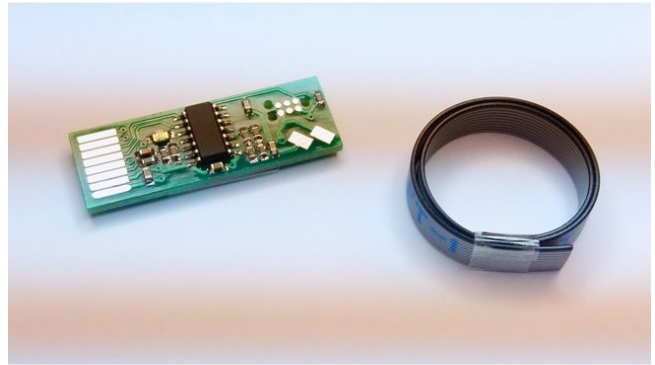
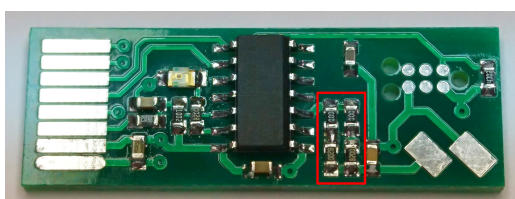


DMG-BL-ADJ Installation Instructions



Since I guess you're eager to start installing it I'll keep this short and simple ;)

1. open your GameBoy using a TriWing screwdriver (available in many retro gaming shops)
2. remove the red battery indicator LED as this is where the PCB goes
3. use double sided tape to mount the PCB on the left side of the GameBoy screen
4. solder the provided ribbon cable on the pads (left side on the picture on the top of the page) I know they are very narrow and close to each other, but had to squeeze them in somehow
5. solder your backlight cables to the two bigger pads (+ goes left and – goes right)
http://tinker7one.at/wp-content/uploads/2019/06/DMG-BL-ADJ_Pins_marked.jpg
6. solder the other end of the ribbon cable to the positions marked here:
http://tinker7one.at/wp-content/uploads/2019/06/DMG-BL-ADJ_CPU_board_connection.jpg
7. finally you're ready to give it a try: with the GameBoy turned off press Start and turn it on keeping Start pressed. Now you can adjust the brightness by using the Up/Down buttons. Releasing the Start button saves the settings, and the game will start as usual.
8. Depending on your backlight you might want to adjust the series resistors marked here. Depending on the current drawn by the backlight the microcontroller's output voltage will change. For a current of 10mA the output voltage according to the data sheet will be 4,7V and for the maximum current of 20mA it will decrease to 4,45V. The case size of the resistors is 0603.



Now have a lot of fun!