



Thanks a lot for purchasing this device. SLG3000 purpose is to generate scanlines without any delay. It was produced in a simple way to guarantee a reasonable price. SLG3000 was tested with different signal sources and displays on the basis of the VGA standard.

Most interesting use is the VGA resolution 640 x 480 pixels, 60 Hz in case of double scanning. This resolution is used in emulation of old arcade games or consoles.

Important

Turn off your equipment before hooking up the SLG3000. Function is guaranteed on displays working with the VGA standard.

Interfacing SLG3000

Plug SLG3000 in between your VGA source and display with standard male-male VGA cable. A gender-changer is needed (not included) if you wish to directly plug the SLG3000 into on of your devices.

Adjusting Scanline Intensity

Via potentiometers the intensity of the scanline can be continuously adjusted. Set the scanlines to 100% darkness by setting the DIPs 1, 2, 3 to OFF.

Resolution configuration

With help of DIP 4 and 5 different resolutions can be configured. In addition odd and even lines for scanlines can be configured.

Resolution	DIP4	DIP5	Effect
640 x 480	OFF	ON	Odd lines
640 x 480	ON	OFF	Even lines
800 x 600	OFF	OFF	Even lines

DIP can be set while device is working.

On- and Off Switch

An optional switch can be connected to screw terminal „Enable/Disable“ to turn off and on the generation of the scanlines. Without switch the SLG3000 is always activated.

Any other points

SLG3000 doesn't need an external power supply unit. Use high quality VGA-cables to avoid any degradation of the video signal.