

## II. How to attach your Joy Stick to your APPLE:

- 1) Remove the lid of your APPLE.
- 2) There is an empty IC socket located at the right side of the slot #7.
- 3) Plug the IC Connector of the Joy Stick cable into the IC socket with cable side to back of the machine.
- 4) Fit the cable through the slot in the back of the machine in order to prevent you from accidentally pulling the cable out and damaging the connector and socket.

## III. How to adjust your Joy Stick:

- 1) If you have a Disk Drive:
  - a. Connect your Joy Stick to computer as instructed above.
  - b. Turn on the computer and boot your DOS 3.3 System Master. Then, run the COLOR DEMOSOFT program in your system diskette. There will be 4 options displayed on screen. Hit No. 4.
  - c. Press button 1 of your Joy Stick. A cursor will appear on the screen and lower left corner of the screen will show X. Y. data. When the Joy Stick is in the center, (X, Y) should be (19, 19). If not in the value, you can adjust the adjustment-trim to get the value to correspond.

Generally speaking, it is not absolutely necessary to adjust the Joy Stick to (19, 19). Because most of game programs can compensate slightly. Usually, (17, 17) to (21, 21) is accepted by most games. Move stick: to upper left corner, (X, Y) should be (0, 0); to upper right corner, (X, Y) should be (39, 0); to lower left corner, (X, Y) should be (0, 39); to lower right corner, (X, Y) should be (39, 39).

- d. Whenever you push button 1, screen will be wiped clear.
  - e. Whenever you push button 2, cursor will change colors.
- 2) If you don't have a Disk Drive handy, you still can check your Joy Stick by using the following sample program:
    - a. To check button 1 function:  
(LIST)

```
1φ PRINT "SW = OFF"  
2φ X = PEEK (-16287)  
3φ IF X > 127 THEN GO TO 5φ  
4φ GOTO 1φ  
5φ PRINT "SW = ON" : GOTO 2φ
```

When you run this program, "SW = OFF" will appear constantly on the screen. Whenever you press the button down, "SW = ON" will on the screen. Then you know button 1 is working properly.

b. To check button 2 function:

You still can use the same program above, except change line 2 $\phi$ , peek value to (-16286).

c. To check the X. Y. value of the Stick:

(LIST)

```
1 $\phi$  P = PDL ( $\phi$ ) : X = INT (P/6) : IF X > 39  
    THEN X = 39  
2 $\phi$  I = PDL (1) : Y = INT (I/6) : IF Y > 39  
    THEN Y = 39  
3 $\phi$  HOME : VTAB 21 : PRINT "X IS ";X;  
    "      " :PRINT "Y IS "; Y; "      "  
4 $\phi$  GOTO 1 $\phi$ 
```

When you run this program, the following characters will appear on line 21 of the screen:

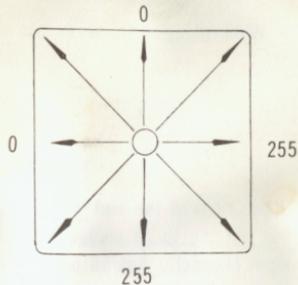
X IS 19

Y IS 19

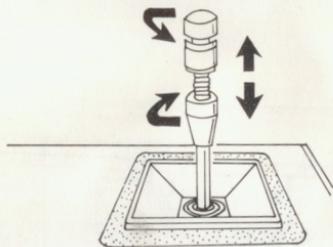
If (X, Y) is not (19, 19), you can adjust the trim by the same steps as you use in the color DEMOSOFT program.

IV. Service:

If you followed the instructions above and there is still something wrong, there are still 2 trims inside the box, but they should be checked only by an authorized distributor. Do not attempt to adjust them yourself. Please send your Joy Stick to where you purchased it from. Our distributor's serviceman will adjust it for you.



JOY STICK is an VR type  
input may be from all direc-  
tions

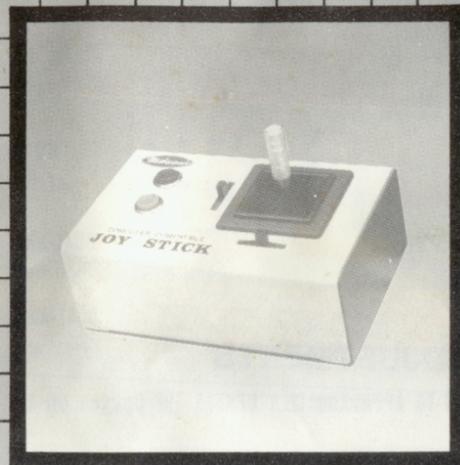


FIT TO PALM SIZE  
STICK ROD IS ADJUSTABLE IN HEIGHT

### CAUTIONS:

JOY STICK is delicately designed and assembled for smooth operation.  
Do not press stick too heavily as to pass over the decided angl .  
Attention be given to its operating method.  
Never throw, crash or roughly handle for longer usage of the machine.

## COMPUTER COMPATIBLE JOYSTICK INSTRUCTION



Thank you very much for your patronage.  
Please carefully read this instruction before  
putting this machine in use.

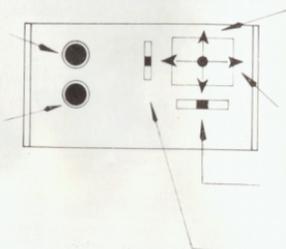
**[PURPOSES]** Various controls, picture disposition and games in a wide range of usage. The stick portion is delicate in construction and will return to the center as soon as your hands are off. Its good functioning permits long hour operation without exhaustion.

### PB 0 Switch

(turn off switch data  
becomes zero)

### PB 1 Switch

(turn off switch data  
becomes zero)



### GC 1 Channel

(stick on vertical)

### GC 0 Channel

(stick on horizontal)

**DUAL-AXIS TRIM ADJUSTMENTS**  
(horizontal)

**DUAL-AXIS TRIM ADJUSTMENTS**  
(vertical)

## TRIM ADJUSTMENTS

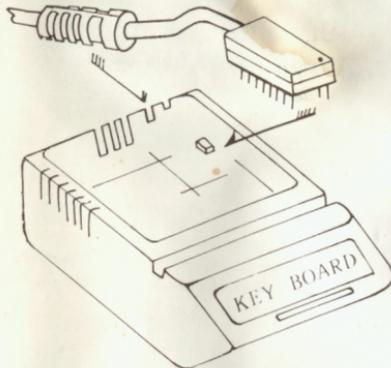
**TRIM ADJUSTMENTS TO APPROXIMATELY CENTER THE CURSOR ON THE SCREEN**

- Once in the game mode, it is possible to adjust the cursor position on the screen by simply rotating the thumbwheels on the upper of the Joystick III.

**TRIM ADJUSTMENTS TO ACCURATELY CENTER THE CURSOR ON THE SCREEN**

- With the stick in the center of your Joystick III adjust the thumbwheels on the upper side of the Joystick III until both numbers on the screen read 128.

(Connecting Method)



\* When plugging in, wire is in rear.

Upper right of the unit (APPLE-11) has nothing to be plugged in. I/O input connector has 16 pins. Plug in there.

(note) After connection, the wire will never come off or damage, though it is pulled. Therefore the wire is fixed to the unit.

Fig. 1

+5V	1	16	NC
SW 0	2	15	AN 0
SW 1	3	14	AN 1
SW 2	4	13	AN 2
STRB	5	12	AN 3
PD 0	6	11	PD 3
PD 2	7	10	PD 1
GND	8	9	NC

Fig. 2

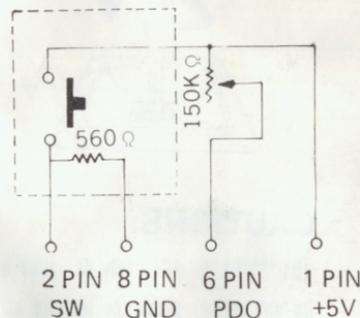


Fig. 1 indicates the pin output of game I/O connector.  
Fig. 2 indicates the game paddle circuit. (Switch Input Circuit)



COMPUTER COMPATIBLE  
**JOY STICK**

Our Features:

\* Desk-Top

\* Center Return

\* Highly Sensitive

\* Dual-Axis Trim Adjustments

\* Long Life Rotation





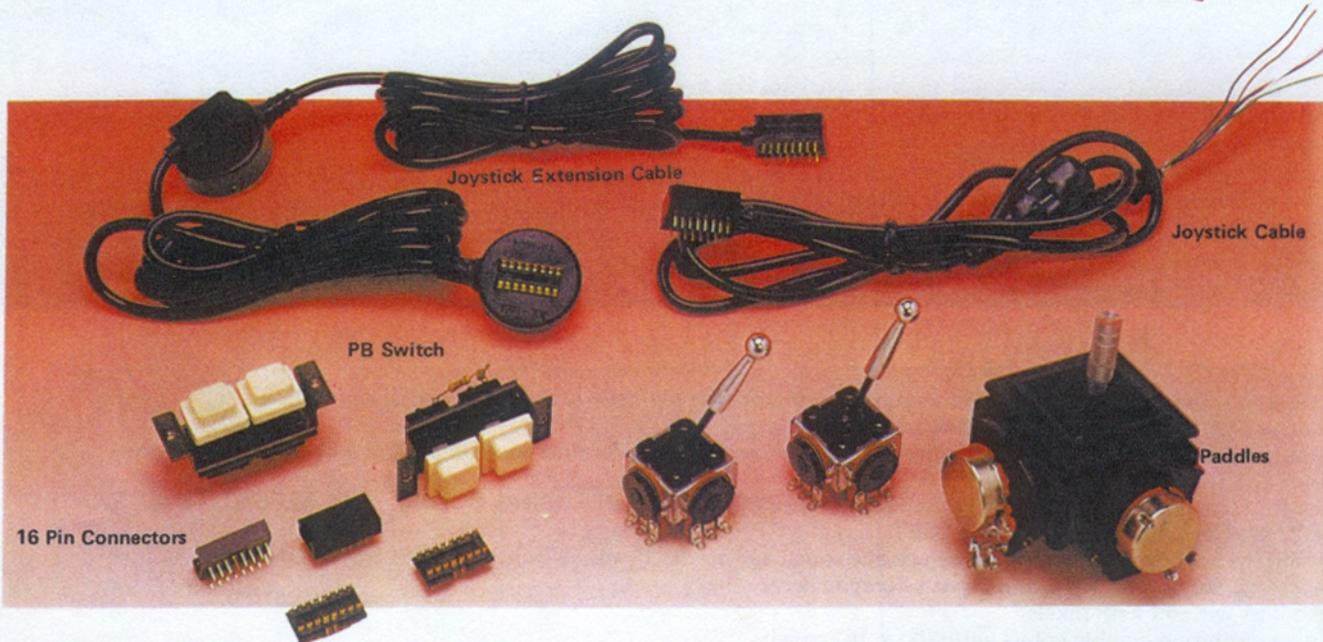
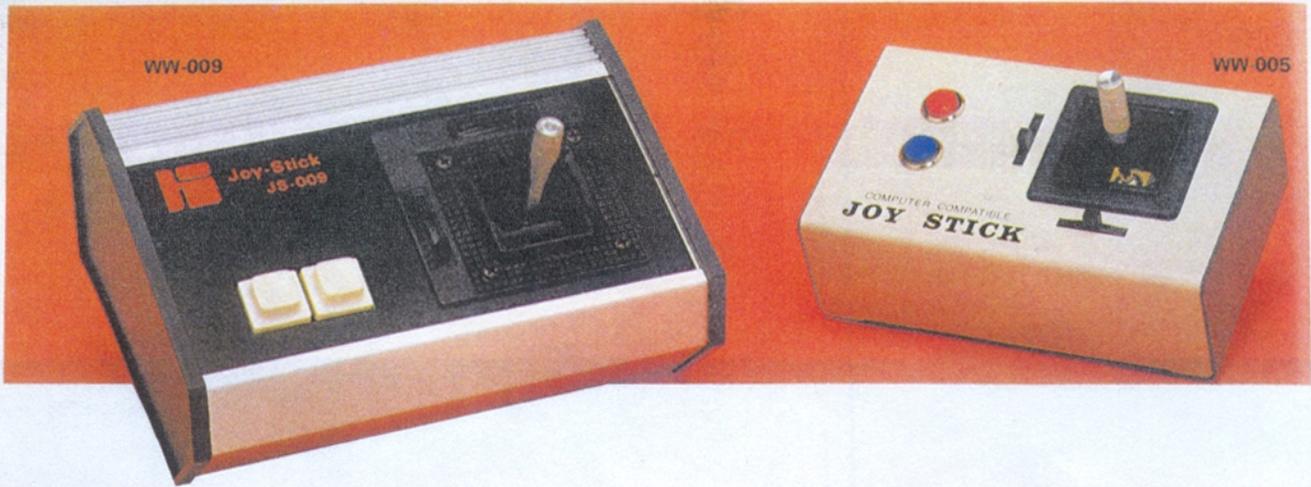
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We specialize in the manufacture and export of joysticks, parts, and computer peripherals. Joystick parts are also available. We accept orders in any sizes in addition, OEM orders are most welcome. The high quality of our products are guaranteed, as is their competitive price. For full details, please get in touch. Your own specifications are acceptable.



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