



# RetroSpy Vision



Last Updated: 5/5/2023

# The RetroSpy Vision

The RetroSpy Vision, when paired with the appropriate RetroSpy Vision cables, provides input display for many retro video game consoles.

## **Supported Consoles**

- Amstrad GX4000
- Atari 2600, 7800 & Jaguar
- Commodore 64 Games System, CDTV & Amiga CD32
- Fujitsu FM Towns Marty
- Game-Tech GBA Consolizer
- Magnavox Odyssey2
- Mattel Intellivision
- NEC PC Engine, TurboGrafx-16, SuperGrafx & PC-FX
- Nintendo NES, SNES, Virtual Boy, N64 & Gamecube
- Panasonic 3DO
- Sega SMS, Genesis & Saturn
- SNK Neo Geo
- Sony PlayStation 1 & 2

# Hooking up the Vision

## 1. **Connect the RetroSpy Vision Cable**

Connect each half of the appropriate RetroSpy Vision cable to the "HDMI" ports on the Vision. It doesn't matter which half goes into which port.

## 2. **Select your console/controller combo**

Set the switches to select your desired console/controller combo as specified on pages 6 and 7.

## 3. **Connect your computer to the Vision**

Use a mini USB cable to connect the Vision's mini USB port to a USB port on your computer.



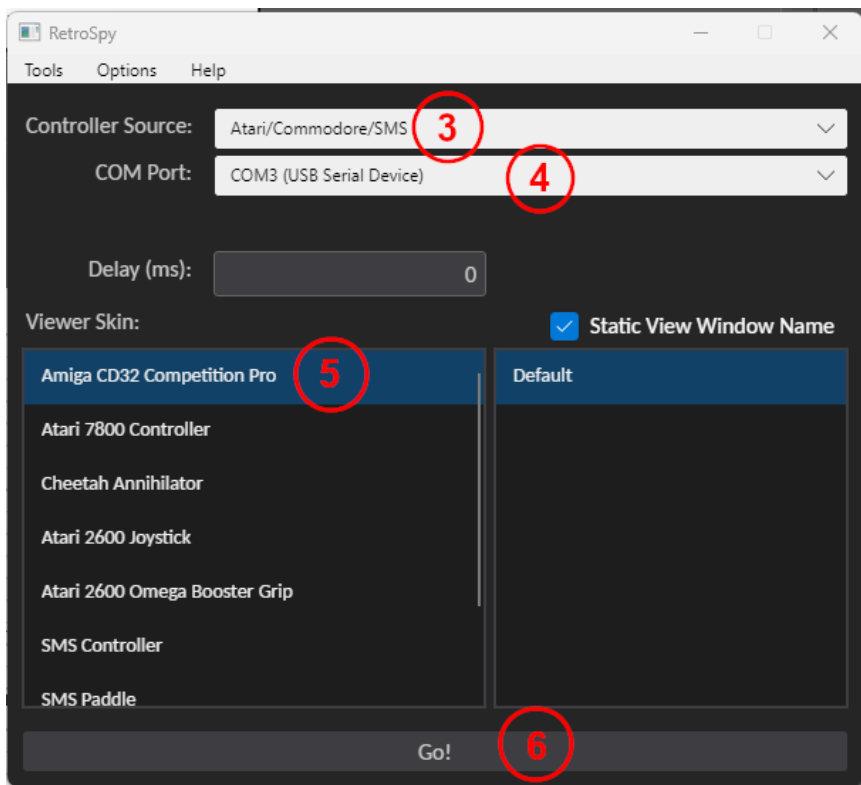
# Using the Vision

## 1. Download and Install the latest RetroSpy software

The latest RetroSpy software can always be found at <https://retro-spy.com/downloads/>

## 2. Run the now installed RetroSpy application

You will see the RetroSpy setup window.



## 3. Select your console in the Sources dropdown

## 4. Choose the serial port of your Vision

## 5. Select a skin

## 6. Click the 'Go' button

After a few seconds the RetroSpy view window (see below) will appear and after a few more seconds (you will often see random button pushes during initialization) you should be able to see your inputs reflected in the view window and on your console. If the inputs are not reflected in the view window verify that you have the correct serial port selected in the setup window.



# Updating the Firmware

## Run the RetroSpy Vision Updater application

Choose your serial port and Vision type then click the "Start Update" button. The updater will download all the necessary files for the upgrade and perform the upgrade automatically. Once successful, you will need to restart the Vision for the changes to take effect.

# Console Selection Switches

Below are the required switch settings for all supported console and controller combinations. The switches are read left to right with the RetroSpy logo on the Vision upside down. A 1 indicates the switch should be "on" which is pushed upwards towards the logo. A 0 indicates the switch should be "off" which is pushed downwards away from the logo.

Console	Controller Type	Switches
GX4000		000001
Atari 2600	Joystick	101000
	Driving Controller	111110
	Keyboard/Kid's Controller	001110
	Big Bird's Egg Catch	011110
	Star Raiders	101110
	Omega Race Booster Grip	011100
Atari 7800		011100
Atari Jaguar		110010
Commodore CDTV	Mouse	100110
	Keyboard	011010
Amiga CD32	Mouse	PAL: 111010 NTSC: 000110
	Keyboard	011010
	Single-button Joystick	101000
	4 button controller	Not Supported
FM Towns Marty	Controller	001010
	Mouse	Not Supported
	Keyboard	Not Supported
Odyssey2		101000
Intellivision		010010

PC Engine, TG-16 & Supergrafx		111100
PC-FX		101010
NES	Controller	000000
	Power Pad	000000
	Power Glove	100000
SNES		010000
Virtual Boy		010000
N64		110000
Game-Tech GBA Consolizer		101100
Gamecube		001000
3DO		100010
Sega Master System	Controller	101000
	Paddle	011000
	Sports Pad	111000
Sega Genesis	3 or 6 Button Controller	000100
	Mega Mouse	100100
Sega Saturn	Digital Controller	010100
	3D Control Pad, Keyboard & Shuttle Mouse	110100
Neo Geo		000010
PlayStation 1 & 2		001100

# Contact Us

If you have any problems do not hesitate to contact us for help.



[support@retro-spy.com](mailto:support@retro-spy.com)



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