# LaserCon

## LDP Conversion Card for Dragon's Lair & Space Ace Instructions for European Games

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**LaserCon** is an adaptor card for the replacement of the original laser disc player installed from the factory to a newer, more reliable player. These instructions are for installation to the arcade version of Dragon's Lair or Space Ace, which was manufactured by Atari or Sidam for use in Europe.

#### **Supported Replacement Players**

Pioneer - LD-V4300D, LD-V4100P

### **Parts List**

LaserCon board, Main-board interface ribbon cable, Player interface serial cable.

### **Installation Instructions**

## 1. Configure your new player:

All players must be configured for proper serial communication as follows:

Baud Rate: 9600, No Parity, 1 stop bit, Data Length: 8 bits,

**TxD terminator: <CR>.** 

#### LD-V4300D:

Press and hold the "DISPLAY" key while powering on the player.

Press "SCAN FORWARD" to change pages.

Verify: Baud Rate: 9600, No Parity, 1 stop bit, Data Length: 8 bits To make changes, press "STEP FORWARD" to highlight an item, then press "STEP REVERSE" to change the setting.

Press "DISPLAY" to save your settings.

#### LD-V4100P:

Unavailable – please email me if you have this information.

## 2. Set Dipswitches:

On LaserCon, set switch .... 1 2 3 4 ON OFF ON OFF

**LaserCon Dip-switch settings (Ver. 7.0 firmware)** 

|    |    |    |    | settings (ver.     | ,  | T              |
|----|----|----|----|--------------------|--|----------------|
| SW | SW | SW | SW | Original Player    | Games  | Baud Setting   |
| 1  | 2  | 3  | 4  |                    |  | for new player |
| 0  | 0  | 0  | 0  | PR-7820            | Dragon's Lair, Space Ace   | 4800           |
| 0  | 0  | 1  | 1  | LD-V1000           | Dragon's Lair, Space Ace<br>(required if using MultiROM)<br>Thayer's Quest, Interstellar   | 4800           |
| 0  | 1  | 0  | 1  | LD-V1000           | Dragon's Lair, Space Ace Thayer's Quest, Super Don Quixote Esh's Aurunmillia, Interstellar, Casino Strip, Astron Belt Cobra Command, Galaxy Ranger | 9600           |
| 0  | 1  | 1  | 1  | LD-V1000           | 1983 Space Ace using a 1991 disc   | 4800           |
| 1  | 0  | 0  | 0  | PR-8210<br>LD-1100 | Cliff Hanger, Cobra Command,<br>MACH3, Goal to Go, Us vs Them,<br>Quarter Horse  | 4800           |
| 1  | 0  | 1  | 0  | 22VP932            | Dragon's Lair, Space Ace (Europe)  | 9600           |
| 1  | 1  | 0  | 0  | 22VP932            | Space Ace with 1983NTSC disc (Europe)  | 9600           |
| 1  | 1  | 1  | 0  | 22VP932            | Space Ace with 1991NTSC disc (Europe)  | 9600           |

#### 3. Install the LaserCon card:

- a. Remove the original player and interface cable.
- b. Find a clear area near the main board to mount the LaserCon card.

  (Mark the hole locations with a pencil and pre-drill 1/16" pilot holes. Mount the card to the backboard with 1" screws and ½" spacers.)
- c. Attach the alligator lead wire to +5Volts.



(A good connection point is the anode of diode CR6, middle left of the board, or the positive leg of any disc capacitor.)

d. Install the player into the game cabinet.

(The original player took its power supply from a 3-pin molex female connector on the Atari power supply. The supply provided 120V AC to the player. Most European players run on 240V AC. Check to see if your player has a voltage selector switch that will allow 120V AC operation, otherwise, a custom power cable to the player may be needed.)

e. Connect the audio and video connectors to the player.

(A new video cable will be required. The original player used a SCART connector for video output, while the newer Pioneer players all require an RCA type connection. The replacement cable should have a male RCA plug on the player end, and a male BNC connector on the board end.)

f. Connect the supplied serial cable from LaserCon's CN2 to the player's 15-pin connector.

This is a custom cable. You **cannot** use any other serial cable. If you need to replace the cable for any reason, the pin connections are as follows...

|     | 9-pin Female | 15-pin Male |     |
|-----|--------------|-------------|-----|
| GND | pin-1        | pin-11      | GND |
| TxD | Pin-2        | pin-10      | RxD |
| RxD | Pin-3        | pin-9       | TxD |

#### **Operation**

Power on your machine.

The red LED should light, indicating that the LaserCon board is properly powered.

After a one second delay, the "LDP" LED should light, indicating that LaserCon has established serial communication with the player.

The Player should now begin to spin-up and play. The "LDP" LED will go dark, indicating that the player is busy.

Once the game is up and running, all three LEDs should remain lit, with only momentary blinking of the "LDP" LED during searches. Enjoy!

<u>Disclaimer:</u> Use at you own risk. By accepting this product, user also accepts all responsibility for the use of this product and releases its manufacturer from all possible responsibilities for damages of any kind that the user may incur due to use or misuse of this product.

If you need any help or have any questions, comments, or suggestions, please contact me: shaun@wood1st.com.