

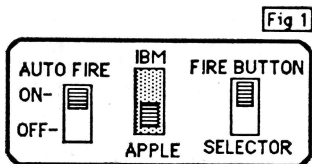
Analog PLUS™

USER GUIDE

Please follow these instructions *in order*, before connecting or using your new Analog Plus. Doing so will ensure proper operation.

1) Computer Selection

Before installation, turn your AnalogPlus upside down to select the applicable computer. The "IBM/APPLE" switch (Fig 1) performs this function.

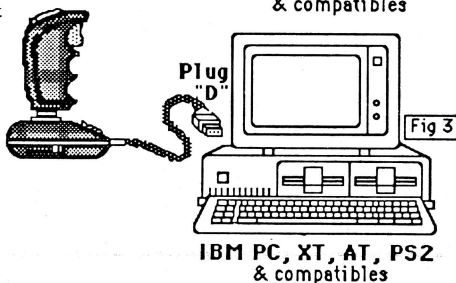
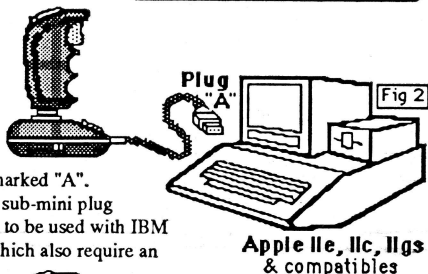


2) Connection

Your joystick output cable must terminate to your computer in the proper, compatible plug. The cable is 2-legged. One leg ends in a 9 pin sub-mini plug for Apple IIe, IIc & IIgs (Fig 2). This plug is marked "A".

The other leg ends in a 15 pin sub-mini plug marked "D" (Fig 3). This plug is to be used with IBM PC, XT, AT & PS2 machines, which also require an Analog Input Card or GamePort card. Suncom model GPT113 is recommended for this purpose.

The table below identifies certain Suncom adaptors to connect AnalogPlus for special situations.



ADAPTORS

For	Use Suncom #
IBM PCjr	SFZ102
Apple II, II+	SFA034
2 Analog+ at once on IBM	DJY109
GamePort (IBM only)	GPT113 (permits 2 joysticks at once)

CAUTION

Never attempt to connect 2 computers at once to your AnalogPlus.

COMPATIBILITY NOTE

Many different "clones" or "compatibles" are made which emulate versions of the IBM PC & Apple II series. Consult your computer manual to determine which computer standard is closest to your own.

3) Initial Use

Before booting software for the first time, we advise rotating the control stick in full 360 degree circles for 10 to 15 revolutions. This will properly distribute internal lubricants and ensure smooth cursor movement. After each use, it is best to store AnalogPlus in an upright position. Should AnalogPlus be stored on its side for long periods of time between uses, it may be necessary to repeat the above procedure.

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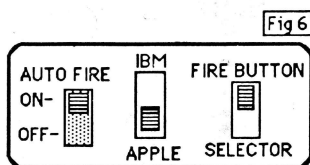
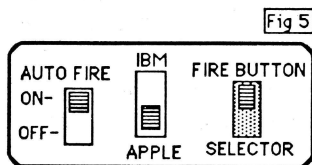
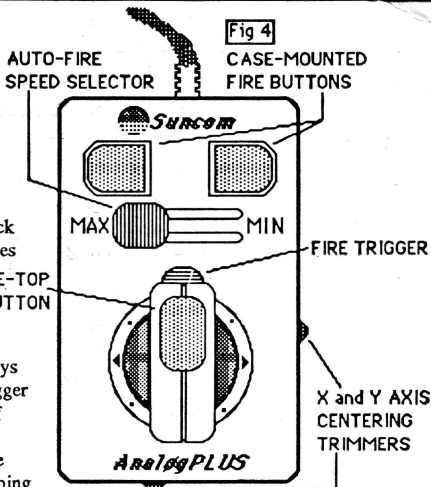
4) Operation

"Action", "Do" or "Fire" Buttons

Four momentary contact switches are provided on the top panel and control stick top of AnalogPlus (Fig 4). These switches correspond to "0" and "1" function signals as interpreted by your computer. The 2 Case-Mounted Fire Buttons and Handle-Top Buttons are wired together, and will always perform the same function. The Fire Trigger button performs the alternate function. If you flip the Fire Button Selector switch (Fig 5), all fire button functions become opposite of what they were prior to flipping the switch.

Auto-Fire

Certain kinds of software (like "shoot-em-up" games) can be played for higher scores with rapid firing. To engage your Auto Fire feature (usable on the Fire Trigger button only), switch the Auto Fire control on the bottom of AnalogPlus (Fig 6) to "ON". To adjust the rate or speed of firing, move the Auto Fire Speed Selector (Fig 4) from left (maximum) to right (minimum). Remember, Auto-fire works on the Fire Trigger button only.



X and Y Axis Centering Trimmers

When using an analog joystick it is generally necessary to tailor the controller's electrical characteristics for the particular software or computer in use. Two Centering Trimmers (Fig 4) are provided on the sides of Analog Plus for this purpose. One trimmer controls the "X" axis, the other controls the "Y" axis as displayed by your computer cursor's screen location. Slide each trimmer across its range to locate the appropriate center point for your software. Often, at the start of a program, the software will automatically take you through an exercise for making these adjustments.

Protective Feet

Rubber feet and suction cup feet are included in your package. Please select your preference and install them to avoid marring table surfaces. The suction cups go in easiest if they are rotated while pushing into their respective openings on the Analog Plus underside.