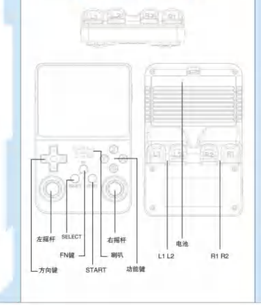
掌上游戏机使用手册

型号：R36S

按键参数



R36S 掌机参数

系统	开源Linux系统
内置模拟器	支持
	MAME/NeoPS/NEOGEO/GBA/GBC/FC/MD/PS1/CPS1/CPS2/FBNEO
游戏	自动PS1 CUE多张合真免换光驱
	分辨率 640*480
CPU	RK3326 四核Cortex-A35 CPU up to 1.5GHz
GPU	Mali-G31MP 1500MHz 1
RAM	DDR3, 1GB
TF卡	16G-256G
喇叭	内置6W双声道喇叭
电池	内置锂电池 3500mAh
	输入功率 5V/2A
	最大功耗 5W
	电池续航 8H
	老化时间 2H
接口	Type-C*1 数据口 支持
	Type-C*1 充电口 支持
	耳机 标准3.5mm接口

Gamedata文件夹

位于卡的gamedata文件夹保存了部分模拟器的设置，存档和资源，对应说明如下：
Dosbox：dos模拟器相关文件
Drastic：NDS模拟器相关文件
Hatari：Atari ST 模拟器相关文件
Openbor：Openbor模拟器相关文件
Opentyrian：Opentyrian 游戏引擎相关文件
Ppsspp：psp模拟器相关文件
Remappings：Retroarch 按键映射文件
Scummvm：Scummvm模拟器相关文件
Retroarch：retroarch 模拟器相关文件
mupen64plusaa：n64 模拟器/mupen64plusaa相关文件
themes：系统主题文件夹，请将主题资源放置于此

快捷键说明

一键截屏	快捷启动软件/游戏
SELECT+START（在模拟器下）	快捷退出当前游戏/软件（记得先存档）
SELECT+R2	超级快捷键（在一些游戏，并模拟器）
SELECT+L2	调出菜单
SELECT+L1	快捷加载/保存某个存档的存档位
SELECT+R1	保存当前存档为下载位置（最多4个）
SELECT+X	退出当前游戏（超级精简）
SELECT+Y	音量调节
SELECT+A	屏幕亮度
R3	鼠标速度加快
L3	鼠标速度减慢
音量+	音量加（上）/ 屏幕亮度
音量-	音量减（下）/ 屏幕暗度
左摇杆	鼠标移动
R3	鼠标速度加快
L3	鼠标速度减慢
音量+	音量加（上）/ 屏幕亮度
音量-	音量减（下）/ 屏幕暗度
一键截屏	截屏
SELECT+R2	超级快捷键
SELECT+L2	调出菜单
SELECT+L1	快捷加载/保存某个存档的存档位
SELECT+R1	保存当前存档为下载位置（最多4个）
SELECT+X	退出当前游戏（超级精简）
SELECT+Y	音量调节
SELECT+A	屏幕亮度
R3	鼠标速度加快
L3	鼠标速度减慢
音量+	音量加（上）/ 屏幕亮度
音量-	音量减（下）/ 屏幕暗度

功能和使用

1.街机easyrpg游戏卡住或按键功能

支持主要的街机+有FBNeo和MAME，注意如果设置了主屏，会和游戏功能功能发生冲突，请关闭功能；
1.单独开启或关闭功能：在游戏界面中对应按键上按 SELECT 键，选择前往二个选项 "高级游戏选项"，更改里面的 "功能" 选项开启或关闭功能功能。
2.按功能键组合键：运行游戏，进入游戏后呼出 RA 菜单，往下导出 "选项"，进入该选项后有两种情况：
a.FBNeo 核心：里面如果带有 "TATE Mode—Relating—"，"开" 为旋转，"关" 为不旋转；
b.MAME 核心：里面如果带有 "TATE Mode—Relating—"，"开" 为旋转，"关" 为不旋转；
然后前往这个 "选项" 里的第一项 "保存游戏选项文件" 就可以保存设置了。
3.下次进入 "选项-控制-键口1控制" 中，将左摇杆方向键改成对应方向，再设置按键就可以控制游戏了。前边了模改按键后，选择 "选项-控制-保存游戏按定义键位文件" 来保存本我的游戏设置。

2.GBA 游戏显示有对点变黑（大黑框）

在 任 主 界面按SELECT 进入 "游戏设置—选系统配置—Nintendo Game Boy Advance"，设置 "游戏显示比例" 为3的CORE PROVIDED、"功能" 后，"图像平滑处理" 关，"整色画设置" 为 "对特色图像或—GBA—glue—点对点—lcd3x" 建议，"整数缩放" 关。

3.更换模拟器核心

如果游戏有无法进行，主菜界面是模拟器核心不支持该游戏，可以通过更换模拟器核心来解决。请在游戏列表中选择出现的游戏名上按 "SELECT" 键，选择前第二项 "高级游戏选项"，请试更改第一项 "模拟器" 的为不同的 核心，如有两类内的两个核心都不能运行该游戏，请尽量更换其Rom 有问题，请反馈给我当以修正！
核心选择建议：
（1）CPS1、2、3：首选FBAlpha2012核心，其次FBNeo核心，再次FBA3X
（2）FBNeo：首选FBNeo核心，其次FBAlpha2012，再次FBA其他核心。
（3）MAME：首选最新的libretro核心，其次mame2010，再次mame其他核心。
（4）PGM：首选FBAlpha核心，其次FBNeo，再次mame核心（三国战记3和西游记2要用mame核心）。
（5）GBA：MGBA支持很健康度，GPSP支持改版游戏。

4.psx游戏卡住或按键失效

进入psx游戏后，按住SELECT 2秒切换出RA快捷菜单，往下进入 "选项" 设置。
尝试修改 "Use BIOS" 和 "Pad 1 Type" 两个设置项，通过不同的组合设置可以解决大部分psx游戏的按键无响问题。

5.DOS游戏操作方式

键使用DOSBox pure核心：
核心设置：
1.将RA：快捷菜单—选项—input—Bind Mouse Wheel To Key设置为Left—Bracket/Right—Bracket
1.将RA：快捷菜单—选项—控制—键口1控制—设备类型设置为Mouse with left Analog Stick
2.选择：RA：快捷菜单—选项—控制—保存核心自定义键位文件即可
默认按键：

左摇杆—鼠标移动	L—SHIFT	SELECT—ESC
B—鼠标左键	Y—SPACE	START—ENTER
A—鼠标右键	L2—鼠标移动加速	L3—左键盘
X—鼠标中键	R2—鼠标移动减速	R3—ALT
R—CTRL		

6.三种游戏设置方式

EE 共有三种设置游戏的方式
第一是全局设置，在ee菜单 "游戏设置" 中设置；
第二是模拟器设置，"游戏设置—模拟器设置"，对此不同机种；
第三个单独游戏设置，是游戏右上按 X，在出现的 "高级游戏选项" 里设置。 注意优先级：单独游戏设置>模拟器设置>全局设置

7.游戏显示比例

游戏设置中的 "游戏显示比例" 项是设置游戏显示时的画面比例和是否满屏的功能，常见的两种设置说明如下：
（1）X/Y：能够屏幕分辨率选择，例如分辨率是640x480，他好是4:3的比例，如果将 "游戏显示比例" 设置为4:3，所有的游戏基本上都会满屏显示（个别游戏本身就是带有黑边的，这个就没办法完全满屏了），480x320是3/2。
（2）CORE PROVIDED：模拟器核心默认分辨率，即对应游戏机种的默认分辨率，这个设置对应的游戏画面比例是正常比例，不会拉伸变形，比如街机适应那些游戏如果模版显示，X/Y 模式下会被拉伸到满屏，而原声重变形，而使用CORE PROVIDED模式以保证原始比例不变形，还有GBA和GBC游戏，如果用X/Y满屏也会严重变形。

8.关机

只要不要再电源键关机，这样容易丢失存档，请在ee主界面下按SELECT选择关机，或者START菜单选关机。

9.存储卡建议

一个高速的TF卡会显著提升系统反应的速度，个别场杰面和各种操作更加流畅，也会使部分游戏的运行速度有提升，建议选购优质的高速TF卡来进行游戏。

10.帧频调整

CRT滤镜：模 拟老式CRT（显像管）显示器的显示效果，例如球面效果，挥光和扫描线，适合主机模拟器使用，如PS、NEO、SNES、街机等；
LCD滤镜：模拟LCD液晶屏的网格化效果，适合使用类似高分辨率模拟器使用；
放大增强滤镜：提升画面的细腻程度，调整小分辨率画像放大后的颗粒感，具体效果请自行测试和选用，注意部分的模拟小型机性能表现较大，会导致速度；
硬件仿真滤镜：模拟几种特殊机种的画面效果和色彩，请自行选用；
抗锯齿滤镜：关键边沿锯齿表现效果增强，实现有可以忽略效果。
特效滤镜：包含老电影和模拟边框两种特效，就如吧。

选择操作：
按钮：想要画面调就能加速大键盘键键，增加旧键加CRT滤镜
GBA：非精特仿真滤镜显示点对点（1x3x）真实了
GB/GBC：硬件仿真滤镜显示画面两个颜色
NES/SNES：硬件仿真滤镜显示选择或者CRT
PS：参考资料
其他机种：自己选吧

11.中文全手册

1.MAME或街机整合手册使用
MAME或街机BIOS存在全手角功能，进入模式后BIOS菜单，十字键移动光标，X键确认，B键返回，选择 "Cheat"（金手指），再选 "Enable/Disable a Cheat"（启用/关闭 金手指），再关闭键开启或关闭需要的金手指，最后选择回退出按钮可以了。因为每年都更新，金手指具体会又请自行研究。
2.FBNEO金手指
部分FBNEO支持金手指功能，金手指自动识别，手动开启，进入游戏后切换RA快捷菜单，进入选项后，如果FBNEO核心正确识别了游戏，就会自动显示出金手指选项，开启相应的金手指即可。
3.NEOGEO金手指
NEOGEO金手指利用了unibios提供的功能，因为要激活BIOS。进入NEOGEO游戏后，切记RA快捷菜单，进入选项后，
FBNEO核心下，在Neo-Geo mode修改为Use UNIBIOS boot，再调出psw和BIOS设置为UNIBIOS
FBAlpha 2012 Neo Geo core下，将Neo-Geo mode修改为UNIBIOS，将BIOS修改为Unibios BIOS ver. 3.0
然后按保存按基本中设置后，此时如果已经自动生成了NEOGEO下面有Unibios BIOS ver. 3.0这个样的选项，说明金手指功能开启成功。进入游戏后按住A+B+Y后再按START就会激活BIOS功能界面，第一项即为金手指功能。

Key parameters

Model: R36S

R36S handheld parameters

system	
Built-in AI acceleration	SUPPORT
	MAME/NeoPS/NEOGEO/GBA/GBC/FC/MD/PS1/CPS1/CPS2/FBNEO
screen	specifications 3.5 inch IPS OCA full fit high-definition WIFI screen
	resolving power 480 * 640
CPU	RK3326 Quad-core Cortex-A35 CPU up to 1.5GHz
GPU	Mali-G31MP 1200MHz 1 Support for OpenGL ES 3.2
RAM	DDR3L 1GB
TF card	16G—256G
horn	Built-in 6W cavity horn
battery	Built-in lithium battery 3500mAh
	No.of cores 8core
	Maximum power consumption 4W
	Battery life 5H
	Charging time 3H
	Type-C charging interface Support
	Type-C OTG data port support
interface	Headset 3.5mm interface Standard

Gamedata folder

The gamedata folder located in card 2 stores some simulator settings, archives, and resources, with corresponding instructions as follows:
Dosbox: Dos simulator related files
Drastic: NDS simulator related files
Hatari: Atari ST simulator related files
Openbor: Openbor emulator related files
Opentyrian: Opentyrian game engine related files
Ppsspp: PSP simulator related files
Remappings: Retroarch key mapping file
Scummvm: Scummvm emulator related files
Retroarch: retroarch emulator related files
Mupen64plusaa: n64 simulator mupen64plusaa related files
Themes: System theme folder, please place theme resources here

Shortcut Key Description

Screenshot	Switch to the previous menu
SELECT+START (Under the emulator)	Quickly exit the current game (remember to save first)
SELECT+R2	Fast forward the game (press once to fast forward, then cancel) Cancel
SELECT+L2	Call the menu
SELECT+L1	Quickly load/save one of the current archive's archive slots
SELECT+R1	Save the archive as the current archive (up to 4)
SELECT+X	Close and exit the game (quick Ramp-ratio)
SELECT+Y	Game volume limit
SELECT+A	PSP screen adjust
R3	Mouse speed up
L3	Mouse speed down
Volume+	Volume up / screen brightness up
Volume-	Volume down / screen brightness down
Screenshot	Screenshot
SELECT+R2	Super shortcut
SELECT+L2	Call the menu
SELECT+L1	Quickly load/save one of the current archive's archive slots
SELECT+R1	Save the archive as the current archive (up to 4)
SELECT+X	Close and exit the game (quick Ramp-ratio)
SELECT+Y	Game volume limit
SELECT+A	PSP screen adjust
R3	Mouse speed up
L3	Mouse speed down
Volume+	Volume up / screen brightness up
Volume-	Volume down / screen brightness down

Function and usage

1. Arcade vertical shooting game rotation function

The core support for vertical screen includes FBNeo and MAME. Please note that if vertical screen is set, it may conflict with the game border function. Please turn off the border function！
1.Turn on or off the border function separately: Press the SELECT key on the corresponding game in the game list, select the penultimate option "Advanced Game Options", and change the "Border" option inside to turn on or off the border function.
2.Modify the horizontal or vertical version: Run the game, call up the RA menu after entering the game, select the penultimate option "Advanced Game Options", and then entering this option is. FBNeo core: with "Vertical mode" inside, "on" indicates rotation, and "off" indicates non-rotation;
b. MAME core: If there is "TATE Mode Rolling..." inside, "on" indicates rotation, and "off" indicates non-rotation;
Then don't forget to select the first item in "Options", "Save Game Options File", and you can save the settings.
Next, enter "Options Control Port 1 Control", change the direction of the left joystick to the corresponding direction, and then set the buttons to control the game. Don't forget to modify the buttons and choose "Options Control Save Game Custom Keypoint File" to save the individual game settings.

2. GBA game displays pixel-to-pixel (large fruit graphics)

On the EE main interface, press START to enter "Game Settings – By System Configuration – Interim Game Boy Advance", set "Game Display Scale" to 3(X or CORE PROVIDED), "Borders" to no, "Image Smoothing" off, "Shader Settings" to "Hardware Simulation Filter; GBA.glsl pixel-to-pixel lcd3x" filter, and "Integer Scaling" off.

3. Replace the simulator core

If the game cannot run, the main reason is that the emulator core does not support the game, which can be solved by replacing the emulator core. Please press the "SELECT" button on the game name that made an error in the game list, select the penultimate item "Advanced Game Options", and try changing the first item "Simulator" to a different core. If all the cores in the list cannot run the game, it is likely that there is a problem with the game ROM. Please provide feedback to me for correction!
Core selection suggestions:
(1) CPS1, 2, and 3: FBAlpha2012 core is preferred, followed by FBNeo core and FBA other cores;
(2) FBNeo: FBNeo core is preferred, followed by FBAlpha2012, and other FBA cores;
(3) MAME: The preferred MAME2013plus core, followed by MAME2010, and then other cores;
(4) PGM: FBAlpha core is preferred, followed by GBNeo, and mame core is used again (Mame core is required for War of the Three Kingdoms 3 and Journey to the West 2);
(5) GBA: MGBA supports button combo, GPSP supports game revisions.

4. PSX game stuck or button failure

After entering the PSX game, press and hold SELECT for 2 seconds to switch to the RA shortcut menu and proceed to the "Options" settings;
Try modifying the "Use BIOS" and "Pad 1 Type" settings, and different combinations can solve the problem of ineffective buttons in most PSX games.

5. DOS Game Operations

Please use the DOS Box pure core:
Core Settings:
1: Set RA: Shortcut Menu—Options—Control—Port 1 Control—Device type to Mouse with left Analog Stick
2: Select "RA: Shortcut menu—Options—Control—Save core custom key file
Default keys:

Left joystick—mouse movement	L—SHIFT	Select—esc
B—Left mouse button	Y—SPACE	Start—enter
A—Right mouse button	L2 Mouse Movement Acceleration	L3–Soft Keyboard
X—Middle mouse button	R2–Mouse movement deceleration	R3–Alt
R—CTRL		

6. Three-game settings

EE has three ways to set up games
The first is global settings, which are in the "Game Settings" section of the EE menu;
The second is simulator settings: "Game settings – according to system configuration", corresponding to different models;
The third individual game setting is to press X on the game name and set it in the "Advanced Game Options" that appears. Attention priority: Individual game settings>Simulator settings>Global settings

7. Game Display Scale

The "Game Display Scale" item in game settings is a function that sets the screen scale and whether the game is full when displayed. The two common settings are explained as follows:
(1) X/Y: Select based on the screen resolution, for example, the resolution is 640x480, which happens to be a 4:3 ratio. If the "Game Display Ratio" is set to 4:3, all games will basically display full screen (some games themselves have black edges, which cannot be fully displayed), 480x320 is 3/2
(2) CORE PROVIDED: The default resolution of the simulator core, which corresponds to the default resolution of the game model. This setting can ensure that the game screen is completely displayed according to the original scale without deformation. For example, if the arcade vertical shooting game is displayed horizontally, it will be stretched to full screen in X/Y mode, causing severe deformation of the screen. However, using CORE PROVIDED can ensure that the original scale remains unchanged. There are also GB and GBC games, which can severely deform if you use X/Y full screen.

8. Shutdown

Try not to use the power button to shut down, as it may result in lost archives. Please press SELECT on the ee main interface to select shutdown, or select shutdown from the START menu.

9. Memory card upgrade

A high-speed TF card can significantly improve the system's response speed, making page-switching and various operations smoother, and also improving the running speed of some games. It is recommended to purchase high-quality high-speed TF cards for gaming.

10. Simplify filters

CRT filter: Simulates the display effects of old-fashioned CRT (picture tube) displays, such as spherical effects, glare, and scanning lines, suitable for use in host emulators such as FC, NES, SNES, arcade machines, etc.
LCD filter: simulates the grid effect of LCD screens, suitable for use in handheld simulators using LCD screens;
Zoom and enhance filters: Improve the delicacy of the image and eliminate the graininess of small resolution images after magnification. Please test and choose the specific effect yourself. Note that some filters occupy a large amount of system resources and may slow down the speed.
Hardware simulation filter: Simulates the visual effects and colors of several special models, please choose your own.
Anti-aliasing filter: Not recommended for 2D and pixel games, 3D games can be tried.
Special effects filter: Includes two types of special effects: old movies and simulated borders. Let's play.
Choose recommended:
Arcade: If you want a delicate image, add a magnifying and enhancing filter, and if you want nostalgia, add a CRT filter.
GBA: Non-hardware simulation filter GBA—point-to-point (lcd3x)
GB/GBC: Two optional hardware simulation filters.
NES/SNES: Hardware simulation filter "selection in CRT"
PS: Reference arcade machine
Other models: choose your own

11. Chinese Button Fingers

1.MAME or Arcade Built-in Gold Finger
The MAME Version BIOS of FBNEO comes with a gold finger function, After entering the game, pressing the L3 key will bring up the BIOS menu. The ones key will move the cursor, the X key will confirm, and the B key will return, Select "Clear", then "Enable/Disable a Cheat", use the left and right keys to turn on or off the desired finger, and finally press" B "to exit. Because the menu is in English, please study it yourself. Gold Finger is the Golden Finger yourself.
2. FBNEO Gold Finger
The new version of FBNEO supports the gold finger function, with automatic recognition and manual activation of the gold finger, After entering the game, pull out the RA shortcut menu, After entering the options, if the FBNEO core correctly recognizes the game, the Golden Finger option will be generated automatically, and the corresponding Golden Finger can be activated.
3.NEOGEO Gold Finger
The NEOGEO Gold Finger utilizes the functions provided by the uni bios, and the first step is to activate the bios. After entering the NEOGEO game, switch to the RA shortcut menu and enter the option function.
Under the FBNEO core, modify the Neo Geo mode to Use UNIBIOS boot, and then modify the Unibios's BIOS to Unibios BIOS ver.3.0.
Under FB Alpha 2012 Neo Geo core, modify Neo Geo mode to UNIBIOS and BIOS to Universe BIOS ver.3.0.
Then select Restart from the shortcut menu, if a white NEOGEO screen with the words" Universe BIOS ver.3.0 "appears, it indicates that the Golden Finger function has been successfully activated. After entering the game, pressing A+B+Y and then pressing START will activate the BIOS function interface, with the first one being the Golden Finger function.

R36S connection to WiFi and online tutorials

Here is a tutorial on how to connect to WiFi using R36S and how to use other handheld emulators online using R36S.

1、How to Connect WiFi

The R36S itself does not come with WiFi (which is currently the case with machines). In fact, it is more suitable to purchase WiFi yourself, with guaranteed quality. You can choose a WiFi adapter that supports 5G, otherwise if the built-in 2.4g garbage is stricken this.
The external WiFi adapter has a USB interface, while the R36S does not have a USB interface, but provides an OTG interface (on the right side of the headphone jack). In addition to the WiFi adapter, an OTG to USB converter is also required.
The following is the WiFi adapter I am using for reference only.

Insert the converter and WiFi into the OTG port of the machine, open the system settings page, and select WiFi settings.
What appears now is the connection that has been set and saved in the system, if it is the first time using or using a new WiFi connection, press the R key to move the focus to the key and press the A key to confirm, if the WiFi adapter has been inserted and recognized normally, a list of searched WiFi signals will appear here.
Select the WiFi you want to connect to, press the A key to confirm, enter the correct WiFi password, and then press Enter on the virtual keyboard to confirm.
The WiFi you just connected to will be displayed in the connection list, Please ensure that the WiFi password is entered correctly, If it appears here, it does not mean the connection was successful, Press the R key to move the focus to X, then follow A to exit the WiFi connection settings, Next, let's see if the WiFi connection is successful or not. On the Option function page, select Network Information,
Under the FBNEO core, modify the Neo Geo mode to Use UNIBIOS boot, and then modify the Unibios's BIOS to Universe BIOS ver.3.0.
Under FB Alpha 2012 Neo Geo core, modify Neo Geo mode to UNIBIOS and BIOS to Universe BIOS ver.3.0.
Then select Restart from the shortcut menu, if a white NEOGEO screen with the words" Universe BIOS ver.3.0 "appears, it indicates that the Golden Finger function has been successfully activated. After entering the game, pressing A+B+Y and then pressing START will activate the BIOS function interface, with the first one being the Golden Finger function.

2、Online Tutorial

Online requires two machines connected to WiFi and connected to the same LAN, in simple terms, connected to the same WiFi.

In theory, it can be connected to different platforms' retroarches, but in reality, only a few different platforms can be connected, Therefore, It is best to choose two handheld devices of the same series, such as the RGb10/RGb10 max/RG351 series of the 352B series,
Note: Online does not require the system to be identical, but the core name and ROM used in the game must be the same.

Below is an online explanation using R35S and R36S, both of which are using the Arkos2.0 system, The core for preparing to go online is the same as the ROM.

Preparation: Connect both machines to WiFi and note down the IP address of the machine you want to use as the host,
Here, I use R36S as the host with an IP address of 192,168,0,9.

Game: Street Fighter 2: Four Heavenly Kings Core: fbalpha2012
1, Both machines open the game?
2, On the machine you want to use as the host, enter the RA menu, and press B to return to the previous level, In the online menu, select Host – As Game Host
3, On another machine, enter the RA menu, select Online – Connect to Online Host, enter the IP address of the host, and press Enter on the virtual keyboard to confirm,

If the connection is successful, you can now see the synchronized display of the two machines, Alright, now you can coin and play online games, The actual experience of arcade connection is still good,
Other types of games can also be online, and the following is FC's Soul Double game,
Alright, that's all for the tutorial, Let's start fighting with friends!

游戏机产品保修卡

产品型号			出厂日期	
用户姓名			联系电话	
用户地址	省	市/县	邮 编	
购买渠道	省	市/县	售后部	先 生 / 女 士

二、联机教程

联机需要两台连接了wifi的机器，并且连接到同一局域网，简单点说就是连接同一个wifi。

理论上可以和不同平台的retroarch进行联机，实际上只有少数不同平台可以联机，所以最好是选择两台同一系列的掌机，比如3326系列的rg351p/351m/rgb10 max/rgb351系列等。
注意：联机不要求系统完全一样，但是游戏所使用的核心名和rom必须一样。

不管的wifi适配器是usb接口的，R36S没有usb接口，但提供了otg的接口（耳机孔的右边），按下wifi适配器，还需要一个otg转usb的转换器。
下面是我使用的wifi适配器仅供参考。

将转换器和wifi插到机器的otg口，即系统设置这一页打开，选择wifi设置。
现在连接的是系统里已经设置保存好的连接，如果是第一次使用或使用新的wifi连接，按R键使焦点移到+号键并按A键确定。
如果wifi适配器已经插入并正常识别，就会在搜索到的wifi信号列表。
选择您要连接的wifi，按A键确定，输入正确的wifi密码后，按虚拟键盘的回车确定。
在连接列表里会显示出您刚才连接的wifi，请确保wifi密码输入正确，出现在此处不代表连接成功，按R键把焦点移到X上面，按A键后可以退出wifi连接设置。
接下来看看wifi连接成功没有，还是在OPTION设置页，选择网络信息，
好了，现上看前已经连接成功，实测我们联机的连接这是不错的，
其它类型的游戏同样可以联机，下面是FC的魂斗罗游戏，
好了，都现就到这样了，快和朋友开始战斗吧！

GAME MACHINE PRODUCT WA RRANTY CARD

PRODUCT MODEL			DATE OF PURCHASE	
USER NAME			TEL NO.	
USER ADDRESS	PROVINCE / CITY		POST CODE	
PURCHASE CHANNEL	PHONE AFTER SALES		PURCHASE DATE	YEAR MONTH DAY

NOTE:PLEASE FILL OUT THE WORKING CONDITION OF THE MAC HINE WHEN THE FAULT PHENOMENON, THE FAILURE TIME, THE ENVIRONMENT AND THE EXACT DET. ER

	DATE	TEMPERATURE	PROCESSING METHOD	REMARKS OF MAINTENANCE PERSONNEL
MAINTENANCE RECORDS				

Handheld Game Console User Manual

Model: R36S

Key Parameters

R36S handheld parameters

system	Open source Linux system
Built-in simulator	MAME,NB4,PS1,NEOGEO,GBA,GBC,NES,CPS1,CPS2,CPS3,PSP, etc.
Screen	3.5-inch IPSOCA fully laminated HD MIPI screen
Specification	640*480
Resolution	640*480
CPU	RK3326
GPU	Mali-G31MP 1(450MHz)
RAM	DDR3, 1GB
TF card	MIC—256G
trumpet	Built-in 8Ω 1W0.5 speaker
Battery	Built-in 5200mAh battery
	Input power 5V/2A
	Bluetooth, power consumption
	Battery life 6H
interface	Charging time 2H
	Type-C charging interface
	Type-C OTG data port
	earphone Standard 3.5mm3RINterface

Gamedata folder

The gamedata folder located in card 2 stores some simulator settings, archives and resources.

The corresponding instructions are as follows:
Dosbox: Dos emulator related files
Drastic: NDS emulator related files
Hatari: Atari ST simulator related files
Openbor: Openbor emulator related files
Openthyrian: Openthyrian game engine related files
Pyxapp: psp emulator related files
Remappings: Retroarch keymap files
Scummvm: Scummvm simulator related files
Retroarch: retroarch emulator related files
mupen64plusaa: n64 emulator mupen64plusaa related files
themes: system theme folder, please place theme resources here

Shortcut key description

Switch key	Corresponding function
SELECT+START (press twice)	Switch out of RA's shortcut menu
SELECT+R2	Quickly exit the current game (remember to save first)
SELECT+R1	Fast forward the game (press once to fast forward, press again to cancel)
SELECT+L2	Game restarting
SELECT+L1	Load the current save file in the current memory card slot
SELECT+Y	Save instant save to current memory card slot
SELECT+X	Display and disable FPS (game pause rate)
SELECT+B	Screenshots
SELECT+A	TRP button is paused
SELECT+MENU	Call up shortcut function
R2	Left mouse button
MENU+R2	Call up shortcut function
R1	Right mouse button
L2	Switch left, right, top, and bottom screen arrangement
R2	Switch between single and double screen
Right joystick	Stylus
MENU	Open the menu
Direction pad (Push sideways)	Hotkey (Hotkey is shown)
START	Game pause
A	Confirm the selection in the menu
B	Exit/cancel
L1、R1	Page turning
X	Fast forward and fast rewind
Y	Hotkey
SELECT+START	quit

Function and use

1. Arcade vertical shooting game rotation function

If a conflict occurs, please turn off the border function:

① Turn on or off the border function actionAdd: Press the SELECT key on the corresponding game in the game list, select the penultimate option from the bottom of "Advanced Game Options", change the "Border" option to turn the border on or off.

Box function.

② Change the horizontal or vertical version: Run the game, enter the game, call out the RA menu, select "Core Options", and change the "Mame4droid" option to "Enable rotation" to switch the horizontal or vertical version of the game.

After entering this option, there are two situations:

a. If MAME core: if it contains "TATEMode-Rotating...", "On" means rotation "Off" means no rotation;

There don't happen to be any options in the core, you can only switch the horizontal or vertical version of the game in the "Advanced Game Options" of the game list.

b. MAME core: If it contains "TATEMode-Rotating...", "On" means rotation "Off" means no rotation;

There don't happen to be any options in the core, you can only switch the horizontal or vertical version of the game in the "Advanced Game Options" of the game list.

Set.

Back to the game: "Options - Control - Port 1 Control" and change the left joystick direction to the corresponding direction.

Save the button: in control the game, don't forget to reset "Options - Control - Save Game", after modifying the button "Game Custom Key File" to save individual game settings.

2.GBA games display point-to-point effect (large fruit particles)

Press SELECT on the 12 main cabinets in the menu "Game Settings - System Configuration - Permissions - Game Boy Advance", set the "Game Display Ratio" to 1/2 or CORE PROVIDED, and "Border" to No.

"Image smoothing" is off, and "Shader setting" is "Hardware emulation Film-GBA-gbv-pointo-to-point".

lcd3x" filter, "Integer scaling" off.

3. Replace the simulator core

If the game cannot be run, the main reason is that the simulator core does not support the game. Please press the "SELECT" key on the wrong game name in the game list, and select the countdown.

In the record.Note: "Advanced Game Options", try changing the first item "Emulator" to a different core.

If all the cores in the list cannot run the game, it is likely that there is a problem with the game ROM. Please replace it with a correct ROM.

Core selection suggestions:

(1) CPS1, 2, 3: FBAlpha2012 core is preferred, followed by FBNeo core, and then FB4 core.

(2) FC: FBNeo core is preferred, followed by FBAlpha2012 core, and then FB4 core.

(3) SFC/SNES: The core is preferred, followed by Snes9x, and then mame core (Three Kingdoms War and Journey to the West 2 require the use of the MAME core);

(4) GBA: MGBA supports key burst, and GPSP supports modified games.

4.PSX game stuck or buttons fail

After entering the PSX game, press and hold SELECT for 2 seconds to switch to the RA shortcut menu and proceed to the "Options" settings:

set up:

Try to modify the two settings of "Use BIOS" and "Pad1 Type" and set them in different combinations.

This setting can solve the problem of invalid buttons in most psx games.

5.DOS game operation method

Please use DOSBoxpure core:

Core settings:

① Set RA: shortcut menu - options - control - port 1 control - device type to Mouse

Bracket/Right-Bracket

② Select RA: Quick Menu-Options-Control-Save Core Custom Key File

Default button:

Left joystick - mouse movement

B - Left mouse button

A - Right mouse button

Y - Middle Mouse Button

L1+L2+R1+R2: Exit the game

L3+R3: Open the on-screen keyboard

L3+SHIFT	Switch-misc
R3+SPACE	Slot+enter
L2 Mouse Movement Acceleration	L3-Soft Keyboard
R2- Mouse movement deceleration	R3-Alt

6. Three game settings

EE has three ways to set up the game

The first is global settings: set them in the "Game Settings" section of the EE menu;

The second is simulator settings: "Game settings – according to system configuration", corresponding to different models;

The third individual game setting is to press X on the game name and set it in the "Advanced Game Options" that appears. Attention priority: Individual game settings>Simulator settings>Global settings

7. Game Display Scale

The "Game Display Scale" item in game settings is the game's display scale setting, and whether the game is full when displayed. The two common settings are explained as follows:

(1) 4:3": Select based on the screen resolution, for example, the resolution is 640x480, which happens to be a 4:3 ratio. If the "Game Display Ratio" is set to 4:3, all games will basically display full screen (some games themselves have black edges, which cannot be fully displayed), 480x320 is 3/2

(2) CORE PROVIDED: The default resolution of the simulator core, which corresponds to the default resolution of the game model. This setting can ensure that the game screen is completely displayed according to the original scale without deformation. For example, if the arcade vertical shooting game is displayed horizontally, it will be stretched to full screen in X:Y mode, causing severe deformation of the screen. However, using CORE PROVIDED can ensure that the original scale remains unchanged. There are also GB and GBC games, which can severely deform if you use X:Y full screen.

8. Shut down

Tip:not to use the front power button to shut down the computer, as this may cause you to lose your saved files. Press SELECT on the EE main interface to shut down the computer. or select shutdown from the START menu.

9. Memory card speed

A high-speed TF card will significantly improve the system response speed, making page switching and various operations smoother. It will also increase the running speed of some games. It is recommended to purchase high-quality high-speed TF cards for gaming.

10. Simplify filters

CRT filter: blurAd: Smooths the display effects of old CRT (cathode ray tube) monitors, such as sphere or affect, or blurs

Suitable, usually in guaranteed, you can choose a soft adapter that supports 5G, otherwise it'll be built-in 2.

LCD filter: simulates the grid effect of LCD screen, suitable for handheld simulators using LCD screens.

Ambilight: Ambilight is the ambient effect of the screen, which can be set to "Ambilight" or "Ambilight+Halo".

Ambilight+Halo: It not only has the ambient effect of the screen, but also has a halo effect.

Ambilight Filter: It can interpret the fairness of the picture and eliminate the graininess of small resolution images after magnification.

Please test and select the effect yourself. Please note that some films take up a lot of system resources and may slow down the speed.

Hardware simulation filter: Simulates the visual effects and texture of several special models, please choose your own.

Pixel Filter: Pixel Art recommended for 2D and pixel games. 3D games can be tried.

Special effects filter: Includes two types of special effects: old movies and simulated borders. Let's play.

Choose recommended:

Arcade: If you want a delicate image, add a magnifying and enhancing filter, and if you want nostalgia, add a CRT filter.

GBA: Nor hardware simulation filter GBA + pixel4x-scale3 (4:3fb)

GB/GBC: Two optional hardware simulation filters.

NES/SNES: Hardware simulation filter selection or CRT

PS: Reference arcade machine

Other models: Choose your own

11_Chinese cheat codes

1.Use the cheat code of NEOGEO

Press to move the cursor, press X to confirm, and press B to return. Select "Cheat" and then select "Edit Cheats" to enter the cheat code editing interface. Select "Game Cheats" to enable the cheat. The cheat is in English. Please refer to the first line for the true meaning of the golden finger.

2.NEOGEO gold finger

"The core version of FBNEO supports cheat codes, which can be automatically recognized and opened manually. After entering the shortcut menu, if the FBNEO core correctly recognizes the game, the cheat code will be automatically displayed.

Select and then just click the corresponding gold on your finger.

3.NEOGEO GoldFinger

NEOGEO cheats utilize the functions provided by uni bios. First, you need to activate the hotkeys for uni bios in the RA shortcut menu, and enter the option function:

Under FBNEO core, change Neo-Geo mode to Use UNIBIOS bios, and then Disable(In) BIOS.

Modified to UniverseBIOSver 3.0.

Under the FBAlpha2012NeoGeo core, change Neo-Geomode to UNIBIOS and change BIOS if a Universe bios ver. 3.0.

Then select Restart in the shortcut menu. If a white NEOGEO is displayed with Universe BIOS, it indicates that the cheat function is enabled successfully. After entering the game, press A+B+Y and then press START. The BIOS function interface will be activated, and the first item is the cheat function.

8. Shutdown

Try not to use the front power button to shut down, as it may result in lost archives. Please press SELECT on the EE main interface to select shutdown, or select shutdown from the START menu.

9. Memory card speed

A high-speed TF card will significantly improve the system's response speed, making page switching and various operations smoother, and also improving the running speed of some games. It is recommended to purchase high-quality high-speed TF cards for gaming.

10. Simplify filters

CRT filter: blurAd: Smooths the display effects of old CRT (cathode ray tube) monitors, such as sphere or affect, or blurs

Suitable, usually in guaranteed, you can choose a soft adapter that supports 5G, otherwise it'll be built-in 2.

LCD filter: simulates the grid effect of LCD screen, suitable for handheld simulators using LCD screens.

Ambilight: Ambilight is the ambient effect of the screen, which can be set to "Ambilight" or "Ambilight+Halo".

Ambilight+Halo: It not only has the ambient effect of the screen, but also has a halo effect.

Please test and select the effect yourself. Please note that some films take up a lot of system resources and may slow down the speed.

Hardware simulation filter: Simulates the visual effects and texture of several special models, please choose your own.

Pixel Filter: Pixel Art recommended for 2D and pixel games. 3D games can be tried.

Special effects filter: Includes two types of special effects: old movies and simulated borders. Let's play.

Choose recommended:

Arcade: If you want a delicate image, add a magnifying and enhancing filter, and if you want nostalgia, add a CRT filter.

GBA: Nor hardware simulation filter GBA + pixel4x-scale3 (4:3fb)

GB/GBC: Two optional hardware simulation filters.

NES/SNES: Hardware simulation filter selection or CRT

PS: Reference arcade machine

Other models: Choose your own

11_Chinese Golden Finger

1.Use the cheat code of NEOGEO Gold Finger

The MAME interface (MICE cheat) can be set with a gold finger function. After entering the game, pressing the L3 key will bring up the BIOS menu. The chines key will move the cursor, the X key will confirm, and the B key will return. Select Cheat", then "Enable/Disable a Cheat", use the left and right keys to turn on or off the desired finger, and finally press" B "to exit. Because the menu is in English, please study it yourself. 2. FBNEO Gold Finger

The new version of FBNEO supports the gold finger function, with automatic recognition and manual activation of the gold finger. After entering the game, cut out the RA shortcut menu, After entering the options, if the FBNEO core correctly recognizes the game, the Golden Finger option will be automatically displayed, and the corresponding Golden Finger can be activated.

3.NEOGEO Gold Finger

The NEOGEO Gold Finger utilizes the functions provided by the uni bios, and the first step is to activate the bios. After entering the NEOGEO game, switch to the RA shortcut menu and enter the option settings page, select Network Information,

Under the FBNEO core, modify the Neo Geo mode to Use UNIBIOS bios, and then modify the (Dipswitch) BIOS to Universe BIOS ver. 3.0.

Under FB Alpha 2012 Neo Geo core, modify Neo Geo mode to UNIBIOS and BIOS to Universe BIOS ver. 3.0.

Then select Restart from the shortcut menu, if a white NEOGEO screen with the words' Universe BIOS ' appears, it indicates that the cheat function has been successfully activated. After entering the game, pressing A+B+Y and then pressing START will activate the BIOS function interface, with the first item being the Golden Finger function.

R36S connection to wifi and online tutorial

1. How to connect to wifi

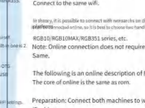
R36S itself does not have wifi (this is the case with current machines). In fact, it is more appropriate to buy wifi yourself.

Suitable, usually in guaranteed, you can choose a wifi adapter that supports 5G, otherwise it'll be built-in 2.

4g of garbage is useless.

The external wifi adapter has a USB interface. R36S does not have a USB interface, but provides an OTG interface on the right of the headphone jack(or addition to the WIFI adapter, you also need an OTG to USB adapter)

Below is the wifi adapter I use for reference only.



Plug the connector and WIFI into the OTG port of the machine, open the system settings page, and select WIFI settings.

Set.

What appears now is the connection that has been saved in the system. If it is the first time to use or use

For a new Wi-Fi connection, press R to move the focus to the + key and press A to confirm.

The R36S emulator will also activate code function. After entering the game, press the L3 key and the BIOS menu will appear.

Press to move the cursor, press X to confirm, and press B to return. Select "Cheat" and then select "Edit Cheats" to enter the cheat code editing interface. Select "Game Cheats" to enable the cheat. The cheat is in English. Please refer to the first line for the true meaning of the golden finger.

Then select Restart in the shortcut menu. If a white NEOGEO is displayed with Universe BIOS, it indicates that the cheat function is enabled successfully. After entering the game, press A+B+Y and then press START. The BIOS function interface will be activated, and the first item is the cheat function.

2. Online Tutorial

To connect, you need two machines connected to wifi and connected to the same local area network.

Connect to the same wifi.

In theory, it is possible to connect with remain.hs on different platforms, but in practice only a few different platforms are connected, so it's best to choose two handheld games consoles from the same series, such as the R36S series, or the RG351 series.

RGB10/RGB10MAX/RGB351 series, etc.

Note: Online connection does not require the system to be exactly the same, but the core name and ROM used by the game must be

Same.

The following is an online description of R35S and R36S. Both use the arkos2.0 system.

The core of online is the same as rom.

Preparation: Connect both machines to wifi and note the host machine's IP address.

Here I use R36S as the host, and its IP address is 192.168.0.9.

Game: Street Fighter 2 Four Kings Core: fbalpha2012

1. Open the game on both machines?

2. Enter the RA menu on the machine to be used as the host, and press B to return to the previous level.

Select the host in the menu - as a game host

3. Enter the RA menu on another machine, select Online-Connect to Online Host, and enter

Enter the IP address of the host and press Enter on the virtual keyboard to confirm.

If the connection is successful, you can see that the images of the two machines begin to display synchronously. Now, you can insert coins and play online games, and the actual arcade online experience is quite good.

Other types of games can also be connected online. The following is the Contra game for FC.

Okay, that' s it for the tutorial, let' s start fighting with your friends!

Game console product warranty card

Product number		Date of manufacture	
Address		Software version	
User address	Buyer	Zip Code	post code
Buy goods	Purchase Date	Telephone	Mobile phone

date	Fault phenomenon	Repair	Replacement	Maintenance personnel signature	

Note: Please fill in the fault phenomenon, fault time, environment and the environmental status of the machine when the fault occurred.

Packing list

Handheld Game Console User Manual

Model: R36S

Key parameters

R36S handheld parameters

system	
Built-in simulator	MAME,NB4,PS1,NEOGEO,GBA,GBC,NES,CPS1,CPS2,CPS3,PSP, etc.
screen	3.5-inch IPSOCA full fit high-definition MIPI screen
	specifications 640*480
	resolving power 640 * 480
CPU	RK3326
GPU	Mali-G31MP 1(450MHz)
RAM	DDR3, 1GB
TF card	MIC—256G
horn	Built-in 8Ω 1W0.5 speaker
battery	Built-in 5200mAh battery
	Input power 5V/2A
	Bluetooth power consumption 6W
	Battery life 6H
	Charging time 2H
	Type-C charging interface Support
	Type-C OTG data port support
interface	earphone Standard 3.5mm3RINterface

Gamedata folder

The gamedata folder located in card 2 stores some simulator settings, archives, and resources, with corresponding instructions as follows:
Dosbox: Dos simulator related files
Drastic: NDS simulator related files
Hatari: Atari ST simulator related files
Openbor: Openbor emulator related files
Openthyrian: Openthyrian game engine related files
Pyxapp: PSP simulator related files
Remappings: Retroarch key mapping file
Scummvm: Scummvm simulator related files
Retroarch: Retroarch emulator related files
Mupen64plusaa: n64 simulator mupen64plusaa related files
Themes: System theme folder, please place theme resources here

Shortcut Key Description

Function and usage

1. Arcade vertical shooting game rotation function

The core support for vertical screen includes FBNeo and MAME. Please note that if vertical screen is set, it may conflict with the game border function. Please turn off the border function:

① Turn on or off the border function separately: Press the SELECT key on the corresponding game in the game list, select the penultimate option "Advanced Game Options", and change the "Border" option inside to turn on or off the border function.

2) Modify the horizontal or vertical version: Run the game, call up the RA menu after entering the game, select "Core Options", and change the "Mame4droid" option to "Enable rotation" after entering this option.

a. FBNeo core: with "Vertical mode" inside, "on" indicates rotation, and "off" indicates non-rotation;

b. MAME core: If there is "TATE Mode Rolling...", inside, "on" indicates rotation, and "off" indicates non-rotation;

Then don't forget to select the first item in "Options", "Save Game Options File", and you can save the settings.

Next, enter "Options Control Port 1 Control", change the direction of the left joystick to the corresponding direction, and then set the buttons to control the game. Don't forget to modify the buttons and choose "Options Control Save Game Custom Keypoint File" to save the individual game settings.

2. GBA game displays peer-to-peer effects (large fruit grains)

On the EE main interface, press START to enter "Game Settings – By System Configuration – a Generic Game Boy Advance", set "Game Display Scale" to 3/2 or CORE PROVIDED, "Borders" to no, "Image Smoothing" is off, "Shader Settings" to "Hardware Simulation Filter GBA gbv point-to-point lcd3x" filter, and "Integer Scaling" off.

3. Replace the simulator core

If the game cannot run, the main reason is that the emulator core does not support the game, which can be solved by replacing the emulator core. Please press the "SELECT" button on the game name that reads an error in the game list, select the penultimate item "Advanced Game Options", and try changing the first item "Emulator" to a different core. If all the cores in the list cannot run the game, it is likely that there is a problem with the game ROM. Please provide feedback to me for correction!

Core selection suggestions:

(1) CPS1, 2, and 3: FBAlpha2012 core is preferred, followed by FBNeo core and FBA other cores;

(2) FBNeo: FBNeo core is preferred, followed by FBAlpha2012, and other FBA cores;

(3) MAME: The preferred MAME2013plus core, followed by MAME2010, and then other cores;

(4) PGM: FBAlpha core is preferred, followed by GBNeo, and mame core is used again (Mame core is required for War of the Three Kingdoms 3 and Journey to the West 2);

(5) GBA: MGBA supports button combo, GPSP supports game revisions.

4. PSX game stuck or button failure

After entering the PSX game, press and hold SELECT for 2 seconds to switch to the RA shortcut menu and proceed to the "Options" settings:

Try modifying the "Use BIOS" and "Pad 1 Type" settings, and different combinations can solve the problem of ineffective buttons in most PSX games.

5. DOS Game Operations

Please use the DOS Box pure core:

Core Settings:

1: Set RA: Shortcut Menu Options Input=Bind Mouse Wheel To Key to: Left Track? Right Bracket

1: Set RA: Shortcut menu – Options – Control – Port 1 Control – Device type to Mouse with left Analog Stick

2: Select RA: Shortcut menu – Options – Control – Save core custom key file

Default keys:

Left joystick = mouse movement

B = Left mouse button

A = Right mouse button

Y = Middle mouse button

R+CTRL

L3+SHIFT	Switch-misc
R3+SPACE	Slot+enter
L2 Mouse Movement Acceleration	L3-Soft Keyboard
R2- Mouse movement deceleration	R3-Alt

6. Three game settings

EE has three ways to set up the game

The first is global settings: set them in the "Game Settings" section of the EE menu;

The second is simulator settings: "Game settings – according to system configuration", corresponding to different models;

The third individual game setting is to press X on the game name and set it in the "Advanced Game Options" that appears. Attention priority: Individual game settings>Simulator settings>Global settings

7. Game Display Scale

The "Game Display Scale" item in game settings is the game's display scale setting, and whether the game is full when displayed. The two common settings are explained as follows:

(1) 4:3": Select based on the screen resolution, for example, the resolution is 640x480, which happens to be a 4:3 ratio. If the "Game Display Ratio" is set to 4:3, all games will basically display full screen (some games themselves have black edges, which cannot be fully displayed), 480x320 is 3/2

(2) CORE PROVIDED: The default resolution of the simulator core, which corresponds to the default resolution of the game model. This setting can ensure that the game screen is completely displayed according to the original scale without deformation. For example, if the arcade vertical shooting game is displayed horizontally, it will be stretched to full screen in X:Y mode, causing severe deformation of the screen. However, using CORE PROVIDED can ensure that the original scale remains unchanged. There are also GB and GBC games, which can severely deform if you use X:Y full screen.

8. Shutdown

Try not to use the front power button to shut down, as it may result in lost archives. Please press SELECT on the ee main interface to select shutdown, or select shutdown from the START menu.

9. Memory card speed

A high-speed TF card will significantly improve the system's response speed, making page switching and various operations smoother, and also improving the running speed of some games. It is recommended to purchase high-quality high-speed TF cards for gaming.

10. Simplify filters

CRT filter: blurAd: Smooths the display effects of old CRT (cathode ray tube) monitors, such as sphere or affect, or blurs

Suitable, usually in guaranteed, you can choose a soft adapter that supports 5G, otherwise it'll be built-in 2.

LCD filter: simulates the grid effect of LCD screen, suitable for handheld simulators using LCD screens.

Ambilight: Ambilight is the ambient effect of the screen, which can be set to "Ambilight" or "Ambilight+Halo".

Ambilight+Halo: It not only has the ambient effect of the screen, but also has a halo effect.

Please test and select the effect yourself. Please note that some films take up a lot of system resources and may slow down the speed.

Hardware simulation filter: Simulates the visual effects and texture of several special models, please choose your own.

Pixel Filter: Pixel Art recommended for 2D and pixel games. 3D games can be tried.

Special effects filter: Includes two types of special effects: old movies and simulated borders. Let's play.

Choose recommended:

Arcade: If you want a delicate image, add a magnifying and enhancing filter, and if you want nostalgia, add a CRT filter.

GBA: Nor hardware simulation filter GBA + pixel4x-scale3 (4:3fb)

GB/GBC: Two optional hardware simulation filters.

NES/SNES: Hardware simulation filter selection or CRT

PS: Reference arcade machine

Other models: Choose your own

11_Chinese Golden Finger

1.Use the cheat code of NEOGEO Gold Finger

The MAME interface (MICE cheat) can be set with a gold finger function. After entering the game, pressing the L3 key will bring up the BIOS menu. The chines key will move the cursor, the X key will confirm, and the B key will return. Select Cheat", then "Enable/Disable a Cheat", use the left and right keys to turn on or off the desired finger, and finally press" B "to exit. Because the menu is in English, please study it yourself. 2. FBNEO Gold Finger

The new version of FBNEO supports the gold finger function, with automatic recognition and manual activation of the gold finger. After entering the game, cut out the RA shortcut menu, After entering the options, if the FBNEO core correctly recognizes the game, the Golden Finger option will be automatically displayed, and the corresponding Golden Finger can be activated.

3.NEOGEO Gold Finger

The NEOGEO Gold Finger utilizes the functions provided by the uni bios, and the first step is to activate the bios. After entering the NEOGEO game, switch to the RA shortcut menu and enter the option settings page, select Network Information,

Under the FBNEO core, modify the Neo Geo mode to Use UNIBIOS bios, and then modify the (Dipswitch) BIOS to Universe BIOS ver. 3.0.

Under FB Alpha 2012 Neo Geo core, modify Neo Geo mode to UNIBIOS and BIOS to Universe BIOS ver. 3.0.

Then select Restart from the shortcut menu, if a white NEOGEO screen with the words' Universe BIOS ' appears, it indicates that the cheat function has been successfully activated. After entering the game, pressing A+B+Y and then pressing START will activate the BIOS function interface, with the first item being the Golden Finger function.

R36S connection to WiFi and online tutorials

1. How to Connect WiFi

The R36S itself does not come with WiFi (which is currently the case with machines). In fact, it is more suitable to purchase WiFi yourself, with guaranteed quality. You can choose a WiFi adapter that supports 5G, otherwise if the built-in 2.4g garbage is chicken ribs.

The external WiFi adapter has a USB interface, while the R35S does not have a USB interface, but provides an OTG interface (on the right side of the headphone jack). In addition to the WiFi adapter, an OTG to USB converter is also required.

The following is the WiFi adapter I am using for reference only.

Insert the converter and WiFi into the OTG port of the machine, open the system settings page, and select WiFi settings.

What appears now is the connection that has been set and saved in the system, if it is the first time using or using a new WiFi connection, press the R key to move the focus to the+key press the A key to confirm, If the WiFi adapter has been inserted and recognized normally, a list of searched WiFi signals will appear here,

Select the WiFi you want to connect to, press the A key to confirm, enter the correct WiFi password, and then press Enter on the virtual keyboard to confirm.

The WiFi you just connected to will be displayed in the connection list, Please ensure that the WiFi password is entered correctly, If it appears here, it does not mean the connection was successful, Press the R key to move the focus to X, then follow A to exit the WiFi connection settings. Next, let's see if the WiFi connection is successful or not. On the Option settings page, select Network Information,

Alright, as shown in the picture, the connection has been successful, and 192.168.0.9 in the IP address inside, If you want to play online games in the future, check the IP address here.

After setting up and connecting the WiFi successfully, as long as the WiFi is inserted into the machine in the future, it will automatically connect,

2. Online Tutorial

Online requires two machines connected to WiFi and connected to the same LAN, in simple terms, connected to the same WiFi.

In theory, it can be connected to different platforms' retroarches, but in reality, only a few different platforms can be connected, Therefore, It is best to choose two handheld devices of the same series, such as the RG351P/RG351V/RG351M series of the 351R series,

Note: Online does not require the system to be identical, but the core name and ROM used in the game must be the same,

Below is an online explanation using R35S and R36S, both of which are using the Arkos2.0 system, The core for preparing to go online is the same as the ROM,

Preparation: Connect both machines to WiFi and note down the IP address of the machine you want to use as the host,

Here, I use R36S as the host with an IP address of 192.168.0.9,

Game: Street Fighter 2: Four Heavenly Kings Core: fbalpha2012

1, Both machines open the game?

2, On the machine you want to use as the host, enter the RA menu and press B to return to the previous level, In the online menu, select Host – As Game Host

3, On another machine, enter the RA menu, select Online – Connect to Online Host, enter the IP address of the host, and press Enter on the virtual keyboard to confirm,

If the connection is successful, you can now see the synchronized display of the two machines, Alright, now you can coin and play online games, The actual experience of arcade connection is still good,

Other types of games can also be online, and the following is FC's Soul Double game,

Alright, that's all for the tutorial, Let's start fighting with friends!

GAME MACHINE PRODUCT WA RRANTY CARD

PRODUCT MODEL		DATE OF PRODUCTION	
USER NAME		TERM	
USER ADDRESS	POSTCODE	ZIP CODE	
FUNCTION DESCRIPTION	PROPOSE	DEPT	TELEPHONE
			PURCHASE DATE

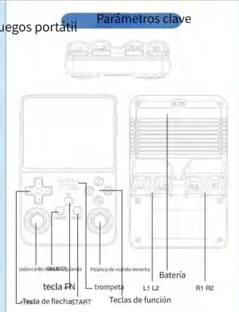
NOTE:PLEASE FILL OUT THE WORKING CONDITION OF THE MAC HINE WHEN THE FAULT PHENOMENON, THE FAILURE TIME, THE ENVIRONMENT AND THE FAULT OCC UR

	DATE	STARTTIME	PROCESSING METHOD	DEPARTURE OF MAINTENANCE PERSONNEL
MAINTENANCE RECORDS				

Manual de usuario de la consola de juegos portátil

Modelo: R36S

Parámetros clave



sistema	Sistema Linux de código abierto
Pantalla	MAME/N64/PS1/NEOGEO/GBA/FC/SFC/MD/CPS1/CPS2/CPS3/PSP, etc. especificación: Pantalla HIPS HD totalmente laminada IPS/OCA de 3,5 pulgadas resolución: 640*480
CPU	RK3326
GPU	Mali-G31MP 1(600MHz)
RAM	DDR3, 1GB
tarjeta TF	MIG~256GB Ranura de tarjeta TF incorporada de 8H
trompeta	Altavoz estéreo incorporado de 8H
Batería	Batería de litio incorporada: 3500mAh potencia de entrada: 5v/2A potencia de salida: 5v/2A Duración de la batería: 5-8H
interfaz	Tiempo de carga: 5H Puerto de carga: tipo-C Puerto de datos: tipo-C OTG auricular: apoyo apoyo interfaz estándar de 3,5 mm

Parámetros de la consola portátil R36S

Descripción de la tecla de acceso directo

Ampliación/reducción	Cambie el menú contextual de RA
Selección de juego	Salga rápidamente del juego actual y cierre por completo
repetición del juego	Cambiar entre pantallas simples y duales
Cerrar el juego	Abrir el teclado
Juego pausado	Cambiar entre pantallas simples y duales
Selección de juego	Cambiar entre pantallas simples y duales
Cerrar el juego	Abrir el teclado
Juego pausado	Cambiar entre pantallas simples y duales
Selección de juego	Cambiar entre pantallas simples y duales
Cerrar el juego	Abrir el teclado
Juego pausado	Cambiar entre pantallas simples y duales

Carpeta de datos del juego

Las instrucciones correspondientes son las siguientes:
Dosbox: archivos relacionados con el simulador de dos
Drástico: archivos relacionados con el simulador NDS
Hatari: archivos relacionados con el emulador Atari ST
Openbor: Archivos relacionados con el simulador de Openbor
Openyurien: archivos relacionados con el motor de juego Openyrian
Pyssp: archivos relacionados con el simulador de psp
Reasignaciones: archivos de asignación de claves de Retroarch
Scummvm: Archivos relacionados con el simulador de Scummvm
Retroarch: archivos relacionados con el simulador de retroarch
mupen64plussa: simulador n64 archivos relacionados con mupen64plussa
temas: carpeta de temas del sistema, coloque los recursos del tema aquí

Función y uso

1. Función de rotación del juego de disparos verticales Arcade

Si ocurre un conflicto, desactive la función de borde:

función de caja.
"Artículos", existen dos situaciones luego de ingresar a esta opción:
Pyssp: archivos relacionados con el emulador de psp
Reasignaciones: archivos de asignación de claves de Retroarch
cambiar.
Girar, 'apagado' significa sin rotación;
temas: carpeta de temas del sistema, coloque los recursos del tema aquí

"Archivo de teclado personalizado" para guardar configuraciones de juegos individuales.

2. Los juegos de GBA muestran efectos punto a punto (grandes granos de fruta)

Filtro "lcd3x", "Escalado de enteros" desactivado.

3. Reemplace el núcleo del emulador

Colocar

Colocar

4.Los juegos de PSX se atascan o las teclas no funcionan

configuración:

5.Método de operación del juego DOS

Utilice el núcleo DOSBoxpure:
Configuraciones principales:

Bracket/Right-Bracket
Arabos Stick
Teclas predeterminadas:
Movimiento del joystick izquierdo
B-botón izquierdo del gatillo
A botón central del rabillo
H+L/H+L

PO: consulte la saia de juegos.
Otros modelos: elige tu mismo

11.Dedo de oro chino
1. Uso del emulador MAME dedo dorado

2.FBNEO dedo dorado

Después de la reproducción, corte el menú contextual de RA e ingrese a la función de opción.
En el núcleo FBNEO, cambie al modo Nim-Go+ o Use BIOS UNIBIOS y luego cambie el BIOS (Sonsuchi)

Para universal BIOS version 3.0.

Luego seleccione Reiniciar en el menú contextual. En este momento, si aparece un NEOGEO blanco con UniversalBIOS/ver debajo.

Si quieres jugar online, comprueba la dirección IP aquí.

Bien, eso es todo por el tutorial, ¡comencemos a pelear con tus amigos!

Conexión R36S a wifi y tutorial online

2. Tutoriales en línea

Está conectado al mismo wifi.

Fibra ORT, mod: Si ofrecés de emulación tipo Gimkit o arrojar eyector ORT (build de muegen), como efecto sudoku, arbo

Serie ojb10/rgb30max/rg351_etc.

Nota: La conexión en línea no requiere que el sistema sea exactamente el mismo, pero el nombre principal y la ROM utilizados por el juego deben ser

Mismo.

A continuación se utilizan R35S y R36S para instrucciones en línea. Ambas máquinas utilizan el sistema arkos2.0.

El núcleo de online es el mismo que el de rom.

Preparación: conecte ambas máquinas a wifi y anote la dirección IP de la máquina que se utilizará como host.

Dirección IP.

Aquí utilizo R36S como host y su dirección IP es 192.168.0.9.

Juego: Street Fighter 2 Four Kings Core: flaiphx2012

1. ¡Abrir el juego en ambas máquinas2
2. Ingrese al menú RA en la máquina que se utilizará como host y presione B para regresar al nivel anterior.

Seleccione el anfitrión en el menú, como anfitrión del juego.

3. Ingrese al menú RA en otra máquina, seleccione En línea Conectarse al host en línea e ingrese
Ingrese la dirección IP del host y presione Enter en el teclado virtual para confirmar.

Ahora que puedes insertar monedas y jugar en línea, la experiencia arcade en línea sigue siendo buena.

También se pueden jugar otros tipos de juegos en línea. El siguiente es el juego RC Contra.

Bien, eso es todo por el tutorial, ¡comencemos a pelear con tus amigos!

Tarjeta de garantía del producto de consola de juegos

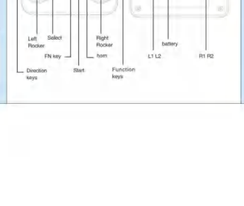
Número de producto:	Fecha de manufactura
Nombre del producto:	Número de teléfono
Dirección de devolución:	código postal
Comprador:	Teléfono:

fecha	Rendimiento del falla	Acompañante		Firma del personal de mantenimiento	

Handheld Game Console User Manual

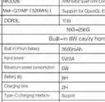
Model: R36S

Key parameters



system	Linux open source system
Built-in simulator	MAME/N64/PS1/NEOGEO/GBA/FC/SFC/MD/CPS1/CPS2/CPS3/PSP, etc.
screen	specifications: 3.5 inch IPS OCA full fit high-definition HIPI screen resolving power: 640 * 480
CPU	RK3326
GPU	Mali-G31MP 1(600MHz)
RAM	DDR3L 1GB
TF card	MIG~256G
horn	Built-in 8W cavity horn
battery	Built-in lithium battery: 3500mAh Input power: 5V/2A Maximum power consumption: 8W Battery life: 5H Charging time: 5H Type-C charging interface: Support Type-C OTG data port: support
interface	Headset: 3.5mm Interface

R36S handheld parameters



Gamedata folder

The gamedata folder located in card 2 stores some simulator settings, archives, and resources, with corresponding instructions as follows:
Dosbox: Dos simulator related files
Drastic: NDS simulator related files
Hatari: Atari ST simulator related files
Openbor: Openbor emulator related files
Openyrian: Openyrian game engine related files
Ppsspp: PSP simulator related files
Reassign: Retroarch key mapping file
Scummvm: Scummvm emulator related files
Retroarch: Retroarch simulator related files
Mupen64plussa: n64 simulator mupen64plussa related files
Themes: System theme folder, please place theme resources here

Shortcut Key Description

Zoom in/out	Switch to the retro menu area
Select+START (press twice)	Quickly exit the current game and return to the desktop
Select+R2	Fast forward the game (press once to fast forward, fast speed, Cancel
Select+L2	Game save/archiving
Select+L1	Load the saved archive of the current game/do not do
Select+R1	Reset the game archive (current memory) / do not do
Select+Start	Show archive slot (F1) / game/temp video
Select+Start	Game screenshot
F1/Pause	Pause menu
Select+Start	Shutdown menu
Select+Start	Shutdown menu
L2	Shutdown menu
L2	Switch left right eye
L2	Switch between single and dual screens
Right joystick	slide
L3	Right click
Select+Right joystick	Adjust the brightness
Select+L1	Volume -
Select+R1	Volume +
L_R	Page down and up key input
A	Player
Select+Start	Exit

Function and usage

1. Arcade vertical shooting game rotation function

The core support for vertical screen includes FBNeo and MAME. Please note that if vertical screen is set, it may conflict with the game border function. Please turn off the border function:

1) Turn on or off the border function separately: Press the SELECT key on the corresponding game in the game list, select the penultimate option "Advanced Game Options", and change the "Border" option inside to turn on or off the border function.

2) Modify the horizontal or vertical version: Run the game, call up the RA menu after entering the game, select the penultimate option in the RA menu, and after entering this option:

a. FBNeo core: with "Vertical Mode" inside, "on" indicates rotation, and "off" indicates non-rotation;

b. MAME core: if there is "TATE Mode Rolling..." inside, "on" indicates rotation, and "off" indicates non-rotation. Reference: Arcade MAME2003 tutorial, upgrade to 0.78 before entering this option.

Then don't forget to select the first item in "Options", "Save Game Options File", and you can save the settings.

Next, enter "Options Control Port 1 Control", change the direction of the left joystick to the corresponding direction, and then set the buttons to control the game. Don't forget to modify the buttons and choose "Options Control Save Game Custom Keypoint File" to save the individual game settings.

2. GBA game displays peer-to-peer effects (large fruit grains)

On the EE main interface, press START to enter "Game Settings -> By System Configuration -> Interim Game Boy Advance", set "Game Display Scale" to 3/2 or CORE PROVIDED, "Borders" to no, "Image Smoothing" off, "Shader Settings" to "Hardware Simulation Filter" (GBA.glsp palm+zoom.bdf+ filter, and "Integer Scaling" off.

3. Replace the simulator core

If the game cannot run, the main reason is that the emulator core does not support the game, which can be solved by replacing the emulator core. Please press the "SELECT" button on the game name that reads an error in the game list, select the penultimate item "Advanced Game Options", and try changing the first item "Simulator" to a different core. If all the cores in the list cannot run the game, it is likely that there is a problem with the game ROM. Please provide feedback to me for correction!

Core selection suggestions:

(1) CPS1, 2, and 3: FBNeo/fba2012 core is preferred, followed by FBNeo core and FBA other cores;

(2) FBNeo: FBNeo core is preferred, followed by FBAlpha2012, and other FBA cores;

(3) MAME: The preferred MAME2013plus core, followed by MAME2010, and then other cores;

(4) PGM: FBAlpha core is preferred, followed by GBNeo, and mame core is used again (Mame core is required for War of the Three Kingdoms 3 and Journey to the West 3);

(5) GBA: MGBA supports button combo, GPSP supports game revisions.

4. PSX game stuck or button failure

After entering the PSX game, press and hold SELECT for 2 seconds to switch to the RA shortcut menu and proceed to the "Options" settings:

Try modifying the "Use BIOS" and "Pad 1 Type" settings, and different combinations can solve the problem of ineffective buttons in most PSX games.

5. DOS Game Operations

Please use the DOS Box pure core:

Core Settings:

1: Set RA: Shortcut Menu Options Input>Bind Mouse Wheel To Key to: Left Track? Right Bracket

1. Set RA: Shortcut menu -> Options -> Control -> Port 1 Control -> Device type to Mouse with left Analog Stick.

2: Select RA: Shortcut menu -> Options -> Control -> Mouse sensitivity, set to 50

Default keys:

Left joystick + mouse movement: L+SHIFT
A -> Right mouse button: L+CTRL
B->CTRL: L2 Mouse Movement Acceleration
Select->esc
Start->enter
L3->Left Keyboard
F1->Alt

6. Shutdown

Try not to use the power button to shut down, as it may result in lost archives. Please press SELECT on the rar main interface to select shutdown, or select shutdown from the START menu.

7. Memory card upgrade

The 256M memory card upgrade can significantly improve the system's response speed, making page-switching and various operations smoother, and also improving the running speed of some games. It is recommended to purchase high-quality, high-speed TF cards for gaming.

8. Simplify files

Fibra ORT, mod: Si ofrecés de emulación tipo Gimkit o arrojar eyector ORT (build de muegen), como efecto sudoku, arbo

Serie ojb10/rgb30max/rg351_etc.

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El núcleo de online es el mismo que el de rom.

Preparación: conecte ambas máquinas a wifi y anote la dirección IP de la máquina que se utilizará como host.

Dirección IP.

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También se pueden jugar otros tipos de juegos en línea. El siguiente es el juego RC Contra.

Bien, eso es todo por el tutorial, ¡comencemos a pelear con tus amigos!

R36S connection to WiFi and online tutorials

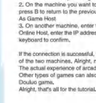
Here is a tutorial on how to connect to WiFi using R36S and how to use other handheld devices online using R36S.

1、How to Connect WiFi

The R36S itself does not come with WiFi (which is currently the case with machines). In fact, it is more suitable to purchase WiFi yourself, with guaranteed quality. You can choose a WiFi adapter that supports 5G, otherwise if the built-in 2.4g garbage is stricken ribs.

The external WiFi adapter has a USB interface, while the R35S does not have a USB interface, but provides an OTG interface (on the right side of the headphone jack). In addition to the WiFi adapter, an OTG to USB converter is also required.

The following is the WiFi adapter I am using for reference only.



Insert the converter and WiFi into the OTG port of the machine. open the system settings page, and select WiFi settings,

What appears now is the connection that has been set and saved in the system, if it is the first time using or using a new WiFi conversion, press the R key to the focus to the Add Network area this A key to confirm,

If the WiFi adapter has been inserted and recognized normally, a list of searched WiFi signals will appear here.

Select the WiFi you want to connect to, press the A key to confirm, enter the correct WiFi password, and then press Enter on the virtual keyboard to confirm.

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Here, in the FBNEO core, modify the Neo Geo mode to Use UNIBIOS test, and then modify the Universal BIOS to Universe BIOS ver. 3.0.

Under FB Alpha 2012 Neo Geo core, modify Neo Geo mode to UNIBIOS and BIOS to Universe BIOS ver. 3.0.

Then select Restart from the shortcut menu, if a white NEOGEO screen with the words' Universe BIOS ver. 3.0 'appears underneath, it means that the WiFi connection has been successfully activated. After entering the game, pressing Hotkey1 and then pressing SELECT will activate the BIOS builder interface, with the time item being the Golden Finger function.

2、Online Tutorial

Online requires two machines connected to WiFi and connected to the same LAN, in simple terms, connected to the same WiFi.

In theory, it can be connected to different platforms' retroarches, but in reality, only a few different platforms can be connected, Therefore, It is best to choose two handheld devices of the same series, such as the RG351P/RG351V and RG351 series of the 3326 series,

Note: Online does not require the system to be identical, but the core name and ROM used in the game must be the same,

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Dirección de devolución:	código postal
Comprador:	Teléfono:

fecha	Rendimiento del falla	Acompañante		Firma del personal de mantenimiento	

GAME MACHINE PRODUCT WARRANTY CARD

PRODUCT MODEL		DATE OF PRODUCTION	
ITEM NAME		SERIAL NO.	
USER ADDRESS	PHONENO.	ZIP CODE	
YEAR/MONTH/DAY	PHENOMENA	REPAIR PERSONNEL NO.	REPAIR CONTENT

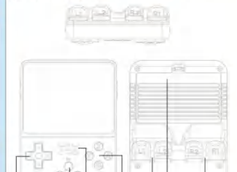
NOTE:PLEASE FILL OUT THE WORKING CONDITION OF THE MAC HINE WHEN THE FAULT PHENOMENON, THE FAILURE TIME, THE ENVIRONMENT AND THE FAULT DEC UB

	NAME	DRAFTSMAN	PROCESSING METHODS	DEFINITION OF SUBSTANCE(S) THREATENING

Bedienungsanleitung für die Handheld-Spielekonsole

Modell: R36S

Schlüsselparameter



System	Open-Source-Linux-System
Unterstützung	MAME/NEA/PS1/NEOGEO/GBA/GBC/SFC/MD/CPS1/CPS2/CPS3/PSP usw.
Bildschirm	3,5-Zoll-IPSOCA-vollständig laminierter HD-MIPI-Bildschirm
Spezifikation	
Auflösung	640*480
CPU	RK3326
GPU	Mali-G31MP 1 bis 684MHz
RAM	DDR3, 1GB
Tf-Karte	MIG—256G
Frontpegel	Empfindlicher 4-Weg-Hallmagnetschalter
Batterie	Ergebnisse	3500mAh
Eingangsleistung	5V/2A
Intelligenter Energiesparmodus	Ja
Batterielebensdauer	3H
Lautsprecher	1W
Kopfhörerbuchse	Ja
Schnittstelle	Unterstützung
Type-C OTG-Schnittstelle	Unterstützung
Kopfhörer	Standardschnittstelle 3.5mm

Parameter der R36S-Handheld-Konsole

Beschreibung der Tastenkombination

Aufgerufene Funktion	
Schalten Sie das Kontextmenü von RetroArch ein	
Beenden Sie die aktuelle Spiel- oder Menüsitzung und kehren Sie zum RetroArch-Hauptmenü zurück	
Spielneustart	
Speicherstand	
Spielstand laden	
Schalten Sie den Schnellmodus ein	
Spielstatus-Slot auswählen	
Screenshot machen	
Schalten Sie den Zeitlupenmodus ein	
Rewind	
Pause	
Menü	
Schalten Sie den Schnellmodus ein	
Spielstatus-Slot auswählen	
Screenshot machen	
Schalten Sie den Zeitlupenmodus ein	
Rewind	
Pause	
Menü	
Rechter Joystick	
Start	
Trompete	
Funktionstasten	
Schnitt	
Batterie	

Gamedata-Ordner

Die Gamedata-Ordner auf Knne 2 speichert einige der Simulatoreinstellungen, Archive und Ressourcen.

Die entsprechenden Anweisungen lauten wie folgt:
Dosbox: DOS-Simulator-bezogene Dateien
Drastisch: NDS-Simulator-bezogene Dateien
Hatari: Atari ST-Emulator-bezogene Dateien
Openbor: Openbor-Simulator-bezogene Dateien
Opentyrian: Opentyrian-Spiel-Engine-bezogene Dateien
Pyssppp: PSP-Emulator-bezogene Dateien
Neuzuordnungen: Retroarch-Schlüsselzuordnungsdateien
Scummvm: Scummvm-Simulator-bezogene Dateien
Retroarch: Retroarch-Simulator-bezogene Dateien
mupen64plusa: n64-Simulator mupen64plusa-bezogene Dateien
Themes: System-Theme-Ordner, bitte platzieren Sie hier Theme-Ressourcen

Funktion und Verwendung

1. Rotationsfunktion für vertikale Arcade-Schießspiele

Sollte ein Konflikt auftreten, schalten Sie bitte die Grenzfunktion aus:

Box-Funktion,

„Artikel ", nach Eingabe dieser Option gibt es zwei Situationen:

2. GBA-Spiele zeigen Punkt-zu-Punkt-Effekte (große Fruchtkörner)

3. Ersetzen Sie den Emulatorkern

Ich werde es korrigieren!
Vorschläge zur Kernauswahl:

4.PSX-Spiele bleiben hängen oder die Tasten funktionieren nicht

5. DOS-Spielbetriebsmethode

Bitte verwenden Sie den DOSBoxpure-Kern:

Kerneinstellungen:

Standardschlüssel:
Linke Joystick-Maus-Bewegung

B-linke Maustaste	SELECT—ESC
A-rechte Maustaste	START—ENTER
X-mittlere Maustaste	L3-Softtastatur
Y	H3—ALT

6.Drei Spieleinstellungsmethoden

Es gibt drei Möglichkeiten, das Spiel in EE einzurichten
Die ersten sind globale Einstellungen im ES-Menü _Spieleinstellungen " einstellen.

Satz:

7. Spielanzeigeverhältnis

Funktion werden zwei allgemeine Einstellungen wie folgt beschrieben:

Wenn Sie im GBC-Spielen X/Y zum Füllen des Bildschirms verwenden, wird dieser stark verformt.

Gamedata folder

The gamedata folder located in card 2 stores some simulator settings, archives, and resources, with corresponding instructions as follows:
Dosbox: Dos simulator related files
Drastic: NDS simulator related files
Hatari: Atari ST simulator related files
Openbor: Openbor emulator related files
Opentyrian: Opentyrian game engine related files
Ppsspp: PSP simulator related files
Remappings: Retroarch key mapping file
Scummvm: Scummvm emulator related files
Retroarch: Retroarch simulator related files
Mupen64plusa: n64 simulator mupen64plusa related files
Themes: System theme folder, please place theme resources here

Function and usage

1. Arcade vertical shooting game rotation function

2. GBA game displays peer-to-peer effects (large fruit grains)

3. Replace the simulator core

4. PSX game stuck or button failure

5. DOS Game Operations.

6. Shutdown

7. Memory card save

8. Game Display Scale

9. Speed Up Settings

10. Other Settings

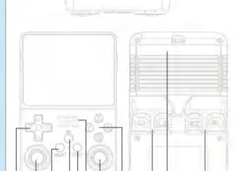
11. Chinese Golden Finger

2. FBNEO Goldfinger

Shortcut Key Description

Enable/disable menu	
Exit current game/menu to return to RG	
Fast forward the game (press once to fast forward, fast (one) Cancel)	
Game restarting	
Load/create/save/exit the current/specific save slot	
Save screenshot	
Slow-motion/full-FPS (press/long-click)	
Rewind	
Pause	
Menu	
Enable/disable menu	
Exit current game/menu	
Load/create/save/exit the current/specific save slot	
Save screenshot	
Slow-motion/full-FPS (press/long-click)	
Rewind	
Pause	
Menu	
Right joystick	
Start	
Trumpet	
Function keys	
Cut	
Battery	

Key parameters



Model: R36S

System	Open-Source-Linux-System
Support	MAME/NEA/PS1/NEOGEO/GBA/GBC/SFC/MD/CPS1/CPS2/CPS3/PSP and so on
screen	specifications	3.5-inch IPSOCA full HD high-definition MIPI screen
	resolving power	640 * 480
CPU	RK3326	Quad-core Cortex-A35 CPU up to 1.5GHz
GPU	Mali-G31MP 1@684MHz	Support for OpenGL ES 3.2
RAM	DDR3L	1GB
TF card	MIG—256G	
horn	Built-in 8W cavity horn	
battery	Built-in	Built-in 8W cavity horn
	Rated capacity	3500mAh
	Input power	5V/2A
	Maximum power consumption	8W
	Battery life	3H
	Charging time	2H
	Type-C charging interface	Support
	Type-C OTG function	Support
interface	Headset	Standard 3.5mm interface

R36S handheld parameters

Gamedata folder

The gamedata folder located in card 2 stores some simulator settings, archives, and resources, with corresponding instructions as follows:
Dosbox: Dos simulator related files
Drastic: NDS simulator related files
Hatari: Atari ST simulator related files
Openbor: Openbor emulator related files
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Shortcut Key Description

Enable/disable menu	
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Exit current game/menu	
Load/create/save/exit the current/specific save slot	
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Slow-motion/full-FPS (press/long-click)	
Rewind	
Pause	
Menu	
Right joystick	
Start	
Trumpet	
Function keys	
Cut	
Battery	

Function and usage

1. Arcade vertical shooting game rotation function

The core support for vertical screen includes PBNeo and MAME. Please note that if vertical screen is set, it may conflict with the game border function. Please turn off the border function:

1) Turn on or off the border function separately: Press the SELECT key on the corresponding game in the game list, select the penultimate option "Advanced Game Options", and change the "Border" option inside to turn on or off the border function.

2) Modify the horizontal or vertical version: Run the game, call up the RA menu after entering the game, select the penultimate one in the vertical screen, and then restart the game after entering this option.

s. PBNeo core: with "Vertical Mode" inside, "on" indicates rotation, and "off" indicates non-rotation.

b. MAME core: If there is "TATE Mode Rolling..." inside, "on" indicates rotation, and "off" indicates non-rotation.

Then don't forget to select the first item in "Options", "Save Game Options File", and you can save the settings.

Next, enter "Options Control Port 1 Control", change the direction of the left joystick to the corresponding direction, and then set the buttons to control the game. Don't forget to modify the buttons and choose "Options Control Save Game Custom Keypoint File" to save the individual game settings.

2. GBA game displays peer-to-peer effects (large fruit grains)

On the EE main interface, press START to enter "Game Settings -> By System Configuration -> Interim> Game Boy Advance", set "Game Display Scale" to 3/2 or CORE PROVIDED, "Brightness" to no, "Image Smoothing" to off, "Shader Settings" to "Hardware Simulation Filter: GBA.glsp.psim+no.srcfx" filter, and "Integer Scaling" off.

3. Replace the simulator core

If the game cannot run, the main reason is that the emulator core does not support the game, which can be solved by replacing the emulator core. Please press the "SELECT" button on the game name that reads an error in the game list, select the penultimate item "Advanced Game Options", and try changing the first item "Simulator" to a different core. If all the cores in the list cannot run the game, it is likely that there is a problem with the game ROM. Please provide feedback to me for correction!

Core selection suggestions:

(1) CPS1, 2, and 3: FBAlpha2012 core is preferred, followed by FBNeo core and FBA other cores;

(2) FBNeo: FBNeo core is preferred, followed by FBAlpha2012, and other FBA cores;

(3) MAME: The preferred MAME2013plus core, followed by MAME2016, and then other cores;

(4) PGM: FBAlpha core is preferred, followed by GBNeo, and mame core is used again (Mame core is required for War of the Three Kingdoms 3 and Journey to the West 3);

(5) GBA: MGBA supports button combo, GPSP supports game revisions.

4. PSX game stuck or button failure

After entering the PSX game, press and hold SELECT for 2 seconds to switch to the RA shortcut menu and proceed to the "Options" settings

Try modifying the "Use BIOS" and "Pad 1 Type" settings, and different combinations can solve the problem of ineffective buttons in most PSX games.

5. DOS Game Operations.

Please use the DOS Box pure core:

Core Settings:

1: Set RA: Shortcut Menu Options Input>Bind Mouse Wheel To Key to: Left Track? Right Bracket

1: Set RA: Shortcut menu -> Options -> Control -> Port 1 Control -> Device type to Mouse with left Analog Stick

2: Select RA: Shortcut menu -> Options -> Control -> Save core custom key file

Default keys:

Left joystick + mouse movement	L+SHIFT
A — Left mouse button	Y=SPACE
X — Right mouse button	L2 Mouse Movement Acceleration
B=CTRL	R2=Mouse movement deceleration

Select=esc
Start=enter
L3=Soft Keyboard
R3=Alt

6. Shutdown

Try not to use the power button to shut down, as it may result in lost archives. Please press SELECT on the ke main interface to select shutdown, or select shutdown from the START menu.

7. Memory card save

The new version of FBNEO can significantly improve the system's response speed, making page-switching and various operations smoother, and also improving the running speed of some games. It is recommended to purchase high-quality, high-speed TF cards for gaming.

8. Game Display Scale

Please note that the display effects of «full-shortened CRT (picture tube) display», such as ophetical effects, glow, and scanning lines, suitable for use in host emulators such as FC, NES, SNES, arcade machines, etc.

LCD filter: simulates the grid effect of LCD screens, suitable for use in handheld simulators using LCD screens.

Sharpen and enhance filters: Improve the definition of the image and eliminate the graininess of small resolution images after resampling. Please test and choose the specific effect yourself. Note that some filters occupy a large amount of system resources and may stray down the speed.

Hardware simulation filter: Simulate the visual effects and effect of several special models, please choose your own.

CRT-Easymode.f: Most recommended for 2D and pixel games. 3D games can be tried.

Special effects filter: Suitable for two types of special effects: old movies and simulated borders. Let's play.

Choose recommended:

Arcade: If you want a delicate image, add a magnifying and enhancing filter, and if you want nostalgia, add a CRT filter.

GBA: Non-hardware simulation filter GBA = lcd3x4-dot2x01 (0.65)

GB/GBC: Two optional hardware simulation filters.

NES/SNES: Hardware simulation filter selection in CRT

PS: Reference arcade machine

Other models: choose your own

9. Speed Up Settings

10. Other Settings

11. Chinese Golden Finger

2. FBNEO Goldfinger

R36S-Verbindung zu WLAN und Online-Tutorial

Online-Tutorials.

1. So stellen Sie eine WLAN-Verbindung her

4g Null ist nutzlos.

2. Online-Tutorial

Es ist mit demselben WLAN verbunden.

rg351p/rg28maz/rg351 Serie usw.

Hinweis: Für die Online-Verbindung muss das System nicht genau identisch sein, der Kernname und das ROM, die vom Spiel verwendet werden, müssen jedoch identisch sein Dasselbe.

Im Folgenden werden R35S und R36S für Online-Anweisungen verwendet, beide Maschinen verwenden das arkos2.0-System

Der Kern von Online ist derselbe wie von ROM.

IP Adresse.

Hier verwenden ich R36S als Host und seine IP-Adresse lautet 192.168.0.9.

Spiel: Street Fighter 2 Four Kings Kern: fbalpha2012

1. Das Spiel auf beiden Rechnern öffnen?
2. Rufen Sie das RA Menü auf dem Computer auf, der als Host verwendet werden soll, und drücken Sie B, um zur vorherigen Ebene zurückzukehren.

Wählen Sie im Menü den Host aus – als Spielhost

Drücken Sie zur Bestätigung die Eingabetaste.

Satz.

Als nun erscheint, ist die eingerichtet und ein System gespeicherte Verbindung. Bei der ersten Nutzung bitte

2. Online Tutorial

Online requires two machines connected to WiFi and connected to the same LAN, in simple terms, connected to the same WiFi.

In theory, it can be connected to different platforms' retroarches, but in reality, only a few different platforms can be connected, Therefore, It is best to choose two handheld devices of the same series, such as the RG351P/RG351 mx/RG351 series of the 3326 series.

Note: Online does not require the system to be identical, but the core name and ROM used in the game must be the same.

Below is an online explanation using R35S and R36S, both of which are using the ArkosLD system, The core for preparing to go online is the same as the ROM.

Preparation: Connect both machines to WiFi and note down the IP address of the machine you want to use as the host,

Here, I use R36S as the host with an IP address of 192.168.0.9,

Game: Street Fighter 2: Four Heavenly Kings Core: fbalpha2012

1, Both machines open the game?

2, On the machine you want to use as the host, enter the RA and press B to return to the previous level. In the online menu, select Host – As Game Host

3, On another machine, enter the RA menu, select Online – Connect to Online Host, enter the IP address of the host, and press Enter on the virtual keyboard to confirm.

If the connection is successful, you can now see the synchronized display of the two machines, Alright, now you can coin and play online games, The actual experience of arcade connection is still good,

Other types of games can also be online, and the following is FC's Soul Double game,

Alright, that's all for the tutorial, Let's start fighting with friends!

R36S connection to WiFi and online tutorials

Here is a tutorial on how to connect to WiFi using R36S and how to use other handheld devices online using R36S.

1. How to Connect WiFi

The R36S itself does not come with WiFi (which is currently the case with machines). In fact, it is more suitable to purchase WiFi yourself, with guaranteed quality, You can choose a WiFi adapter that supports 5G, otherwise if the built-in 2.4g garbage is stricken this,

The external WiFi adapter has a USB interface, while the R35S does not have a USB interface, but provides an OTG interface (on the right side of the headphone jack), In addition to the WiFi adapter, an OTG to USB converter is also required,

The following is the WiFi adapter I am using for reference only,

Insert the converter and WiFi into the OTG port of the machine, open the system settings page, and select WiFi settings,

What appears now is the connection that has been set and saved in the system, if it is the first time using or using a new WiFi conversion, press the R key to move the focus to the+key area then press the A key to confirm,

If the WiFi adapter has been inserted and recognized normally, a list of searched WiFi signals will appear here,

Select the WiFi you want to connect to, press the A key to confirm, enter the correct WiFi password, and then press Enter on the virtual keyboard to confirm,

The WiFi you just connected to will be displayed in the connection list, Please ensure that the WiFi password is entered correctly, If it appears here, it does not mean the connection was successful, Press the R key to move the focus to X, then follow A to exit the WiFi connection settings, Next, let's see if the WiFi connection is successful or not, On the Option settings page, select Network Information,

Alright, as shown in the picture, the connection has been successful, and 192.168.0.9 is the IP address inside, If you want to play online games in the future, check the IP address here,

After setting up and connecting the WiFi successfully, as long as the WiFi is inserted into the machine in the future, it will automatically connect,

Garantiekarte für Spielekonsolenprodukte

Produktnummer	Herstellungsdatum
Kundenname	Produktname
Benutzeradresse	Postleitzahl	Postleitzahl
Kontaktnummer	Produktmodell
Datum des Kaufes	Preisetikett	Wartungsaufzeichnungen	Name	Unterschrift

Datum	Fehlerphänomen	Ursache	Unterschrift des Wartungspersonals		

GAME MACHINE PRODUCT WARRANTY CARD

PRODUCT MODEL		DATE OF PRODUCTION	
USER NAME		SERIAL NO.	
USER ADDRESS	PHONENO.	ZIP CODE	
PURCHASE DATE	MAINTENANCE RECORDS	NAME	SIGN

NOTE:PLEASE FILL OUT THE WORKING CONDITION OF THE MAC HINE WHEN THE FAULT PHENOMENON, THE FAILURE TIME, THE ENVIRONMENT AND THE FAULT DESC RIB

DATE	SYMPTOMS	PROCESSING METHOD	SIGNATURE OF MAINTENANCE PERSONNEL

Manuel d'utilisation de la console de jeu portable

Modèle : R36S

Paramètres clés

Paramètres de la console portable R36S

système	Système Linux open source
Émulateur intégré	MAME,NB4,PS1,NEOGEO,GBA,GBC,SFC,SMD,CPS1,CPS2,CPS3,PSP, etc.
Écran	Écran HD MIPI IPSOCA entièrement laminé de 3,5 pouces
spécification résolution	640*480
CPU	RK3326 Quad-Core Cortex-A35 quadricœur ARM 64 bits jusqu'à 1,5 GHz
GPU	Mali-G31MP 1(600MHz)
RAM	DDR3, 1GB
carte TF compatible	16G--256G
Batterie	Haute portée 3 Ga-ion 3 in integré
puissance d'entrée	Batterie au lithium intégrée 3500mAh
Durée de la batterie	5V/2A
Temps de charge	6H
interface écouteur	Interface de bornes de type C 5pin
	Interface standard 3.5MM

Description de la touche de raccourci

Select+Start	Fonction d'interface
Select+L1	Désactiver le menu contextuel de jeu
Select+R1	redifusion du jeu
Select+L2	Enregistrer la progression maximale de l'avancement actuel du jeu
Select+R2	Afficher et désactiver la FPS (fréquence d'images du jeu)
Select+Y	Capture d'écran du jeu
Select+B	Jeu en pause
Select+A	Quitter le jeu actuellement
Select+X	Fonction de réinitialisation
Start+L1	Changer la disposition de l'écran à gauche, à droite, en haut et en bas
Start+R1	Basculer entre les écrans simples et doubles
Manette droite	Style
Start+L2	Luminosité réduite
Start+R2	Augmenter la luminosité
Start+Up	Haut
Start+Down	Bas
Start+Left	Gauche
Start+Right	Droite
L1 R1	Augmenter/réduire le volume
Start+A	Augmenter la vitesse de retour rapide
Start+B	pause
Start+X	quitter

Dossier de données de jeu

Le dossier gamedata situé sur la carte 2 enregistre certains paramètres, archives et ressources du simulateur.

Les instructions correspondantes sont les suivantes :
Dosbox : fichiers liés au simulateur dos
Drastic : fichiers liés au simulateur NDS
Hatari : fichiers liés à l'émulateur Atari ST
Openbor : fichiers liés au simulateur Openbor
Opentyrian : fichiers liés au moteur de jeu Opentyrian
Ppsspp : fichiers associés à l'émulateur psp
Remappages : fichiers de mappage de touches Retroarch
Scummvm : fichiers liés au simulateur Scummvm
Retroarch : fichiers liés au simulateur Retroarch
mupen64plusa : fichiers associés au simulateur n64 mupen64plussa
thèmes : dossier de thème système, veuillez placer les ressources du thème ici

Fonction et utilisation

1. Fonction de rotation du jeu de tir vertical Arcade

Si un conflit survient, veuillez désactiver la fonction de bordure :

fonction boîte.

"Article", il existe deux situations après avoir saisi cette option :
a.Noyau FBNeo : il cantient un "mode vertical", "on" signifie rotation, "off" signifie non rotation

changement:
b.MAME core : s'il y a "TATEMode-Rotating..." dedans, "on" signifie rotation
Rotation, « off » signifie aucune rotation ;

Ensemble.

"Fichier de clavier personnalisé" pour enregistrer les paramètres de jeu individuels.

2. Les jeux GBA affichent des effets point à point (gros grains de fruits)

Advance", réglez "Game Display Ratio" sur 3/2 ou CORREPROVIDEO, "Border" est mis

Filtre "scale3x", "Integer Scaling" désactivé.

3. Remplacez le noyau de l'émulateur

Suggestions de sélection de base :
1) CPS1, 2, 3 il ne noyau FBAlpha2012 est préféré, suivi du noyau FBNeo, puis de FBA et autres.

Il est central;

(ir) noNeo: Le noyau FBNeo est préféré, suivi de FBAlpha2012, puis des autres cœurs FBA ;
(3) MAME: le noyau FBAlpha2012dans est préféré, suivi de mame2003plus et mame2010, puis de mame autres cœurs.
(4)PGM : le noyau FBAlpha est préféré, suivi de GBNeo et de mame core (Three Kingdoms 3)

et Journey to the West 2 doivent utiliser mame core);
(5)Sfiii : Hkdrd prend en charge les rotules de boutons et GPSP prend en charge les jeux réseau.

4.Les jeux PSX restent bloqués ou les touches ne fonctionnent pas

Installation:

5.Méthode de fonctionnement du jeu DOS

Veuillez utiliser le noyau DOSBoxpure :

Paramètres de base :
1. Définissez RA : Menu contextuel-Options contrôle-Lier le matériel de la souris à la touche gauche

Bracket/Right-Bracket
Définissez RA : Menu contextuel-Options Contrôle-Port 1 type de périphérique de contrôle sur Souris avec gauche

Analog Bias
Définissez RA : Menu contextuel-Options Contrôle-Enregistrer le fichier de clé personnalisée de base

Clés par défaut :
Mouvement joystick gauche
B-bouton gauche de la souris
Start-ENTER
Clavier logiciel L3

Ensemble.

6. Trois méthodes de configuration du jeu

Il existe trois façons de configurer le jeu dans EE
Le premier consomme les paramètres d'usine : définis dans le menu es « Paramètres du jeu »

Ensemble.

7. Taux d'affichage du jeu

fonction, deux éléments courants sont décrits comme suit :

Suggestions de sélection de base :
1) CPS1, 2, 3 il ne noyau FBAlpha2012 est préféré, suivi du noyau FBNeo, puis de FBA et autres.

Il est central;

(ir) noNeo: Le noyau FBNeo est préféré, suivi de FBAlpha2012, puis des autres cœurs FBA ;
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et Journey to the West 2 doivent utiliser mame core);
(5)Sfiii : Hkdrd prend en charge les rotules de boutons et GPSP prend en charge les jeux réseau.

8. Arrêter

9. Vitesse de la carte mémoire

Une carte TF haute vitesse augmentera considérablement la vitesse de réponse du système, rendant le changement de page et diverses opérations plus fluides.
Cela améliorera également la vitesse d'exécution de certains jeux. Il est recommandé d'acheter une carte TF haute vitesse de haute qualité pour jouer à des jeux.

10. Installez les fonts

Tutoriels en ligne.

1. Comment se connecter au wifi

2. Tutoriel en ligne

Connexion R36S au wifi et tutoriel en ligne

11. Doigt d'or chinois

Doigt d'or FBNEO

Doigt d'or DINGDEO

Doigt d'or ZINGDEO

Doigt d'or FINEO

Doigt d'or CPS Changer

Doigt d'or NEOGEO

Doigt d'or MAME

Doigt d'or FBNEO

Doigt d'or DINGDEO

Carte de garantie du produit de la console de jeu

Numéro de produit	Date de fabrication
Nom d'utilisateur	Numéro de téléphone
Adresse du client	code postal
Modèle de produit	
Acheter des biens	Facture

携帯型ゲーム機の取扱説明書

モデル: R36S

主要パラメータ

システム	オープンソース Linux システム
画面	ボード 仕様 解決
CPU	RK3326
GPU	Mali-G31MP 1(600MHz)
RAM	DDR3,
ROM	NEO-256G
TFカード	対応するTFカードスロット
オーディオ	内蔵マイクとスピーカー内蔵
バッテリー	充電リチウム電池 入力電力 使用可能電力 バッテリー寿命
充電時間	約3H
充電ポート	Type-C USB ポート
インターフェース	Type-C OTG データポート イヤホン
ワイヤレス	サポート
ネットワーク	標準 3.5mm インターフェース

R36S ハンドヘルドコンソールのパラメータ

system	
Built-in software	MAME/NEA/PS[1,NEOGEO,GBA,GBC,SFC/SNES,CPS1,CPS2,CPS3,PSP等
screen	3.5 インチ IPSOCA フルラミネート HD HVH スクリーン specifications resolving power
CPU	RK3326
GPU	Mali-G31MP 1(600MHz)
RAM	DDR3,
TF card	NEO-256G
horn	Built-in 8W cavity horn
battery	Built-in(non-Safety) Rated power Maximum power consumption Battery life Charging time Type-C charging interface Type-C OTG data port Earphone
interface	

ゲームデータフォルダ

カードにおける gamedata フォルダーには、3 システムの設定、アーカイブ、リソースの一部が保存されます。

対応する指示は次のとおりです。
Dosbox: dos シミュレータ関連ファイル
Drastic: NDS シミュレータ関連ファイル
Hatari: Atari ST エミュレータ関連ファイル
Openbor: Openbor シミュレータ関連ファイル
Opentyrian: Opentyrian ゲームエンジン関連ファイル
Pyssp: pigz エミュレータ関連ファイル
リマッピング: Retroarch キー マッピング ファイル
Scummvm: Scummvm シミュレーター関連ファイル
Retroarch: Retroarch シミュレータ関連ファイル
mupen64plusaa: n64 シミュレータ mupen64plusaa 関連ファイル
テーマ: システム テーマ フォルダー。ここにテーマ リソースを配置してください。

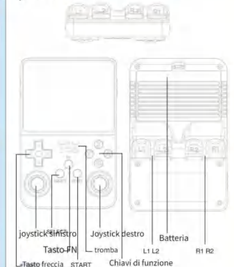
ショートカットキーの説明

切り替え	
切り替え	
切り替え	

Manuale utente console di gioco portatile

Modello: R36S

Parametri chiave



Parametri della console portatile R36S

sistema	Sistema Linux open source	
Schermo	specifica	supporto
	risoluzione	640*480
CPU	RK3326	Supporto OpenGL ES 3.2
GPU	Mali-G31MP 1(600MHz)	
RAM	DDR3L	1GB
Carta di TF		16G--256G
tromba	Amplificatore built-in Livello dal 6 W integrato	
Batteria	potenza di ingresso	3500mAh
	consumo energetico	5V/2A
	Durata della batteria	3H
Tempo di carica		3H
interfaccia	Porta dati di tipo C OTG	supporto
	auricolare	interfaccia standard 3.5MM

Descrizione del tasto di scelta rapida

Funzione corrispondente	
Chiudi la finestra	Chiudi il menu di scelta rapida di RA
MELODDNA+WHID (doppio clic)	Esci rapidamente dal gioco corrente (non devi premere il pulsante principale)
SELECT+L2	
SELECT+R2	
SELECT+L1	riproduzione del gioco
SELECT+R1	Salva istantaneamente l'avanzamento del gioco (può essere anche la chiave di scorciatoia)
SELECT+Y	Mostra e disattiva FPS (frequenza fotogrammi del gioco)
SELECT+B	Screenshot del gioco
SELECT+A	Gioco in pausa
Pulsante PSP	Selezione dello stile grafico
A3	Ripristino del gioco
Pulsante NDS	Passaggio a due rappresentazioni
A4	Salva il gioco
A5	Carica il gioco
A6	Passa dallo schermo singolo a quello doppio e viceversa
Joystick destro	Sfondo
Pulsante con doppio clic	Cambia lo sfondo
Pulsante con doppio clic	Cambia lo sfondo
START	Impostazioni
Pulsante con doppio clic	Impostazioni
L3、R3	Aggiungi/cancella velocità
L1+R1+START	Aggiungi/cancella velocità

Cartella dati di gioco

La cartella gamedata situata nella scheda 2 salva alcune impostazioni, archivi e risorse del simulatore.

Le istruzioni corrispondenti sono le seguenti:
Dosbox: file relativi al simulatore dos
Drastico: file relativi al simulatore NDS
Hatari: file relativi all emulatore Atari ST
Openbor: file relativi al simulatore Openbor
Opentyrian: file relativi al motore di gioco Opentyrian
Ppsspp: file relativi all emulatore PSP
Rimappature: file di mappatura dei tasti Retroarch
Scummvm: file relativi al simulatore Scummvm
Ruota, "off" significa nessuna rotazione;
Retroarch: file relativi al simulatore retroarch
mupen64plussa: file correlati al simulatore n64 mupen64plussa
temi: cartella dei temi di sistema, inserisci qui le risorse del tema

Funzione di utilizzo

1. Funzione di rotazione del gioco di tiro verticale arcade

Se si verifica un conflitto, disattivare la funzione bordo:

funzione di casella.
"Articolo1", ci sono due situazioni dopo aver inserito questa opzione:

modifica.
b.MAME core: se è presente "TATEMode-Rotating...", "on" significa rotazione
"File tastiera personalizzata" per salvare le impostazioni di gioco individuali.

2. I giochi GBA mostrano effetti punto a punto (grandi chicchi di frutta)

Advance", imposta "Game Display Ratio" su 3/2 o CORERPROVIDED, "Border" è no,
"Whole image" è battuto.

3. Sostituire il core dell'emulatore

Suggerimenti per la selezione principale:
(1) CPS1, 2, 3: è preferito il core FBAlpha2012, seguito dal core FBNeo, quindi FBA e altri.
(2) NeoGeo: è preferito il core FBNeo, seguito da FBAlpha2012 e poi altri core FBA.
(3) MAME: è preferito il core MAME2010(libuto), seguito da MAME2003, altri core.
(4) PGM: è preferito il core FBAlpha, seguito da GBNeo e mame core (Three Kingdoms 3)
e Viaggio in Occidente 2 necessitano di utilizzare mame core);
(5) GBA: MSA supporta le sequenze di pulsanti e GPSP supporta i giochi rivisti.

Shortcut Key Description

Switch the display menu	
Quickly exit current game and return to menu first	
Fast forward the game, press once to fast forward, fast speed, Cancel	
Game save/archive	
Load in-state archive of the current/specific main slot	
Reset screen and return to current menu / exit GB	
Show and hide all FPS (game frame rate)	
Game screenshot	
Pause game	
Shutdown menu	
Volume +	
Volume mute	
Volume -	
Brightness +	
Brightness -	

4.I giochi PSX si bloccano o i tasti non funzionano

Impostare:

Metodo operativo del gioco 5.DOS

Si prega di utilizzare il core DOSBoxpure:

Impostazioni principali:

Impostazioni:

Fibro CRT: mod: \ effetto di invecchiamento simile a vecchio monitor CRT; Nullo (predefinito), come l'effetto classico, il migliore

Fibro LCD: simula l'effetto griglia di una schermo LCD, adatto per simulatori portatili che utilizzano schermi LCD

Fibro di sgocciolamento del pigmento: regolare l'intensità del rilascio di pigmento (valori più bassi indicano meno pigmento rilasciato, quindi più chiaro)

Fibro di sfocatura: regolare l'intensità della sfocatura (valori più bassi indicano meno sfocatura, quindi più chiaro)

Filtro di allasing: non consigliato per giochi 2D e pixel, ma può provocare per i giochi 3D.

Filtri per effetti speciali: inclusi vecchi film ed effetti speciali con bordi simulati, divertiti con loro.

Selezione consigli:

Il filtro di emulazione non hardware più adatto a ciascuno.

GB/GBC: sono disponibili due filtri di emulazione hardware opzionali

NES/SNES: selezionare dal filtro di emulazione hardware o CRT

PS: fare riferimento alla sala giochi

Altri modelli: scegli te stesso

6.Tre metodi di impostazione del gioco

Esistono tre modi per impostare il gioco in EE.

La prima riguarda le impostazioni globali impostate nel menu ex "Impostazioni Gioco" ;

Impostazioni: impostazioni del gioco individuale > impostazioni dell'emulatore > impostazione

7. Rapporto di visualizzazione del gioco

funzione, due impostazioni comuni sono descritte di seguito:

Quindi aggiungi l'ora corrispondente al dito.

Dito d'oro SINOGOD

Dito d'oro SINOGOD

Impostazioni:

Modificato in UniverseBIOSwer 3.0.

Nel core FBNeo/2012Neo/go, modifica Neo-Geomode in UNIBIOS e modifica il BIOS

Per Universe BIOS versione 3.0.

Quindi seleziona Ripristina nel menu di scelta rapida A questo punto, se appare un'NEOGEO bianco con UniverseBIOSver sotto.

8. Spegnere

Quando si non utilizzare il pulsante di accensione per spegnere il computer, poiché così potrebbe facilmente provocare la perdita degli archivi. Premere SELEZIONA sull'interfaccia principale di ee per spegnere il computer.

macchina oppure selezionare Spegnimento dal menu AVVIO.

9. Velocità della scheda di memoria

Una scheda TF ad alta velocità aumenterà significativamente la velocità di risposta del sistema, rendendo più agevole il cambio di pagina e varie operazioni.

Migliorerà anche la velocità di esecuzione di alcuni giochi. Si consiglia di acquistare una scheda TF ad alta velocità di alta qualità per giocare.

Connessione R36S al wifi e tutorial online

Tutorial in linea.

1. Come connettersi al Wi-Fi

Le stesse R36S non ha il Wi-Fi (questa è la macchina attuale, infatti, il più adatto acquistare il 4S-Fi da usa).

Adatto, quattro garantito, puoi scegliere un adattatore wifi (che supporti il 5G, altrimenti no) e 2.

4g di spazzatura sono inutili.

L'adattatore Wi-Fi esterno ha un'interfaccia USB, R36S non ha un'interfaccia USB, ma fornisce un'interfaccia OTG, basta dotito dal jack delle cuffie, oltre all'adattatore wifi, è necessario anche un convertitore da jack a usb.

Il nucleo dell'online è lo stesso della rom.

Di seguito è riportato l'adattatore Wi-Fi che utilizzo solo come riferimento.

Impostato.

Indirizzo IP.

Qui utilizzo R36S come host e il suo indirizzo IP è 192.168.0.9.

Gioco: Street Fighter 2 Four Kings Core: fbalpha2012

1. Aprire il gioco su entrambe le macchine?

2. Accedere al menu RA sulla macchina da utilizzare come host e premere B per tornare al livello precedente.

Seleziona l'host nel menu - come host del gioco

3. Accedere al menu RA su un'altra macchina, selezionare Online-Connetti all'host online e accedere

Inserisci l'indirizzo IP dell'host e premi invio sulla tastiera virtuale per confermare.

Ora che puoi inserire monete e giocare online, l'effettiva esperienza arcade online è anche buona.

È possibile giocare online anche ad altri tipi di giochi. Il seguente è il gioco FC Contra.

Ok, per il tutorial è tutto, iniziamo a combattere con i tuoi amici!

2. Esercitazione in linea

La connessione online richiede due macchine connesse al Wi-Fi e collegate alla stessa LAN.

E connesso allo stesso wifi.

Tutorial in linea.

In teoria, puoi connetterti con tramite su piattaforme diverse, ma in realtà ci sono solo poche piattaforme diverse

Più esuse collegate online, quindi il meglio scegliere due console portatili della stessa serie, come la serie R36.

serie rg351p/rg351mp/rg351.

Nota: la connessione online non richiede che il sistema sia esattamente lo stesso, ma devono essere il nome principale e la rom utilizzata dal gioco

Stesso.

Di seguito vengono utilizzati R35S e R36S per le istruzioni in linea. Entrambe le macchine utilizzano il sistema Arkos2.0 Prepara

Il nucleo dell'online è lo stesso della rom.

Prepara:

Collega il convertitore a OTG all'alloggiamento della macchina, per lo spazio della macchina per inserire il convertitore a connettere la macchina con Wi-Fi

Impostato.

Qui che appare solo la connessione che è stata impostata e salvata, ho l'abitudine Se è la prima volta che la utilizzi, quindi

Le due opzioni riguardano la connessione. "Password di guest" Configurazione del tutorial, " principalmente il primo metodo

Il metodo è lo stesso di quello descritto in precedenza, ma non è necessario che il router sia collegato a Internet

Selezionare l'Wi-Fi e un Router/ Sconosciuto, premi il tasto A per selezionarlo, inserisci la password Wi-Fi corretta e premi la tastiera virtuale

Premere invio per confermare.

Dopo aver connesso correttamente, la schermata dell'interfaccia di connessione mostrerà un indirizzo IP. Ci sono due modi per ottenere l'indirizzo IP

Impostato.

Se vuoi giocare online, controlla l'indirizzo IP qui.

Ora che l'IP è stato ottenuto correttamente, premi il tasto A per selezionarlo, inserisci un nuovo nome e premi invio per confermare.

Quindi seleziona Ripristina nel menu di scelta rapida A questo punto, se appare un'NEOGEO bianco con UniverseBIOSver sotto.

La schermata con la scritta a 3 lingue e che la funzione cheat è stata attivata con successo. Dopo essere entrato nel gioco, questo premi A+B+Y e poi premi START

L'interfaccia della funzione BIOS viene attivata e il primo elemento è la funzione cheat.

Scheda di garanzia del prodotto per console di gioco

Numero del prodotto		Data di produzione	
nome utente		N. numero della vettura	
Indirizzo utente	Provincia	Città	codice postale
Indirizzo dettagliato			
Numero di telefono			

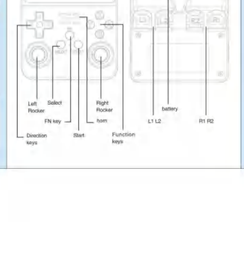
Effetto dettagliato

data	Personale responsabile	Approvato	Firma del personale addetto alla manutenzione	

Handheld Game Console User Manual

Model: R36S

Key parameters



R36S handheld parameters

system	Linux open source system	
Screen	MAME/NEO/PS1/NEOGEO/GBA/GBC/FC/FBNEO/CPS1/CPS2/CPS3/PSP, etc.	
	specifications	3.5 inch IPS OCTA 8 bit high-definition WIFI screen
	resolving power	640 * 480
CPU	RK3326	Quad-core Cortex-A35 CPU up to 1.5GHz
GPU	Mali-G31MP 1(600MHz)	Support for OpenGL ES 3.2
RAM	DDR3L	1GB
TF card		16G--256G
horn		Built-in 8W cavity horn
battery	Built-in lithium battery	3500mAh
	Input power	5V/2A
	Maximum power consumption	6W
	Battery life	3H
	Charging time	3H
	Type-C charging interface	Support
interface	Type-C OTG data port	support
	headset	Standard 3.5mm interface

Gamedata folder

The gamedata folder located in card 2 stores some simulator settings, archives, and resources, with corresponding instructions as follows:
Dosbox: Dos simulator related files
Drastic: NDS simulator related files
Hatari: Atari ST simulator related files
Openbor: Openbor emulator related files
Opentyrian: Opentyrian game engine related files
Ppsspp: PSP simulator related files
Remapping: Retroarch key mapping file
Scummvm: Scummvm emulator related files
Retroarch: Retroarch simulator related files
Mupen64plussa: n64 simulator mupen64plussa related files
Themes: System theme folder, please place theme resources here

Shortcut Key Description

Switch the display menu	
Quickly exit current game and return to menu first	
Fast forward the game, press once to fast forward, fast speed, Cancel	
Game save/archive	
Load in-state archive of the current/specific main slot	
Reset screen and return to current menu / exit GB	
Show and hide all FPS (game frame rate)	
Game screenshot	
Pause game	
Shutdown menu	
Volume +	
Volume mute	
Volume -	
Brightness +	
Brightness -	

Function and usage

1. Arcade vertical shooting game rotation function

The core support for vertical screen includes FBNeo and MAME. Please note that if vertical screen is set, it may conflict with the game border function. Please turn off the border function:

2. GBA game displays peer-to-peer effects (large fruit grains)

On the EE main interface, press START to enter "Game Settings -> By System Configuration -> Interim> Game By Advance", set "Game Display Scale" to 3/2 or CORE PROVIDED, "Borders" to no, "Image Smoothing" off, "Shader Settings" to "Hardware Simulation Filter" (GBA gba point+no scroll+ filter, and "Integer Scaling" off.

3. Replace the simulator core

If the game cannot run, the main reason is that the emulator core does not support the game, which can be solved by replacing the emulator core. Please press the "SELECT" button on the game name that reads an error in the game list, select the penultimate item "Advanced Game Options", and try changing the first item "Simulator" to a different core. If all the cores in the list cannot run the game, it is likely that there is a problem with the game ROM. Please provide feedback to me for correction!

Core selection suggestions:

(1) CPS1, 2, and 3: FBAlpha2012 core is preferred, followed by FBNeo core and FBA other cores;

(2) FBNeo: FBNeo core is preferred, followed by FBAlpha2012, and other FBA cores;

(3) MAME: The preferred MAME2010(libuto core, followed by MAME2003, and then other cores;

(4) PGM: FBAlpha core is preferred, followed by GBNeo, and mame core is used again (Mame core is required for War of the Three Kingdoms 3 and Journey to the West 3);

(5) GBA: MGBA supports button combo, GPSP supports game revisions.

4. PSX game stuck or button failure

After entering the PSX game, press and hold SELECT for 2 seconds to switch to the RA shortcut menu and proceed to the "Options" settings

Try modifying the "Use BIOS" and "Pad 1 Type" settings, and different combinations can solve the problem of ineffective buttons in most PSX games.

5. DOS Game Operations

Please use the DOS Box pure core:

Core Settings:

1: Set RA: Shortcut Menu Options Input>Bind Mouse Wheel To Key to: Left Track? Right Bracket

1. Set RA: Shortcut menu -> Options -> Control -> Port 1 Control -> Device type to Mouse with left Analog Stick.

2: Select RA: Shortcut menu -> Options -> Control -> Save core custom key file

Default keys:

Left joystick + mouse movement	
A – Left mouse button	
B – Right mouse button	
Y – Middle mouse button	
R2 CTRL	
L2 SHIFT	
R2 SPACE	
L2 ALT	
Select+esc	
Start+enter	
L3+Soft Keyboard	
R3+Alt	

6. Three game settings

EE has three ways to set up games.

The first is global settings, all there in the "Game Settings" section of the EE menu;

The second is simulator settings: "Game settings -> according to system configuration", corresponding to different models;

The third individual game setting is to press X on the game name and set it in the "Advanced Game Options" that appears. Attention priority: Individual game settings>Simulator settings>Global settings

7. Game Display Scale

The "Game Display Scale" item in game settings is a function that sets the screen scale and whether the game is full when displayed. The two common settings are explained as follows:

(1) 3/2: Select based on the screen resolution, for example, the resolution is 640x480, which happens to be a 4:3 ratio. If the "Game Display Ratio" is set to 4/3, all games will basically display full screen (some games themselves have black edges, which cannot be fully displayed), 480x320 is 3/2

(2) CORE PROVIDED: The default resolution of the simulator core, which corresponds to the default resolution of the game model. This setting can ensure that the game screen is completely displayed according to the original scale without deformation. For example, if the arcade vertical shooting game is displayed horizontally, it will be stretched to full screen in X:Y mode, causing severe deformation of the screen. However, using CORE PROVIDED can ensure that the original scale remains unchanged. There are also GB and GBC games, which can severely deform if you use X:Y full screen.

8. Shutdown

Try not to use the power button to shut down, as it may result in lost archives. Please press SELECT on the ee main interface to select shutdown, or select shutdown from the START menu.

9. Memory card speed

A high-speed TF card can significantly improve the system's response speed, making page switching and various operations smoother, and also improving the running speed of some games. It is recommended to purchase high-quality, high-speed TF cards for gaming.

10. Simplify files

Fibro CRT: mod: \ Effetto di invecchiamento simile a vecchio monitor CRT; Nullo (predefinito), come l'effetto classico, il migliore

Fibro LCD: simula l'effetto griglia di una schermo LCD, adatto per simulatori portatili che utilizzano schermi LCD

Fibro di sgocciolamento del pigmento: regolare l'intensità del rilascio di pigmento (valori più bassi indicano meno pigmento rilasciato, quindi più chiaro)

Fibro di sfocatura: regolare l'intensità della sfocatura (valori più bassi indicano meno sfocatura, quindi più chiaro)

Filtro di allasing: non consigliato per giochi 2D e pixel, ma può provocare per i giochi 3D.

Filtri per effetti speciali: inclusi vecchi film ed effetti speciali con bordi simulati, divertiti con loro.

Selezione consigli:

Il filtro di emulazione non hardware più adatto a ciascuno.

GB/GBC: sono disponibili due filtri di emulazione hardware opzionali

NES/SNES: selezionare dal filtro di emulazione hardware o CRT

PS: fare riferimento alla sala giochi

Altri modelli: scegli te stesso

11.Dito d'oro cinese

1. Utilizzo del simulatore MAME Golden Finger

Nota: per giochi come Metal Slug, Samurai Shodown, ecc. che richiedono un gioco, premi il tasto1+2 durante il menu del gioco

Nota per giochi come Metal Slug, Samurai Shodown, ecc. che richiedono un gioco, premi il tasto1+2 durante il menu del gioco

Dopo aver premuto il tasto1+2, premi il tasto A per selezionare, inserisci la password 0119 e premi la tastiera virtuale

Premere invio per confermare.