

# Player LEDs PCB



A collaborative project with Bit Bang Gaming LLC & Murakumo Corp.



[www.bitbanggaming.com](http://www.bitbanggaming.com)



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[www.murakumo-arts.booth.pm](http://www.murakumo-arts.booth.pm)



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# **Overview**

## **Product Description**

The Player LEDs PCB easily connects to any control board (such as the Brook UFB, Double KO, etc.). This makes your custom project come closer to a professional retail look!

Any control board with a compatible port will work. This includes many of the Brook Gaming boards and the future release of the Double KO PCB that we are working on. Simply plug in the cable from the control board's port to the Player LEDs PCB and voila! You are all set. We offer a variety of colors, availability may vary. Please check our website for the latest selection.

There are three common ways to mount the Player LEDs PCB:

1. The kit includes clear double-sided tape. If using a clear top, simply stick the board on from the bottom.
2. The PCB has holes for mounting. The kit comes with a drill guide to help easily create these marking holes and to create the holes for the LEDs to shine through. Optionally, the light pipes that are included can also be used for a more retail look.
3. Some after-market case manufacturers/makers are integrating mounting holes and brackets for this PCB. Nothing is released yet, but we will provide updates when it does. Additionally, Buttercade has created a mounting bracket that can be 3D printed. This STL file is provided for free, you just need a 3D printer to make it.

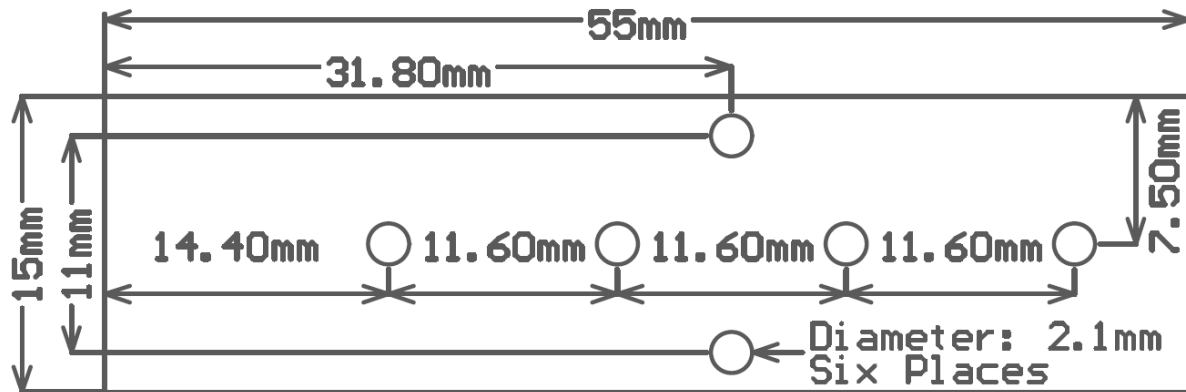
## **What's Included:**

- (1) Player LEDs PCB
- (1) Strip of optically clear double-sided tape
- (1) Drill guide
- (1) Player LEDs PCB cable
- (2) Sets of light pipes for two different installation heights

We use light pipe part numbers VLP-250-F and VLP-400-F. There are many more available from the manufacturer Bivar Inc. in case you need to source separately for your project.

## Dimensions:

\*GRAPHICS FACING YOU\*



NOTE: Drill guide/template has 2.1mm holes. Light pipes are 3mm diameter. After drilling 2.1mm w/ guide/template, drill slightly over 3mm (such as 3.1mm), so light pipes fit snug.

## How To Use

### Mounting by Double-Sided Tape

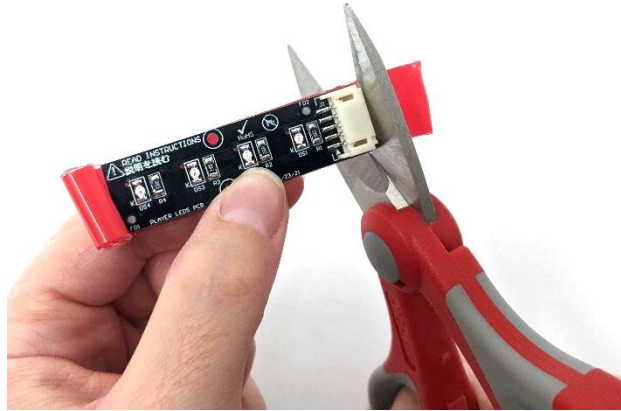
For cases with clear or semi-clear panels, the optically clear double-sided tape (included) offers a quick mounting solution. To begin, unroll the strip of double-sided tape. Fingerprints are very easy to see if touched so be sure to avoid this.



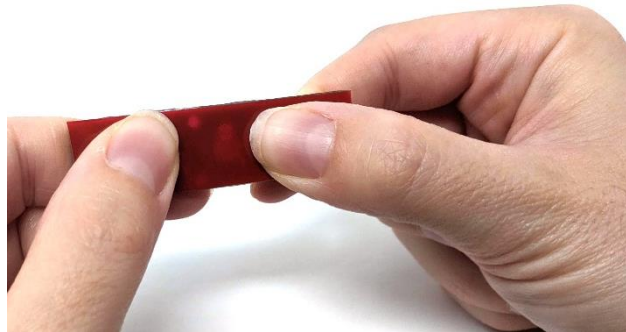
Make sure the face of the PCB is clean and free of debris. It can be cleaned with a damp cloth or rubbing alcohol. After cleaning, dry completely with lint free cloth. Then apply double-sided tape to the clean face of the PCB.



Cut off the ends of the tape.



Apply even pressure so that the tape completely adheres to the PCB.



Find a location to mount the PCB. Once found, carefully remove the protective film (be careful of fingerprints). Place the PCB onto chosen surface and apply even pressure all around. Be careful to not apply force on any components on the PCB. This step helps to remove bubbles from the face of the PCB.



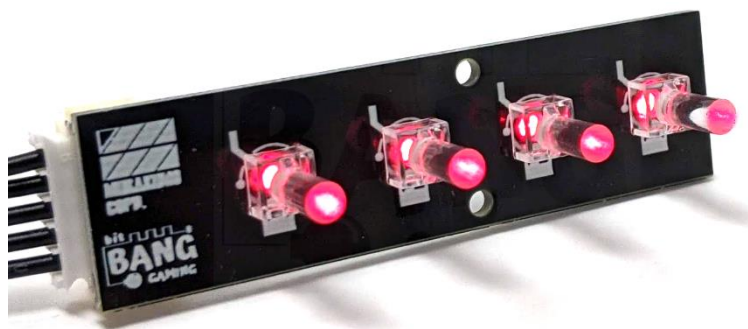
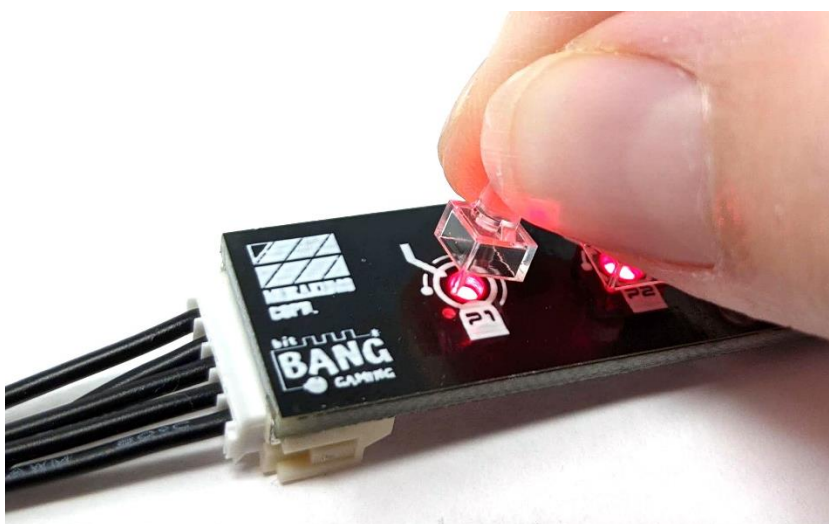
Apply power and see the results! Be sure to leave the Player LEDs PCB undisturbed for 24 hours to give the double-sided tape a chance to fully adhere and achieve maximum strength.

**\*NOTE:** The side panel in the example picture below is frosted acrylic, so the illumination of the red LEDs gives off a diffused look.



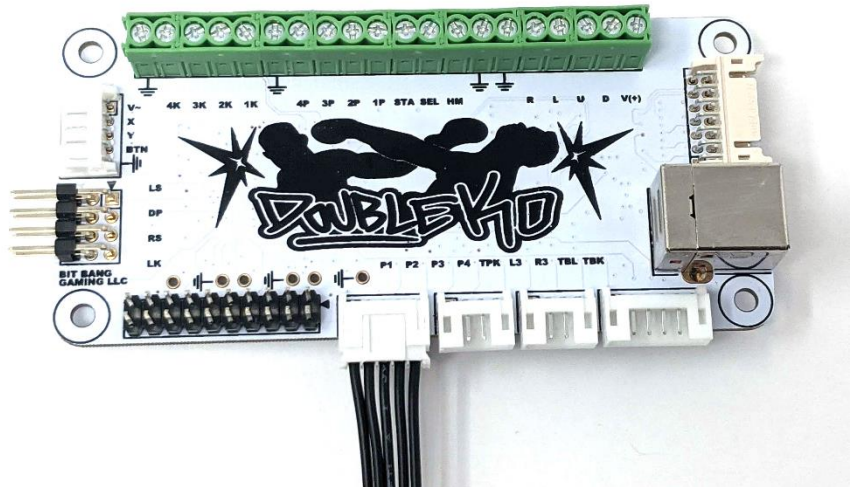
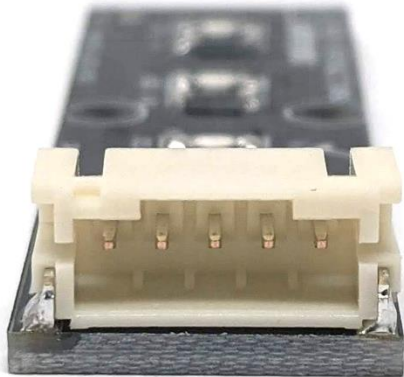
### Placing Light Pipes (Optional)

To place light pipes, align the two small pegs onto the holes on the PCB. Fully press in to keep in place. When mounted against a case, the pressure from mounting will keep it from falling off. Optionally, for a more permanent solution, a few dabs of super glue on the sides of the light pipe can be applied.



## Powering On

Find the Player LEDs port on a compatible control board. Simply plug the Player LEDs Cable into the Player LED port on one end, and on the other end plug it into a compatible control board. the port and then power the control board. Upon power up, the LEDs should light up. Below is an example of how this would be connected to a Double KO Board. Similar location on the Brook UFB as well.



## Questions?



If you have any questions please connect via Twitter ([@BitBangGaming](https://twitter.com/BitBangGaming)) or email ([bitbanggaming@gmail.com](mailto:bitbanggaming@gmail.com)).

## Revisions

Revision	Date	Description	Initials
A	7/1/2021	Initial Release	SD & JC
B	8/2/2021	Better drawing for dimensions	JC