

BITBOY



BitBoy V2.0 Instructional Manual





Getting Started

Packing List:

BitBoy

SD-card (4GB)

GameBoy Link Cable (GBP/GBC/GBA)

MicroUSB Charging Cable

Requirements:

any GameBoy (except *Micro*)

PC or MAC that reads SD-cards

(Original GB [DMG-001] Link Adapter Sold Separately)



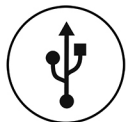
insert SD-card

FAT-16 / FAT-32 formatted SD-cards only
(provided)

¹ 4GB SD-card = 166,000 Images

(4GB / 24KB = 166,666.667 Images)





Power Up

- ¹ Charge the BitBoy via MicroUSB
- ² Plug into GameBoy via Link Cable - this powers up the BitBoy.
- ³ BitBoy is READY for Image Transfer



Real-Time Clock

The BitBoy has a Real-Time Clock (RTC) that records the timestamps of the images saved to SD-card. The RTC keeps the current time even when the BitBoy is powered down.

To set Date/Time, create a file called *date.txt* in the root folder of the SD-card, which contains the date / time in the following format:

DD MM YYYY HH MM SS
(with the time set in 24h format.)

Next, unplug the BitBoy, insert the SD-card, then re-connect it to GameBoy to boot up. This sets the date / time. Then remove the *date.txt* file from the SD-card.





Transfer

Since BitBoy emulates a Game Boy Printer, you need to “print” an image in order to save it to the SD-card.

Select “print” from the available options in the camera module or game - this begins the transfer.

- Do Not unplug the BitBoy or remove the SD-card during card access -

Images transferred to SD-card save to a folder titled, “DCIM”, and BitBoy numbers each one automatically.

Blinking Green LED indicates ongoing transfer. When finished transferring, power down the GameBoy or unplug the BitBoy.



Batch-Transfer

BitBoy supports Batch-Transfers: this means you can set it to queue multiple image transfers at once.

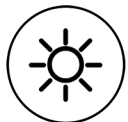
¹ In the Main Menu of Game Boy Camera, press SELECT, and choose the LINK option. In the LINK menu, choose PRINT. In the PRINT menu, choose OPTION.

² Select each image you want to transfer by pressing the A-button. Once multiple images are selected, indicate MARGIN setting:

If Margin = 0, images transfer as one filmstrip.
If Margin = 1, images transfer as separate files.

³ When ready, choose PRINT.





LED-Indications

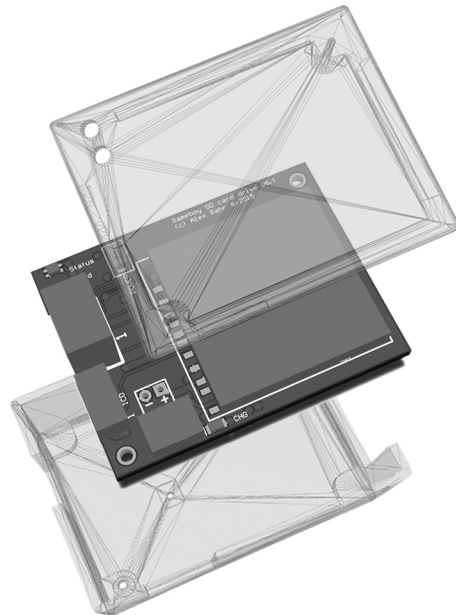
A. No LED - Make sure that the battery is charged. If the BitBoy does not power up when plugged into GameBoy, make sure connections are secure, and power off/on the GameBoy.

B. Red LED permanently on - Battery low. Recharge BitBoy.

C. Red LED Blinks 2X (pause, repeat) - There is no SD-card inserted, or inserted SD-card is write-protected

D. Red LED Blinks Briefly (long pause, repeat) (general fail) - There is a transfer/write error. Power cycle the BitBoy by unplugging, then replugging in the GameBoy Link Cable.

RESET: In the event that LED lights remain on after unplugging the BitBoy or powering down the GameBoy, insert a pin into the RESET button located at the center of the base of the BitBoy housing.



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GameBoyPhoto

