

Analogue Nt mini

System

Core Hardware	32bit Cyclone V
FPGA Designer	Kevin "kevtris" Horton
Power Control	Wireless on/off long/short reset from controller
Power Input	Worldwide Compatibility (PSU: 50-60hz, 100-240 volts)
Menu/User Interface	Accessible during gameplay and without cartridge
PAL support	Yes
Expansion Audio Hardware	Yes - NES and Famicom slots
Famicom Microphone Support	Yes
Wireless Controller	Included: 8Bitdo NES30 (lag free, 20hr battery life)
Next Gen Controller Compatilby	PS4, PS3, Wii U Pro, Wii Mote and all 8Bitdo controllers (9 controllers)
Cheat Codes	Yes
Expandable	Yes via SD card
Updateable	Yes via SD card
USB Support	USB Host (for charging wireless controller)
Controller Ports	4 NES-style controller ports
Region Free	Yes
Cartridge Support	NES, Famicom and Famicom Disk System* (*requires FDS)
Famicom Expansion Port	Yes
Everdrive / Powerpak Supprt	Yes

Video

Digital Output	1080p/720p/480p with EDID
NTSC (60Hz) / PAL (50Hz) Support	Yes
Analog Output	RGB, Component, S-Video, Composite
Display Detection	Yes
Perfect Integer Scaling	Yes
Pixel Formatting	5x, 4.5x, 4x at 1080p and Horizontal Stretch
Scalers	HQ2X, HQ3X, HQ4X, Scale2X, Scale3X, XRAY
Image Positioning	Yes
Image Cropping	Yes
Scanlines	NES, 2X, 3X, 4X, 5X with Depth Control
Color Palette	4+ Options
16 Sprite Toggle	Yes
Interpolation	Yes with depth control
Lag	Lag free

Audio

Digital Output	48khz 16bit Digital via HDMI
Analog Output	48khz 16bit Analog R/L RCA
Channel Gain	Independent channel gain

Channel Panning	Yes including mute
Expansion Hardware Toggle	Yes
Audio Visualizer	Yes