Dip Switch Settings

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A DIP switch is a manual electric switch that is packaged with others in a group in a standard dual in-line package (DIP). The term may refer to each individual switch, or to the unit as a whole. This type of switch is designed to be used on a printed circuit board along with other electronic components and is commonly used to customize the behavior of an electronic device for specific situations.

DIP switches are an alternative to jumper blocks. Their main advantages are that they are quicker to change and there are no parts to lose.

Pepper II

awarded at 40,000, 50,000, 70,000 or 90,000 points, depending on the dip switch settings. When a full screen (of the four) has been completely filled, "Zip-a-Dee-Doo-Dah"

Pepper II is an arcade video game developed by Exidy and released in 1982. Despite its name, there was no predecessor named Pepper or Pepper I. Coleco published a port of Pepper II for its ColecoVision home system in 1983. As in Amidar by Konami, the goal is to color the lines on a grid; each rectangle is filled in after being completely surrounded. The grid in Pepper II consists of four connected screens that make up a single level.

The game plays Gounod's "Funeral March of a Marionette" when gameplay starts.

Epson QX-10

and low level Zapple machine code monitor which can be invoked from DIP switch setting on the rear of the machine. The "Abacus" is a IBM PC compatible machine

The Epson QX-10 is a microcomputer running CP/M or TPM-III (CP/M-80 compatible) which was introduced in 1983. It is based on a Zilog Z80 microprocessor, running at 4 MHz, provides up to 256 KB of RAM organized in four switchable banks, and includes a separate graphics processor chip (?PD7220) manufactured by NEC to provide advanced graphics capabilities. In the USA and Canada, two versions were launched; a basic CP/M configuration with 64 KB RAM, and the HASCI configuration with 256 KB RAM and the special HASCI keyboard to be used with the bundled application suite, called Valdocs. TPM-III was used for Valdocs and some copy protected programs like Logo Professor. The European and Japanese versions were CP/M configurations with 256 KB RAM and a graphical BASIC interpreter.

The machine has internal extension slots, which can be used for extra serial ports, network cards or third party extensions like an Intel 8088 processor, adding MS-DOS compatibility.

Rising Star Industries was the primary American software vendor for the HASCI QX series. Its product line included the TPM-II and III operating system, Valdocs, a robust BASIC language implementation, a graphics API library used by a variety of products which initially supported line drawing and fill functions and was later extended to support the QX-16 color boards, Z80 assembler, and low level Zapple machine code monitor which can be invoked from DIP switch setting on the rear of the machine.

Frogger

Who Created the Arcade Classic Frogger?". September 2023. "Frogger DIP Switch Settings". International Arcade Museum. Rose, Gary and Marcia (November 1982)

Frogger is a 1981 arcade action game developed by Konami and published by Sega. In North America, it was distributed by Sega/Gremlin. The object of the game is to direct five frogs to their homes by dodging traffic on a busy road, then crossing a river by jumping on floating logs, turtles, and alligators.

Frogger was positively received as one of the greatest video games ever made. It was followed by numerous clones and several home-only sequels in the Frogger series. The 1982 Atari 2600 version from Parker Brothers sold 4 million cartridges, making it one of the best-selling Atari 2600 games. By 2005, 20 million copies of its various home video game incarnations had been sold worldwide.

Plug and play

automatic configuration, and some still using fully manual settings via jumpers and DIP switches. The old world of DOS still lurked underneath Windows 95

In computing, a plug and play (PnP) device or computer bus is one with a specification that facilitates the recognition of a hardware component in a system without the need for physical device configuration or user intervention in resolving resource conflicts. The term "plug and play" has since been expanded to a wide variety of applications to which the same lack of user setup applies.

Expansion devices are controlled and exchange data with the host system through defined memory or I/O space port addresses, direct memory access channels, interrupt request lines and other mechanisms, which must be uniquely associated with a particular device to operate. Some computers provided unique combinations of these resources to each slot of a motherboard or backplane. Other designs provided all resources to all slots, and each peripheral device had its own address decoding for the registers or memory blocks it needed to communicate with the host system. Since fixed assignments made expansion of a system difficult, devices used several manual methods for assigning addresses and other resources, such as hard-wired jumpers, pins that could be connected with wire or removable straps, or switches that could be set for particular addresses. As microprocessors made mass-market computers affordable, software configuration of I/O devices was advantageous to allow installation by non-specialist users. Early systems for software configuration of devices included the MSX standard, NuBus, Amiga Autoconfig, and IBM Microchannel. Initially all expansion cards for the IBM PC required physical selection of I/O configuration on the board with jumper straps or DIP switches, but increasingly ISA bus devices were arranged for software configuration. By 1995, Microsoft Windows included a comprehensive method of enumerating hardware at boot time and allocating resources, which was called the "Plug and Play" standard.

Plug and play devices can have resources allocated at boot-time only, or may be hotplug systems such as USB and IEEE 1394 (FireWire).

Armed Police Batrider

large number of secrets, which are either unlockable with codes or DIP switch settings, or hidden within the game itself. In addition to selectable difficulty

Armed Police Batrider (??????? ??????) is a vertically scrolling manic shooter arcade video game developed by Raizing and published by Eighting in 1998. The player controls teams of flying jet bikes (Batriders) each with their own pilot; players can choose up to three of nine standard characters plus another

nine unlockable characters from the previous games of Raizing Mahou Daisakusen and Battle Garegga. In 2022, the game was included as part of the Sega Astro City Mini V, a vertically-oriented variant of the Sega Astro City mini console, marking its first appearance outside arcades.

Rolling Thunder (video game)

composed of five stages, for a total of ten stages. Depending on the DIP switch settings, the player has the option to skip any of the first four stages and

Rolling Thunder is a run and gun video game developed by Namco in Japan and Europe and released in 1986 as a coin-operated arcade video game using the Namco System 86 hardware. It was distributed in North America by Atari Games. The player takes control of a secret agent who must rescue his female partner from a terrorist organization. Rolling Thunder was a commercial success in arcades, and it was released for various home computer platforms in 1987 and the Nintendo Entertainment System in 1989. The original arcade game has been included in various classic game compilations as well. It influenced later arcade action franchises such as Shinobi and Time Crisis, which borrowed mechanics such as taking cover behind crates.

On March 17, 2022, the arcade version of the game got ported as part of the Arcade Archives series.

Nude swimming

water or in swimming pools. A colloquial term for nude swimming is "skinny dipping". In both British and American English, to swim means "to move through

Nude swimming is the practice of swimming without clothing, whether in natural bodies of water or in swimming pools. A colloquial term for nude swimming is "skinny dipping".

In both British and American English, to swim means "to move through water by moving the body or parts of the body". In British English, bathing also means swimming; but in American English, bathing refers to washing, or any immersion in liquid for hygienic, therapeutic, or ritual purposes. Many terms reflect British usage, such as sea bathing and bathing suit, although swimsuit is now more often used.

In prehistory and for much of ancient history, both swimming and bathing were done without clothes, although cultures have differed as to whether bathing ought to be segregated by sex. Christian societies have generally opposed mixed nude bathing, although not all early Christians immediately abandoned Roman traditions of mixed communal bathing. In Western societies into the 20th century, nude swimming was common for men and boys, particularly in male-only contexts and to a lesser extent in the presence of clothed women and girls. Some non-Western societies have continued to practice mixed nude bathing into the present, while some Western cultures became more tolerant of the practice over the course of the 20th century.

The contemporary practices of naturism include nude swimming. The widespread acceptance of naturism in many European countries has led to legal recognition of clothing-optional swimming in locations open to the public. After a brief period of popularity in the 1960s–1970s of public "nude beaches" in the United States, acceptance is declining, confining American nude swimming generally to private locations.

Trojan (video game)

Goblins). The player can continue after a game over depending on the dip switch settings. The NES version of Trojan features several significant changes to

Trojan, released in Japan as Tatakai no Banka, is a 1986 hack and slash video game developed and published by Capcom for arcades. It was released in North America by Romstar and Capcom. Directed by Takashi Nishiyama, it is a spiritual successor to the beat 'em up Kung-Fu Master (1984), which was designed by Nishiyama at Irem before he left for Capcom, where he evolved its gameplay concepts with Trojan. It has also been likened to Capcom's Ghosts 'n Goblins (1985), which has similar side-scrolling action gameplay elements.

A Nintendo Entertainment System port was released the same year as the arcade version. It included a one-on-one fighting game mode, for the first time in a Capcom game, making it a precursor to Nishiyama's work on Capcom's Street Fighter (1987). Nintendo released the version in arcades on the PlayChoice-10. A version for MS-DOS was also released during the same year. A ZX Spectrum version was programmed by Clive Townsend for Elite Systems in 1987 for their Durell publishing line of games, but was never released; an incomplete version has since been leaked from a collection of Townsend's ZX Microdrive disk files. The arcade version was later included in Capcom Classics Collection Vol. 1 for PlayStation 2 and Xbox. The NES version was rereleased in 2016 for the Wii U Virtual Console, but only in Japan.

Arcade cabinet

image, some games had an option to flip the video output using a dip switch setting. Other genres of games such as Guitar Freaks feature controllers resembling

An arcade cabinet, also known as an arcade machine or a coin-op cabinet or coin-op machine, is the housing within which an arcade game's electronic hardware resides. Most cabinets designed since the mid-1980s conform to the Japanese Amusement Machine Manufacturers Association (JAMMA) wiring standard. Some include additional connectors for features not included in the standard.

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