

PSX ADAPTER FOR DB9 COMPUTERS

A PLAYSTATION CONTROLLER ADAPTER FOR USE WITH COMPUTERS & CONSOLES USING THE THE ATARI 9PIN STYLE CONNECTOR.

TESTED AND VERIFIED WITH MANY CONSOLES INCLUDING:

***COMMODORE VIC20 / C64 / SX64 / 64GS / AMIGA / CD32
ATARI 400 / 2600 / ST / STE
SEGA MASTER SYSTEM***

PLUS MANY MORE COMPUTERS AND CONSOLES THAT USE THE 9PIN CONNECTOR

Playstation controller compatibility

The adapter has been tested and verified with many Playstation controllers including:

- Play On (Competition play) 2.4GHz wireless dual shock controller.
- 'Madcatz Microcon' dual shock wireless controller.
- Various Unbranded Chinese wireless controllers.
- Sony Digital controller
- Sony Analogue controller
- Sony DUAL shock Analogue controller
- Sony & Competition Pro Mouse
- Shredster Guitar.
- Negcon race controller / Jogcon race controller
- Racing Wheels
- Other third party digital and analogue controllers.

Features

- Standard joystick emulation with one fire button.
- Standard joystick emulation with two fire buttons.
- CD32 control pad emulation with seven fire buttons.
- Atari mouse with two button support.
- Amiga mouse with two button support.
- Commodore 1350 mouse with two button support.
- Individual button programming for Rapidfire / Autofire / Triplefire.
- Individual button programming for Continuous fire.
- 'Keyclone' - buttons can be individually cloned / copied to other buttons.
- Analogue / Dual shock analog sticks support.
- Pre-programmed button maps.
- User-defined button maps.
- On-the-fly selection of controller emulation mode.
- Hot-plug of controller (although not recommended) whilst powered.

Controller Emulation Mode Selection.

To enable maximum compatibility with as many computers and consoles as possible the adapter is pre-programmed with a number of emulation modes.

As well as the pre-programmed emulation modes and button maps there are also four user-defined modes which can be configured as required.

Controller Emulation Mode is performed with the '**Select-Start**' function.....

The '**Select-Start**' function is completed using the following sequence...

- Press and hold 'Select'.
- Press and hold 'Start'.
- Press and hold the desired mode (see table below).
- Release 'Select'.
- Release 'Start'

(The above sequence must be completed within five seconds.)

<i>SELECT-START</i>	<i>CONTROLLER EMULATION MODE</i>	<i>KEYCLONE</i>	<i>AUTOFIRE</i>
<i>'X'</i>	<i>STANDARD JOYSTICK EMULATION ONE FIRE BUTTON,</i>	<i>Y</i>	<i>Y</i>
<i>'O'</i>	<i>STANDARD JOYSTICK EMULATION TWO FIRE BUTTONS,</i>	<i>Y</i>	<i>Y</i>
<i>'/\'</i>	<i>CD32 CONTROL PAD EMULATION SEVEN FIRE BUTTONS,</i>	<i>Y</i>	<i>Y</i>
<i>'LT'</i>	<i>SHREDSTER GUITAR TO CD32 PAD MAPPING</i>	<i>N</i>	<i>N</i>
<i>'L2'</i>	<i>ATARI MOUSE EMULATION WITH TWO BUTTON SUPPORT,</i>	<i>Y</i>	<i>Y</i>
<i>'R2'</i>	<i>AMIGA MOUSE EMULATION WITH TWO BUTTON SUPPORT,</i>	<i>Y</i>	<i>Y</i>
<i>'L1'</i>	<i>COMMODORE 1350 MOUSE WITH TWO BUTTON SUPPORT,</i>	<i>Y</i>	<i>Y</i>
<i>UP</i>	<i>USER-DEFINED EMULATION MODE 1</i>	<i>Y</i>	<i>Y</i>
<i>DOWN</i>	<i>USER-DEFINED EMULATION MODE 2</i>	<i>Y</i>	<i>Y</i>
<i>LEFT</i>	<i>USER-DEFINED EMULATION MODE 3</i>	<i>Y</i>	<i>Y</i>
<i>RIGHT</i>	<i>USER-DEFINED EMULATION MODE 4</i>	<i>Y</i>	<i>Y</i>

Single fire joystick emulation.

In single fire joystick emulation, the playstation buttons are mapped as follows:

UP	=	UP
DOWN	=	DOWN
LEFT	=	LEFT
RIGHT	=	RIGHT
X	=	FIRE BUTTON
Select	=	Activate 'KeyClone'
L1	=	Activate 'Rapid Fire' Selection
R1	=	Activate 'Continuous Fire' Selection

Activate Single fire mode with the following sequence:

Press and hold 'Select' then 'Start' then 'X'
Then release 'Select' then 'Start' then 'X'

This mode is best suited for older computer / consoles that support only one fire button such as the Commodore Vic20 / Commodore 64 and Atari 400.

Dual fire button joystick emulation.

In dual fire joystick emulation, the playstation buttons are mapped as follows:

UP	=	UP
DOWN	=	DOWN
LEFT	=	LEFT
RIGHT	=	RIGHT
X	=	FIRE BUTTON
O	=	FIRE BUTTON 2
Select	=	'KeyClone' Selection
L1	=	'Rapid Fire' Selection
R1	=	'Continuous Fire' Selection

Activate the dual fire mode with the following sequence:

Press and hold 'Select' then 'Start' then 'O'
Then release 'Select' then 'Start' then 'O'

This mode is best suited for computer / consoles that support two fire buttons such as the Amiga, Atari Ste and Sega Master System.

CD32 joypad emulation seven fire buttons emulation.

In CD32 joypad emulation, the playstation buttons are mapped as follows:

UP	=	UP	
DOWN	=	DOWN	
LEFT	=	LEFT	
RIGHT	=	RIGHT	
X	=	RED	/ FIRE BUTTON 1
O	=	BLUE	/ FIRE BUTTON 2
^	=	YELLOW	/ FIRE BUTTON 3
[]	=	GREEN	/ FIRE BUTTON 4
L2	=	RWD	
R2	=	FWD	
Start	=	PLAY	/ PAUSE
Select	=	'KeyClone' Selection	
L1	=	'Rapid Fire' Selection	
R1	=	'Continuous Fire' Selection	

CD32 mode works on the CD32 as well as games on other Amiga's with CD32 pad support.

Activate the CD32 mode with the following sequence:

Press and hold 'Select' then 'Start' then '^'
Then release 'Select' then 'Start' then '^'

'KeyClone' is not available for the 'Start' button.

Analog Stick mapping to digital pad movement is excellent for games such as Alien Breed, ProjectX... it brings a new angle to game control.

On close inspection, you will notice the button colours for the Playstation controllers are physically different from the location on the CD32 native pad.....

To combat this problem the 'Keyclone' function has been created to enable the user to reassign / swap any of the directional or fire buttons.... for instance the 'Red' and 'Blue' buttons.

Users of the original CD32 pad will probably be more comfortable with the default keymapping however but the reconfigurability of the adapter helps in this case too.....

It is also worth noting that the 'Autofire' selection also works with the Up, Down, Left and Right directional buttons as well as the seven fire buttons too!

Playstation Mice

The adapter supports and has been tested with both the 'Sony' branded mouse as well as the 'Competition Pro' branded mouse.

Once connected the mouse can emulate one of three modes:

Amiga, Atari and Commodore 1350 Mice.

The required mode needs to be selected with a standard digital or analog controller.

Once selected, the mode is stored as a Power-On mode.

For instance, if you tend to use the controller on an Atari then you may wish to select Atari mouse emulation.

The required mode is adjusted using the 'Select-Start' function....

'Select-Start'	Controller Emulation mode
'L2'	Atari mouse emulation with two button support.
'R2'	Amiga mouse emulation with two button support.
'L1'	Commodore 1350 mouse with two button support.

Once selected, the mouse mode is stored as a Power-Up mode.

For instance, to select Amiga Mouse mode emulation you need to connect a standard digital / analog controller and use the 'Select-Start' 'L2' function.

In future, when a playstation mouse is connected, it will now emulate an Amiga mouse....

'Rapidfire / Autofire / Triplefire' and 'KeyClone' is not available when using Playstation mice!!

Commodore Amiga Mouse Emulation.

In Amiga mouse emulation mode, the Playstation buttons are mapped as follows:

UP	=	UP
DOWN	=	DOWN
LEFT	=	LEFT
RIGHT	=	RIGHT
X	=	LEFT MOUSE BUTTON
O	=	RIGHT MOUSE BUTTONS
Select	=	Activate 'KeyClone'
L1	=	Activate 'Rapid Fire' Selection
R1	=	Activate 'Continuous Fire' Selection

Activate Amiga mouse mode with the following sequence:

Press and hold 'Select' then 'Start' then 'R2'
Then release 'Select' then 'Start' then 'R2'

The Amiga mouse emulation provides smooth movement and dual button support.

Activating Amiga mouse emulation mode will also override the power up mouse mode....

When a Playstation mouse is connected the mouse will now emulate a Commodore Amiga mouse until a different mouse mode is selected....

Amiga mouse emulation works best when used in conjunction with Analog sticks or Playstation mice.

Atari Mouse Emulation.

In Atari mouse emulation mode, the Playstation buttons are mapped as follows:

UP	=	UP
DOWN	=	DOWN
LEFT	=	LEFT
RIGHT	=	RIGHT
X	=	LEFT MOUSE BUTTON
O	=	RIGHT MOUSE BUTTONS
Select	=	Activate 'KeyClone'
L1	=	Activate 'Rapid Fire' Selection
R1	=	Activate 'Continuous Fire' Selection

Activate Atari mouse mode with the following sequence:

Press and hold 'Select' then 'Start' then 'L2'
Then release 'Select' then 'Start' then 'L2'

The Atari mouse emulation provides smooth movement and dual button support.

Activating Atari mouse emulation mode will also override the power up mouse mode....

When a Playstation mouse is connected the mouse will now emulate an Atari mouse until a different mouse mode is selected....

Atari mouse emulation works best when used in conjunction with Analog sticks or Playstation mice.

Commodore 1350 Mouse Emulation.

In Commodore 1350 mouse emulation mode, the Playstation buttons are mapped as follows:

UP	=	UP
DOWN	=	DOWN
LEFT	=	LEFT
RIGHT	=	RIGHT
X	=	LEFT MOUSE BUTTON
O	=	RIGHT MOUSE BUTTONS
Select	=	Activate 'KeyClone'
L1	=	Activate 'Rapid Fire' Selection
R1	=	Activate 'Continuous Fire' Selection

Activate Commodore 1350 mouse mode with the following sequence:

Press and hold 'Select' then 'Start' then 'L1'
Then release 'Select' then 'Start' then 'L1'

When using a controller the Commodore 1350 mouse emulation is identical to dual fire mode.

Activating Commodore 1350 mouse emulation mode will also override the power up mouse mode....

When a Playstation mouse is connected the mouse will now emulate a Commodore 1350 mouse until a different mouse mode is selected....

A side effect of the C1350 mouse emulation mode is that you can now play your joystick games with the mouse! Simply select Commodore 1350 mode and plug in a Playstation mouse..... this can be great for some games but very frustrating for others!!!!

Shredster guitar to CD32 joypad mapping

If a guitar is connected and guitar mapping is selected the buttons are mapped as follows:

Strum Up	=	UP
Strum Down	=	DOWN
RED FRET BUTTON	=	RED
BLUE FRET BUTTON	=	BLUE
YELLOW FRET BUTTON	=	YELLOW
GREEN FRET BUTTON	=	GREEN
ORANGE	=	FWD
TILT	=	RWD
Start	=	PLAY / PAUSE

Activate the guitar mapping mode with the following sequence:

If a control pad is connected : Press and hold 'Select' then 'Start' then '['
Then release 'Select' then 'Start' then '['

When a guitar is connected : Press and hold 'Select' then 'Start' then 'Orange fret button'
Then release 'Select' then 'Start' then 'Orange fret button'

'Rapidfire / Autofire / Triplefire' Configuration.

The following buttons are triple fire programmable: Up, Down, Left, Right, X,O,/,[],L1,R1

'RapidFire' mode (L1)

Rapid fire mode can be useful when you want a particular button to activate intermittently when pressed.

It's good for shoot-em-up style games etc.

'RapidFire' option is available for these buttons: Up, Down, Left, Right, X,O,/,[],L1,R1

'RapidFire' is selected with the following sequence:

- 1) Press and hold L1
- 2) Press and hold button(s) for which you wish to enable 'RapidFire'.
- 3) Release L1 button

Rapid fire is cleared by pressing and releasing L2 with no other buttons selected.

Continuous fire / keylock mode (R1)

'ContinuousFire' mode can be useful when you want a particular button(s) to be depressed without intervention.. for instance, keeping the 'X' button continuously depressed.

'ContinuousFire' option is available for these buttons: Up, Down, Left, Right, X,O,/,[],L1,R1

'ContinuousFire' is enabled with the following sequence:

- 1) Press and hold R1.
- 2) Press and hold the button(s) for which you wish to enable 'ContinuousFire'.
- 3) Release R1 button.

Continuous fire is cleared by pressing and releasing R2 with no other buttons selected.

Autofire Mode

By combining both 'RapidFire' and 'ContinuousFire', 'AutoFire' is enabled. It is similar to traditional 'AutoFire' methods but also has the advantage that it can be applied to direction buttons too!

'AutoFire' option is available for these buttons: Up, Down, Left, Right, X,O,/,[],L1,R1

For example, you may wish to have the 'X' button in continuous rapid fire and the 'O' as intermittent rapid fire...

- 1) Press and hold L1.
- 2) Press the 'X' and the 'O' button.
- 3) Release L2.
- 4) Release 'O' button
- 5) Press and hold R1
- 6) Release R1.
- 7) Release 'X'.

'Keyclone' Selection.

Keyclone feature is particularly useful when you wish to reconfigure the controller keymap.

'Keyclone' is available for the following buttons **Up, Down, Left, Right, X,O,/,[],L2,R2**

'KeyClone' is selected with the following sequence:

- 1) Press and hold 'Select'.
- 2) Press and hold the button you wish to clone (source button).
- 3) Keep 'Select' and the button you wish to clone depressed whilst you press and release whichever buttons you would like selected source button copied to.
- 4) Release the source clone button
- 5) Release 'Select'.

To reactivate the original function of a button follow this sequence:

- 1) Press and hold 'Select'.
- 2) Press and hold the button you wish to return to original mode
- 3) Release 'Select' button.....

For example, you may wish to have the 'X' button swapped with the 'O' button.

- a) Press and hold 'Select'.
- b) Press and hold 'X'.
- c) Press 'O'. Release 'O'.
- d) Release 'X'.
- e) Press and hold 'O'.
- f) Press 'X'. Release 'X'.
- g) Release 'O'.
- h) Release 'Select'.

To return the 'X' and 'O' button back to their original function, the following sequence is used:

- a) Press and hold 'Select'.
- b) Press and hold 'X'.
- c) Press and hold 'O'.
- d) Release 'Select'.

It is important to note that when cloning a button it is the **ORIGINAL** function that is cloned. For example, if you have cloned the 'X' button to the 'O' button and then wish to clone the 'X' button to another button then you have to press the 'X' button as the source - if you press the 'O' button then the original 'O' button function is copied...

For example to Clone the 'X' button to the 'O' button and the 'O' button to the '[' button:

- a) Press and hold 'Select'.
- b) Press and hold 'X'.
- c) Press 'O'. Release 'O'.
- d) Release 'X'.
- e) Press and hold 'O'.
- f) Press '[' . Release '['.
- g) Release 'Select'.

Keyclone buttons are lost upon powerdown unless stored on one of the User-Defined keymaps.

User-Defined Keymap Selection and Storage.

User-Defined keymaps are useful if you wish to store your own pre-configured keymaps.

User-Defined Keymaps are stored and ready for use after power-down.

They enable, for instance, to reconfigure the controller for left hand use, swap button function or perhaps a specialised 'jump and run' type mode (Gianna Sisters) to be stored for later retrieval.

The User-Defined keymaps are also useful if you have swapped the X/Y Axis or analog sticks within Analog Joystick mode since any changes to the Analog X/Y Axis settings are stored too!

User-Defined keymaps also store any 'Rapidfire / Autofire / Triplefire' settings.

There are four User-Defined keymaps available.

They are assigned to the Up, Down, Left and Right directional buttons.

User-Defined keymaps are usually configured in the following manner:

Select a 'base' keymap mode (Single/Dual/CD32/Analog/Mouse Mode)

Use the 'KeyClone' feature to alter the keymap if required.

Use the 'Autofire' feature to configure any 'Autofire' Settings if required.

Store the new mode onto either Up, Down, Left or Right directional buttons.

User-Definable keymaps are stored with the following sequence:

- 1) Press and hold 'Select'
- 2) Press and hold 'Start'
- 3) Press and hold Up, Down, Left or Right for Five Seconds.
- 4) Release 'Select'
- 5) Release 'Start'
- 6) Release the Up, Down, Left or Right button (whichever button mode was copied to)

If an analogue controller is attached the LED will blink to confirm the mode has been stored.

The User-Definable keymap storage also stores this new mode as the Power-up mode. If you wish to select another mode for power-up you will need to follow the 'Power-up' mode sequence.....

Power-Up mode selection

If you have a favorite emulation mode it is possible to program the adapter to power up in that mode. Use the 'Select-Start' sequence to select desired mode then follow this sequence:

- Press and hold 'Select'.
- Press and hold 'Start'.
- Continue to press and hold 'Select' and 'Start' for five seconds.
- Release both buttons.

If an analogue controller is attached the LED will blink to confirm power-up mode is set.

Run through of User-Defined Keymaps Example.

The following is a complete run through of how to configure a new User-Defined keymap to the 'Up' button.

The new mode is excellent for 'Jump and Run' games such as 'Rick Dangerous' or 'Gianna Sisters'.

- 1) Power up the controller.
- 2) Select 'Single Fire Joystick emulation' ('Select-Start' 'X')
- 3) Copy 'Up' to 'O'
Press and hold 'Select'
Press and hold 'Up'
Press 'O'. Release 'O'
Release 'Up'
Release 'Select'
- 4) Copy 'X' to '['
Press and hold 'Select'
Press and hold 'X'
Press '['. Release '['
- 5) Set Rapid fire for '['
Press and hold 'L1'
Press and hold '['
Release 'L1'
Release '['
- 6) Copy User-Defined mode to 'Up'
Press and hold 'Select'
Press and hold 'Start'
Press and hold 'Up' (for five seconds).
Release 'Select'
Release 'Start'
Release 'Up'

Once complete, this mode will now work as follows:

Use the directional buttons as normal, Up will still function as Up but will also be assign to the 'O' button too this will give the illusion of having two fire buttons in single fire mode....

The 'X' fire button works as normal but if you press the '[' button the fire button will be in RapidFire mode.....