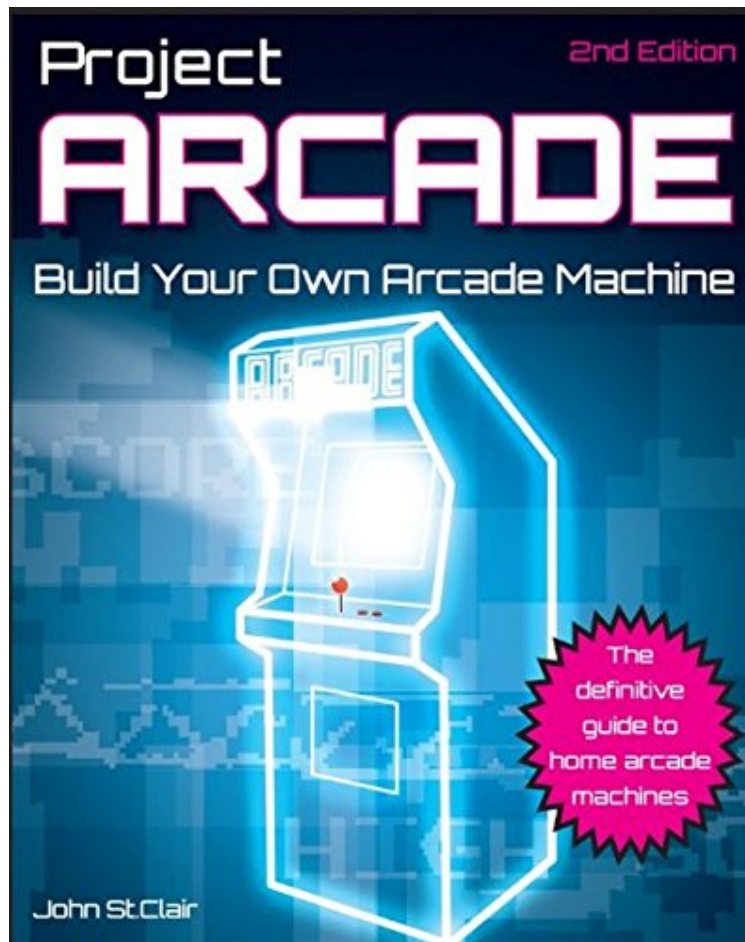


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## Project Arcade: Build Your Own Arcade Machine.

*John St. Clair*

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**John St. Clair : Project Arcade: Build Your Own Arcade Machine.** before purchasing it in order to gage whether or not it would be worth my time, and all praised Project Arcade: Build Your Own Arcade Machine.:

0 of 0 people found the following review helpful. Perfect for the potential MAME Arcade Cabinet Builder.By Kennis RussellI am really glad I purchased this book. I read it cover to cover to make sure I am building my MAME the right way. I'm confident that I am going to build my perfect arcade now. I recommend to anyone looking for most of the info you need to build an arcade in one place. You could probably search the internet and find all of the same info, but this book saved me hours of searching and I'm confident I didn't miss anything.1 of 1 people found the following review helpful. All references in one placeBy data808Havn't read the whole book yet but this book has awesome references. You could probably find this stuff online yourself but would take much longer. With this book everything is in one place. Good stuff!0 of 0 people found the following review helpful. Great Starting Point and Lots of IdeasBy DeanSearching the internet you will find volumes of information about building a cabinet of your own - this book is a great starting point that covers one way, start to finish, of how to make a cabinet. It adds a lot of information about

controls, materials and options. In the end YOU have to decide what you want to have as a finished project. Look through the book, follow up on the internet - Take what you like, leave the rest behind. You don't really "NEED" the book - but I'd say it's a great reference that can help you decide if you want to dive in and start a project of your own, and show you what you need to consider.

The bestseller returns completely updated to include the newest hardware, software, and techniques for building your own arcade. Interest in classical arcade games remains on the rise, and with a little money, older computer hardware, and a little effort, you can relive your arcade experiences by building your own arcade machine. The hands-on guide begins with a description of the various types of projects that you can undertake. It then progresses to a review of the audio and video options that are available and looks at the selection of game software and cabinet artwork. Ultimately, you'll learn essential troubleshooting tips and discover how to build arcade controllers and machines that you can enjoy at home with your PC. Serves as a soup-to-nuts guide for building your own arcade machine, from the sheets of wood to the finished product. Addresses the variety of arcade controls, including joysticks, buttons, spinners, trackballs, flight yokes, and guns. Explains how to interface arcade controls to a computer. Shares troubleshooting tips as well as online resources for help and inspiration. Project Arcade, Second Edition helps you recapture the enjoyment of your youth that was spent playing arcade games by walking you through the exciting endeavor of building your own full arcade machine.

From the Back Cover Remember wishing you could live at the arcade? Was it Pac-Man at the corner convenience store? Street Fighter at the arcade in the mall? Recapture the fun, if not the quarters, by building your very own arcade machine! Make it complete with joysticks, buttons, trackballs, spinners, guns, sound effects, eye candy, and all your favorite games. Have your name flashing on the marquee. Customize your cabinet to have your very own dream arcade machine! Do we have your attention now? Follow these steps for building the cabinet, designing the control panel, finding the software, installing speakers and a monitor, and putting it all together. The arcade's back, this time at your place! **Dj vu how-to** Choose a cabinet plan Calculate your budget Design the control panel Build a spinner Explore flight yokes Pick your guns Connect the brain Hack a mouse Install the monitor Load up on software Add bells and whistles **CD-ROM includes** Classic cabinet designs and instructions from the first edition Brand-new plans for cabinets and devices Shareware games and software utilities Arcade control panel templates High resolution color photos, links, tutorials, and more! See the CD appendix for details and complete system requirements. **About the Author** John St. Clair, like most children of the '80s, spent endless youthful hours feeding his allowance into arcade machines. He grew up to be a network engineer, but remains a game fanatic who created Build Your Own Arcade Controls (BYOAC) at [www.arcadecontrols.com](http://www.arcadecontrols.com), a gamer's paradise where arcade game builders can swap plans, experiences, tips, and ideas. John wrote the first edition of this book in 2004.