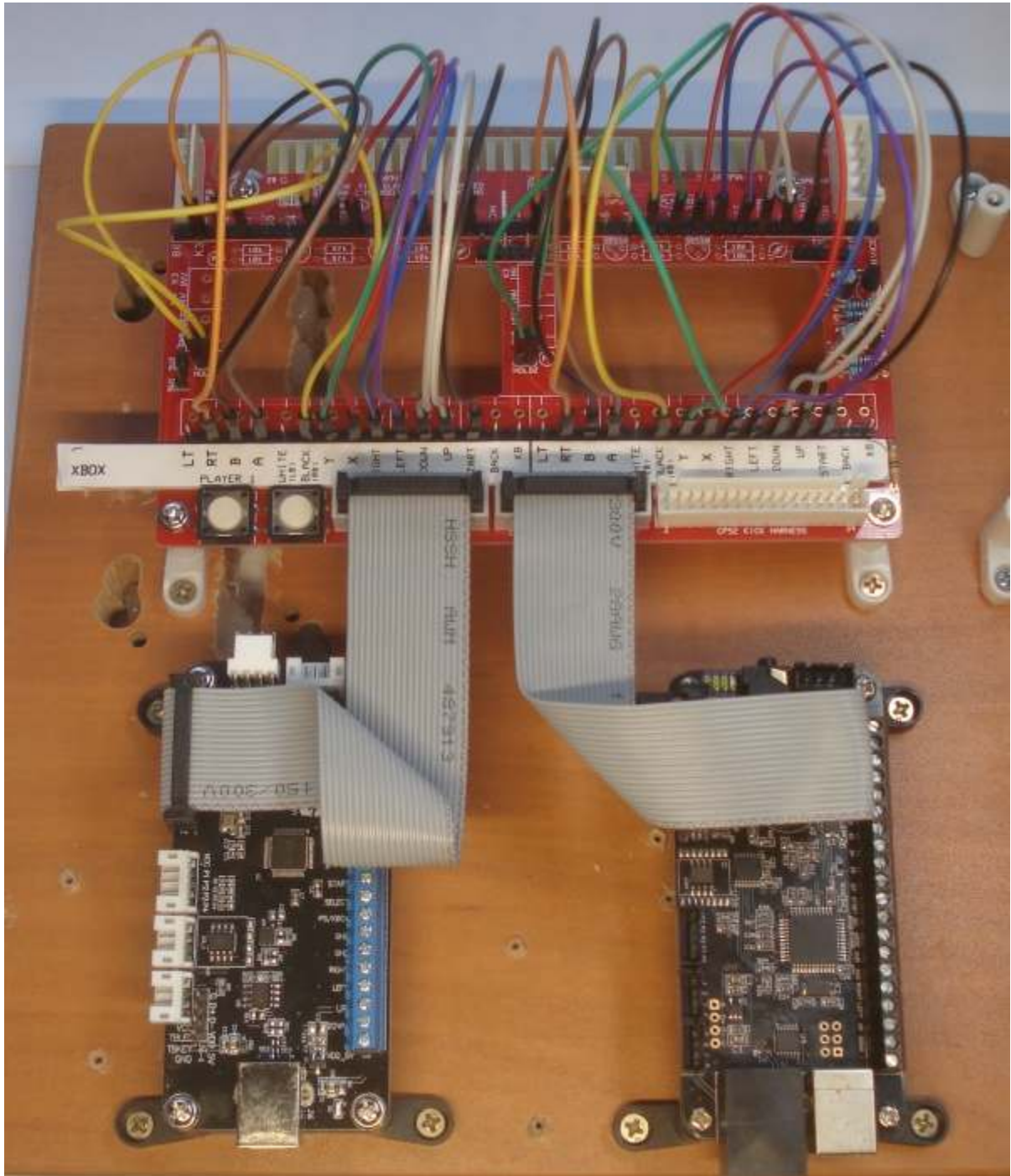


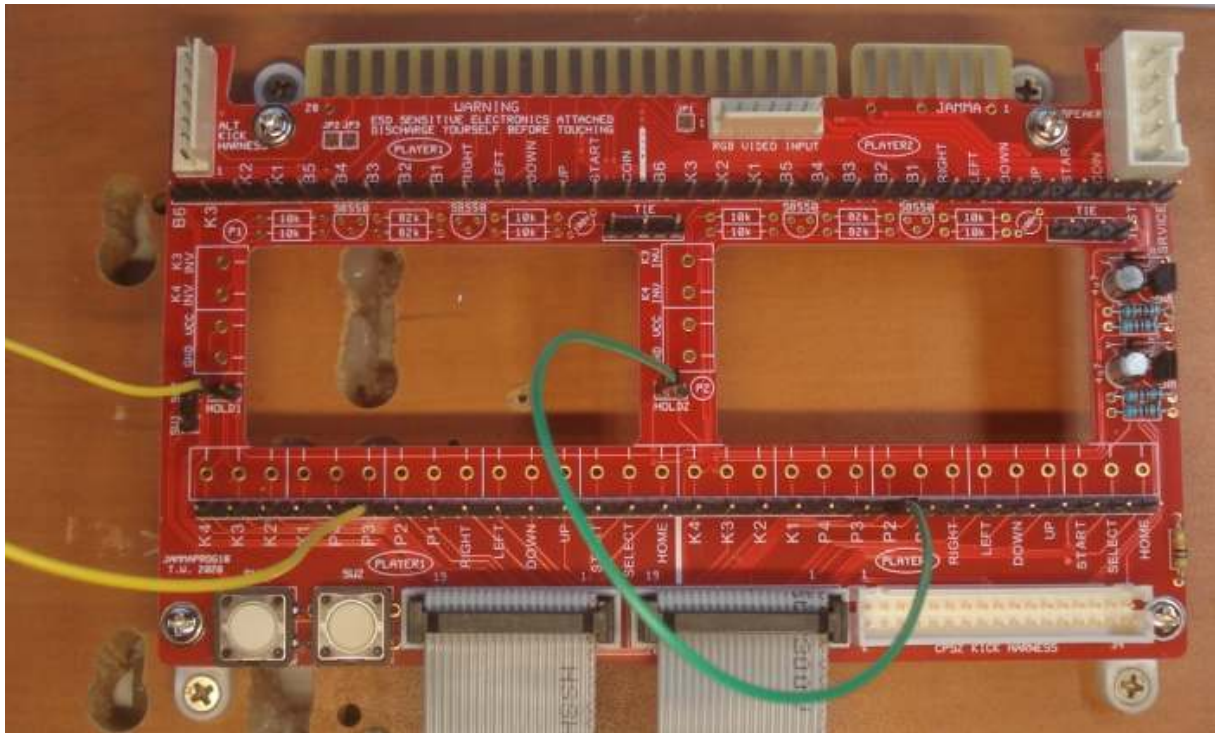
## Guide to connecting multi-console fighting board to JAMMA with JAMMA-Prog

This is an example of an Xbox 360 to JAMMA installation using a Brook Universal Fighting Board and a PS360+ board.



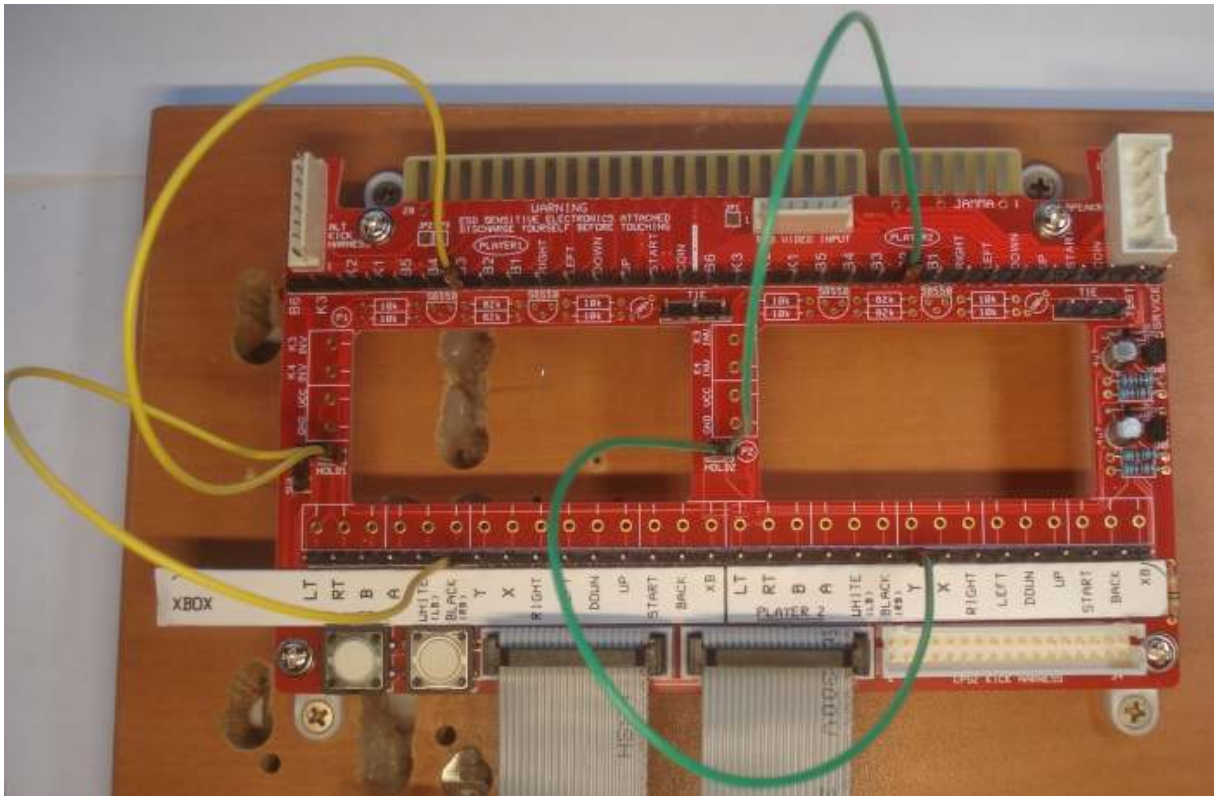
The two fighting boards are connected via 20 pin IDC cables. Pin 1 of the cable is marked with red dots along its length. Make sure it matches with pin 1 marked in each of the fighting boards' 20 pin headers. That's about it really. Just install the jumper wires between the Xbox

controller functions and JAMMA buttons and joysticks.



Here's how to use the start-up hold circuits. In this case it's desirable to force each fighting board into into the Xbox 360 mode. Reading each board's docs reveals that the Brook UFB, which is hooked up to player 1 side is forced into Xbox 360 mode by holding P3 (third punch in fighting stick nomenclature) during start-up. The PS360, connected to player 2 side, is forced into Xbox 360 mode by holding P2.

A jumper wire is connected between the player 1 start-up hold and P3. The same in player 2 side but for P2.



The signal still needs to be mapped to the JAMMA side, so a second jumper wire is connected between the hold terminal and the JAMMA pin strip for each signal.

Change Log

15/6/2020 - Page created.