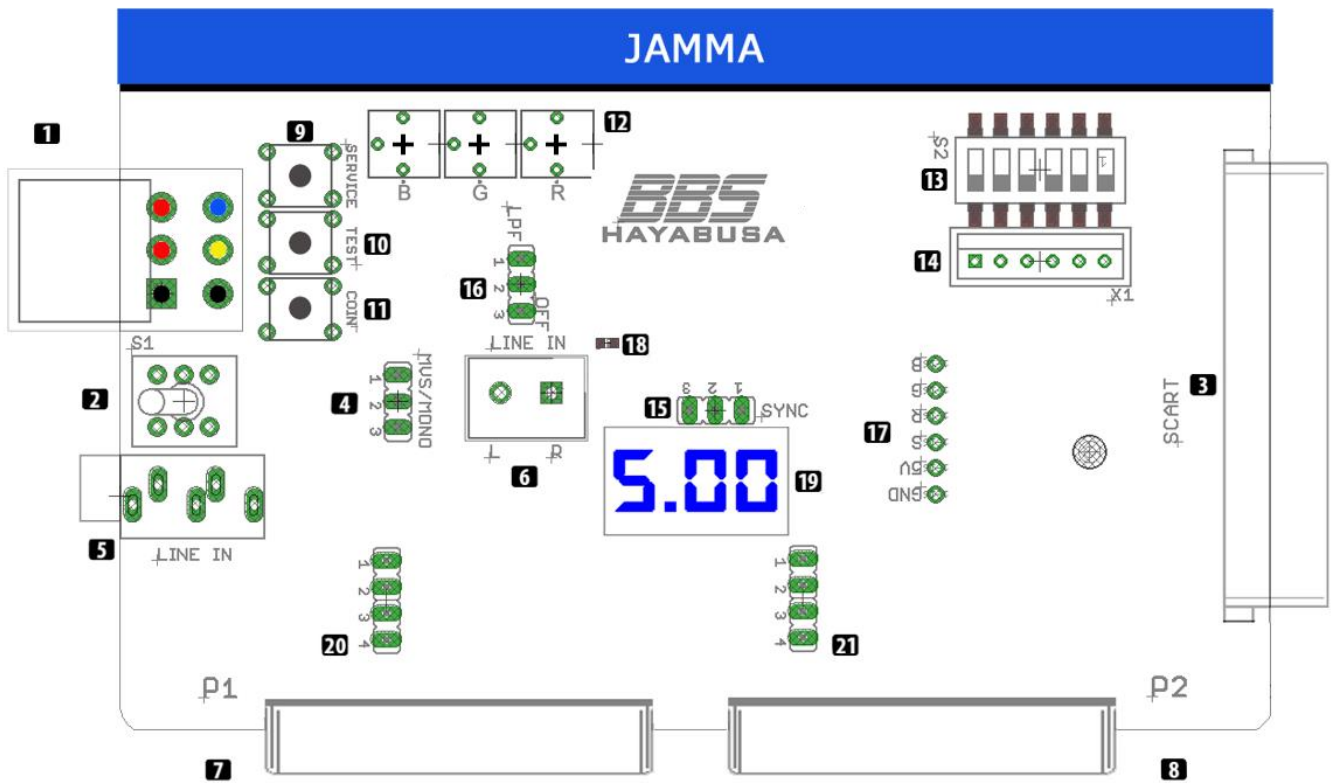# HAYABUSA

QUICK START GUIDE

1. Power supply input socket (Red: 5v, Yellow: 12v, Black: Ground, Blue: -5v(negative))
2. Audio output mode pushbutton (Line in or attenuated audio)
3. Scart output for audio/video with auto switching RGB mode
4. Jumper selection for Mono or MVS (Stereo) Audio mode
5. Headphone jack for Line input (also can be used as line out when the line in terminal is wired)
6. Line input terminal for wiring the audio output from the mainboard directly (may require stereo mod)
7. Player 1 PS2 Controller input
8. Player 2 PS2 Controller input
9. Service mode switch
10. Test mode switch
11. Coin switch
12. Potentiometers for adjusting Red, Green, Blue colors
13. Dipswitch for activating or disactivating Buttons 4,5 and 6 through Jamma or kick harness
14. Kick harness connector, input pins from left to right: P2-B6, P2-B5, P2-B4, P1-B6, P1-B5, P1-B4
15. Sync mode jumper, Position 1-2: Buffered with Schmitt trigger, 2-3: Amplified with THS7374
16. LPF (low pass filter) – 1,2 On, 2.3 Off
17. Auxiliary R,G,B,S,5v and Ground output
18. Power led
19. 5 volts (Voltmeter) display
20. Player 1 controller ICSP programming pins (JP2), pinout below
21. Player 2 controller ICSP programming pins (JP3), pinout below

Button Remapping (open source firmware coded by Arthrimus)

To enter button remapping mode hold any 2 face buttons and START simultaneously for 3 seconds. Once in remapping mode press each button the corresponding number of times to achive the desired output based on the list below.

- Button 1 = 1 press
- Button 2 = 2 presses
- Button 3 = 3 presses
- Button 4 = 4 presses
- Button 5 = 5 presses
- Button 6 = 6 presses
- N/A = 7 presses

There is also an experimental firmware to add Auto Fire capability to your supergun on the following Github link:

https://github.com/Arthrimus/PSX-Controller-DB-15-Adapter/blob/master/Code/Psx_To_DB-15_REMAP_AF/Psx_To_DB-15_REMAP_AF.ino_atmega88p_8000000L.hex

In order to flash it a USBASP or similar Arduino programmer is required.

Pinout for ICSP programming: