

Hardware - System Control Mode

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Version 1

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8BitCADE Audio Control - mute and unmute

Pressing and **holding** the **B button** when powering on will enter **System Control mode**. The LED will light blue to indicate that you are in *system control* mode. You must continue to hold the **B** button to remain in this mode.

Pressing the **UP button** (while still **holding B**) will set a flag in system EEPROM (memory on the Pro Micro Chip) indicating *audio enabled* (**turn audio on**). The LED will flash green once to indicate this action.

Pressing the **DOWN button** (while still **holding B**) will set the flag to *audio disabled* (muted). The LED will flash red once to indicate this action.

Releasing the **B button** will exit *system control* mode and the sketch will continue.

Note that the audio control feature only sets a flag in EEPROM. Whatever code actually produces the sound must use the **audio.enabled()** function in the game sketch. Audio libraries written with the Arduboy system (library files) in mind by using

ArduboyPlaytune and *ArduboyTones*, should do this. However, be aware that for some sketches, which don't use the [Arduboy2](#) or other compliant library and generate sounds in their own way, this method of muting sound may not work.

"Flashlight" mode

If the **UP button** is pressed and held when the 8BitCADE is **powered on**, it enters *flashlight* mode. This turns the red, green and blue LED fully on, and all the pixels of the screen are lit, resulting in a bright white light suitable as a small flashlight. To exit *flashlight* mode, the 8BitCADE must be restarted by pressing the reset button

Flashlight mode is also sometimes useful to allow uploading of new sketches, in case the sketch currently loaded uses a large amount of RAM which creates a bootloader problem. So if you are trying to load a new game onto your 8BitCADE and the USB port is not showing as available, go into flashlight mode and try and upload your sketch again.