

Camera Link

for Game Boy® Color, Game Boy® Pocket and PC



Introduction

Thank you for purchasing the Mad Catz Camera Link for Game Boy® Color, Game Boy® Pocket and PC. The Camera Link is a software and hardware package that enables the transfer of digital images from Nintendo's Game Boy Camera to a Personal Computer. Once the image is downloaded from the Game Boy Camera it may be saved, e-mailed, printed or modified. The Camera Link eliminates the need to make those hard choices about which digital images to keep in the Game Boy Camera by utilizing the storage capacity and flexibility of a personal computer. Enclosed are one CD-ROM, one Camera Link Cable and the instruction manual.

Software Installation

• Insert the Camera Link CD into the CD-ROM drive.

• If Auto-run is enabled (most computers) the installation interface will appear, go to step four. If auto run is NOT enabled select START>RUN>, enter D:\Setup.exe (where "D:" is the CD-ROM drive). Go to step four.

• Follow the on-screen instructions to complete the installation process.

Note: Some computers will require you to go into the bios and switch your printer port to "Auto" or "Bidirectional" consult your motherboard manual on how to do this or call Technical Support at 1-800-659-2287

Hardware Installation

The Camera Link Cable has two connectors, one is a "Parallel Port" connector and the other is the Game Boy Color or Pocket "EXT" connector.

1. Make sure the power is OFF to the PC and the Game Boy Color or Pocket before connecting the Camera Link Cable.
2. Connect the printer connector to the back of the PC.
3. Connect the "EXT." connector to the "EXT." port on the Game Boy Color or Pocket.
4. Turn the Power ON to the PC and Game Boy Color or Pocket.

Note: If you have an optional switch box the printer connector of the Camera Link will plug into it instead of into the parallel port of the PC

Running the Software for the First Time

1. Click on your start menu and go to program. Locate the Mad Catz folder and open it. Double Click on the Camera Link executable to begin the application.
2. A Dialog box will appear requesting Printer Port Information.
3. Click "Yes."
4. A new dialog box will appear requiring the Printer Port Number and Address. To find this information RIGHT Click on the "My Computer" icon.
5. Choose "Properties".
6. The "System Properties" window will appear. Choose the "Device Manager" Tab. (Make sure the "View devices by type" is selected.)
7. Choose "Ports (COM & LPT)" by left clicking on the plus symbol next to the icon.
8. Select the "Printer Port" by left clicking once. Make a note of the setting; LPT1, LPT2...
9. Click on the "Properties" button at the bottom of the window. (This will open the "Printer Port Properties" Window.)
10. Click on the "Resources" Tab.
11. Make a note of the "Input/Output Range" Setting; 0278, 0378, 027A...
12. Click Cancel on the "Printer Port Properties" and "System Properties" windows when finished. In the Original Printer Port Information Dialog Box for the Camera Link choose the printer port and address.
13. Click "OK."
14. A new dialog box will appear to set up the program that will be used to modify the Game Boy Camera images. (The Default program is Microsoft Paint, but you may choose any image editing application that you have installed.)
15. Click "Yes".
16. Enter the program path or click "Browse" to find the image editing application you wish to use.
17. After you have located the image editing application you wish to use click "OK".
18. The Camera Link interface will appear. You may begin transferring and saving images.

Transferring and saving images from the Game Boy Camera to PC

After the Camera Link software has been properly installed the images from the Game Boy Camera may be transferred and saved to the PC. Once the files have been saved and named they can be modified or e-mailed. This will guide you on how to transfer and save the Game Boy Camera images.

1. From the Game Boy Camera Main menu Choose "View".
2. Choose "Album".
3. Select the image for transfer. (Highlight the image and press the "A" button on your Game Boy Color or Pocket.)
4. The image will be displayed full screen on your Game Boy Color or Pocket. Press the "A" button.
5. There are six options. Choose Print by pressing the Directional Pad "UP".
6. Press the "A" button to select print.
7. Press the "A" button to confirm the print selection.
8. The Game Boy Color or Pocket will transfer the selected image to the Camera Link interface.
Note: The green button at the base of the image area will turn red and a dialog status will flash at the top of the image area during the transfer process. The button will become green when ready for another image transfer.
9. When the image transfer is complete the save prompt will appear. Select a location for the image to be saved and type a name for the image.
The image must be saved to be printed, modified or e-mailed.
10. The transfer is complete. The image can now be printed, e-mailed, or modified.
Note: Mad Catz recommends transferring all the images from the Game Boy Camera to the PC for greater convenience.

Open

1. Left click on the "Open" button in the Camera Link Interface.
2. The "Camera Link Open Image" window will appear.
3. Locate and select (by left clicking) the image you would like to open.
4. Left click on the "Open" button to open the image into the Camera Link interface.
Note: The standard windows open file dialog appears, it will guide you to open a previous saved image that was transferred to the PC via the CAMERA LINK. All images are stored in the BMP or bitmap format. All images are 166x144x4 pixels. You can open any bitmap with this program but if it is not to the format of the images saved by us, it will be only seen as a 166x144 slice. All images are 4 bit images which have 16 defined colors. The colors are defined by the Windows operating system, not by CAMERA LINK.

E-mail

You can e-mail your images to your friends and family using this command. The image to e-mail should be shown at the time the e-mail button is clicked. It will then be automatically attached to the e-mail program that you are currently using as a new e-mail message.

1. Select and open the image to be e-mailed.
2. The image will be displayed in the Camera Link Interface. Left click on the Email button.
3. The e-mail program will be launched and the image will be attached.
4. Send the e-mail (You must be connected to the internet.)

NOTE: Your e-mail program must be MAPI Compliant (most e-mail programs) in order to take advantage of this feature.

Print

1. Have the image that you want to print open and press the print button.
2. A dialog box will come up that will ask you the size of the image that you want to print. The choices are normal, big, bigger, biggest.
3. Choose a size.
4. After selecting the size of the print that you wish, if you are on a network, the print will begin and you can continue to run the program and download more images if you wish.
5. If the Camera Link cable is on the same printer port as the default printer, you will be prompted to use a switch box or another means necessary to handle the print.
6. After the printer has all of the information that it needs to print, another dialog box will let you know it is ok to switch back to the cable and being another image transfer.

Big/Small View

This feature will allow you to switch between zoomed and standard view mode. If the mode is in small view (default) then the button will read "Big View", the larger view can be selected by clicking on the button. The button will read "Small View". To return to the original image size select the small view and the image will return to normal.

Modify

To modify an image, you must have the image that you want to modify selected and on screen. Left click the modify button and the image editing application that you selected at the time the Camera Link program was first run will be launched. The image will be display within the image editing program for modification. After the image is modified it should be saved in that application under a new file name.

Exit

Selecting this button will Exit the application.

Help

Selecting this button will bring up the help file.

Troubleshooting

Problem: Image comes out pixilated or Data loss occurs

Solution: Check your connections to the Camera Link to make sure they are plugged in properly

Turn off the Game Boy and exit the Camera Link software application. Turn the Game Boy on and start the Camera Link application and download the image again.

Problem: My Image will not print

Solution: If using a switch box be sure that you switch between the printer and Camera Link cable only when prompted to do so.