

GameBridge
USB 2.0 Edition
AVC-1400

User's Guide



adaptec®

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- The TSID number is included on two white, bar-coded labels, like the example below.



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Federal Communications Commission Radio Frequency Interference Statement

WARNING: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy, and if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. However, if this equipment does cause interference to radio or television equipment reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between equipment and receiver.
- Connect the equipment to an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/television technician for help.
- Use a shielded and properly grounded I/O cable and power cable to ensure compliance of this unit to the specified limits of the rules.

This device complies with part 15 of the FCC rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference and (2) this device must accept any interference received, including interference that may cause undesired operation.



European Union Compliance Statement

This Information Technology Equipment has been tested and found to comply with EMC Directive 89/336/EEC, as amended by 92/31/EEC and 93/68/EEC, in accordance with:

- EN55013
- EN55020
- EN55022 (1998) Emissions
- EN55024 (1998) Immunity:
 - EN61000-4-2 (1998) Electrostatic discharge: ± 4 kV contact, ± 8 kV air
 - EN61000-4-3 (1998) Radiated immunity
 - EN61000-4-4 (1995) Electrical fast transients/burst: ± 1 kV AC, ± 0.5 kV I/O
 - EN61000-4-5 (1995) Surges ± 1 kV differential mode, ± 2 kV common mode
 - EN61000-4-6 (1996) Conducted immunity: 3 V
 - EN61000-4-11 (1994) Supply dips and variation: 30% and 100%

In addition, all equipment requiring U.L. listing has been found to comply with EMC Directive 73/23/EEC as amended by 93/68/EEC in accordance with EN60950 with amendments A1, A2, A3, A4, A11.




Japanese Compliance (Voluntary Control Council Initiative)

This equipment complies to class B Information Technology equipment based on VCCI (Voluntary Control Council for Interface). This equipment is designed for home use but it may cause radio frequency interference problem if used too near to a television or radio. Please handle it correctly per this documentation.

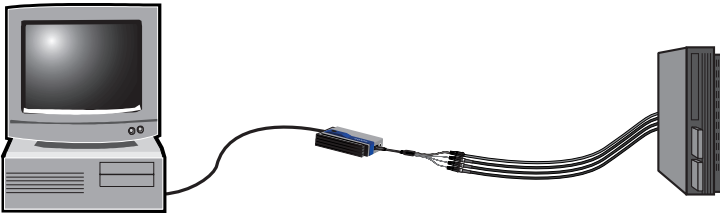
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Introduction

Thank you for purchasing the Adaptec GameBridge™ AVC-1400 USB 2.0 Edition. This product allows you to connect and play console games on your computer in real time. You can record and save your best moves and gaming highlights and play them back to your friends. You can also use GameBridge to convert your home videos to video CDs.

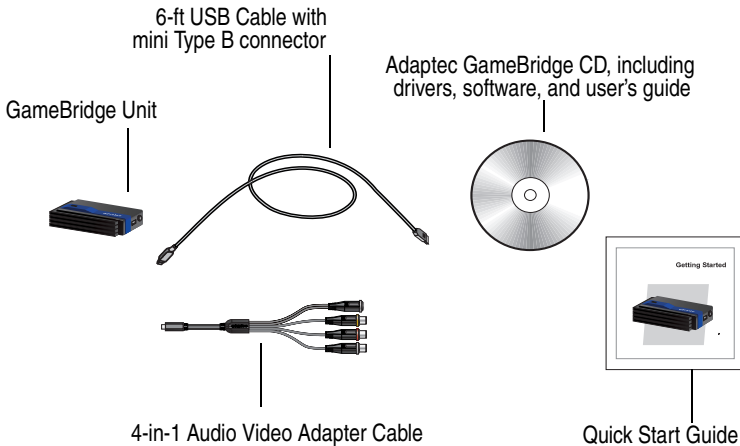


The GameBridge kit includes a complete suite of software that you can use to:

- Connect your game console to a PC or Notebook
- Play console games on your computer, maximizing your gaming environment and enhancing the quality of your game graphics
- Record games as you play them
- Share the videos of your games with friends, proving your superior gaming skills
- Capture video from camcorders and VHS tapes
- Burn games and videos to VCDs

What's in the Kit

In addition to the carrying pouch, your Adaptec GameBridge kit includes:

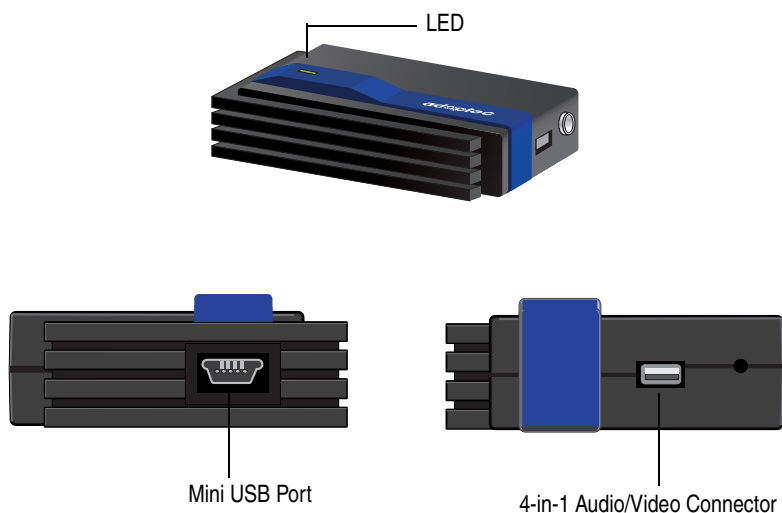


System Requirements

To use GameBridge, you need a PC-compatible computer with:

- Intel Pentium® IV, Celeron®, or AMD® Athlon processor at 1.3 GHz (or faster)
- Windows® 2000 SP4, or Windows XP SP2
- 256 MB RAM (512 MB recommended)
- 250 MB free disk space for applications
- 110–480 MB free disk space per 10 minutes of captured video, depending on resolution and capture quality (see the table on page 29 for more information)
- DirectX 9 compatible graphic accelerator and sound card
- Available USB 2.0 port
- CD-R/W drive

Your GameBridge Unit



Power LED Status

The LED on the top of GameBridge lights up to indicate the status of operation:

LED Color	Condition	Description
Off	-	Device is off.
Green	Steady	Device is ready to use.
Green	Blinking	Data is being transferred.

Installing GameBridge

This section steps you through the process of installing GameBridge, the device driver, and InterVideo Home Theater software. The installation program checks your computer to ensure that the minimum hardware requirements are met.

Installing GameBridge is easy--the installation CD guides you through the process. After prompting you to install the GameBridge hardware, it installs the device drivers using a two-step process (first installing the USB loader, then the device driver), and then it installs the InterVideo Home Theater software.

Follow the complete set of instructions provided for your operating system to ensure that all GameBridge components are properly installed.

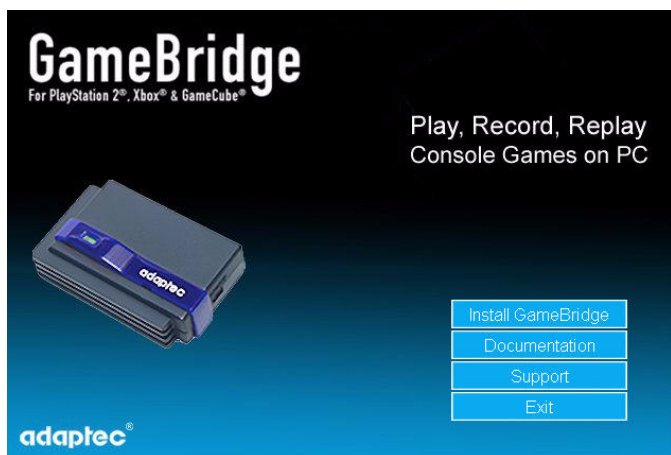
Note: If a version of InterVideo Home Theater is already installed on your system, uninstall it before installing this version.

- For Windows XP, see this page.
- For Windows 2000 SP4, see [page 11](#).

Windows XP

To install GameBridge, follow these steps:

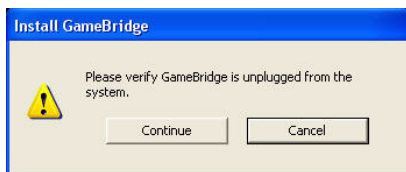
- 1 Turn on your computer.
- 2 Insert the GameBridge Installation CD. The GameBridge installation window is displayed.



- 3 Click Install GameBridge.

If the following message pops up, make sure GameBridge is not plugged into your computer, then click **Continue**.

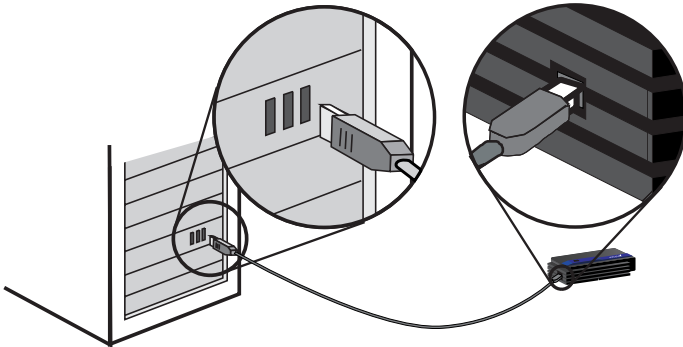
Note: If you click Cancel in this window, you must restart the installation process.



- 4 The Install GameBridge window opens, alerting you to connect GameBridge to your computer's USB 2.0 port. At this time, you will connect all the equipment.



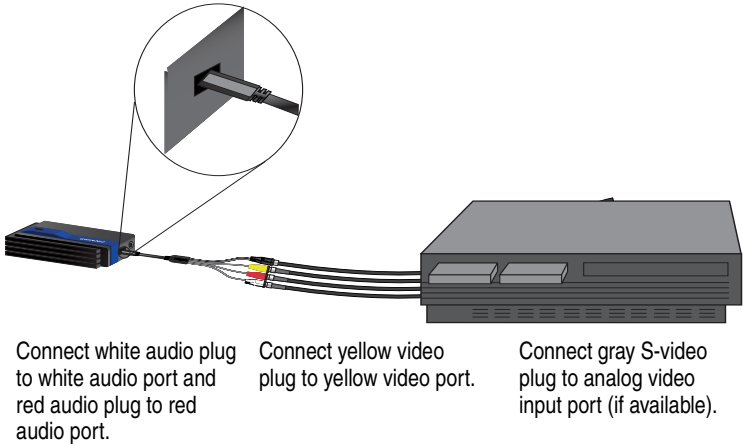
- 5 Connect GameBridge to your computer using the provided USB cable.



Note: To operate properly, GameBridge requires USB 2.0. If you plug GameBridge into a USB 1.1 port, you'll see the following message during driver installation indicating that GameBridge will run at a reduced (USB 1.1) speed:

A hi-speed USB device is plugged into a non-hi-speed USB hub.

- 6 Connect GameBridge to your game console using the provided 4-in-1 Audio Video cable. GameBridge can be connected to PlayStation[®] 2, Xbox[®], or GameCube[®] consoles.

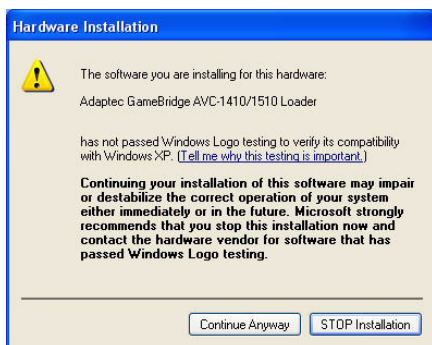


Note: To record videos, connect GameBridge to a camcorder or VHS the same way .

- 7 When the Found New Hardware Wizard opens, select No, not at this time and click **Next**.

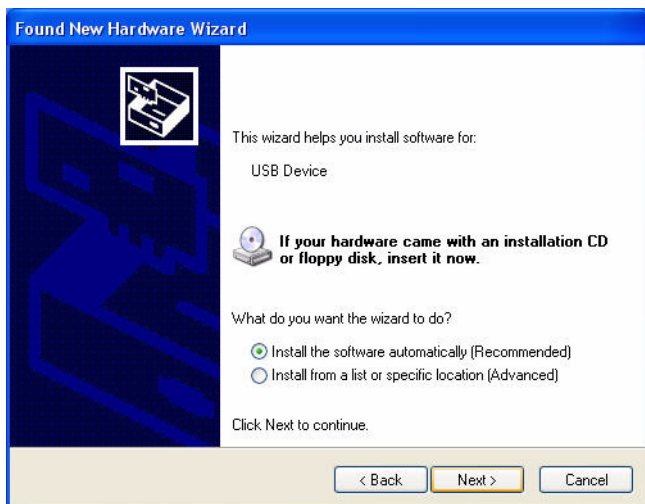


At this time, the following message may be displayed. Click **Continue Anyway**.



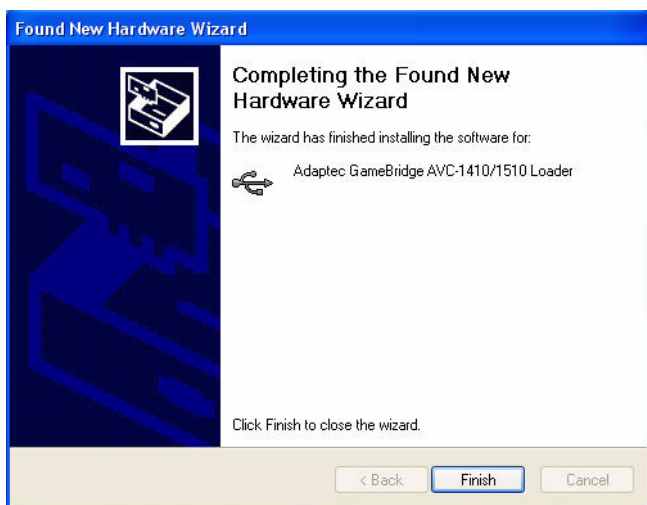
Note: Adaptec drivers are fully tested and certified to work with GameBridge.

- 8 Select Install the Software Automatically (default) and click **Next**.



Your computer detects the new hardware.

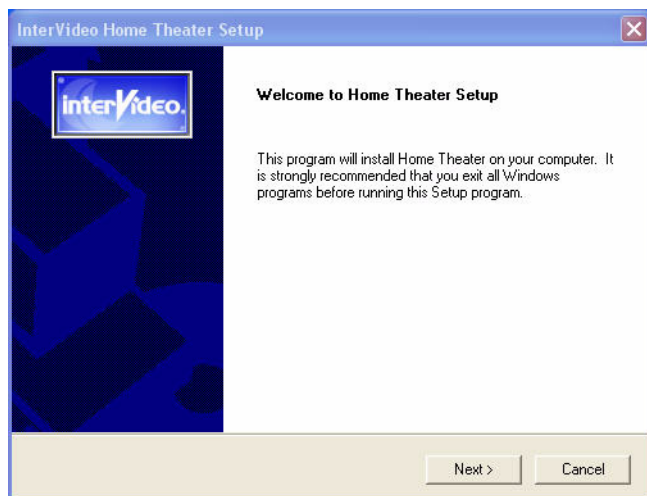
- 9 Click **Finish** to complete the USB Loader installation.



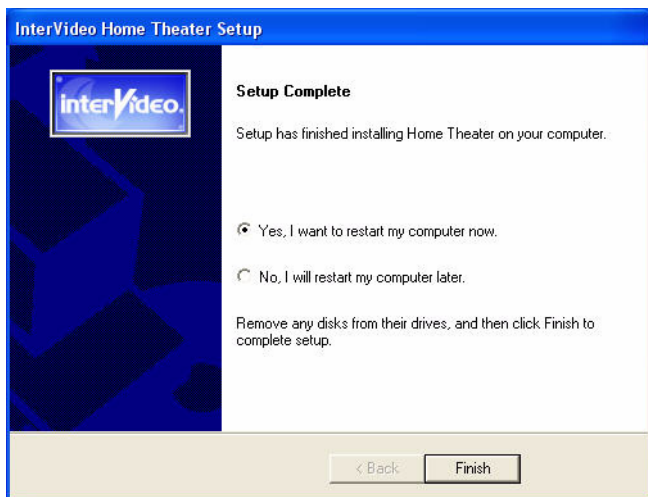
- 10 The Found New Hardware Wizard opens again, repeat [Step 7](#) through [Step 9](#) to install the device drivers

Note: To check if the driver is installed properly, see [Need Help Installing Your Device Drivers? on page 26](#).

- 11 The InterVideo Home Theater software installer launches automatically. Follow the on-screen instructions.



- 12 After the installation is complete, click Yes, I want to restart my computer now.



- 13 After the computer restarts, you are ready to set up InterVideo Home Theater and then play and record games. See [Configuring InterVideo Home Theater on page 17](#).

Windows 2000 SP4

To install GameBridge, follow these steps:

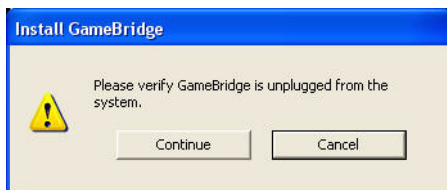
- 1 Turn on your computer.
- 2 Insert the GameBridge Installation CD. The GameBridge installation window is displayed.



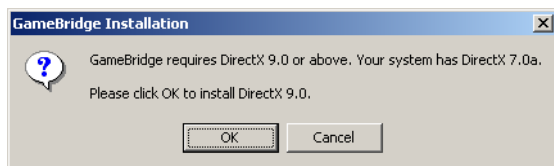
- 3 Click Install GameBridge.

If the following message pops up, make sure GameBridge is unplugged from the computer, then click **Continue**.

Note: If you click Cancel in the following window, you must restart the installation process.



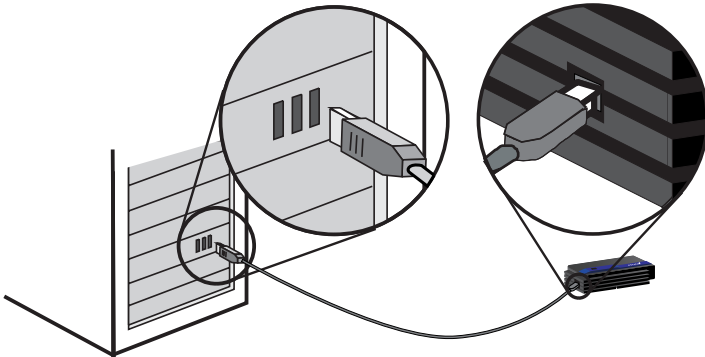
If your computer does not have DirectX 9.0 installed, the following window opens. Click **OK** to continue and follow the on-screen instructions. Your computer reboots after DirectX 9.0 has been installed.



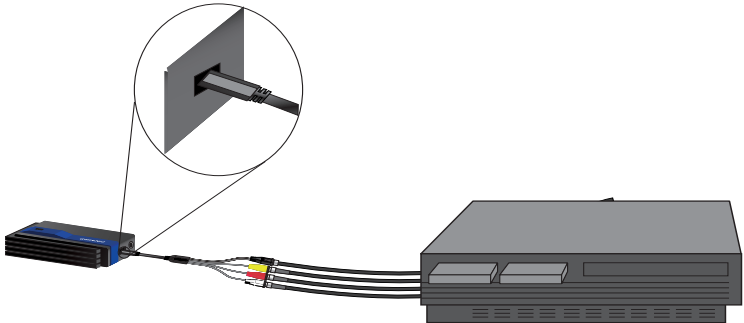
- 4 The Install GameBridge window opens, alerting you to connect GameBridge to your computer's USB 2.0 port. At this time, you will connect all the equipment.



- 5 Connect GameBridge to your computer using the provided USB cable.



- 6 Connect GameBridge to your game console using the provided 4-in-1 Audio Video cable. GameBridge can be connected to PlayStation[®] 2, Xbox[®], or GameCube[®] consoles.



Connect white audio plug to white audio port and red audio plug to red audio port.

Connect yellow video plug to yellow video port.

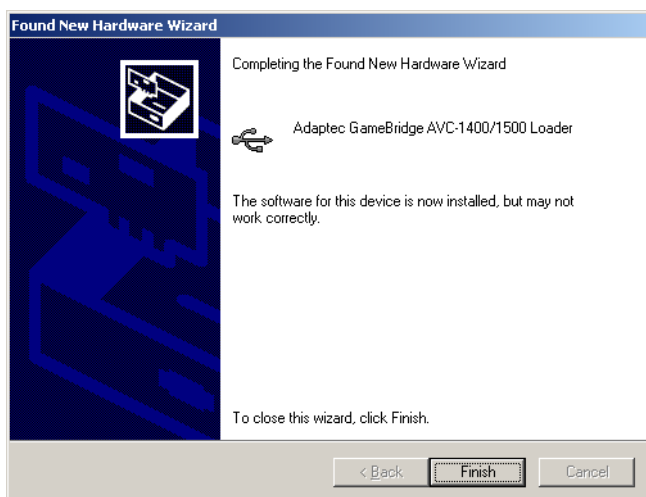
Connect gray S-video plug to analog video input port (if available).

Note: To record videos, connect GameBridge to a camcorder or VHS the same way .

- 7 Click **Finish** to complete the USB Loader installation.

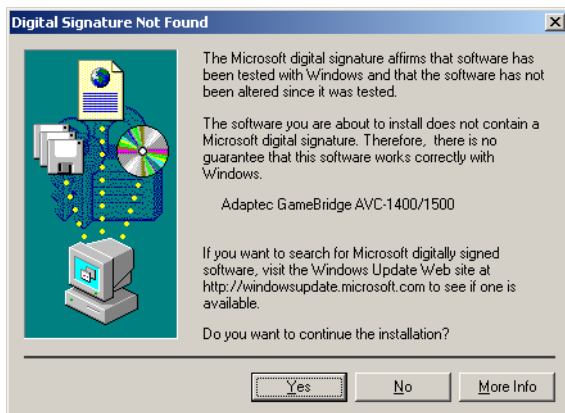


- 8 If the following window opens, click **Finish** to continue.



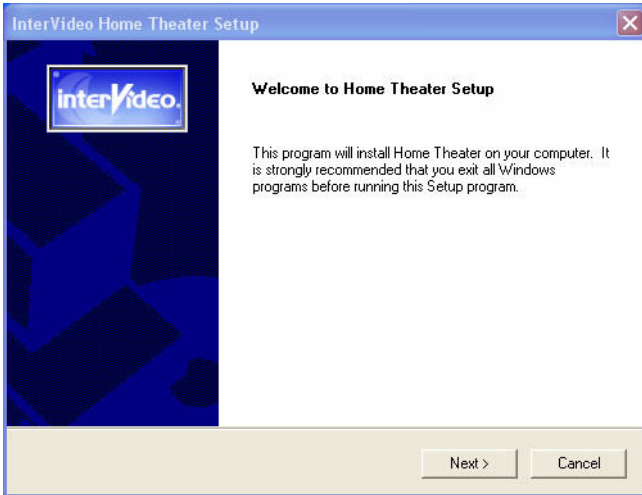
- 9 If this window opens, click **Yes**.

Note: Adaptec drivers are fully tested and certified to work with GameBridge.

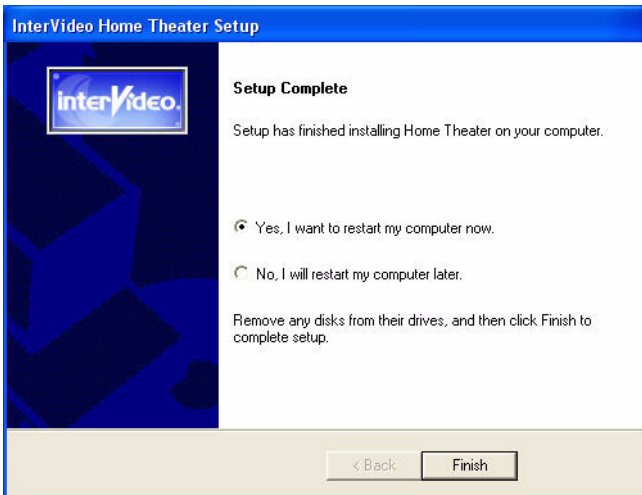


Note: To verify the driver is installed properly, follow the instructions provided in *Need Help Installing Your Device Drivers?* on page 26.

- 10 The InterVideo Home Theater software installer launches automatically. Follow the on-screen instructions.



- 11 After the installation is complete, restart your computer.

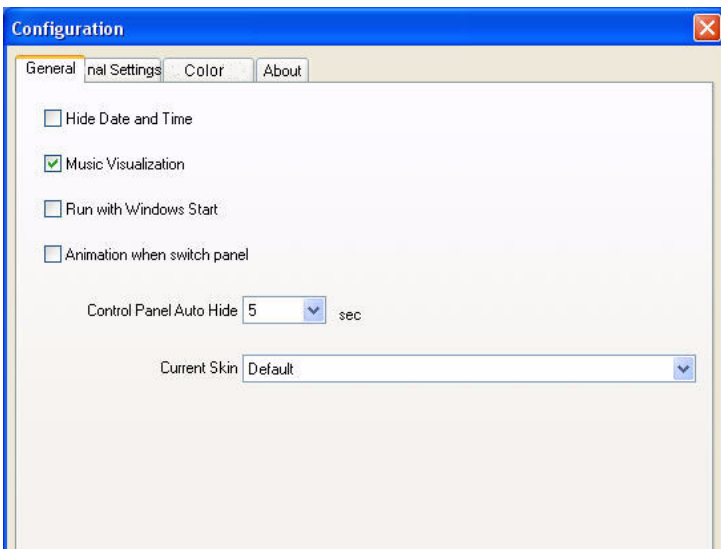


- 12 After the computer restarts, you are ready to set up InterVideo Home Theater and then play and record games. See [Configuring InterVideo Home Theater on page 17](#).

Configuring InterVideo Home Theater

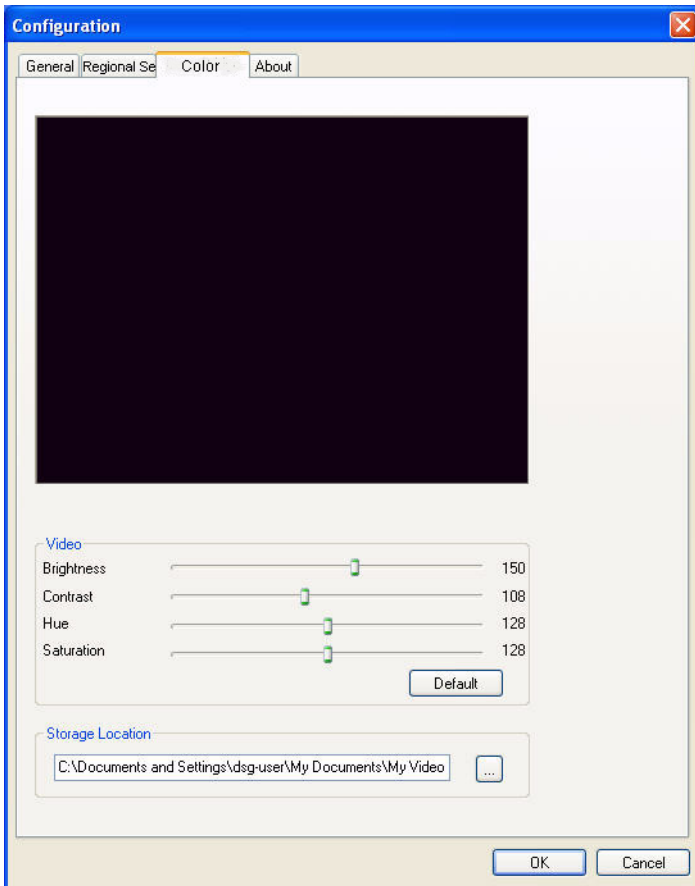
Once you have installed the software and connected GameBridge, you should configure InterVideo Home Theater.


To do so, make sure InterVideo Home Theatre is not running. Then, open the Configuration window by going to your Start menu on the Windows desktop and selecting **Programs> InterVideo Home Theater> InterVideo Home Theater Config**. The following window opens:



Navigate through this window to set various configuration settings for InterVideo Home Theater:

- 1 Make sure GameBridge is connected to your game console and your computer, and that the GameBridge LED indicator is solid green. You should also have a game running so that you can adjust your video settings.
- 2 Select the **Color** tab in the Configuration window.



- 3 Adjust your game's video brightness, contrast, hue, and saturation level by moving the appropriate sliding bar. As you slide the bar, you'll see the changes take place in the preview window. If you decide you don't like the changes, click the **Default** button to return to the original settings.
- 4 You can also select the location where you want to store your recorded games. Click the **Browse** button  under Storage Location and navigate to the folder where you want your recorded games to be stored.
- 5 Click **OK** to save your preferences.

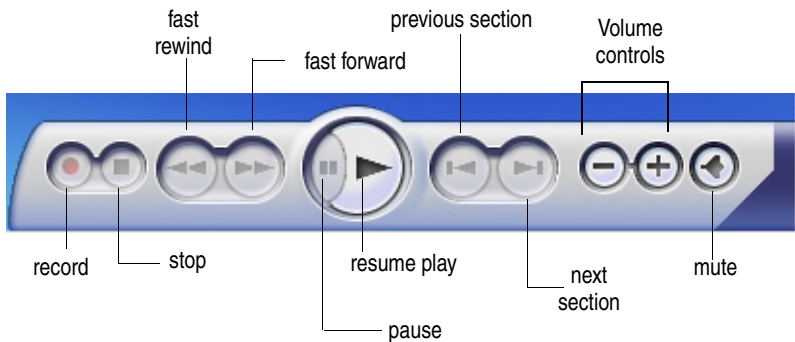
Navigating InterVideo Home Theater

You can navigate InterVideo Home Theater using the on-screen control panel.

Using the Control Panel

The Control Panel opens in the lower right corner of the InterVideo Home Theater window. By default it disappears 10 seconds after your last action on the window, but you can modify or disable that time using the Configuration window (see [Configuring InterVideo Home Theater on page 17](#) for more information).

Use the mouse to navigate the buttons on the Control Panel. The function of the buttons changes, depending upon whether you are using a game console or video device. See the online Help for detailed information about each button. In general, the buttons are used as shown here:



Playing and Recording Console Games on Your PC

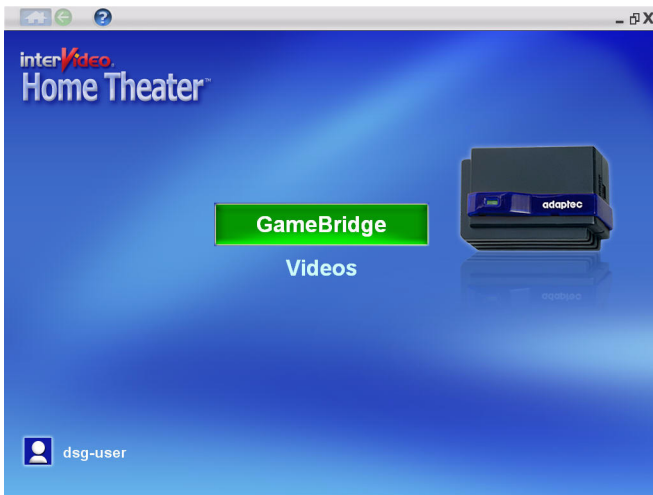
With GameBridge, you can convert video from your game console to your computer screen, maximizing your gaming environment and enhancing the quality of your game's graphics. You can:

- Play console games on your computer (see this page).
- Record your game as you are playing (see [page 23](#)).
- Burn a video of your game to a Video-CD (see [page 24](#)).

Playing Games on Your Computer

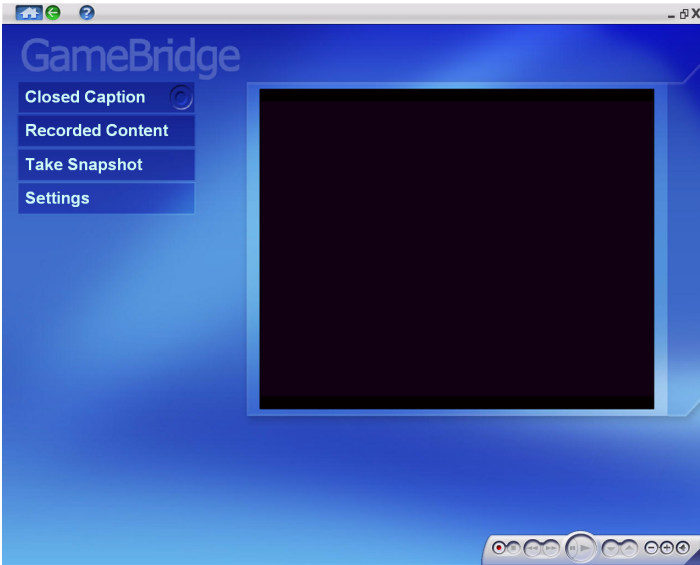
Once you have installed the InterVideo Home Theater software and connected GameBridge to your PC and your game console, you can start playing games.

- 1 From your computer's desktop, double-click the InterVideo Home Theater icon .




- 2 Select the **GameBridge** option.

Note: The first time you open GameBridge, the Settings window is displayed. Using this window, you can define the basic settings for video and recording. See [Customizing the GameBridge Settings on page 22](#) for more information.

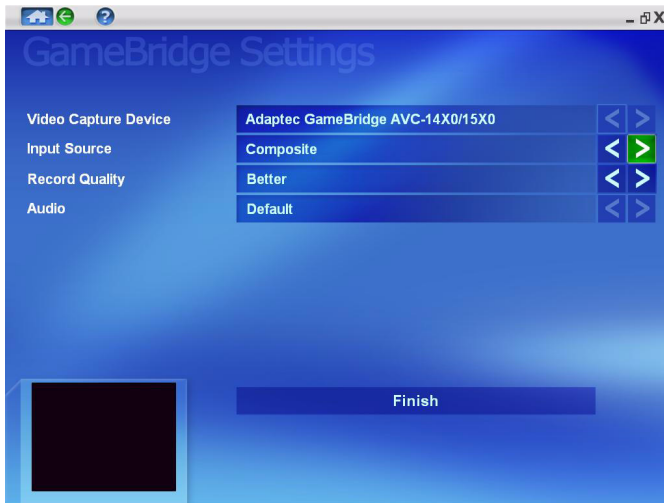


- 3 Insert a game into your game console. It immediately starts in the main GameBridge window.

Note: To play the game using full screen, double-click the game in the window. To return to the smaller view, click the **Back** icon , located in the upper left corner of the window.

Customizing the GameBridge Settings

- 1 From the main GameBridge window, click **Settings**. The Settings window displays.



- 2 Check the following settings:

Setting	Selections	Description
Video Capture Device	Adaptec GameBridge AVC-14x0/15x0	Identifies GameBridge as your gaming device.
Input Source	Composite S-Video	Select the type of video input you are using. Note that S-Video produces a sharper image than composite.
Record Quality	Good Better Best	¹ Choose a setting appropriate for your computer's CPU speed: ■ Good: equal to or greater than 1.3 GHz (Win XP) or 1.8 GHz (Win 2000) ■ Better: equal to or greater than 1.8 GHz (Win XP) or 2.0 GHz (Win 2000) ■ Best: equal to or greater than 2.4 GHz (Win XP) or 2.6 GHz (Win 2000)

¹To determine your computer's CPU speed, go to your desktop and right-click the My Computer icon. Then select **Properties**. The CPU speed is shown on the General tab.

Recording Your Game

With GameBridge, you can capture a video of a game as you play it—with NO impact on performance. GameBridge allows you to play and record simultaneously.

- 1 Ensure you have enough disk space on your hard drive to accommodate the new file. See [Need Help Recording? on page 29](#) for help estimating file sizes.
- 2 Start playing a game (see [Playing Games on Your Computer on page 20](#)).
- 3 From the main GameBridge window, click **Record** on the Control Panel (see [Using the Control Panel on page 19](#)).
- 4 Continue to play your game as usual. The software records the game as you are playing.
- 5 When you have finished playing the game sequence you want to record, click **Stop** on the Control Panel. The recorded sequence is automatically stored in the folder you specified when you chose your GameBridge settings (see [Configuring InterVideo Home Theater on page 17](#)).
- 6 To view your recorded game sequence, click **Recorded Content** on the GameBridge window, then double-click the recorded sequence you want to watch.

Burning the Video of Your Game to a VCD

Once you have recorded your game, you can burn it to a VCD and share the evidence of your superior skills with your friends.

- 1 From the GameBridge screen, click **Recorded Content**.



- 2 Select the recording that you want to burn to a VCD.
- 3 Click **Create Disc** and follow the on-screen instructions.

You will be notified when your VCD is successfully completed. On average, a 30 minute VCD can take from 1 to 2 hours to burn (depending on the speed of your computer and VCD burner).

Taking Snapshots

You can take a snapshot (still picture) as you are playing a game or while you're watching a recording of the game. Just click **Take Snapshot** in the GameBridge window or in the Recorded Content window. Snapshots are stored in the C:\My Documents\My Pictures\Snapshots folder.

Recording Videos

With GameBridge, you can record video from your camcorder or VCR and save the video clips on your computer. Then you can view the videos or burn them to a VCD.

- 1 Attach your camcorder or VCR to GameBridge the same way you would attach your game console (see [page 8](#)).
- 2 Open InterVideo Home Theater, then select the **GameBridge** option.
- 3 Follow the instructions in [Playing Games on Your Computer on page 20](#), [Recording Your Game on page 23](#), and [Burning the Video of Your Game to a VCD on page 24](#) to view, record, and replicate your video.

Note: Your recorded videos are stored in the same location as your recorded games.

Getting Help

Registering GameBridge

To ensure your eligibility for support and upgrades, and to qualify for future promotions, register GameBridge on the Adaptec Web site at register.adaptec.com.

Need Help with GameBridge?

- Ensure that your game console is connected and powered on, or that your camcorder or VHS is properly connected.
- Double-check all cable connections.
- Try connecting to a different USB port on your computer. In doing so, you may need to reinstall the drivers.
- If GameBridge is connected to a USB hub, try connecting it directly to your computer's USB port. You may also need to reinstall the drivers.
- Adaptec recommends that you only use a USB 2.0 port to connect GameBridge to your computer.
- Ensure that the GameBridge is properly connected and that the drivers are correctly installed. This will be indicated when the green Power LED on GameBridge is solid. See [Need Help Installing Your Device Drivers? \(described next\)](#) for help verifying driver installation.

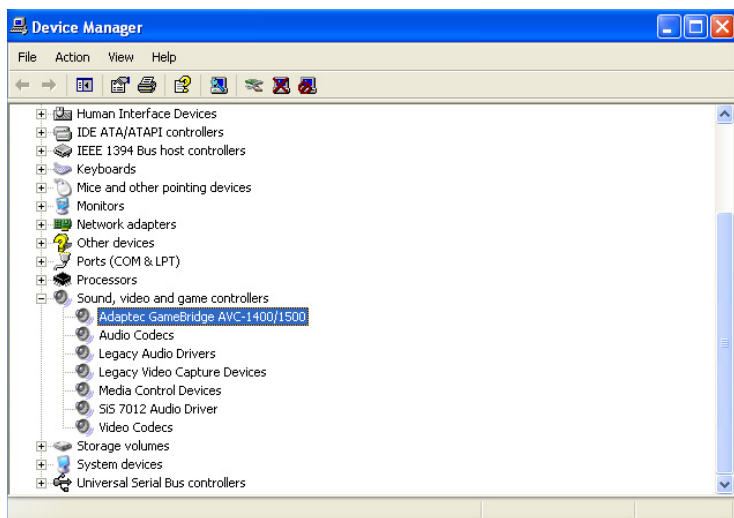
Need Help Installing Your Device Drivers?

To verify that the driver for your operating system has installed properly, follow the steps below for your operating system.

For Windows XP

- 1 On the bottom left of your desktop, click **Start**, then click **Control Panel**. Double-click the **System** icon. The System Properties window opens.
- 2 Select the **Hardware** tab, then select **Device Manager**.

- Click the '+' next to **Sound, video and game controllers** to expand the view. Check that Adaptec GameBridge AVC-1400/1500 appears, as shown in the figure below.



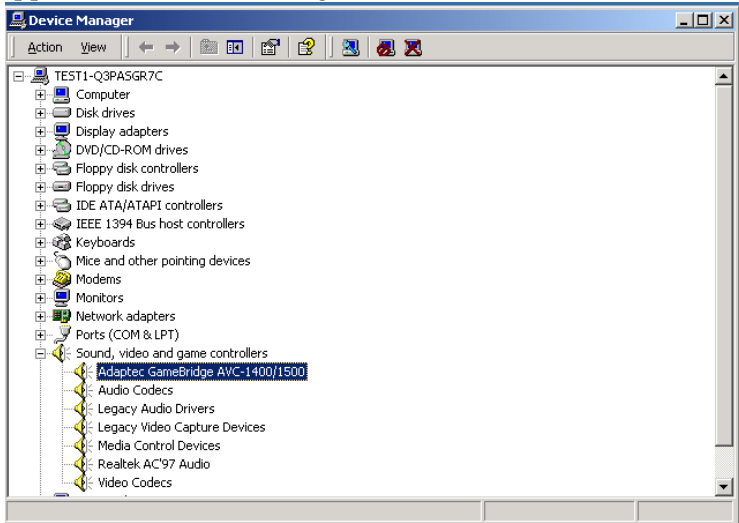
Note: The screen you see on your computer may differ than the one shown above.

If GameBridge doesn't appear, see [Need Help with GameBridge? on page 26](#).

For Windows 2000

- On the bottom left of your desktop, click **Start**, select **Settings**, click **Control Panel**, then double-click **System**. The System Properties window opens.
- Click the **Hardware** tab, then select **Device Manager**.

- 3 Click the '+' next to **Sound, video and game controllers** to expand the view, and check that Adaptec AVC-1400 USB Device appears, as shown in the figure below.



Note: The screen you see on your computer may differ from the one shown above.

If GameBridge doesn't appear, refer to [Need Help with GameBridge?](#) on page 26.

Note: When you first install the GameBridge driver on Windows 2000, you may see a yellow exclamation mark next to the driver in Device Manager. This should only occur if you have not yet installed the InterVideo Home Theater software. Install the InterVideo software to complete the driver installation.

Need Help Recording?

Ensure that you have enough room on your hard drive to record the game or video you want. Use this table to estimate the amount of disk space required:

Capture Setting	Disk space required for	
	1 minute of recording	10 minutes of recording
Good	11 MB	110 MB
Better	32 MB	320 MB
Best	48 MB	480 MB

Technical Specifications

Technology	USB 2.0
Video Input	Composite (RCA) S-Video
Audio Input	Stereo Audio (Left/Right RCA)
Video Capture Format	MPEG-1
Bit Rate	Variable-1.15Mb/s to 6Mb/s
Video Standards	NTSC PAL
Video Resolutions	up to 720 x 480 NTSC up to 720 x 576 PAL
PC Interface	USB 2.0
Regulatory Certifications	FCC Class B (See page vii for more information.)



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