

## Analogue Nt mini

System	
Core Hardware	32bit Cyclone V (FPGA)
Power Control	Wireless on/off, reset games 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
Upgradeable Firmware	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
Custom LED Options	Yes
Controller Hotkeys	Yes
Video	
Digital Output	1080p/720p/480p with EDID
NTSC (60Hz) / PAL (50Hz) Support	Yes
Analog Output	RGB, Component, S-Video, Composite
RGB Modes	RGB w/ composite synch, RGB w/ seperate synch, RGB w/ synch on green
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

<b>Image Positioning</b>	Yes
<b>Image Cropping</b>	Yes
<b>Scanlines</b>	NES, 2X, 3X, 4X, 5X with Depth Control
<b>Color Palette</b>	4+ Options and custom palette loading via SD card
<b>16 Sprite Toggle</b>	Yes
<b>Lag</b>	Lag free
<b>Audio</b>	
<b>Digital Output</b>	48khz 16bit Digital via HDMI
<b>Analog Output</b>	48khz 16bit Analog R/L RCA
<b>Channel Gain</b>	Independent channel gain
<b>NSF Player</b>	Yes, play NSF (NES Sound Files) via SD card
<b>Channel Panning</b>	Yes
<b>Expansion Hardware Toggle</b>	Yes