



Apple II ThunderChopper Keyboard and Joystick Controls

Apple II ThunderChopper Addendum:

ThunderChopper can detect whether or not a joystick is connected to your Apple II computer. If a joystick is detected, keyboard cyclic controls are overridden by the joystick position.

Without removing the joystick, you can make the program favor either joystick or keyboard control input by pressing [CTRL][J] or [CTRL][K] respectively. (The [CTRL] key works like the [SHIFT] key -- hold it down while pressing [J] or [K].)

If the program does not detect a joystick, ThunderChopper defaults to keyboard cyclic control.

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Please feel free to write or call us with any ideas or suggestions you may have concerning our simulation software products. Customer feedback is very important to us, and we appreciate your input!

Warranty Policy

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If you wish to return a defective disk, please return the disk only. We have established a fast and efficient repair/replacement system which promises long-run benefits to you. Returning the documentation and/or package will complicate the system and raise shipping costs.