



# Analogue Pocket Dock Reference Manual

# **Analogue**

Celebrate & explore the  
history of video games with  
the respect it deserves.

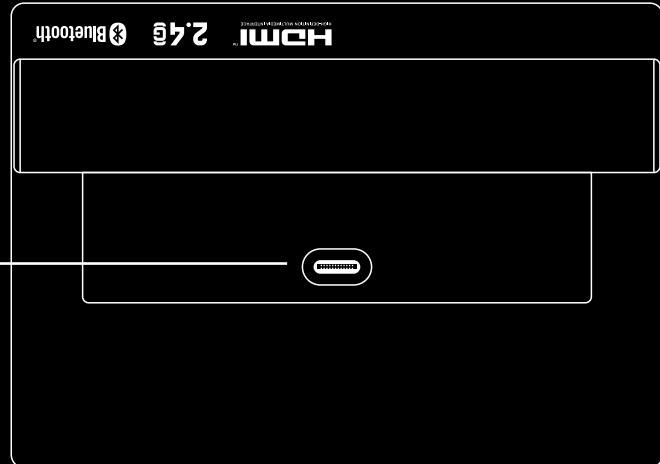
# Congratulations on becoming an Analogue Dock owner.

A reimagining of the underdog that led a 16-bit revolution. Engineered with an FPGA. No emulation. 1080p. Zero lag. Total accuracy. Dock is not a plug n' play toy. Compatible with the Analogue Pocket. Explore and re-live one of the greatest video game systems of all time with no compromises.

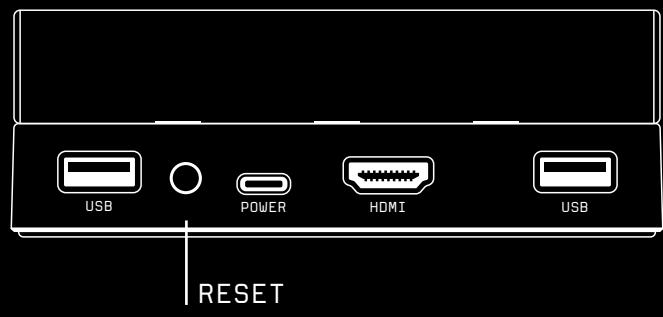
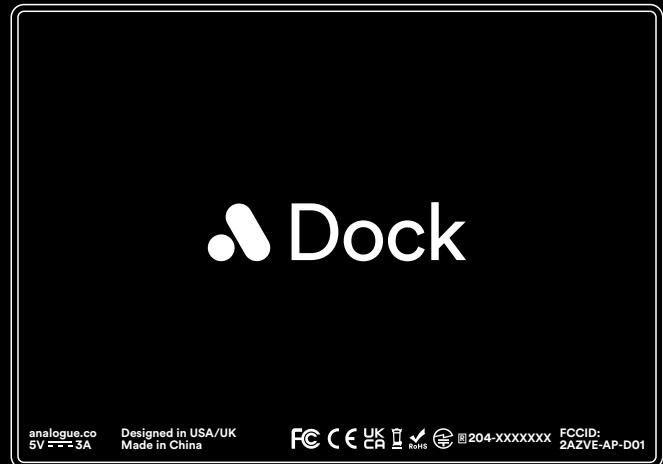
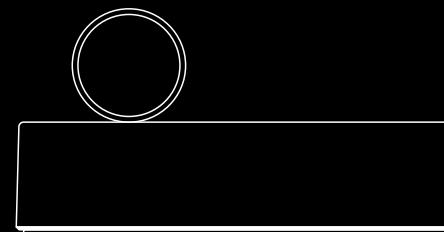
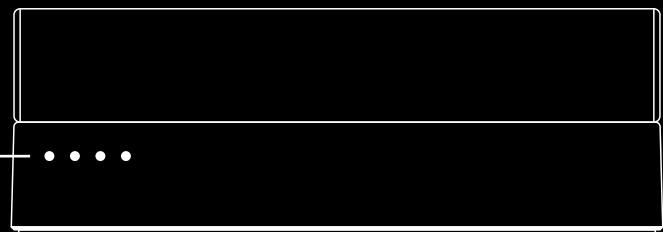
## What's in the box

- Analogue Dock
- USB-C Cable
- HDMI cable
- USB Power Supply [100-240v, 50/60hz, USA/JPN plug-type]

USB-C CONNECTION



LED INDICATORS



## Setting Up Dock

- 1 Plug your USB cable into your USB power supply
- 2 Plug your USB cable into Dock
- 3 Plug your USB power supply into a working AC Outlet
- 4 Plug one end of your HDMI cable into your Dock
- 5 Plug the other end of your HDMI cable into your TV/Monitor/Capture Device
- 6 Power on Pocket and plug into the top of Dock
- 7 Pair a compatible controller with Dock or connect via USB

## Updating the Firmware

Before playing your Dock, make sure to update to the latest firmware at [support.analogue.co](https://support.analogue.co). You will need a FAT16 or FAT32 formatted USB drive to update the firmware.

In order to update the firmware, copy the latest firmware update file at [support.analogue.co](https://support.analogue.co) (with a .bin extension) to the root directory of your USB drive. Make sure no other firmware files are in the root directory. Insert your USB drive into the USB slot on your Dock. The firmware update process will start automatically and takes approximately three minutes to complete. During that time the LED will flicker red and the screen will be blank. When the process is complete the LED will show a steady color and you will see the on screen logo. Do not power off Dock while the firmware is updating. If the power goes off for any reason, Don't Panic! The system may not display anything but it will look for a firmware file to flash to once the power is restored. You cannot brick your Dock with a failed firmware update.

When you update firmware, all settings are reset to their defaults. Take notes of your settings prior to updating.

## Setting up your TV for perfect retro gaming

If your TV has a low-lag or Game Mode, enable it. Otherwise turn off all processing features on your TV or it may negatively effect gameplay and latency.

## Default Controller Key Assignments & Hotkeys

*Down + Start* — Enter/Leave Menu

Entering the Menu may not pause a game and blocks controller inputs to the game, Leaving the Menu returns to a game in progress and returns controller inputs to the game.

*Up + Start + A + B + C* — Reset

Same as pressing the physical reset button, initiates a soft reset.

*A* — Confirm>Select Menu Option Key

*B* — Cancel/Back Key

*C* — Exit Menu and Return to Game

## Main Menu Options

*Run Cartridge*

Performs a Cold Reset (CPU registers and memory is reset) and runs the cartridge in the cartridge slot. This can be a GB/GBC/GBA cartridge or using with the appropriate cartridge adapter. The system will load the appropriate core automatically.

*Settings*

Allows you to adjust the video, audio or system options, save settings and view the credits.

*Tools*

Allows you to enter Game Genie-style cheat codes and test your controllers using the built-in Analogue controller test program.

## Compatible Controllers & Peripherals

— 8BitDo 2.4g or Bluetooth controllers

# Settings Menu Structure & Outline

Factory Default Settings for each option are highlighted. If the option is not highlighted, then it is not enabled with the Factory Default Settings. If there is a range given to a particular option, then the default value for that range is highlighted after the range limits are given.

<b>A Video</b>	
<b>1 Resolution</b>	
a 480p60	
b 720p60	
c 1080p60 (assuming your display supports this resolution)	
d 480p50	
e 720p50	
f 1080p50	
<b>2 Width &amp; Height (when Advanced Mode is enabled, otherwise Screen Size)</b>	
a x320 width (depends on resolution, 1337 for 1080p)	
b Horizontal Position (depends on resolution, 38 for 1080p)	
c Height (depends on resolution, 1080 for 1080p)	
d Vertical Position (depends on resolution, 50 for 1080p)	
f Link x320 and x256 sliders	
<b>3 Screen Size (when Advanced Mode is disabled)</b>	
a 1:1	
b Square Pixels	
c 4:3 for 16:9	
d 4:3 for 16:10	
e 4x Height (1080p only)	
f 4.5x Height (1080p only)	
g 5x Height (1080p only)	
<b>4 Scalers</b>	
a No Scaler	
b HQ2x	
c HQ3x	
d HQ4x	
e Scale 2x	
f Scale 3x	
g X-Ray	
h Disable H Interpolation	
i Disable V Interpolation	
<b>5 Scanlines</b>	
a No Scanlines	
b Normal Scanlines	
c Hybrid Scanlines	
d Scanline Depth (0-255, 120)	
<b>6 Extra Features</b>	
a Mask Top and Bottom Borders	
b Mask Left and Right Borders	
c Enable Dither Blending	
b Dither Blending Depth (0-63, 0)	
<b>7 Buffer Mode (not shown unless Advanced Mode is enabled)</b>	
a Fully Buffered	
b Zero Delay	
c Single Buffer	
<b>8 Color (not shown unless Advanced Mode is enabled)</b>	
a Limit RGB Range	
b Lock Gamma Sliders Together	
c Red (1.00-1.99, 1.00)	

<b>C System</b>	
<b>1 Menu Options</b>	
a Skin	
i USA	
ii EUR	
iii JPN	
b Highlight Style	
i Solid	
ii Swipe	
iii Flash	
iv Rolling	
v Throb	
c Highlight Color	
i Chlorophyll	
ii Quinoline	
iii Fast Green	
iv Patent Blue V	
v Spirulina	
vi Brilliant Blue	
vii Anthocyanin	
viii Indigo	
ix Phloxine	
x Carmine	
xi Carotene	
xii Tartrazine	
xiii Titanium Dioxide	
xiv Aluminum Oxide	
d Font	
i Alternate Font	
ii Upper Case	
iii Mixed Case	
iv Lower Case	
v User Loaded Font	
vi Load Font from SD Card	
e Menu Bounce	
f Dim Game in Menu	
<b>2 Hotkeys</b>	
a Reset Hotkey	
i Left	
ii Right	
iii Down	
iv Up	
v Start	
vi A	
vii B	
viii C	
b Menu Hotkey	
i Left	
ii Right	
iii Down	
iv Up	
v Start	
vi A	
vii B	
viii C	
c Disable Hotkeys	
d Passthrough Mode	
<b>3 Startup Options</b>	
a Boot Sequence Delay (1-10, 4)	
b Title → Menu	
c Title → Cartridges	
d Menu Direct	
e Cartridge Direct	
<b>4 Hardware</b>	
a USA (NTSC Export)	
b Japan (NTSC Domestic)	
c PAL Regions (PAL Export)	
d PAL Extra (PAL Domestic)	
e Force 3 Button Mode	

## Video Settings

### *Resolution*

480p modes set a resolution of 640x480  
(no widescreen borders are added to the signal)  
720p modes set a resolution of 1280x720  
1080p modes set a resolution of 1920x1080.

50p is intended for European and Australian PAL games, all Japanese, American, South Korean and Brazilian games use the NTSC 60p frame rate.  
If you see visual artefacts like tearing (assuming the single buffer mode is off) or stuttering, check here to make sure your refresh rate matches the refresh rate of the game's region. This setting should be used in conjunction with the Hardware settings in the System Submenu.

Dock supports EDID (Extended Display Identification Data) over HDMI. The display will send EDID information over the HDMI cable telling Dock what display modes it supports.  
You may get an unsupported display mode to work, but if you do not, you may end up with no picture.  
Some NTSC displays may not report 50p support but will work with some or all 50p resolutions anyway. Almost all European displays support 60p.  
Dock will start up with the highest resolution and frame rate your monitor supports unless you select a lower resolution setting and save the settings.

## FCC regulatory conformance:

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.
- (2) This device must accept any interference received, including interference that may cause undesired operation.

**NOTE:** 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 instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television 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 the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help

**NOTE:** The manufacturer is not responsible for any radio or TV interference caused by unauthorized modifications to this equipment. Such modifications could void the user's authority to operate the equipment.

## RF Exposure

This equipment complies with FCC radiation exposure limits set forth for an uncontrolled environment. This equipment should be installed and operated with minimum distance of 20 cm between the radiator and your body. This transmitter must not be co-located or operating in conjunction with any other antenna or transmitter.



**Analogue.  
Dock does it all.**