

# ***PORODO GAMING***



## **Porodo Gaming** **4" SQUARE DISPLAY RETRO** **HANDHELD GAME CONSOLE**

SKU: PDXV40

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## Product Overview

The Porodo Gaming Retro Handheld Game Console delivers the perfect blend of nostalgia and performance in a sleek, pocket-sized design. Featuring a vibrant 4.0" IPS square display and true 60Hz gameplay, it brings your favorite classic games to life with smooth visuals and responsive controls. Powered by a quad-core processor and equipped with multi-system support, this console ensures seamless performance across a variety of retro titles. Dual 3D joysticks offer precision control for both 2D and 3D games, while its 4000mAh rechargeable battery provides up to 10 hours of uninterrupted playtime. Whether you're revisiting childhood favorites or discovering retro gems for the first time, this compact console offers endless fun on the go—crafted with Porodo's signature balance of power, style, and portability.

## Specifications

Model	PDXV40
Screen Size	4.0" IPS
Screen Resolution	720 x720
Battery Capacity	4000mAh Lithium Polymer
CPU	ARM Cortex-A35 Quad-Core
GPU	Mali-G31 MP2 ,520 MHz
RAM	1GB
Input	5V/2A
Battery Life	10H
Recharge Time	2H
Operating System	Linux ArkOS 2.0
Frame Rate	Up to 60Hz
Interfaces	USB-C Charging, USB-C OTG Data, 3.5mm Audio
Storage	Micro SD (Up to 256GB Supported)

## Shortcut Keys

Shortcut	Corresponding Functions
FN+X	Switch to the shortcut menu of RA
FN+START (two consecutive times)	Quickly exit the current game (remember to save first)
FN+Left joystick (press)	Game fast forward (press fast forward once, then press cancel)
FN+UP (cross directional key)	Select Archive
FN+L1	Load the real-time archive of the current storage card
FN+R1	Save instant save to the current storage card slot
FN+A	Pause the current game
FN+B	Reset the current game
FN+Y	Game screenshot
PSP Emulator Shortcut	Corresponding Functions
Right joystick (press)	Simulator menu
NDS Simulator Shortcut	Corresponding Functions
Left joystick (press)	Simulator menu
L2	Switch between single and dual screens
R2	Switch between left, right, top, and bottom screen arrangements
Right joystick	Stylus
Right joystick (press)	Click
Mplayer Player Shortcut	Corresponding Functions
L2, R2	Quick rewind, fast forward
A	Suspend
FN+START (two consecutive times)	Sign out

## Function and Usage

### 1. Arcade Vertical Shooting Game Rotation Function

The core support for vertical screens includes FBNeo and MAME.

Please note that if the vertical screen mode is enabled, it may conflict with the game border function.

Before proceeding, turn off the border function as follows:

#### **Step 1.** Turn Border Function On/Off

- a. Press the SELECT key on the corresponding game in the game list.
- b. Choose the penultimate option "Advanced Game Options."
- c. Locate the "Border" option and toggle it on or off to enable or disable the border function.

#### **Step 2.** Modify the Screen Orientation (Horizontal/Vertical)

- a. Launch the game and open the RA menu after entering the game.
- b. Navigate to "Options", then follow one of the cases below:

##### **b1.** FBNeo core:

Locate the "Vertical Mode" option.

Set to "On" for rotation or "Off" for no rotation.

##### **b2.** MAME core:

If you find "TATE Mode Rolling...", set it to "On" for rotation or "Off" for no rotation.

- c. After adjusting the rotation, go to "Options" → "Save Game Options File" to save your settings.

#### **Step 3.** Adjust Control Settings

- a. Open "Options Control Port 1 Control."
- b. Change the joystick direction as needed to match the new screen orientation.
- c. Modify the button layout as desired.
- d. Finally, select "Options Control Save Game Custom Key point File" to save the customized control settings for the specific game.

### 2. GBA Game Display Peer-to-Peer Effects (Large Pixel Grain Issue)

If GBA games appear with noticeable "large fruit grain" or pixelation effects, follow the steps below to adjust the display settings:

**a.** On the EE main interface, press START to open Game Settings → By System Configuration → Nintendo Game Boy Advance.

**b.** Set the following options:

Game Display Scale: 2/3 or CORE PROVIDED

Borders: No

Image Smoothing: Off

Shader Settings: Hardware Simulation Filter GBA gba point-to-point lcd3x

Integer Scaling: Off

### **3.** Replace the Simulator Core

**a.** If the game fails to run, it is most likely because the emulator core does not support the game. This issue can usually be resolved by replacing the emulator core.

**b.** To do this, press the “SELECT” button on the game title that encountered an error in the game list. Then, choose “Advanced Game Options”, and change the first option labeled “Simulator” to a different core.

**c.** If none of the available cores in the list can run the game, the game ROM itself is likely faulty. In such cases, please provide feedback for further correction.

**d.** Core Selection Recommendations

**d1.** CPS1, CPS2, and CPS3:

Use the FBAlpha2012 core as the first choice, followed by FBNeo or other FBA cores.

**d2.** FBNeo:

The preferred core is FBNeo, followed by FBAlpha2012 and other FBA cores.

**d3.** MAME:

Use MAME2013plus as the primary option, then MAME2010, and finally other MAME cores.

**d4.** PGM:

The FBAlpha core is preferred, followed by GBNeo. The MAME core can also be used for specific titles such as War of the Three Kingdoms 3 and Journey to the West 2.

**d5.** GBA:

MGBA supports both link cable (combo) and save functions, while GPSP provides better compatibility for certain game revisions.

#### 4. PSX Game Stuck or Button Malfunction

After entering a PSX game, press and hold SELECT for 2 seconds to open the RA shortcut menu.

Then, navigate to Options.

Troubleshooting Steps:

- a. Try adjusting the "Use BIOS" and "Pad 1 Type" settings.
- b. Experiment with different combinations – this often resolves issues with unresponsive buttons in most PSX games.

#### 5. DOS Game Operations

Please use the DOS Box Pure Core.

Core Settings:

- a. Go to RA: Shortcut Menu → Options → Input → Bind Mouse Wheel To Key → Left Track? → Right Bracket
- b. Go to RA: Shortcut Menu → Options → Control → Port 1 Control → Device Type → Mouse with Left Analog Stick
- c. Go to RA: Shortcut Menu → Options → Control → Save Core Custom Key File  
Left joystick – mouse movement

#### Default Keys:

**B** – left mouse button

**A** – right mouse button

**X** – middle mouse button

**R** – CTRL

**L** – SHIFT

**Y** – SPACE

**L2** – mouse movement acceleration

**R2** – mouse movement deceleration

**Select** – ESC

**Start** – ENTER

**L3** – Soft Keyboard

**R3** – Alt

## 6. Three Game Settings

EE offers three ways to configure game settings:

### a. Global Settings:

Set these in the “Game Settings” section of the ES menu. These apply universally across all games.

### b. Simulator Settings:

Configure these under “Game Settings – According to System Configuration”, which vary depending on the specific model.

### c. Individual Game Settings:

Press X on the desired game title to access “Advanced Game Options” and adjust the settings for that specific game.

Priority Order: Individual Game Settings → Simulator Settings → Global Settings

## 7. Game Display Scale

The “Game Display Scale” option in the game settings adjusts the screen scale and determines whether the game is shown in full-screen mode. The two common settings are explained below:

### A. X/Y:

This option scales the display based on the screen resolution. For example, if the resolution is 480×640, the ratio is 4:3. When the Game Display Ratio is set to 4:3, most games will appear in full-screen mode (though some may retain black edges if their native aspect ratio differs).

For instance, 320×480 corresponds to a 3:2 ratio.

### B. CORE PROVIDED:

This option uses the default resolution of the emulator core, which matches the game's original resolution. It ensures that the game is displayed at its native scale without distortion.

For example, if a vertical arcade shooting game is stretched horizontally using X/Y mode, it may appear heavily distorted. Using CORE PROVIDED maintains the original aspect ratio, preventing such deformation.

This setting is also recommended for GB and GBC games, as these can become severely distorted when displayed in X/Y full-screen mode.



## 8. Shutdown

Avoid using the power button to shut down the system, as it may cause data loss. To safely power off, press SELECT on the main interface and choose Shutdown, or select Shutdown from the START menu.

## 9. Memory Card Speed

Using a high-speed TF card can greatly enhance the system's responsiveness, making navigation smoother and improving game performance. It is recommended to use high-quality, high-speed TF cards for an optimal gaming experience.

## 10. Simplify Filters

**A. CRT Filter:** Simulates the display effects of old-fashioned CRT (picture tube) screens, including spherical effects, glow, and scanning lines. Ideal for host simulators such as PS, NES, SNES, and arcade machines.

**B. LCD Filter:** Creates a grid effect similar to LCD screens, suitable for handheld simulators using LCD displays.

**C. Enlarge and Enhance Filters:** Refine image quality by reducing graininess in low-resolution visuals after magnification. Test and select filters based on preference, keeping in mind that some may consume more system resources and affect speed.

**D. Hardware Simulation Filter:** Recreates the visual appearance and color effects of specific hardware models. Customize according to your preference.

**E. Anti-Aliasing Filter:** Not recommended for 2D or pixel-based games; however, it can be tested with 3D games.

**F. Special Effects Filter:** Offers two types of visual effects—old movie and simulated border styles—for a more playful look.

### G. Recommended Settings:

**Arcade:** For sharper images, apply a magnifying or enhancing filter; for a nostalgic effect, add a CRT filter.

**GBA:** Use non-hardware simulation (GBA point-to-point, lcd3x).

**GB/GBC:** Choose from two optional hardware simulation filters.

**NES/SNES:** Use hardware simulation or CRT filter.

**PS:** Reference arcade machine.

**Other Models:** Customize based on preference.

## **11. Chinese Golden Finger**

### **A. MAME Simulator Gold Finger**

The MAME simulator BIOS includes a built-in Gold Finger function.

After entering the game, press the L3 key to open the BIOS menu. Use the cross key to move the cursor, the X key to confirm, and the B key to go back.

Select 'Cheat', then choose 'Enable/Disable a Cheat'. Use the left and right keys to toggle each option on or off, and press B to exit.

Since the menu is in English, it is recommended that you familiarize yourself with the specific meanings of each Golden Finger option.

### **B. FBNEO Gold Finger**

The latest version of FBNEO supports the Gold Finger function, offering both automatic recognition and manual activation.

Once the game starts, open the RA shortcut menu. If the FBNEO core correctly identifies the game, the Golden Finger option will appear automatically, allowing you to activate the corresponding feature.

### **C. NEOGEO Gold Finger**

The NEOGEO Gold Finger uses the functions provided by the Uni BIOS. The first step is to activate the BIOS.

After launching the NEOGEO game, open the RA shortcut menu and navigate to the Options section.

Perform the following steps depending on your configuration:

#### **C1. Under the FBNEO core:**

Set Neo Geo mode to Use UNIBIOS BIOS, then change [Dipswitch] BIOS to Universe BIOS ver. 3.0.

#### **C2. Under FB Alpha 2012 Neo Geo core:**

Set Neo Geo mode to UNIBIOS, and BIOS to Universe BIOS ver. 3.0.

Next, restart the game from the shortcut menu.

If a white NEOGEO screen appears with the text 'Universe BIOS ver. 3.2', it indicates that the Gold Finger function has been successfully activated.

Once in the game, press A + B + Y, then START to open the BIOS function interface – the first item listed will be the Golden Finger function.

## Connecting to Wi-Fi

The V40S PRO and V40 MAX do not come with built-in Wi-Fi (which is the case with most washing machines). Therefore, it is recommended to purchase a high-quality external Wi-Fi adapter.

You can use a Wi-Fi adapter that supports 5G; otherwise, built-in 2.4G adapters may result in unstable performance.

The external Wi-Fi adapter has a USB interface. Since the V40S PRO and V40 MAX do not include a USB port, an OTG interface (located beside the headphone jack) is provided. You will also need an OTG to USB converter to connect the Wi-Fi adapter.

### Steps to Connect to Wi-Fi

1. Insert the converter and Wi-Fi adapter into the OTG port of the machine.
  2. Open the system settings page and select Wi-Fi Settings.
  3. You will see the list of saved connections (if any). For a new connection, press the R key to move the focus to the “+” icon, then press the A key to confirm.
  4. Once the Wi-Fi adapter is inserted and recognized, a list of available Wi-Fi signals will appear.
  5. Select the desired Wi-Fi network, press the A key to confirm, then enter the Wi-Fi password and press Enter on the virtual keyboard.
  6. The connected Wi-Fi network will now appear in the connection list.
- NOTE:** Ensure the Wi-Fi password is entered correctly. If the connection appears in the list but is not functional, it may indicate an incorrect password or an unsuccessful connection.
7. To verify the connection, press the R key to move the focus to the X icon, then select Exit to return to the Wi-Fi settings screen.
  8. Open Network Information from the options menu.
  9. If the connection is successful, the IP address will be displayed (for example: 192.168.0.9).

When the Wi-Fi connection is successfully established, the system will automatically connect whenever the adapter is inserted and powered on.

## Playing Online

**1.** Online play requires two machines connected to Wi-Fi and the same LAN – simply put, both must be on the same Wi-Fi network.

**2.** In theory, it's possible to connect devices running different platforms, but in practice, only a few platforms are compatible. For best results, use two handheld devices from the same series, such as the Rgb10/RGb10 max/RG351 series of the 3326 models.

**Note:** The systems do not have to be identical, but both must use the same core name and ROM for the game.

**3.** Example: Using R36S, V40S PRO, and V40 MAX (ArkOS 2.0 System)

Below is an example setup using R36S, V40S PRO, and V40 MAX, all running the ArkOS 2.0 system.

The essential requirement for online connection is that the core and ROM must match.

### Preparation

**a.** Connect both machines to the same Wi-Fi network.

**b.** Note down the IP address of the device you'll use as the host.

Example: V40S PRO and V40 MAX as hosts with IP 192.168.0.9.

**4.** Game Example: Street Fighter 2 – Four Heavenly Kings Core (fbalpha2012)

**a.** Launch the game on both machines.

**b.** On the host machine:

Open the RA menu, press B to return to the previous level.

In the Online menu, select Host  As Game Host.

**c.** On the second machine:

Open the RA menu, select Online  Connect to Online Host.

Enter the IP address of the host and press Enter on the virtual keyboard to confirm.

**5.** After Connection

Once connected, both machines will display the same synchronized screen.

You can now insert coins and start playing online together.

The actual arcade connection experience is very close to the original.

Other compatible online games include FC's Soul Douluo game and others.

That's the end of the tutorial – now get ready to battle with your friends!

## Safety Precautions

### 1. Power & Charging

- a.** Use only the original or certified USB cable and charger provided by Porodo.
- b.** Do not charge the console unattended or overnight.
- c.** Avoid using the console while charging to prevent overheating.
- d.** Keep the charging port dry and free from dust or debris.

### 2. Temperature & Environment

- a.** Operate the device in a dry, cool environment.
- b.** Avoid direct sunlight or extreme heat sources.
- c.** Do not expose the console to water, rain, or high humidity.
- d.** Keep away from open flames or high-pressure environments.

### 3. Handling & Maintenance

- a.** Avoid dropping, crushing, or applying strong impacts to the console.
- b.** Do not attempt to disassemble, repair, or modify the device yourself.
- c.** Use a soft, dry cloth for cleaning; avoid using liquids or chemicals.
- d.** Store the console in a protective case when not in use.

### 4. Battery Safety

- a.** Do not puncture, crush, or expose the built-in battery to fire.
- b.** Stop using the device if it becomes hot, swollen, or emits an unusual odor.
- c.** Dispose of the battery properly according to local regulations.

### 5. Usage Guidelines

- a.** Take regular breaks during gameplay to prevent eye strain or fatigue.
- b.** Keep out of reach of young children to avoid choking hazards from small parts.
- c.** Do not insert foreign objects into any ports or slots.
- d.** Avoid extended exposure to loud volume to protect your hearing.

## Disposal

This product must not be disposed of as unsorted household waste. It is important to separate such waste for proper treatment and recycling, in compliance with local waste management regulations.

## **Warranty**

Products that you buy directly from our **Porodo** website or shop come with a 24-month warranty.

When you buy **Porodo** products from any of our approved sellers, you only get a 12-month warranty. If you want to extend this warranty, go to our website at **<https://www.porodo.net/warranty>** and fill out the form with your information. Don't forget to upload a picture of the product too. After we've checked and accepted your request, we'll send you an email to confirm that your product's warranty has been extended.

For more info, please check:  
**<https://www.porodo.net/warranty>**

## **Contact Us**

If you have any questions about this Privacy Policy, please contact us at:

**[info@porodo.net](mailto:info@porodo.net)**

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