

# R36 PRO说明书



Linux 开源掌上游戏机



## 快捷组合键

退出游戏: SELECT+START

暂停游戏: SELECT+A

进入 RA 菜单: SELECT+X

恢复出厂设置: L3+L2+ (Y\*3)

## 配置清单

开源掌上游戏机	*1
Type-C 数据线	*1
收纳包	*1
产品说明书	*1
屏幕保护膜	*1

## R36 PRO

系统	开源Linux系统	
内置模拟器	支持 MAME/N64/PS1 NEOG10/GBAIFCISFCIMD1CPS11CPS21CPS31PSP	
屏幕	规格	3.5inch IPSOCA全贴合高清MIPI屏
	分辨率	640*480
CPU	Rk3326	ARM 64bit 四核 Cortex-A35 CPU up to 1.5GHz
GPU	MALI-G31MP2(520MHZ)	支持 for OpenGL Es 3.2
RAM	EMMC	1GB+8GB
TF卡	16GB-256GB	
喇叭	内置8欧1W腔体喇叭	
电池	内置锂电池	4000 MAH
	输入功率	5V1.5-2A
	最大功耗	5W
	电池续航	6H
	充电时间	2H
接口	Type-C充电接口	支持
	Type-C-OTG	支持
	耳机口	3.5MM

## 开关机说明:

开机: 长按开机键 5 秒, 耐心等待 20 秒左右, 进入操作界面  
关机: 长按开机键 7 秒, 显示关机菜单, 默认按 A 键, 进行关机  
注意: 关机前请退出游戏

## 充电说明:

当主机红灯亮起, 请及时充电, 充电线连接 DC 接口进行充电。充满电时, 红灯自动熄灭。  
注意: 充电状态请勿按重启键。

## 快捷组合键

退出游戏: SELECT+START  
暂停游戏: SELECT+A  
进入 RA 菜单: SELECT+X

## NDS 游戏按键说明

按 R2 切换屏幕显示, 按右边操纵杆显示全屏

## 如何切换模拟器核心?

如果游戏无法运行, 主要原因是模拟器核心不支持游戏, 可以通过更改模拟器核心来解决。  
请在游戏列表中选择带有错误的游戏名称, 按住“A”键两秒, 选择倒数第二项“高级游戏选项”, 并尝试将第一个项目“模拟器”更改为不同的核心。如果列表中的所有核心都无法运行游戏, 则可能是游戏 ROM 存在问题, 请给我反馈, 以便我可以更正它核心选择建议:  
(1)CPS1、2、3: 优先考虑 FBAlpha2012 核心, 其次是 FBNeo 核心和其他 FBA 核心;  
(2)FBNeo: 优先考虑 FBNeo 核心, 其次是 FBAlpha2012 和其他 FBA 核心;(3)MAME: 优先考虑 FBNeo 核心, 其次是 MAME2010, 然后是其他核心;(4)GBA: MGBA 支持组合键, GPSP 支持游戏修改。

## 如何设置全局设置、单个模拟器设置和单个游戏设置?

EE 有三种设置游戏的方法第一个是全局设置: 在 ES 菜单的“游戏设置”部分中设置; 第二个是模拟器设置: “游戏设置-PER SYSTEM ADVANCED CONFIGURATION” 对应于不同的模型; 第三个是单个游戏设置, 长按游戏名称上的 A 按钮, 并在出现的“高级游戏选项”中设置, 注意优先级: 个人游戏设置>模拟器设置>全局设置

## 如何更改主题?

按下 START 弹出选择菜单, 选择用户界面设置, 按 A 进入设置: 背景主题, 切换到您喜欢的主题

## 游戏显示屏规模

(1) 按 STAET 弹出选择菜单, 选择游戏设置, 按 A 进入设置, 向下拉选择游戏屏幕比例, 并选择合适的屏幕比例

(2) X/Y: 根据屏幕分辨率选择, 例如, 分辨率是 640x480, 恰好是 4/3 比例。如果“游戏显示比例”设置为 4/3, 所有游戏基本上都会显示全屏(一些游戏本身有黑色边缘, 无法完全显示)。

(3) CORE PROVIDE: 模拟器核心的默认分辨率, 它对应于游戏模型的默认分辨率, 此设置可以确保游戏屏幕根据原始比例完全显示而不会变形。例如, 如果街机垂直射击游戏水平显示, 则它将在 X 模式下拉伸到全屏, 导致屏幕严重变形。但是, 使用 CORE PROVIDE 可以确保原始比例保持不变。还有 GB 和 GBC 游戏, 如果你使用 X/全屏, 它们可能会严重变形。

## 如何将一款游戏添加到收藏夹?

在游戏列表中选择要收集的游戏, 按住 A 键, 弹出一个菜单, 选择添加到收藏夹, 按 A 键确认, 所选游戏将添加到收藏夹列表中。

## 如何调整屏幕亮度?

按下 START 键弹出选择菜单, 选择系统设置, 按下 A 键进入系统设置菜单, 选择亮度, 十字键的左键是降低亮度, 十字键的右键是增加亮度

## 如何转换语言?

按开始键弹出选择菜单, 选择系统设置, 语言, 按 A 进入语言选择, 选择适合你的语言, 按 A 确认, 更改语言需要重新启动, 选择后, 返回上一菜单, 进入退出选项, 选择重启。

## 如何在 fds 游戏中设置 B 侧?

fds 一些游戏需要设置 B 侧才能开始。如果你打开游戏并被提示设置 B 侧, 按 L1 设置 B 侧后游戏将正常加载。

## 如何添加游戏?

将 TF 卡插入计算机, 进入名为 EEROMS 的磁盘, 将下载的游戏放入相应的拟器文件夹, 将游戏图像放入 media/screenshot 文件夹, 然后找到名为 gamelist.xml 的文件, 您可以选择用记事本打开它, 模拟现有的游戏信息将新添加的游戏添加到列表中, 然后保存。从计算机上弹出 TF 卡, 插入到机器中, 启动它, 然后新添加的游戏就会出现。(如果你的电脑没有显示 EEROMS 磁盘, 请在桌面上选择这台电脑, 右键单击, 选择管理, 磁盘管理, 向下滚动到这台磁盘, 选择它, 右键单击, 给它分配一个驱动器号。)

# R36 PRO Instruction



Handheld game console



## Combination Key Description

Exit Game: SELECT+START

Pause the Game: SELECT+A

Enter “RA” Menu: SELECT+X

factory data reset: L3+L2+ (Y\*3)

## Configuration list

Handheld game console	*1
Type-C data cable	*1
Case	*1
Instruction	*1
Screen protector	*1

## R36 PRO

SYSTEM	OPEN SOURCE LINUX SYSTEM	
EMULATORS	SUPPORT MAME/N64/PS1 NEOG10/GBAIFCISFCIMD1CPS11CPS21CPS31PSP	
	SPECIFICATIONS	3.5 inch IPS OCA full fit hd MIPI screen
SCREEN	RESOLUTION	640*480
	CPU	ARM 64bit quad core Cortex-A35 CPU up to 1.5GHz
GPU	MALI-G31MP2(520MHZ)	Support for OpenGL Es: 3.2
RAM	EMMC	1GB+8GB
TF CARD	16G-256G	
HORN	BUILT-IN 8W CAVITY HORN	
BATTERY	BUILT-IN CARP BATTERY	4000 MAH
	INPUT POWER	5V1.5-2A
	MAXIMUM POWER CONSUMPTION	5W
	BATTERY LIFE	6H
	CHARGING TIME	2H
INTERFACE	TYPE-C CHARGING INTERFACE	SUPPORT
	TYPE-C-OTG DATA PORT	SUPPORT
	EARPHONE	STANDARD 3.5MM INTERFACE

## Power on/off instructions:

Power on: Press and hold the Power Button for five seconds, patiently wait for about 20 seconds, then enter the operation interface

Shut down: Press and hold the Power Button for seven seconds to display the shutdown menu. By default, chooses the Shutdown Program and then presses A to finish the operation.

Attention: Please exit the game before shutting down

## Charging instructions:

Please charge it in time when the red light of the host machine lights up, connect the charging line to the DC interface for charging. When it is fully charged, the red light will automatically switch off.

Attention: Do not press the Restart Button of the side while charging.

## Combination Key Description

Exit Game: SELECT+START

Pause the Game: SELECT+A

Enter “RA” Menu: SELECT+X

## NDS game button description

Pressing the left joystick down is the menu button, R2 switches the screen up, down, left, and right, and pressing the right joystick down is fullscreen

## How to switch emulator core?

If the game cannot run, the main reason is that the simulator core does not support the game, which can be solved by changing the simulator core. Please select the game name with the error in the game list and press and hold the “A” key, select the second to last item “Advanced Game Options”, and try to change the first item “Simulator” to a different core. If all cores in the list can not run the game, it is likely that there is a problem with the game ROM. Please give me feedback so that I can correct it! Core selection suggestions:

(1) CPS1, 2, 3: Give priority to the FBAlpha2012 core, followed by the FBNeo core and other FBA cores;  
(2) FBNeo: Give priority to the FBNeo core, followed by FBAlpha2012 and other FBA cores;(3) MAME: give priority to the FBNeo core, followed by MAME2010, and then other cores;(4) GBA: MGBA supports key combinations, and GPSP supports game modifications.

## How to set global settings, individual simulator settings, and individual game settings?

EE has three ways to set up games  
The first is global settings: set in the “Game Settings” section of the ES menu.  
The second is simulator settings: “Game Settings-PER SYSTEM ADVANCED CONFIGURATION” corresponds to different models.  
The third is individual game settings, press and hold the A button on the game name, and set in the “Advanced Game Options” that appears, pay attention to the priority: individual game settings>simulator settings> global settings

## How to change the theme?

Press START to pop up the selection menu, select User Interface Settings, press A to enter Settings, Background Theme, switch to your favorite theme.

## Game Display Scale

(1) Press STAET to pop up the selection menu, select Game Settings, press A to enter the settings, pull down to select the game screen ratio, and select the appropriate screen ratio

(2) X/Y: Select based on the screen resolution, for example, the resolution is 640x480 which happens to be 4/3ratio. If the “Game Display Ratio” is set to 4/3, all games will basically display full screen (some games themselves have black edges, which can not be fully displayed).

(3) CORE PROVIDE: The default resolution of the emulator core, which corresponds to the default resolution of the game model. This setting can ensure that the game screen is completely displayed according to the original scale without deformation. For example if the arcade vertical shooting game is displayed horizontally, it will be stretched to full screen in X/Y mode, causing severe deformation of the screen, However, using CORE PROVIDE can ensure that the original scale remains unchanged. There are also GB and GBC games, which can severely deform if you use X/Y full screen.

## How to add a game to your favorites list?

Select the game you want to collect in the game list, press and hold the A button, a menu will pop up, select Add to Favorites, press the A button to confirm, and the selected game will be added to the favorites list.

## How to adjust screen brightness?

Press the START key to pop up the selection menu, select System Settings, press the A key to enter the System Settings menu, select Brightness, the left key of the cross key is to reduce the brightness, and the right key of the cross key is to increase the brightness.

## How to switch language?

Press START to pop up the selection menu, select system settings, language, press A to enter the language selection, select the language that suits you, press A to confirm changing the language requires a restart, after selecting, return to the previous menu enter the exit option, and select RESTART EMULATIONSTATION.

## How to set side B in FDS game?

Some of FDS games require you to set up side B before you can start. If you open the game and are prompted to set up side B, press L1 to set side B and the game will load normally.

## How to add games?

Insert the TF card into the computer, enter the disk named EEROMS, put the downloaded game into the corresponding simulator folder, put the game image into the media/screenshot folder, and then find the file named game list.xml. You can choose to open it with Notepad, simulate the existing game information, add the newly added game to the list, and then save it. Eject the TF card from the computer, insert it into the machine, start it, and the newly added game will appear. If your computer does not show the EEROMS disk, select This Computer on the desktop, right-click, select Manage, Disk Management, scroll down to This Disk, select it, right-click, and assign it a drive letter)