GBHD Advance User Guide

Please read before assembling/using your GBHD Advance kit

Kit Installation Tips + Tricks

- Use plenty of flux when soldering the quick solder flex. It will make it much easier to get the solder to flow onto the pin of the AGB-CPU as well as the pins of the quick solder flex cable.
- When aligning the quick solder flex, ensure the pads of the flex are as close as possible to the AGB-CPU pins as possible. There needs to be a solder bridge from the pin directly to the pad of the quick solder flex otherwise there may not be a solid connection.
  - Start soldering the pins of the flex to the AGB-CPU by soldering the outer most pads first.
  - This means pin 119 on the left side of the AGB-CPU and pin 7 on the bottom of the AGB-CPU and solder inwards towards the bottom left ground on the cable.
- After the GBA is connected to the GBHD Advance mainboard, test the connections made to the GBA by powering on the device and test using any game.
  - If you have a flash cartridge, it is recommended to use BtnTest by heroldev.
  - The rom can be found by clicking here
- If a specific button seems to not work no matter how many times it has been soldered, that specific pad (or pads) may have been damaged during installation. If this happens, use the test points on the GBA motherboard to solder a wire to the test pads on the quick solder flex.
  - TP0 = A button
  - TP1 = B button
  - TP2 = Select button
  - TP3 = Start button
  - TP4 = Right D-pad
  - TP5 = Left D-pad
  - TP6 = Up D-pad
  - TP7 = Down D-pad
  - TP8 = R Trigger
  - TP9 = L Trigger
  - SO1 = Right audio
  - SO2 = Left audio

Hotkeys

- Hold START + SELECT at the same time for ~1 second to access the on screen display (OSD).
- Hold L TRIGGER + R TRIGGER + SELECT + D-PAD UP for ~1 second to cycle through resolutions while not in the OSD.

Device Usage Notes

- **Use a well made gold plated HDMI cable made by reputable manufacturers.** Cheap HDMI cables are known to create compatibility issues.
    - If your TV/Monitor does not get a signal or has issues with getting a signal, try a different HDMI cable first before switching to another TV/Monitor.
- When in the OSD, game buttons are disabled to prevent key presses from doing unwanted actions in games.
- Bilinear filtering is disabled in 1080i stretched non-overscan mode due to hardware limitations.
- On certain Tvs/monitors, switching between 720p and 1080i can cause a black screen. If this happens, simply use the left d-pad to cycle over to 480p to reset. If you are not in the OSD when this occurs, use the resolution cycle hot key to get back to 480p. Once in 480p, the video mode is reset and the consolizer should function normally.
- Pressing the A button when border color is selected in the OSD will reset the border color to 0.
- HDMI Audio splitters and HDMI to VGA adapters seem to work for the most part, however, there are many adapters by various brands and we are unable to try them all.

Known Issues

- On some TVs/montiors, 480p mode may have popping sound or other abnormalities. This is due to a hardware limitation regarding the generation of the pixel clock for 480p mode.
- Depending on the deinterlacer in the TV/monitor used, the image may shake or have shakey top and bottom borders. This depends purely on the deinterlacer in the TV/monitor used and some produce a perfect image while others have image issues.
- Tested HDMI receivers do not transmit the sound from GBHD Advance. A work around for this is to split the audio from the video and connect to the audio to the receiver separately.
- Some capture cards are not compatible with GBHD Advance.
    - Known compatible capture cards

- Genki Shadowcast
- El Gato HD60S
  - Known incompatible capture cards
    - El Gato 4k60MK2