

MAC GAMEPAD™

User's Guide



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USER'S GUIDE

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INTRODUCTION

Thank you for choosing the Mac GamePad™ by Advanced Gravis.

The Mac GamePad is a user customized joystick and game control pad for Apple® Macintosh® computers. Its movement control and button functions provide compatibility with a wide range of action-oriented games and educational programs.

The general appearance and handling characteristics of the Mac GamePad are similar to those enjoyed by millions of Super Nintendo® and Genesis® users. Now, you too can enjoy the same high level of game action and response, combined with the superior graphics and sound of the Macintosh.

What To Read

Installation and operating instructions are provided for users with varied levels of Macintosh expertise and experience.

- A Quick Start sheet is provided for experienced Mac users who prefer to learn by experimentation. The Quick Start sheet is a brief overview of the bare essentials required for installing and using the Mac GamePad.
- Most Mac users will benefit by reading the full installation and operating instructions provided in this User's Guide.

Section 1, "Installation" leads you through the hardware and software installation process step-by-step.

Section 2, "GamePad Essentials" introduces you to the GamePad's general operating principles and its hardware components. This section provides you with basic information required to use your GamePad with the GamePad Sets provided on your Mac GamePad disk.

Section 3, "GamePad Software" provides a tutorial on creating and editing GamePad Sets and adjusting the Cursor Control options. The last chapter of this section provides a reference source for the GamePad menu commands.

Section 4, "Customer Support" explains the Gravis warranty program and provides assistance in dealing with the most common problems encountered by Mac GamePad users.

This User's Guide assumes that you are familiar with the basic operation of your Macintosh and common terms related to its use. For those users who may not be familiar with some of the terms used in this User's Guide we have provided a Glossary of terms in Appendix B.

To-Do Actions

You may be required to perform certain actions during the installation and tutorial examples. To-Do actions are preceded by a diamond (◊) and are shown in bold type.

Example:

- ◊ **Choose “New Set...” from the control panel’s “Edit” menu.**

System Requirements

- Macintosh computer with an ADB port. i.e.; Mac SE models, Mac II models, Mac Classic models, Mac LC models, Quadra models, Performa models, Centris models and PowerBook* models.
- System software version 6.0.7 and greater or System 7.0 and greater.
- Hard disk drive recommended.
- * PowerBook Duo models require a dock or mini-dock with an ADB port.
- Your Mac GamePad software supports the simultaneous use of two Mac GamePads. These GamePads can be used in conjunction with the Gravis MouseStick, MouseStick II, and an Apple mouse and keyboard. See “Appendix A - Specifications” for additional information.

Section 1 INSTALLATION

The installation process is composed of two stages; (1) the connection of the Mac GamePad to your Macintosh and (2) the installation of the Mac GamePad software.

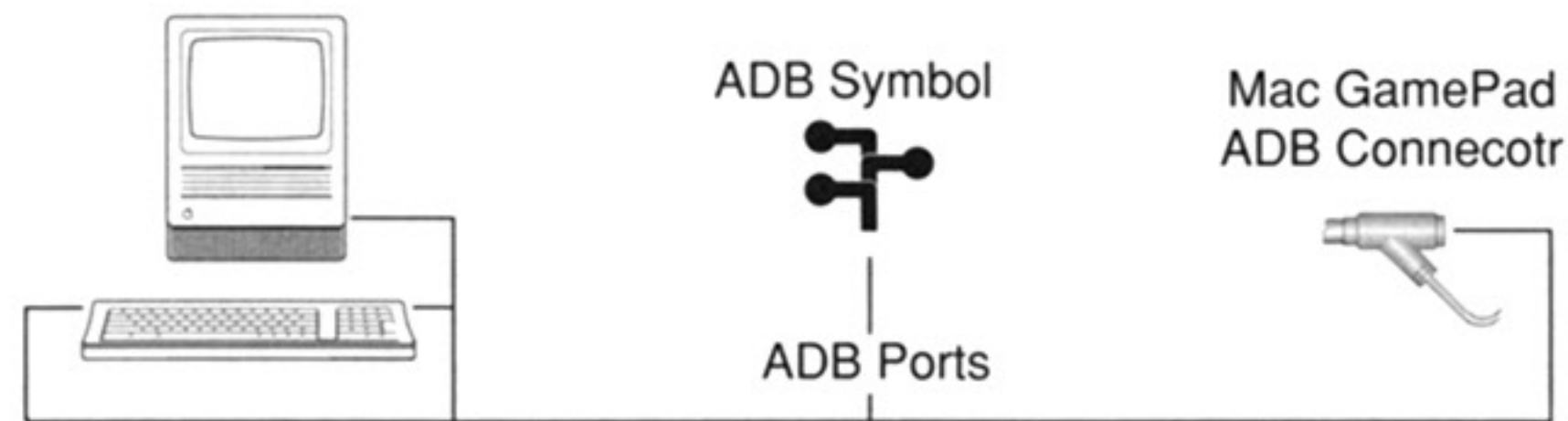
Hardware Installation

- ◇ **Shut down and turn off your Mac if it is running.**

Note! Connecting ADB devices to your Macintosh while it is turned on could seriously damage your GamePad and/or Macintosh.

You can plug the GamePad into any available Apple Desktop Bus (ADB) port, the same connector used by your keyboard and mouse. We recommend using the ADB ports on either end of your keyboard and that you don't connect more than a single GamePad connector per ADB port.

- ◇ **Plug the GamePad's connector into one of your Mac's ADB ports.**



- ◇ **Reconnect your mouse or keyboard cable to the ADB port on the GamePad's connector, if either was unplugged to connect the GamePad.**

Although you can use the GamePad to control the cursor, most people will find it convenient to use their mouse for extended menu and button selection tasks.

Note! Your new Mac GamePad will not function correctly until its software is properly installed.

Software Installation

Note! Lock or write protect your “Mac GamePad” disk before inserting it into your computer. Locking your original “Mac GamePad” disk will protect it from computer virus infections and accidental altering of the original files.

If you have any virus protection, or system extensions management software installed, you may have to disable or adjust them to install and run the GamePad software.

◇ **Turn on your Macintosh.**

◇ **Insert the “Mac GamePad” disk into your floppy disk drive.**

Your “Mac GamePad” disk contains a GamePad Installer and a GamePad Data file. The GamePad Installer will automatically place the following files in the correct locations on your startup disk:

- **Mac GamePad** - a Control Panel Device (cdev). This file is required for the GamePad to function correctly and to manage your GamePad control settings.
- **GamePad Sets** - a folder containing an assortment of pre-made GamePad settings for popular games.
- **Read Me (GamePad)**- a text and graphics file that contains valuable information not included in this User’s Guide.

If you are using System 6.0.7 or 6.0.8 the Mac GamePad cdev will also be placed into your System Folder. If you are using System 7.0 or greater, the Mac GamePad cdev will be installed in your Control Panels folder.

The GamePad Sets folder will be placed in your System Folder.

The “Read Me (GamePad)” file will be copied to the first window of the disk selected in the GamePad Installer.

◇ **Double-click the GamePad Installer.**

The default “Install” options are all that’s required by most GamePad users. The “Custom” options allows you to install only portions of the GamePad software or to install a copy of the GamePad files in a separate “GamePad Software” folder. On-screen help provides additional information on the custom install options.

◇ **Click the “Install” button.**

The installation will only take a few moments to complete.

◇ **Click the “Okay” button.**

◇ **Choose “Restart” from the Finder’s “Special” menu.**

Your Mac GamePad software will load when your computer is started. A GamePad icon will be displayed along the bottom of your screen during the computer’s startup process.



When your Mac has restarted:

- ◇ **Locate the “Read Me (GamePad)” file and double-click its icon.**

The Read Me file is presented in a book format with a Table of Contents and Chapters. Its opening screen provides instructions on selecting specific topics and directions for printing the entire book or single chapters.

- ◇ **Choose “Quit” from the “File” menu after reading or browsing the Read Me file.**

The GamePad hardware and software installation is complete. Now you’re ready to learn how to use your Mac GamePad to get new high scores in your favorite games.

Section 2 GAMEPAD ESSENTIALS

GamePad Essentials introduces you to the general operating principles of the GamePad and its hardware. This section discusses the GamePad's hardware and provides you with the basic information required to use your GamePad with the GamePad Sets provided.

The Mac GamePad provides two separate types or modes of control; Keystroke Control and Cursor Control.

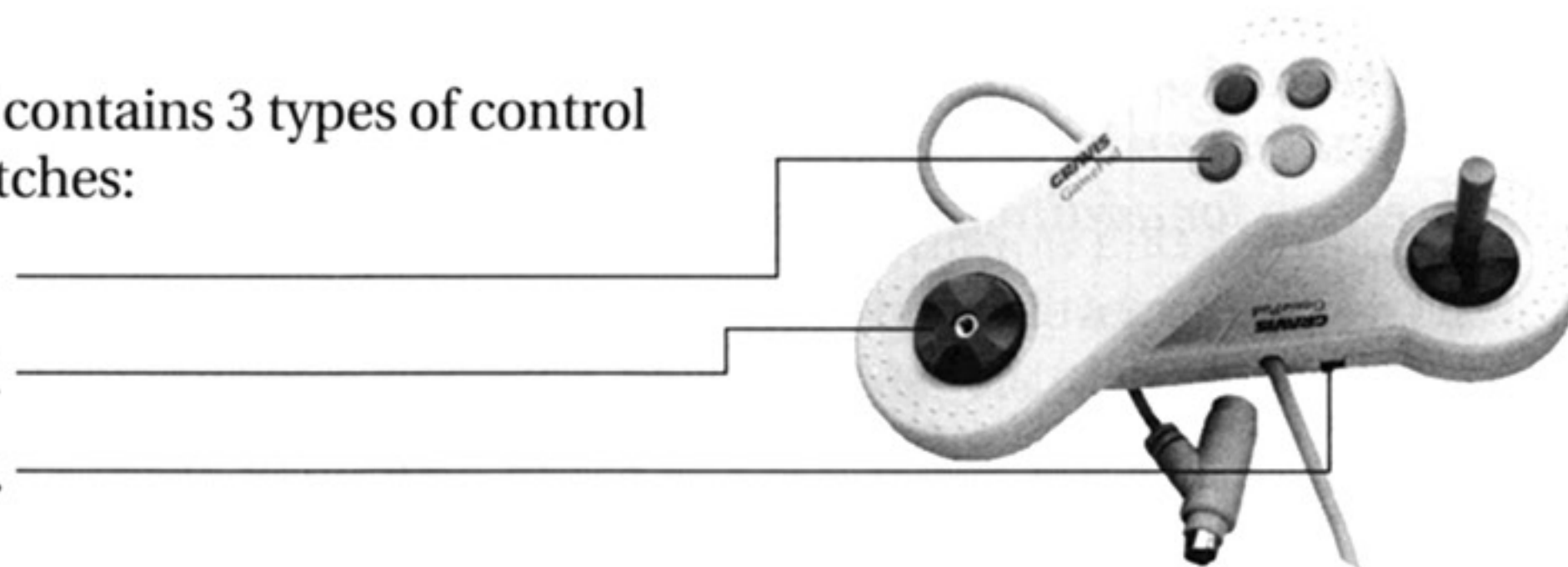
Keystroke Control is the Mac GamePad's primary control mode. It uses the keyboard controls available in most Macintosh games for character movement and other actions. The function of the Movement Pad and Fire Buttons is defined by GamePad Sets (small files that contain information on how the GamePad should function in each of your games). An assortment of GamePad Sets is provided with your Mac GamePad and you can easily create more.

Cursor Control is the secondary control mode. It allows you to use the GamePad in place of a mouse for making menu selections and for playing games that do not support keyboard control.

Hardware Overview

The Mac GamePad contains 3 types of control buttons and/or switches:

- ① Fire Buttons
- ② Movement Pad
- ③ Control Switch.



Control Switch

The Control Switch allows you to switch between Keystroke and Cursor Control at any time. When the Control Switch is positioned closest to the Fire Buttons it is in Keystroke Control. When the switch is closest to the Movement Pad the GamePad is in Cursor Control.

When the GamePad is in Keystroke Control, the function and operation of the Movement Pad and Fire Buttons is determined by the active GamePad Set.

When the GamePad is in Cursor Control, the Movement Pad controls your cursor, a designated Fire Button acts as a mouse button and the remaining buttons perform the tasks designated by the active GamePad Set.

Movement Pad

The Movement Pad can be used with the removable joystick handle or as a thumb control pad — the choice is yours.

The joystick handle screws into the threaded hole in the center of the Movement Pad. The handle should be screwed in tightly but take care not to cross thread or over-tighten it.

***Note!** The joystick handle is designed to break if excessive force is applied. Broken handles and cross threaded or stripped threads are not covered by the Mac GamePad's warranty. Replacement handles can be ordered at a nominal cost from Advanced Gravis. See the Customer Support section for additional information.*

The Movement Pad provides 8 distinct directions of movement control; up, down, left, right and at 45° angles. Movement control is accomplished by moving the joystick handle in the desired direction, or by pressing down on the outer edge of the Movement Pad.



The illustration to the right shows the Fire Buttons on the right side; the way most right-handed players hold the GamePad. The GamePad software allows you to flip the GamePad's control orientation, placing the Fire Buttons on the right or left side.



Fire Buttons

The Mac GamePad is equipped with four independent buttons.

When the GamePad is in Keystroke Control, each button can be assigned to function as a mouse button or keyboard keys. The Fire Buttons can be used to fire guns, make your game character jump, or to activate any keyboard commands supported by your games.

When the GamePad is set for Cursor Control, one of the buttons will function as a mouse button and the remaining 3 will perform the functions designated by the active GamePad Set. The button that functions as a mouse button is selected in the Cursor Control options.

Loading GamePad Sets

- ◇ **Start your Macintosh.**
- ◇ **Select Control Panel or Control Panels from the Apple () menu.**

System 6 users will be presented with the Control Panel window and a scrolling list of control panel icons. System 7 users will be presented with an open Control Panels folder and an assortment of Control Panel files.

- ◇ **Select and open the Mac GamePad control panel.**

Your Mac GamePad control panel allows you to create and manage GamePad Set files, adjust the Cursor Control settings and access the various GamePad options and commands.

Buttons & Keys

The Movement and Fire Buttons control your game character's movement and other game functions by executing keystrokes; the same as pressing the keys on your keyboard.

By assigning the appropriate keys to the GamePad you can cause your game character to move forward, jump, shoot or perform any other actions supported by your game's keyboard commands. In addition to this basic keystroke emulation, you can modify key repeat rates to perform tasks that would be more difficult using a keyboard.

Individual GamePad Sets can be created for any number of games. Your collection of GamePad Sets are stored in the GamePad Sets folder, within your System folder. When you open the Mac GamePad control panel they are displayed in the Set Collection List.

Active Sets

The Sets shown in your Set Collection List are inactive until they are loaded or made active. Once a Set is loaded it is active and defines how the GamePad will function. If two GamePads



are connected, each can have the same or different Active Sets. When a Set is loaded, it replaces the previously active Set.

GamePad Sets can be loaded in two ways: manually, by dragging a Set onto a GamePad or automatically, using the Application Aware feature.

Manual Set Loading

To manually load a Set:

- ◇ **Select a Set from the Set Collection List**
- ◇ **Drag the Set onto one of the GamePads displayed in the control panel.**
- ◇ **Release the mouse button when the GamePad image is highlighted.**

The Set's name will appear below the GamePad image, indicating it is the Active Set.

Drag a Set from the Collection List to a GamePad to make the Set active.

Application Aware

The Application Aware feature takes a little time to set up initially, but makes the loading of Sets automatic from then on. First you must turn on the Application Aware feature. Then you change the names of the Sets you want to load automatically, making them Application Aware.

Once Sets are made Application Aware, they will automatically load whenever you play the designated games.

- To turn Application Aware on:*
- ◇ **Press the App. Aware button.**



- Note! The Application Aware feature will not be active until you close the GamePad's control panel.*
- Note! To conserve memory the GamePad software is set to remember only 10 Application Aware Sets. See "Set Cache Size" if you wish to make more than 10 Sets Application Aware.*

A Set is made Application Aware by naming it the same as an application and enclosing the Set's name in square brackets. An Application Aware Set can be made to load into a second connected GamePad by adding "-2" before the closing square bracket of the Application Aware Set's name.

Example:

If the game's name is "Laser Blast", an Application Aware Set for that game would be named "[Laser Blast]". If the Application Aware Set was intended to load into GamePad #2, its name would be "[Laser Blast-2]"

Sets can be made Application Aware by manually changing their names or by using the "Lookup" buttons provided in the "New Set..." and "Rename Set..." dialog boxes.

To make existing Sets Application Aware:

- ◇ **Select a Set from the Set Collection List.**
- ◇ **Choose "Rename Set..." from the "Edit" menu.**
- ◇ **Click the "Lookup" button.**

A standard file location dialog box allows you to select the application you want your Set to be aware of.

◇ **Locate and select the desired application.**

◇ **Click the “Lookup” button again.**

You will return to the Rename dialog box and your Set will have the same name as the selected application, but enclosed in square brackets. If you want this Set to load into GamePad #2, add a “-2” before the closing square bracket.

◇ **Click the “Rename” button to save the Set’s new Application Aware name.**

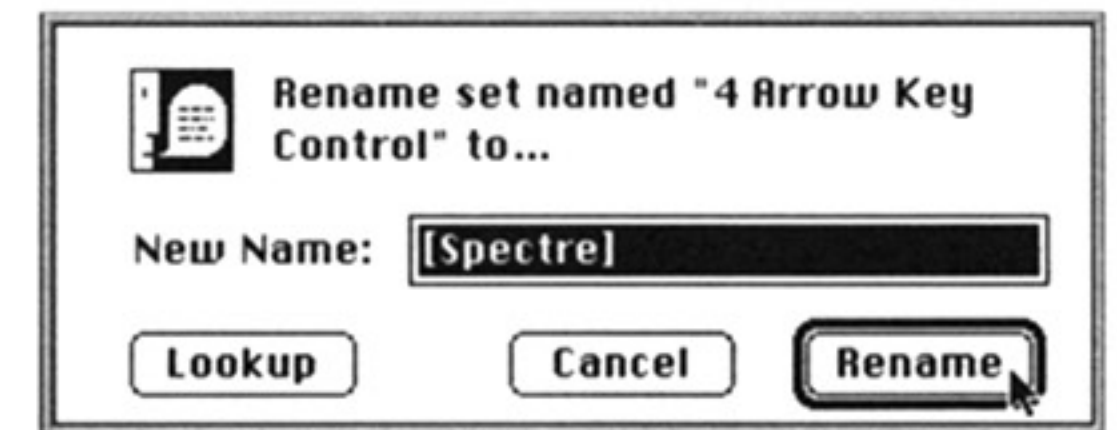
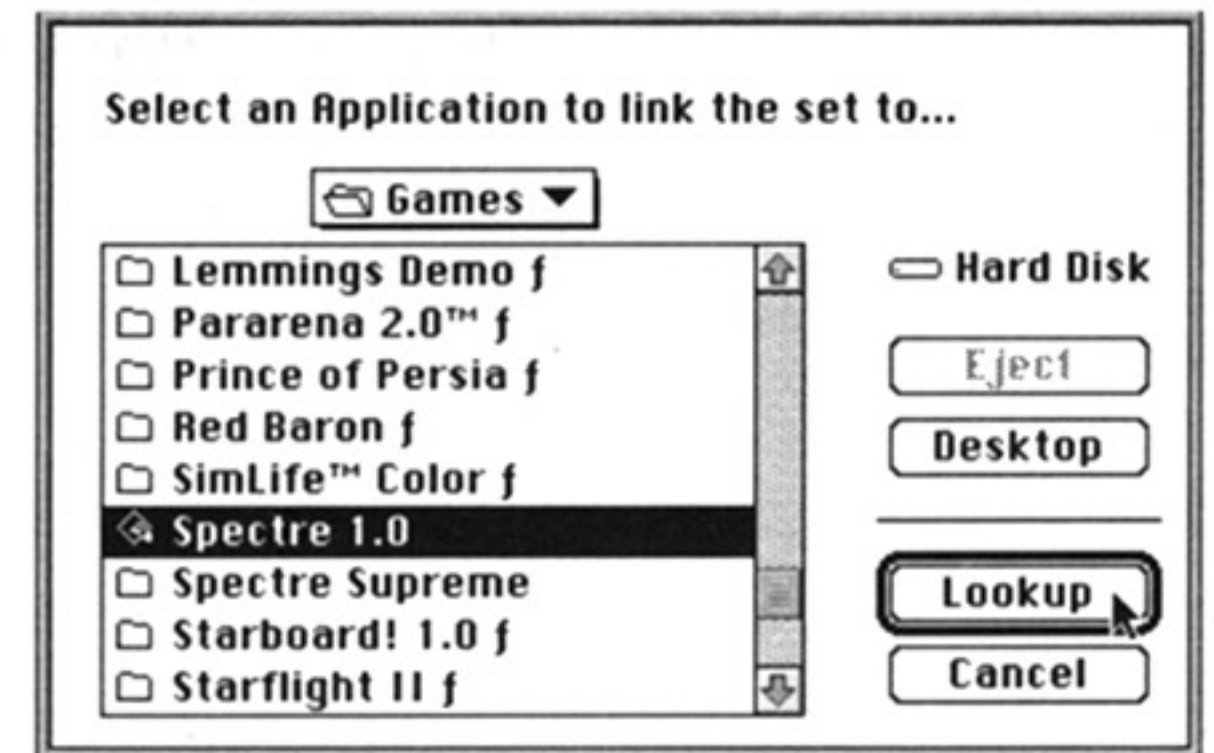
You can repeat the above steps to assign Application Aware names to each of your favorite games.

That’s all there is to it — you’re ready to start enjoying the Mac GamePad, using any one of the custom GamePad Sets provided.

***Note!** The Control Switch must be positioned closest to the Movement Pad to use the GamePad Sets (Keystroke Control).*

◇ **Click the close box in the top left corner of the GamePad control panel.**

Chances are that you have one of these games, so why not take a little break and have some fun.



Note! *The Application Aware feature requires the Finder to be running. If you have turned the Finder off or replaced it with another program, such as At Ease™, Application Aware will not function and Sets must be manually loaded.*

Section 3 GAMEPAD SOFTWARE

This section of the GamePad User's Guide is divided into three chapters. The first chapter deals with creating, editing and managing your GamePad Sets. The second chapter provides information on the Cursor Control options. And, the last chapter "GamePad Options" provides a reference source for the GamePad menu commands.

Much of the first 2 chapters are presented in a tutorial fashion so you can learn by experience and experimentation.

Sets And The Set Editor

- ◇ If your Mac GamePad control panel is not open, please open it now.

Note! The Control Switch must be positioned closest to the Fire Buttons to use the GamePad Sets.

First, let's create a new Set. We'll use this Set to experiment with in the Set Editor.

To create a new Set:

- ◇ Choose "New Set..." from the Mac GamePad's popup Edit menu.
- ◇ Name the new Set "Practice."
- ◇ Click the "Copy Settings From Selected Set" checkbox to deselect this option.

Copy Settings From Selected Set allows you to make a new Set that is an exact duplicate of the Set currently selected in the Set Collection List. For our example we want a completely new Set, so we have deselected this option.



- ◇ **Click the Create button.**

Note! Set names can be up to 31 characters in length.

You have created your first custom GamePad Set and it is selected in the Set Collection List.

The Set Editor

The Set Editor lets you open active and inactive Sets and modify the Movement Pad and Fire Button functions.

Opening Sets

Active Sets are opened by simply pressing the Edit button below the GamePad with the active Set that you wish to modify. Inactive Sets can be opened by selecting the Set and choosing the Edit Set command from the Edit menu. For our example we are going to use a short cut to open our “Practice” Set.

- ◇ **Double-click on the “Practice” Set in the Set Collection List.**

The Set Editor will open with the blue Fire Button selected and “Blue Button” displayed along the top border of the button options area.

- ◇ **Click each of the Fire Buttons and various locations on the Movement Pad.**

As you click each of the Fire Buttons the button’s name will be displayed along the top of the button options area.



When you click on the Movement Pad you will notice 8 separate direction controls, plus a ninth to the center. Each separate direction area on the Movement Pad displays an arrow and the direction is indicated along the top border of the button options area.

You should also note that a “Once” Repeat option is available only when the Movement Pad is selected.

Assigning Keys

You can assign the following keystrokes to the Movement Pad:

- A single modifier key
- A single standard keyboard character
- A single keyboard character with any number of modifier keys.

You can assign the following keystrokes or mouse clicks to Fire Buttons:

- A mouse click with or without modifier keys
- Any number of modifier keys
- Up to 5 standard keyboard characters
- Up to 5 keyboard characters with any number of modifier keys.

***Note!** Modifier keys are special keys used to modify the function of another key. These include the Command, Option, Control, Shift and Caps Lock keys.*

Let's practice by assigning some keys to the Movement and Fire Buttons.

- ◇ **Click the left arm of the Movement Button.**
- ◇ **Press the “L” key on your keyboard.**

The letter “L” will appear in the key assignment entry field. But wait... that’s a mistake. We should have entered the left arrow (cursor) key.

◇ **Press your left arrow key.**

The letter “L” is replaced with a left arrow.

Now let’s try that with a Fire Button.

◇ **Click the red Fire Button.**

◇ **If the Keystrokes... Function is not selected, please select it now.**

◇ **Press the space bar on your keyboard.**

Each Fire Button can have several keys assigned to it, therefore changing keys is a little different than with the Movement Pad. And, since you may wish to assign the “delete” (backspace) key to one of the Fire Buttons, that key cannot be used in the usual fashion for removing keys already assigned.

◇ **Click, with your mouse, on the entry field where the “Spc” key is shown.**

This will select the entire entry field and allow you to enter other keys.

◇ **Press and hold down the Command (⌘) key while pressing the letter “L”.**

◇ **Release both keys at the same time.**

This will provide a “⌘ - L” keyboard command. You can also enter these as individual keys by pressing and releasing each separately.

Now let’s assign a mouse click to the blue Fire Button.

- ◇ **Click the blue Fire Button.**
- ◇ **Click the Mouse Click Function.**
- ◇ **Select the Command checkbox in the Modifiers... area.**

The blue button will now execute a “⌘ - Click”, after we save our Practice Set. But first let’s check out the Repeat options.

Repeat

The Movement Pad has 3 repeat options: Once, Standard and Continuous. The Fire Buttons have 2 repeat options: Standard and Continuous.

- **“Once”** executes only a single keystroke when the Movement Pad is pressed, regardless of how long the pad is held down. This option ignores the repeat rate set by your Keyboard control panel.
- **“Standard”** works the same as pressing keys on your keyboard. If the game responds to the keyboard repeat rate, a Standard key will repeat. If the game ignores the keyboard repeat, the Standard key will be executed only once per button or pad press. The repeat rate is determined by your Keyboard control panel or controlled by the game.
- **“Continuous”** allows you to set a key repeat rate, or turbo-fire, that is independent of your Keyboard repeat rate. Continuous repeat will often provide repeating keys in programs that are designed to ignore or restrict the key repeat rate.

Note! Continuous and Standard repeat cannot be assigned to the Movement Pad’s “Center” position.

Let's assign a turbo-fire mouse click to our green Fire Button.

- ◇ **Click the green Fire Button.**
- ◇ **Click the Mouse Click Function.**
- ◇ **Click the Continuous Repeat option.**
- ◇ **Click and drag the Rate slider bar's adjuster knob about 3/4 of the way toward the rocket.**

You now have a turbo-fire mouse button.

Combined Corners

Combined Corners is the last option left to explore in the Set Editor.

Some games require a single key for making 45° movements, others require 2 keys to be pressed at the same time. Combined Corners combines the adjacent up/down and left/right keys to provide angle movements in games that require you to press two keys together.

Example:

If a game requires the 7 on a numeric keypad to move up and to the left, you would enter a "7" in the Up Left Movement Pad direction and you would not select Combined Corners. If the game requires both the 4 and 8 keys to be pressed for up/left movement, you would select the Combined Corners option.

If you already have a key entered for the 45° direction it will be ignored and the adjacent keys will be executed, if Combined Corners is selected.

Okay/Cancel

The “Okay” button saves any changes you have made and closes the Set.

“Cancel” closes the Set without saving any changes.

Note! See “Save Current Set” in the GamePad Options chapter of this section for additional information on saving changes to the Active Set.

When you are finished experimenting:

- ◇ **Click the “Okay” button to close the Set Editor and save your changes.**

Now we are back in the main window of the Mac GamePad control panel. We have one final item to look at before our new Set is really complete. We are going to attach a small note to the Set for a reminder of what the Movement and Fire Buttons are assigned to do.

Set Notes

Set Notes can be attached to each GamePad Set. They can be entered directly into the Set Notes field, beside the Collection List, or they can be expanded for easier entry and reading.

With the Practice Set still selected:

- ◇ **Click the Set Notes grow box in the upper right corner of the GamePad control panel’s window.**



Your Set Notes expand to the full size of the control panel’s window. You can enter a reminder note of up to 500 characters in length. If you attempt to enter more than 500 characters your Mac will beep to alert you that you have reached the note length limit.

- ◇ **Click the Set Notes grow box again to compress the Set Notes back to their original size.**

Tip You can ⌘-Click in the Set Notes field to expand or contract the Notes.

Cursor Control

Although most users find a conventional mouse more appropriate for making menu selections and similar tasks, you may find it more convenient at times to use the GamePad's Cursor Control mode. You can use this control mode for many mouse controlled games.

- ◇ **Slide the Control Switch toward the Movement Pad.**
- ◇ **Press the Movement Pad and experiment with controlling the cursor.**

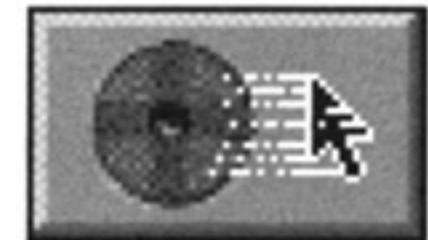
The default setting is for the blue button to act as a mouse button.

Cursor Control is designed to move the cursor slowly when the Movement Pad is pressed, and then increase its speed as you continue to press the Movement Pad. These Cursor Control settings provide fine control for selecting small items or menu commands, yet allows the cursor to glide quickly across large screens.

- ◇ **Click the Cursor Settings button.**

You are provided with 3 simple cursor settings:

- **“Maximum Speed”** determines the fastest rate at which the cursor will travel.
- **“Acceleration Rate”** sets the rate at which the cursor will travel from its slowest speed to the Maximum Speed.
- **“Mouse Button”** allows you to select one of the 4 Fire Buttons to automatically perform as a mouse button when Cursor Mode is selected.

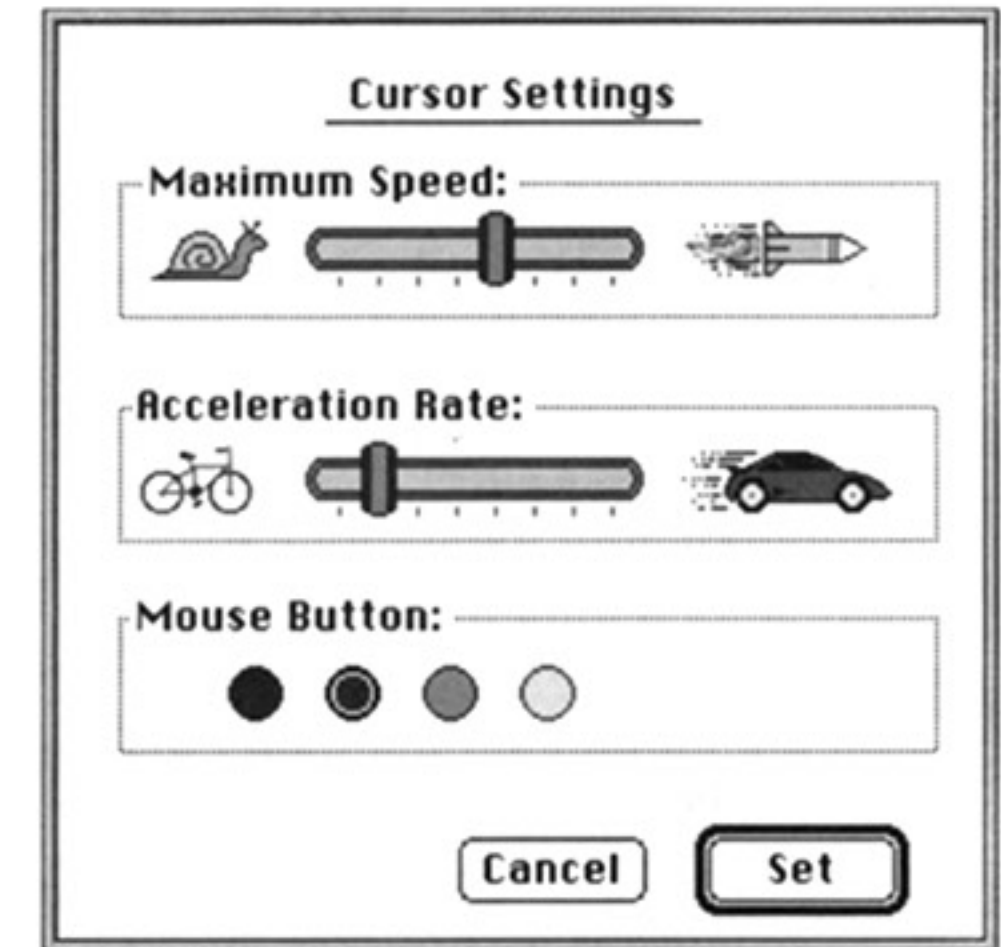


The remaining 3 Fire Buttons will perform the task assigned by the current active Set.

- ◇ **Press the “Set” button to save any changes made to the Cursor Settings.**

GamePad Options

The “GamePad Options” chapter describes the remaining Mac GamePad control panel options and features in a reference style. Although most of these items are very intuitive and required only occasionally, it is a good idea to at least browse this chapter, stopping at the items of interest.

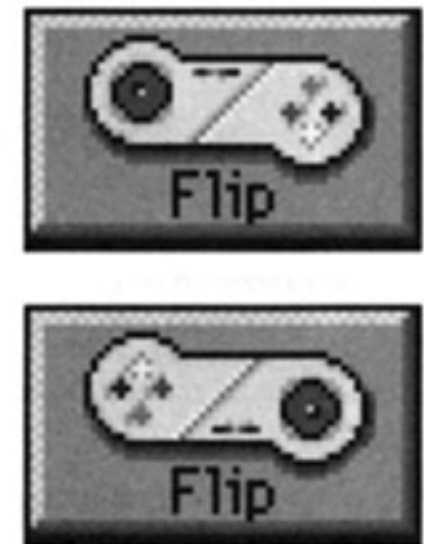


Flip

The Flip button allows you to change the GamePad’s orientation for use with the Fire Buttons on the right or left side.

When you flip the GamePad around, the directional movement is reversed. The Flip button reverses the Movement Buttons directions and flips the graphic in the Set Editor.

GamePad #1 and #2 can have different orientations.

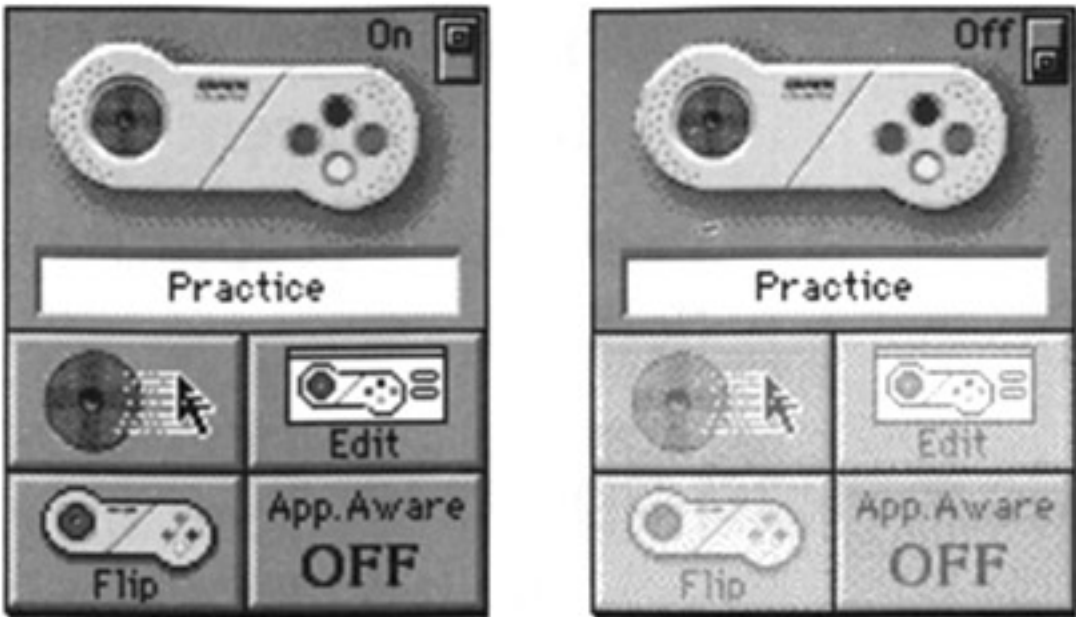


On/Off

- ◇ **Click the On/Off button to toggle the GamePad on or off.**

Each GamePad has a seperate On/Off button. When a GamePad is turned Off, the buttons below the GamePad will be dimmed to indicate that a GamePad is Off, but still connected. While the GamePad is turned Off, it will not respond to the Movement Pad or Fire Button actions.

Tip You can turn a GamePad back on by dragging a Set onto the GamePad.



New Set...

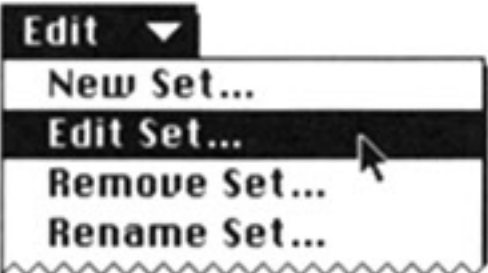
Creates a new Set with the default key assignments.

A “Copy Settings From Selected Set” option allows you to make a new Set that is an exact duplicate of the Set currently selected.



Edit Set...

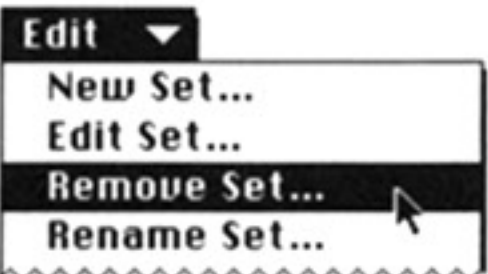
Opens the selected inactive Set, from the Set Collection List, in the Set Editor.



Remove Set...

You can delete a single Set or groups of Sets by selecting the Sets and choosing “Remove Set...” from the Edit menu.

Hold down the Shift key to select a continuous group of Sets.



Rename Set...

Allows you to change the selected Set's name. A Lookup button provides assistance for renaming Sets to be Application Aware.

Set Names can be up to 31 characters in length.



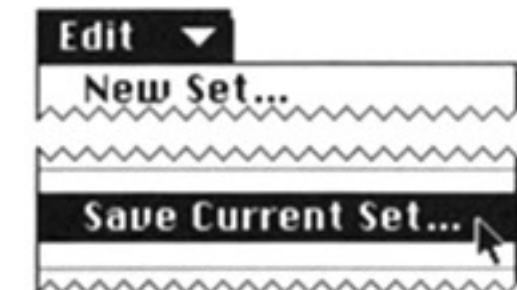
Save Current Set...

If you are experimenting with various button assignments, you may wish to edit the active Set but not save the changes permanently. Or, you may wish to edit the active Set's file in the Set Collection List without updating the active loaded settings.

This command works in conjunction with the "Auto Save Set" option in the Preferences settings.

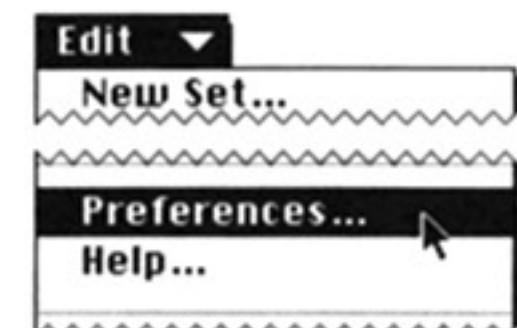
If the "Auto Save Set" option is not selected, this command will save and update any changes between the selected Set in the Set Collection List and/or the active Set.

The Save Current Set... command is also used to save a current Set under a different name or to change the name of a Set.



Preferences

The Preferences... command allows you to change the way in which certain portions of the Mac GamePad software works.



Show Startup Icon

This option causes one of three possible GamePad startup icons to be displayed along the bottom of the screen while your computer starts up:



The GamePad software is unable to establish communications with a GamePad.



The GamePad software located a single GamePad and the software was successfully loaded.



The GamePad software located two GamePads and the software was successfully loaded.



Create Set Folder

This option creates a GamePad Sets folder in your System Folder, if one does not already exist. New Sets will automatically be saved to the GamePad Sets folder.

Auto Save Set

Turning this option off allows you to make temporary changes to an active or inactive Set without the changes being saved to disk.

When this option is selected, any Set changes will effect both active and inactive copies of that Set.

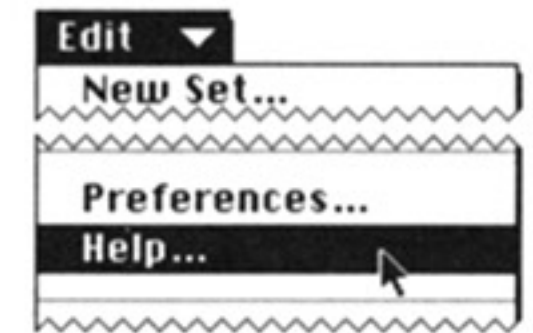
Cache Size:

Application Aware Sets are loaded into your computer's memory during the startup process, and additional Application Aware Sets may be loaded into memory when they are created. This requires you to reserve a small amount of computer memory.

The Mac GamePad's software reserves enough memory to store 10 Set files. If you have more than 10 Application Aware Sets, you can increase the Set's Cache Size. The Cache Size can be any value up to 99.

Help...

Extensive on-screen help has been provided. The scrolling list on the left lists the available help topics. Simply select a topic and the appropriate help information will be displayed beside the topic list.



Save Set Report...

You can save separate reports for each of your GamePad's Sets. These reports can serve as a convenient quick reference sheet showing the button assignments and notes attached to the Set.



The Set Report is saved to your startup disk as a PICT graphic file that can be opened and printed by TeachText and many graphic and word processing applications.

Print Set Report...

This command produces the same graphic as Save Set Report..., but the report is sent directly to your printer rather than being saved on your disk.



Diagnostic Report...

It is unlikely that you will have any technical difficulties with your Mac GamePad, but if you do this feature will help ensure a quick and accurate diagnosis of the problem.

The diagnostic dialog allows you to check and verify the operation of the Movement and Fire Buttons for your GamePad, or both GamePads if you have two connected.

The Save Report button saves a TeachText file on your startup disk that contains vital diagnostic information about your GamePad, Macintosh and software. Having a diagnostic report handy is very important should you ever have to contact Advanced Gravis for technical assistance.



GamePad Diagnostic

1. Press the Movement Button in all four major directions.
(Up, Down, Left, and Right)

2. Press and release all of the colored buttons.

3. Click Save Report for a TeachText report saved to disk.

Movement Pad			Fire Buttons		
Right:	OFF	OK	Blue:	OFF	OK
Left:	OFF	OK	Red:	OFF	OK
Down:	OFF	OK	Green:	OFF	OK
Up:	OFF	OK	Yellow:	OFF	OK

GamePad: ☒ 1 ☐ 2

Cancel

Save Report

Section 4 **CUSTOMER SUPPORT**

Advanced Gravis is proud of the quality design and workmanship that goes into all of our products. However, occasionally a customer has difficulty installing or using one of our products. This section will help you sort out most technical problems on your own, or put you in touch with our technical support personnel for professional assistance with your Mac GamePad.

Registration

It is important that you fill out and mail the enclosed registration card. Registration ensures that your name is added to our customer data base and makes you eligible for:

- Free technical support
- Notification of significant product upgrades
- Special offers and discounts available to registered users only.

Trouble Shooting

It is frustrating when you are playing your favorite game and your GamePad is not working as it should. The following information addresses the most common problems encountered and will resolve most problems quickly.

First Step Fix

Although the GamePad appears to be a simple control pad, it's actually a very complex device. Most suspected problems can be resolved by resetting the GamePad to its default settings.

The following few steps load the GamePad software with its default settings, ignoring the current active Set(s).

◇ **Restart your Macintosh while holding down the Command (⌘) key.**

◇ **Test your GamePad and see if it is now performing correctly.**

If this step resolved the problem you can safely assume it was caused by the previously active Set, or one of the control options settings.

To permanently reset the GamePad to its default settings:

◇ **Open the GamePad Sets folder in your System Folder.**

◇ **Drag the “GamePad Setup” file to your Trash.**

◇ **Restart your Macintosh.**

A new GamePad Setup file will be automatically recreated with the default settings. The Movement Button will respond with arrow keys until a GamePad Set is loaded.

This procedure will not effect or alter any of your GamePad Set files.

Trouble Shooting Guide

If the above “First Step Fix” does not correct your problem, check out the following Trouble Shooting Guide.

The Trouble Shooting Guide describes the most common symptoms and provides solutions that will allow you to identify and correct the problem.

Symptom	Solutions
When I press the Movement Button my game does not respond.	• <i>Restart you computer and note which GamePad Startup Icon is displayed. If a question mark is shown, refer to the “Question mark startup icon...” symptom. If no startup icon is displayed, refer to the “No startup icon...” symptom.</i> • <i>Make sure the Control Mode Switch is in the correct position for Cursor or GamePad Set Control.</i> • <i>Check if the Flip button has been pressed changing the orientation of the Movement control.</i>
Angle movements do not appear to be working in some of my games.	• <i>Some games require a single key for angle movements, others require you to hold down two keys at the same time. Check your game’s documentation and see what keys are required. If a single key is needed, ensure that Combined Corners is not selected. If two keys are required, select Combined Corners.</i> • <i>Many arcade style games do not support angled movements. Check your game’s documentation.</i>
No startup icon is displayed.	• <i>Make sure the “Show Startup Icon” option is turned on within the Preferences... command.</i>

continued...

Symptom

Solutions

...continued

- *Check if your Macintosh is running on the active System Folder and from the correct disk. You should have only one System Folder per disk drive. You can use the Find command under System 7's File menu to search for additional "System" files. The disk with the active System Folder will be displayed in the top right corner of your desktop.*
- *Check that your software is installed in the correct location. If you are using System 7.0 or greater, the Mac GamePad control panel should be in the Control Panels folder. If you're using System 6.0.7 or 6.0.8 it should be in your System Folder.*
- *Some utility programs control which INITs, CDEVs and other system extensions load when your Mac is started. If you have software of this type installed make sure it is set to allow your GamePad software to load.*
- *Some INITs, CDEVs (system extensions) do not correctly respond to the memory requirements of other software. This results in what is commonly known as an INIT conflict. If you have a utility program for managing your system extensions, set it to load only the Mac GamePad control panel. If this resolves the problem, then you can add additional system extensions back in until you have identified the conflicting programs. If you don't have an INIT and system extension program, remove all your INITs and system extensions from your System Folder, Control Panels folder and Extensions folder.*

continued...

Symptom

Solutions

...continued

Restart your computer and test to see if the problem has been resolved. If the problem is resolved, reinstall your INIT and system extension programs a few at a time, restarting and testing until you have identified the conflicting programs.

The GamePad's startup icon has a question mark in it.

- *A question mark in the icon indicates the GamePad's software could not locate a GamePad connected to an ADB port. Check all of your ADB connections and try plugging the GamePad into a different ADB port.*
- *Some ADB devices are known to conflict with others. If you have any other non-Apple ADB devices connected to your computer, shut down and disconnect them. Leave only your Mac GamePad and Apple brand ADB devices connected. Restart your Mac and see if the problem is corrected.*

I have two Mac GamePads and they switch between being #1 and #2 after I restart the computer.

- *The Mac's ADB system determines which GamePad will be #1 and which will be #2. The GamePad software has no control over this. Before you start to play your game check to see which GamePad is performing the task of GamePad #1 or #2. You can physically swap the positions of the sticks, or manually drag your GamePad Sets to the correct GamePads.*

Symptom

Solutions

Some Sets assigned as Application Aware do not appear to be automatically loading.

- *Application Aware must be selected for Sets to load automatically. And, the Set for each game must have exactly the same name as the game's application, but enclosed in square "[]" brackets. Check if the Set and program names are exactly the same and ensure that Application Aware is On.*
- *If more than one GamePad is attached, a Set with "-2" between the program name and the closing square bracket will load into GamePad #2. Application Aware Sets will load into both GamePads if an Application Aware Set has not been provided for the second GamePad.*
- *The default setting for the Mac GamePad reserves enough system memory to store 10 GamePad Sets. If you have more than 10 Sets designated as Application Aware, you will have to increase your Set Cache Size. You can adjust the Cache Size from the Preferences command.*
- *Application Aware will not load Sets if you have quit the Finder or replaced it with another program, such as At Ease™. Sets must be manually loaded if the Finder is not running.*

GamePad Diagnostics Test

For the rare cases where neither the “First Step Fix” or “Trouble Shooting Guide” is able to correct a suspected problem, a Diagnostic Report should be generated prior to contacting Technical Support.

See “Diagnostic Report...” at the end of the previous section for additional information on creating a report.

Technical Support

Technical support is available to all registered owners of Advanced Gravis products. There is no charge for this service, but you may have to pay long distance telephone charges, or on-line charges for bulletin board services.

Tech. Support Tips

- Perform the “First Step Fix” and read the Trouble Shooting Guide before calling Technical Support. Most common problems are covered and solutions are provided.
- Call from a phone where you have access to your computer and your diagnostic report. You will then be able to test suggestions and provide any additional information that our technical support staff may need to help you.
- Our Tech Support department is open weekdays from 8:30 AM - 4:00 PM Pacific Coast Time, but the phone lines can be very busy at certain times of the day. The best time to call is weekdays between the hours of 10:30 AM to noon and 1:30 to 3:00 PM, Pacific Coast Time.

- Prepare the following information:
 - Your name, address and telephone number.
 - *The model of your Macintosh.
 - *The version numbers of your operating System and GamePad software.
 - A list of the software affected by this problem.
 - A concise description of the problem, its symptoms and what led up to it.

* These items are available in the Diagnostic Report.

Tech. Support - Telephone

Telephone: (604) 431-1807

Fax: (604) 431-5155

Support hours are 8:30 AM – 4:00 PM Pacific Coast Time - weekdays, excluding holidays.

Tech. Support - Electronic Mail

You can contact Advanced Gravis electronically via modem on CompuServe® or our Advanced Gravis bulletin board.

CompuServe Support Forum: type "GO MACDVEN" at any main (!) prompt

Advanced Gravis BBS: call (604) 431-5927, 14.4 Kbaud (V.32bis), 8 bit, 1 stop, no parity.

When contacting Gravis via electronic mail, please provide a copy of your diagnostic report and a detailed description of the problem and its symptoms.

Caring For Your GamePad

Your Mac GamePad requires little care and service. You can clean your Mac GamePad with a damp cloth. Do not use abrasive cleaners of any type and do not spray liquid cleaners directly on the GamePad. Take care not to allow any fluids to leak inside the GamePad.

Never connect or disconnect your Mac GamePad while your computer is turned on. This can seriously damage both your GamePad and the computer.

Joystick Handle

Your Mac GamePad is equipped with a removable joystick handle that screws into the threaded hole in the center of the Movement Button. It should be screwed in tightly, but take care not to cross-thread or over tighten the handle.

The joystick handle is designed to break if excessive force is applied. Broken handles and cross-threaded or stripped threads are not covered by the Mac GamePad's warranty. Replacement handles can be ordered from Advanced Gravis at a cost of 2 for \$5.

To order additional handles send a check or money order drawn on a US or Canadian bank to the address shown in the "Warranty Claim Instructions" section. Allow 4 - 6 weeks for delivery.

Warranty

Advanced Gravis Computer Technology Ltd. (hereinafter referred to as GRAVIS) warrants to the original purchaser of the Mac GamePad (hereinafter referred to as GAMEPAD) manufactured by GRAVIS that it will be free of defects in materials and workmanship for a period of 1 year from the date of purchase.

Information on obtaining warranty services is provided in the “Warranty Claim Instructions” section. You must provide Dated proof of purchase when requesting repairs during the warranty period. All warranty claims must be sent to GRAVIS—do not return your GAMEPAD to your place of purchase.

GRAVIS is not responsible for any indirect, special, incremental, consequential or similar damages or lost data or profits to you or any other person or entity regardless of the legal theory, even if we have been advised of the possibility of such damage. Some states do not allow the exclusion or limitation of consequential damages, so the above limitation or exclusion may not apply to you. Our liability for any damage to you or any third party in the event that any of the above limitations are held unenforceable shall not exceed three times the fee you paid for the GAMEPAD, regardless of the form of any claim.

During the warranty period, GRAVIS will repair (or at its option replace with a reconditioned GAMEPAD at no extra charge) components that are defective, provided the GAMEPAD is returned with a dated proof of purchase and shipped prepaid to:

Advanced Gravis Computer Technology Limited

Cdn. and International Customers

**101– 3750 North Fraser Way
Burnaby, B.C., Canada V5J 5E9**

U.S. Customers

**1790 Midway Lane
Bellingham, WA 98226**

After the warranty period has expired, or for items not covered by the warranty, repair services are available for a nominal fee. Contact Customer Service for additional information and service fees.

Warranty Claim Instructions

Provide a detailed description of the problem, a printed diagnostic report and the name, version number and publisher of affected software. If a diagnostic report is not available, include the make and model of your computer system.

Include the following information:

- Your name and address
- Home and business telephone numbers
- Fax number (if applicable)
- A copy of your original dated bill of sale.

U.S. Customer's warranty claims are to be sent to the Bellingham, Washington address. Canadian and all other International customers are to send warranty claims to the Canadian address. Warranty claims originating in the U.S. that are shipped to the Canadian address will be refused due to customs and importation requirements.

The means of product shipment to GRAVIS is at your discretion and cost. We suggest that you insure your GAMEPAD against possible loss or damage during shipment. GRAVIS is not be responsible for product lost or damaged in shipment.

APPENDIX A - SPECIFICATIONS

The following are the specifications and a partial compatibility listing for the Mac GamePad. The specifications and compatibility listing may change without notice. Check the “Read Me” document on the Mac GamePad disk for additional compatibility and specification information.

Software Compatibility:

System 6.0.7 & 6.0.8

System 7.0 or greater

Hardware Compatibility:

(All Macintosh models with an ADB port)

Mac SE & SE/30

Mac LC, LC II & LC III

Centris

PowerBook

Performa

Mac Classic & Classic II

Mac II, IIx, IIfx, IIcx, IIci, IIsi, IIvi & IIvx

Quadra 700, 800, 900 & 950

PowerBook Duo (requires a Dock with an ADB port)

Hardware:

Buttons	4
Cable length	4 ft. or greater
Interface	Apple Desktop Bus (DIN-4)
Movement Directions	8
Power requirement	<10 mA

Software:

“Mac GamePad” Creator	cCDV
“Mac GamePad” Type	cdev (Control Panel)
“GamePad Set” Creator	dCDV
“GamePad Set” Type	dSet
Keystroke font ID	128
Keystrokes per button	0 to 5 (+ modifier keys)
Maximum number of Sets	2000
Maximum Set Name size	31 characters
Maximum Set Note size	500 characters
Set Cache Size	0 to 99 (default - 10)
Set folder name	GamePad Sets

APPENDIX B - GLOSSARY

active application

The current application in use. MultiFinder and System 7 allow you to open several programs at one time, but only one of them can be the active application. The active application's icon is shown at the right side of the menu bar.

active system (Also called the blessed system)

A Macintosh startup disk may contain several systems or groups of system software. These files are usually contained in a System Folder. The active system is the one containing the operating system software currently used by the computer. Only one system can be active at a time and it is recommended not to have more than one per disk.

active window

Several windows can be open at any one time, but only one window can be active at a time. The active window's title bar is highlighted.

Apple Desktop Bus (Abbreviated ADB)

Ports used to connect mice, keyboards and other peripheral devices to the Macintosh. There is one or more ADB ports on the back of Macintosh desktop models and one on either end of Mac keyboards.

Apple menu

The menu furthest to the left in the menu bar, indicated by an Apple () symbol. Desk accessories and the Control Panels are located under the Apple menu.

checkbox

A small box used to select and deselect options. The option is turned on or off by clicking the checkbox. The option is turned "on" when there's an X in the checkbox.

Command key

A modifier key positioned next to the space bar on the keyboard. The command key is identified by the command symbol (⌘) and sometimes with an Apple symbol (). The Command key is sometimes referred to as the Apple key.

command keys (See keyboard equivalent.)

Control Panel

A desk accessory or folder that contains Control Panel Devices (CDEVs).

Control Panel Device (Abbreviated CDEV)

A program that lets you change various features of the Macintosh and accessories such as the Mac GamePad.

current application (See active application)

dialog box

A box or window that contains a message or options and commands that you can select or choose from.

directory dialog box (Also called a GetFile dialog)

A dialog box that provides a listing of the disks, folders and files available for selection and opening.

default

A preset value or setting that the computer or accessory assumes, unless directed otherwise.

dimmed

A term used to describe a command or icon that is gray or diffused. Dimmed commands and icons are currently not available for execution or selection.

driver

A program used by the computer to direct the operation of devices such as a mouse, printer or GamePad.

extension (See system extension.)

Finder

A part of the Macintosh system software that creates the desktop environment and allows you to manage your documents and application files.

GamePad Set

A file that stores configuration parameters for the Mac GamePad.

grow box

A box located near the top right corner of a window, used to expand and reduce the window size when clicked.

highlighted

An icon, menu command or similar object made visually distinct, usually by reversing its colors.

INIT (Abbreviation for self initializing program)

A program that installs itself in the computer's memory while the computer is starting.

input device

A device such as a keyboard, mouse, MouseStick or Mac GamePad, used to input data or commands into a computer.

keyboard equivalent (Also called command keys)

A combination of key presses that can be used as an alternative to mouse actions for selecting commands and performing other tasks. Most keyboard equivalents require the use of the Command key in standard applications, but may not in games.

modifier keys

A group of special keys used to modify or change the actions of other keys. Modifier keys are the Command key, Option key, Control key and Shift key.

mouse click

The action caused by pressing the button on a mouse, or a GamePad button defined as a mouse button.

MouseStick

An optical joystick for the Macintosh. Manufactured by Advanced Gravis.

MultiFinder

A part of the Macintosh operating system that allows you to run more than one program at the same time. An icon on the right side of the menu bar indicates the active application. MultiFinder is built into System 7.

numeric keypad

A calculator-style keypad on the right side of an extended keyboard. The number keys on the numeric keypad sometimes function differently, or cause different actions to happen than the row numeric keys on the regular keyboard. Program documentation often distinguishes numeric keypad keys from the standard numeric keys by enclosing them in square brackets, i.e.: [5]

Read Me

A text document or program that provides the latest information and changes about a product—information not contained in this printed manual. The “Read Me (Mac GamePad)” file is provided in a self-launching format that does not require a separate program to read or print the document’s contents. Double-click the Read Me document to open it.

Set (See GamePad Set.)

Set cache

A portion of the computer’s memory that has been reserved by the GamePad’s driver software for storing Application Aware Set information.

startup disk

The startup disk is the floppy or hard disk containing the active system. It is the disk displayed in the top right corner of the desktop.

system extension

A System 7 term for Control Panel Devices, Desk Accessories and other programs that expand the capacity of the system software. System 6 system extensions are known as INITs, CDEVs and desk accessories.

TeachText

A text processing application provided by Apple on the Macintosh system software disks. This application can be used to view and print GamePad Diagnostic Reports and Set Reports.

APPENDIX C - GENERAL INFORMATION

Copyright Notice

The Advanced Gravis Mac GamePad, Mac GamePad Quick Start and the Mac GamePad User's Guide are protected by copyright and all rights are reserved by Advanced Gravis Computer Technology Ltd.

Mac GamePad software, Mac GamePad Quick Start and the Mac GamePad User's Guide are published exclusively by Advanced Gravis Computer Technology Ltd. and are licensed to the original purchaser for use only under the terms set out in this License Agreement and Limited Warranty. These items can not be copied or reproduced without the expressed written consent of Advanced Gravis Computer Technology Ltd.

The information contained in this manual is subject to change without notice.

FCC Statement

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instruction, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

CAUTION: changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

To meet FCC requirements, shielded cables are required to connect the device to a personal computer or other Class B certified device.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

DOC Statement

This apparatus complies with the Class "B" limits for radio interference as specified in the Canadian Department Of Communications Radio Interference Regulations.

Cet appareil est conforme aux normes Class "B" interference radio tel que specifier par Le Ministere Canadien Des Communications Dans Les Reglements D'Interference Radio.

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