



Project Arcade: Build Your Own Arcade Machine.

By John St. Clair

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Project Arcade: Build Your Own Arcade Machine. By John St. Clair

The bestseller returns—completely updated to include the newest hardware, software, and techniques for building your own arcade

Interest in classical arcade games remains on the rise, and with a little money, older computer hardware, and a little effort, you can relive your arcade experiences by building your own arcade machine. The hands-on guide begins with a description of the various types of projects that you can undertake. It then progresses to a review of the audio and video options that are available and looks at the selection of game software and cabinet artwork. Ultimately, you'll learn essential troubleshooting tips and discover how to build arcade controllers and machines that you can enjoy at home with your PC.

- Serves as a soup-to-nuts guide for building your own arcade machine, from the sheets of wood to the finished product
- Addresses the variety of arcade controls, including joysticks, buttons, spinners, trackballs, flight yokes, and guns
- Explains how to interface arcade controls to a computer
- Shares troubleshooting tips as well as online resources for help and inspiration

Project Arcade, Second Edition helps you recapture the enjoyment of your youth that was spent playing arcade games by walking you through the exciting endeavor of building your own full arcade machine.

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