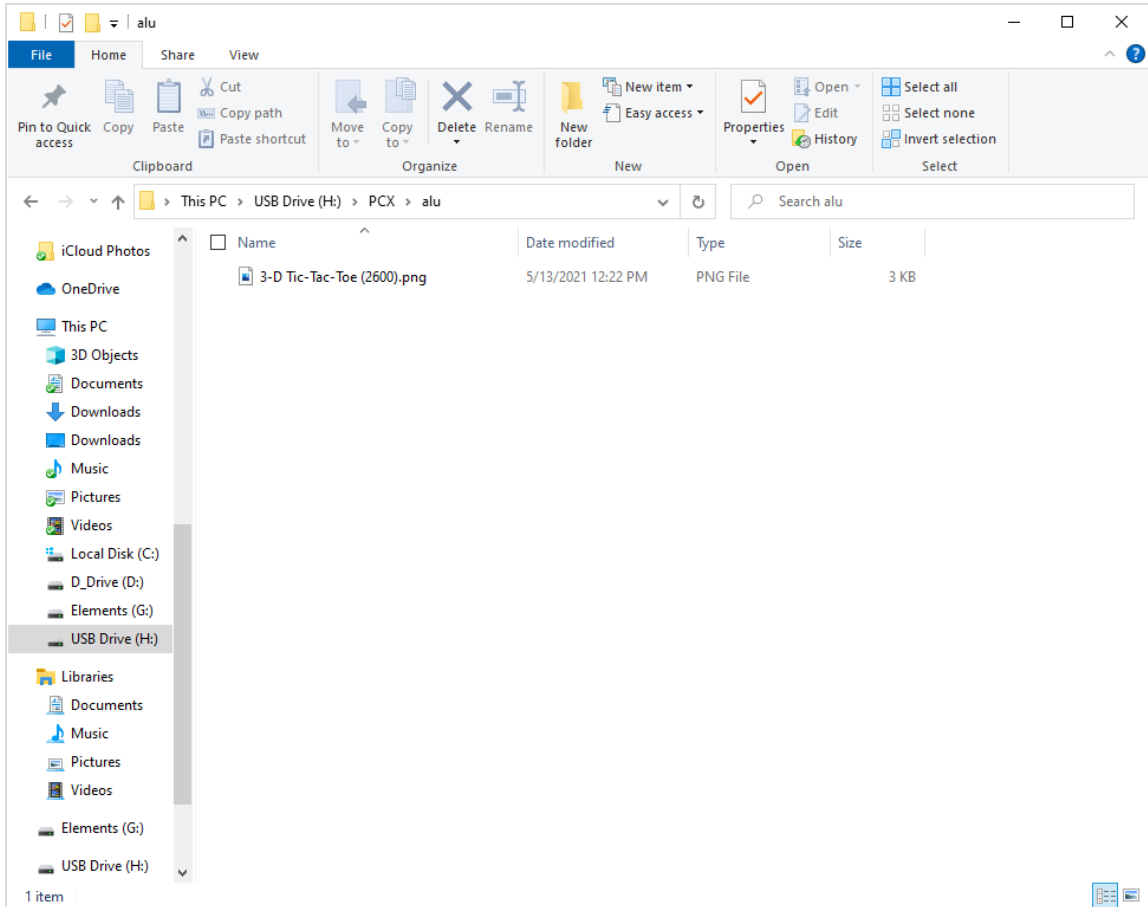
4. Once all of your custom files are placed in the appropriate sub-directories, safely eject your USB drive.
5. Launch the PixelcadeX app like normal on your Legends Arcade Family device to establish communication with your Legends BitPixel or third party Pixelcade LED marquee.
6. Insert the USB drive from Step 4 into an available USB port on your Legends Arcade Family device. Give your Legends Arcade Family device a moment to read the USB drive's contents.
7. Select the menu item or items that you have assigned a custom image for. It should now display on the Legends BitPixel or third party Pixelcade LED marquee.