



RetroSpy Vision ADB



Last Updated: 8/10/2023

The RetroSpy Vision ADB

The RetroSpy Vision ADB provides input display for the Bandai Pippin and older Macintosh computers. It also acts as a ADB to P-ADB adapter, allowing standard Mac input devices to be used on the Pippin. Additionally, with the addition of an ADB cable (not included) it can act as a P-ADB to ADB adapter allowing the use of the Pippin Applejack controller to be used on a Mac. Lastly the device can be used as a simple ADB sniffer.

Supported Input Devices

- Pippin Applejack controller
- Pippin keyboard/drawing tablet
- Standard ADB mice
- Standard ADB keyboards

Hooking up the Vision ADB

As an ADB to P-ADB Adapter

1. Connect the RetroSpy Vision Cable

Connect the included cable into one of the ADB ports on the Vision and the other end into the Pippin.

2. Set all switches off

3. Connect your ADB device(s) to the Vision ADB

As an P-ADB to ADB Adapter

1. Connect the RetroSpy Vision Cable

Connect an ADB cable (not included) between the Vision ADB and your Mac.

2. Set all switches off

3. Connect your Pippin device to the Vision ADB

As an ADB Sniffer

1. Connect your Vision ADB

Connect your devices as described above and connect a mini USB cable between the Vision ADB and your computer.

2. Set all switches on

3. Connect to the Vision's serial port

Use parameters 115200 bps, 8/none/1 and no flow control.

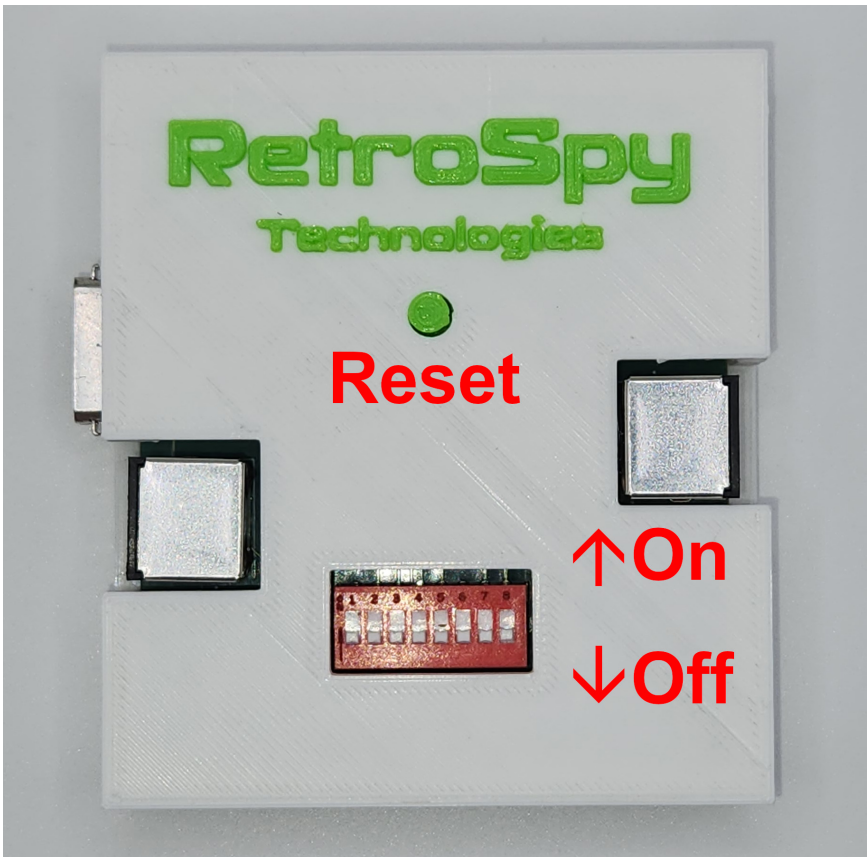
For Input Display

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. **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/>

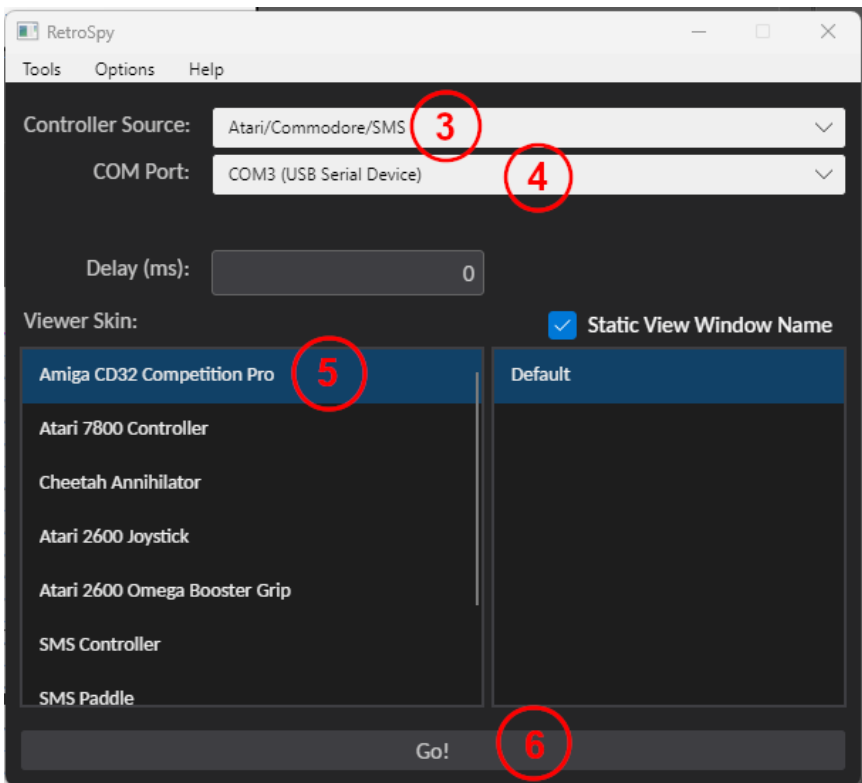
2. Run the now installed RetroSpy application

You will see the RetroSpy setup window.

3. Select "Bandai Pippin" from the Sources dropdown

4. Choose the serial port of your Vision ADB

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.

About the Switches

Besides toggling the ADB Sniffer the switches are actually for selecting the ADB address (0x00-0x0F) of the mouse and controller to be spied on. 99% of the time these do not need to be messed with and when set to all off the address default to 0x0F for the controller and 0x0E for the mouse. If for some reason these need to be changed switches 1-4 set the address of the controller to be spied on reading left to right can be set from 0x00 to 0x0F and switches 5-8 set the address of the mouse to be spied on reading left to right can be set from 0x00 to 0x0F. If you set them to the same value it will default back to 0x0F and 0x0E. Again unless you really know what you are doing these switches rarely need to be changed.

Contact Us

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



support@retro-spy.com



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