

Retro-Bit Prism HDMI Adapter

Retro-Bit Prism HDMI Adapter for GameCube Instruction Manual

Model: Prism HDMI Adapter | Brand: Retro-Bit

1. INTRODUCTION

The Retro-Bit Prism HDMI Adapter is designed to enhance your GameCube gaming experience on modern displays. This adapter converts the GameCube's digital AV output to an HDMI signal, supporting up to 1080P resolution. It is specifically compatible with GameCube Model DOL-001, which features a dedicated Digital AV Out port.



Image 1.1: The Retro-Bit Prism HDMI Adapter, its remote control, and product packaging.

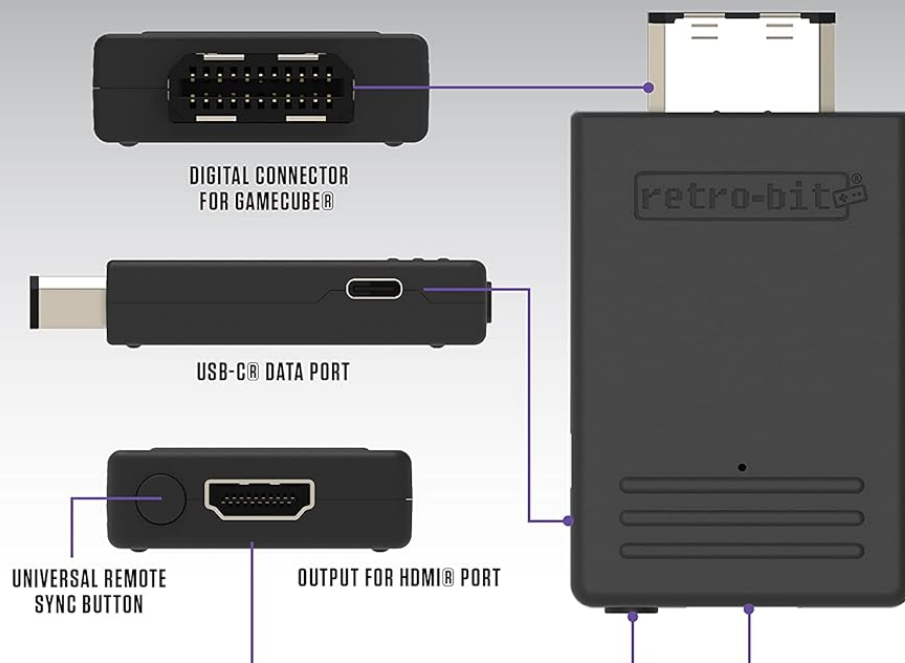
2. PRODUCT OVERVIEW

2.1 Key Features

- **GameCube Compatibility:** Exclusively designed for GameCube Model DOL-001.
- **HDMI Output:** Provides a digital video and audio signal for modern displays.
- **Customizable On-Screen Display (OSD):** Adjust video settings using the included IR remote.
- **Firmware Updates:** USB-C data port allows for easy firmware updates.
- **Scan Filters:** Includes various scan filter options for display customization.
- **Plug-and-Play Setup:** Simple installation for immediate use.

2.2 Components

COMPATIBLE WITH
GAMECUBE®



IR REMOTE
INCLUDED

retro-bit®
PRISM
HD ADAPTER



Image 2.1: Diagram illustrating the Digital AV Out connector, USB-C data port, HDMI output port, and Universal Remote Sync Button on the adapter, along with the included IR remote.

Digital AV Out Connector: This connector plugs into the Digital AV Out port on the back of your GameCube Model DOL-001.



Image 2.2: Digital AV Out Connector.

HDMI Output Port: Connects to your display via an HDMI cable (not included).



Image 2.3: HDMI Output Port.

USB-C Data Port: Used for installing firmware updates.



Image 2.4: USB-C Data Port.

IR Remote Control: For navigating the On-Screen Display and adjusting settings.



Image 2.5: IR Remote Control.

3. SETUP INSTRUCTIONS

Follow these steps to connect your Retro-Bit Prism HDMI Adapter to your GameCube and display:

1. **Verify GameCube Model:** Ensure your GameCube is Model DOL-001. This model has a Digital AV Out port next to the analog AV port on the back. The adapter is not compatible with later GameCube models (DOL-101) that lack this digital port.
2. **Connect Adapter:** Carefully insert the Digital AV Out Connector of the Prism HDMI Adapter into the Digital AV Out port on your GameCube.
3. **Connect HDMI Cable:** Plug one end of an HDMI cable (not included) into the HDMI Output Port of the Prism adapter and the other end into an available HDMI input on your television or monitor.
4. **Power On:** Power on your GameCube and your display. Select the correct HDMI input on your display.



Image 3.1: Plug-and-Play Setup diagram. The adapter connects to the GameCube's digital AV port, and an HDMI cable connects the adapter to a display.

Important Note:

The adapter extends from the back of the GameCube. To prevent potential stress or damage to the GameCube's Digital AV Out port, it is recommended to provide support for the adapter and the connected HDMI cable. This can be achieved using a small prop or a custom-made bracket.

4. OPERATING INSTRUCTIONS

4.1 On-Screen Display (OSD) and Remote Control

The included IR remote control allows you to access and navigate the adapter's On-Screen Display (OSD) to customize video settings. Use the directional buttons to navigate and the 'A' button (MENU/OK) to select options. The 'B' button (EXIT) is used to go back or exit the OSD.

Available settings may include:

- Scan filters (e.g., scanlines)
- Aspect ratio adjustments (e.g., 4:3, 16:9)
- Brightness, contrast, and color settings

4.2 Activating Progressive Scan (480p)

To achieve the highest possible picture quality (480p progressive scan) for compatible GameCube games, you must hold down the **B button** on your GameCube controller while booting up a game. If the game supports 480p, you will be prompted to enable it. Select 'Yes' to activate progressive scan.

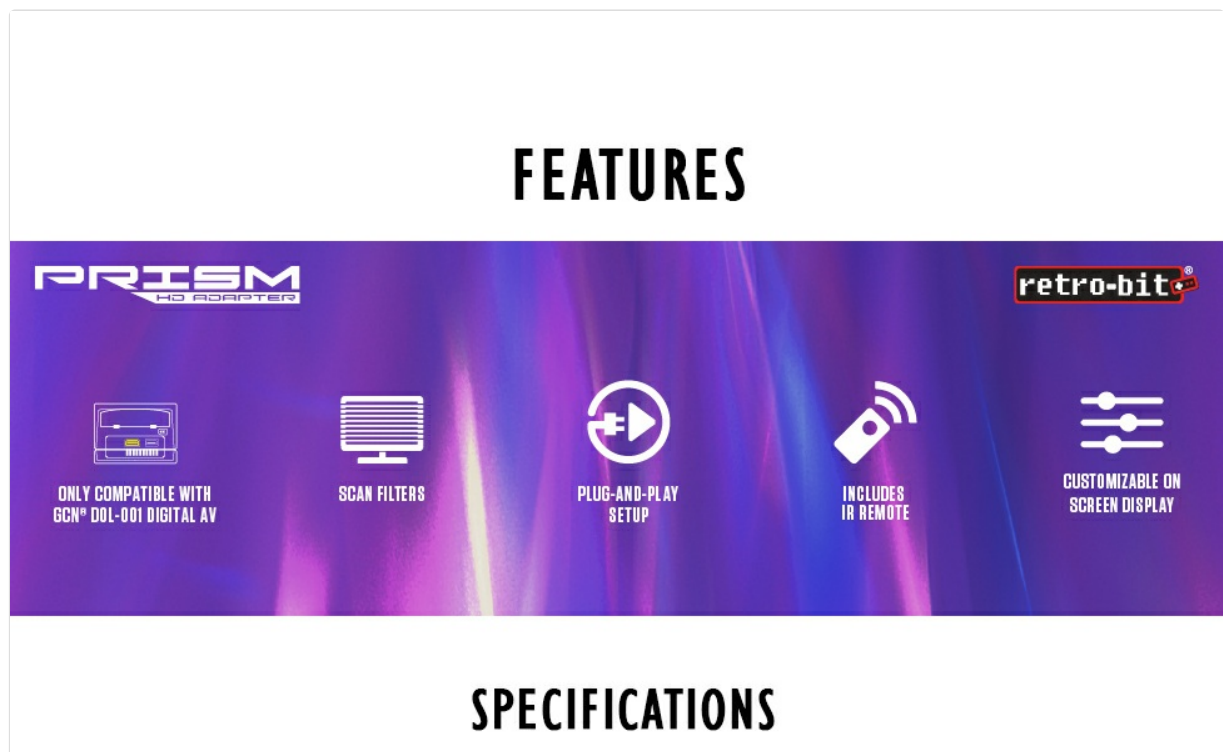


Image 4.1: Visual comparison demonstrating the improved clarity and detail when using HD 480p with Progressive Scan enabled compared to standard AV 480i Composite Video.

5. MAINTENANCE

5.1 Firmware Updates

The Retro-Bit Prism HDMI Adapter features a USB-C data port for firmware updates. Periodically check the official Retro-Bit website for available firmware updates. These updates can provide performance improvements, bug fixes, and additional features. Follow the instructions provided on the Retro-Bit website for the specific update process.

6. TROUBLESHOOTING

- **No Picture on Display:**

- Ensure the GameCube is Model DOL-001.
- Verify the adapter is fully seated in the GameCube's Digital AV Out port.
- Check that the HDMI cable is securely connected to both the adapter and the display.
- Confirm your display is set to the correct HDMI input.
- Try a different HDMI cable or display to rule out external issues.

- **Picture Quality Issues:**

- Ensure Progressive Scan (480p) is activated for compatible games by holding the B button during game boot-up.
- Adjust settings via the OSD using the IR remote.

- **Adapter Feels Loose or Causes Port Strain:**

- As noted in the setup section, provide physical support for the adapter and HDMI cable to alleviate strain on the GameCube's Digital AV Out port.


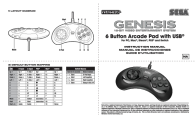
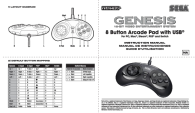

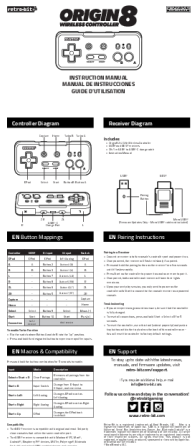

7. SPECIFICATIONS

Feature	Detail
Model Number	849172013063
Compatibility	Nintendo GameCube Model DOL-001 (with Digital AV Out port)
Output	HDMI
Supported Resolution	Up to 1080P (GameCube native output is 480p for progressive scan compatible games)
Data Port	USB-C (for firmware updates)
Dimensions	5.51 x 0.79 x 6.69 inches
Weight	1.44 ounces
Manufacturer	Retro-Bit
Release Date	March 26, 2021

8. WARRANTY AND SUPPORT

For warranty information, technical support, or further assistance with your Retro-Bit Prism HDMI Adapter, please visit the official Retro-Bit website or contact their customer support directly. Keep your proof of purchase for warranty claims.

Related Documents - Prism HDMI Adapter

	<p>Retro Duo Portable V2.0 Core Edition User Guide - Retro-Bit</p> <p>Official user guide for the Retro Duo Portable V2.0 Core Edition by Retro-Bit. Learn how to set up, charge, play games, and troubleshoot your device.</p>
	<p>Retro-bit Sega Genesis 6 Button Arcade Pad with USB - Instruction Manual</p> <p>Instruction manual for the Retro-bit Sega Genesis 6 Button Arcade Pad with USB, detailing layout, button mapping, and compatibility with PC, Mac, Steam, PS3, and Switch.</p>
	<p>Retro-Bit SEGA Genesis 8-Button USB Wired Controller Instruction Manual</p> <p>Instruction manual for the Retro-Bit SEGA Genesis 8-Button USB Wired Controller, detailing features, compatibility with PC, Mac, Steam, PS3, and how to switch between D-Input and X-Input modes.</p>
	<p>Retro-Bit Genesis Wireless 8-Button Arcade Pad Instruction Manual</p> <p>Official instruction manual for the Retro-Bit Genesis Wireless 8-Button Arcade Pad featuring Bluetooth® technology. Learn how to connect, operate, and troubleshoot the controller for PC, Mac, Android, and Switch.</p>
	<p>Retro-Bit ORIGIN 8 Wireless Controller: Instruction Manual & Guide</p> <p>Comprehensive instruction manual for the Retro-Bit ORIGIN 8 2.4GHz Wireless Controller. Learn about button mappings, pairing, macros, compatibility, and troubleshooting for PC, Mac, Switch, NES, and more.</p>
	<p>Retro-Bit Legacy16 2.4 GHz Wireless Controller Instruction Manual</p> <p>Instruction manual for the Retro-Bit Legacy16 2.4 GHz Wireless Controller, detailing features, button inputs, connection, charging, and troubleshooting for SNES, Nintendo Switch, and USB devices.</p>

