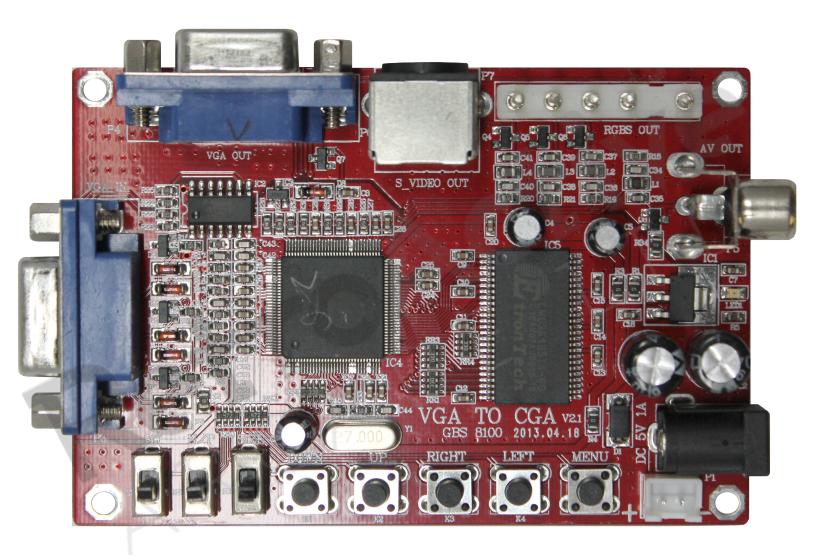


VGA to CGA Converter GBS-8100 Ver. 2 Manual





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DESCRIPTION CGA,EGA,RGB TO VGA GAME

The high definition converter GBS-8200 is a professional game & playstation display converter. It supports all major games (Play Station, Xbox.etc) converts to CRT monitors, LCD monitors, PDP monitors. It features an Auto scan CGA/EGA/YUV signal function, and as well has VGA output with a high resolution signal.

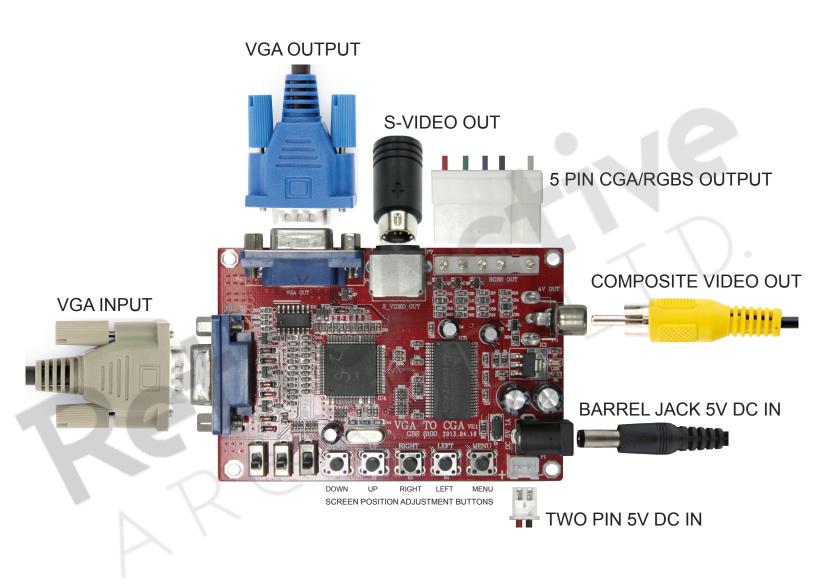
- 2. FEATURES
- A. Supports CGA/EGA/YUV signal input
- B. Support VGA output 640x480, 800x600, 1024x768, 1360x768
- C. CGA/EGA signal autoscan (15K, 24K, 31K)
- D. YUV signal auto scan (480i, 576i, 720i, 1080i, 480p, 576p, 720p, 1080p)
- E. Chinese and english OSD
- F. Supports position control & zoom control.
- G. True digital 24-bit A/D converter for true 16.7 million color conversion
- H. Supports all VGA monitor (CRT/LCD/PDP/PROJECT)
- **3. APPLICATIONS**
- Upscaling and downscaling between different resolutions
- On board autoscan functions
- 15K, 31K, CGA/EGA/YUV switch to VGA
- 15K, 31K, RGBS switch to VGA
- CGA/EGA
- CGA
- EGA
- 24K switch to 31K
- CGA switch to VGA
- EGA switch to VGA

4. ITEMS INCLUDED WITH PRODUCT (Some models may vary)

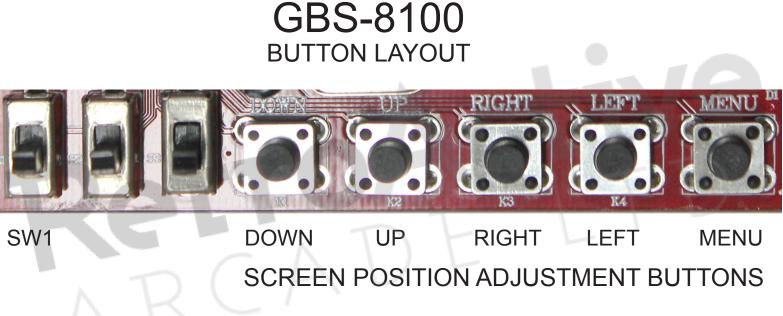
Item	Qty	Remarks
Game Display Converter	1	
2 Pin Power Cable	1	DC 5V/1A
8 Pin Flat Cable	1	
User's Manual	1	English



VGA to CGA Converter GBS-8100 Ver. 2 Wiring Diagram







- 6. OPERATION MENU
- A. "MENU" opens the OSD menu and also acts as the "Enter/Select" button.
- B. "UP" moves the screen up.

C. "DOWN" moves the screen down and can also decrease the image size. Pressing this button once will cause and auto scan CGA/EGA signal. Pressing and holding the button for 5 seconds and releasing it will reset the system. Note: This operation is invalid when you open OSD menu.

- D. "LEFT" increases.
- E. "RIGHT" decreases.
- F. "S1" switch is for switching between NTSC to PAL signals.
- G. For more functions and optional controls see additional options shown within the OSD menu.



7. SPECIFICATIONS & DETAILED DISPLAY FUNCTIONS

A. Power DC 5V 2A +/- 0.5V

B. CGA/EGA 14.5V - 16.5K 23.5V - 25.5K 30.5V - 32.5K AUTO SCAN C. RGBHV 30.5V - 32.5K

30.5V - 32.5K AUTO SCAN

D. VGA 30.5V - 32.5K AUTO SCAN

E. YPBPR 480i, 576i, 720i, 1080i AUTO SCAN

F. INPUT SIGNAL YCBCR 480i, 576i, 720i, 1080i AUTO SCAN

G. OUTPUT SIGNAL VGA 640x480, 800x600, 1024x768, 1360x768

H. USER CONTROL Input Switch, Image Zoom, Image Position Output Resolution R/G/B gain adjust. Menu Key R/G/B

I. DIMENSIONS: 115x105x20mm (4.5" x 4.13" x 0.75") (Some models may vary.)



8. FAQ

Q. No image or signal going to the screen.

A. Check the cable on both ends. Make sure both ends are connected securely. Check that the screen in switch on and power is going to it. If you see the message "No signal" on the screen, press the "SW" button to change the input signal type.

Q. "Input not supported" message or similar shown on screen.

A. This message indicates that the resolution may be set too high and may have to be lowered. Holding down the "DOWN/AUTO" over 5 seconds and releasing will cause a reset back to 800x600.

Q. Image on screen is not completely filling the display area.

A. Use the OSD menu to adjust the position and size of the image to fit the screen more accurately.

Q. The image is shaking or sometimes freezes.

A. Press the DOWN/AUTO button. This should cause an auto scan input signal and correct the image on screen.

Q. Screen has black areas, or the screen is very dark to almost black.

A. Adjust the "Clamp sp" and "Clamp st" settings. Keep the "Clamp st" lower than "Clamp sp"

Q. Image colors are incorrect.

A. Adjust the R/G/B VR settings.