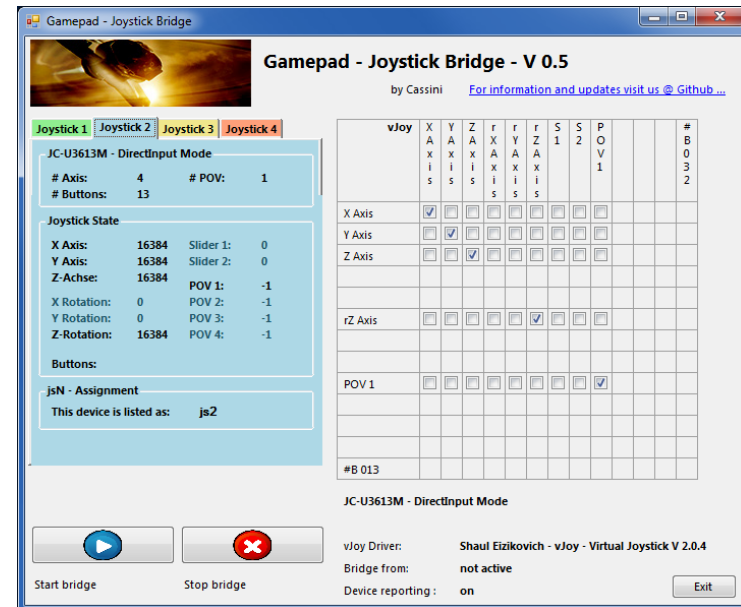


DirectInput Gamepad Joystick Bridge

Quick Reference Guide V 0.50 BETA

20141223 – Cassini
ChangeLog: see ReadMe.txt

Disclaimer:
Usual stuff – no warranty whatsoever..
Freeware – made for the SC community
Hope it helps and does not suck.
Have fun in the verse ...



Updating from V 0.x to V 0.50:

- Install the vJoy driver from <http://vjoystick.sourceforge.net/>
- Configure according to the guide following
- If you encounter an error or crash then read on...
- You will find 'log4net.config.OFF' in the distribution zip.
Rename it to 'log4net.config' and run the program.
Then look for a file named 'trace.log' in the program folder and
send this to cassini@burri-web.org along with a description of
the problem and your system
i.e. OS, CPU, Graphics card, Joystick(s)
we may then finally solve the issue ...

Contents

- Page 2 Version Upgrade and Issue Handling
- Page 3 Contents (this one...)
- Page 4.. Workflow - General GUI and how to's

Workflow

Rationale:

There are some USB adapters that will map game control devices as DirectInput Gamepads – however some programs do not recognize those as valid game controllers...

This program is intended to bridge DirectInput Gamepad devices to Joystick devices using a virtual Joystick driver.

NOTE: Xpad compliant Gamepads don't need this program.

- Install the vJoy driver from <http://vjoystick.sourceforge.net/> *)
- Go for the vJoy installation folder (C:\Program Files\v Joy) and run 'JoyMonitor.exe' and 'vJoyFeeder.exe' There you should be able to see device #3 and play with the Feeder and see the actions in the Monitor. If this works you may continue.
- Connect the game control devices to the PC

See next pages for the following procedure:

- Start this program and note the needed capabilities of the device to bridge
- Start the vJoy Configuration program and setup the driver accordingly
- Exit and re-start this program (do get the changes inherited)
- Choose the tab with the controller to bridge
- Click Start Bridge
- Go for the vJoy tab and see if the controls are reported
- Run your favorite game and use the vJoy device as Joystick... - have fun

*) NOTE: It may happen that while you install the driver the GUI will just not disappear (wait ~10Minutes).

Open the Win Task Manager and look for 'vJoyInstall.exe' and just kill it.

You should then be able to continue and everything is installed

The GUI ...

The screenshot shows the 'Gamepad - Joystick Bridge - V 0.5' application window. The interface includes a title bar, a main content area with a joystick image and title, a list of detected game devices, a detailed view of the selected device (JC-U3613M), a joystick state section, a button assignment section, a bridge mapping table, a device map, and status information at the bottom. Annotations with blue boxes and arrows point to various parts of the GUI.

Detected Game devices (up to 8 are shown)

vJoy properties available

Device properties available

Bridge mapping
Row=IN, Col=OUT (to vJoy)

Device map shown

Status Information

Start Bridge

Stop Bridge

Gamepad - Joystick Bridge - V 0.5
by Cassini [For information and updates visit us @ Github ...](#)

Joystick 1 **Joystick 2** **Joystick 3** **Joystick 4**

JC-U3613M - DirectInput Mouse

Axis: 4 # POV: 1
Buttons: 13

Joystick State

X Axis: 16384 Slider 1: 0
Y Axis: 16384 Slider 2: 0
Z-Achse: 16384
X Rotation: 0 POV 1: -1
Y Rotation: 0 POV 2: -1
Z-Rotation: 16384 POV 3: -1
POV 4: -1

Buttons:

jsN - Assignment
This device is listed as: js2

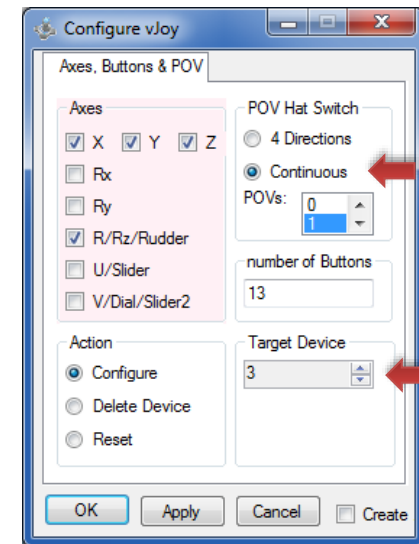
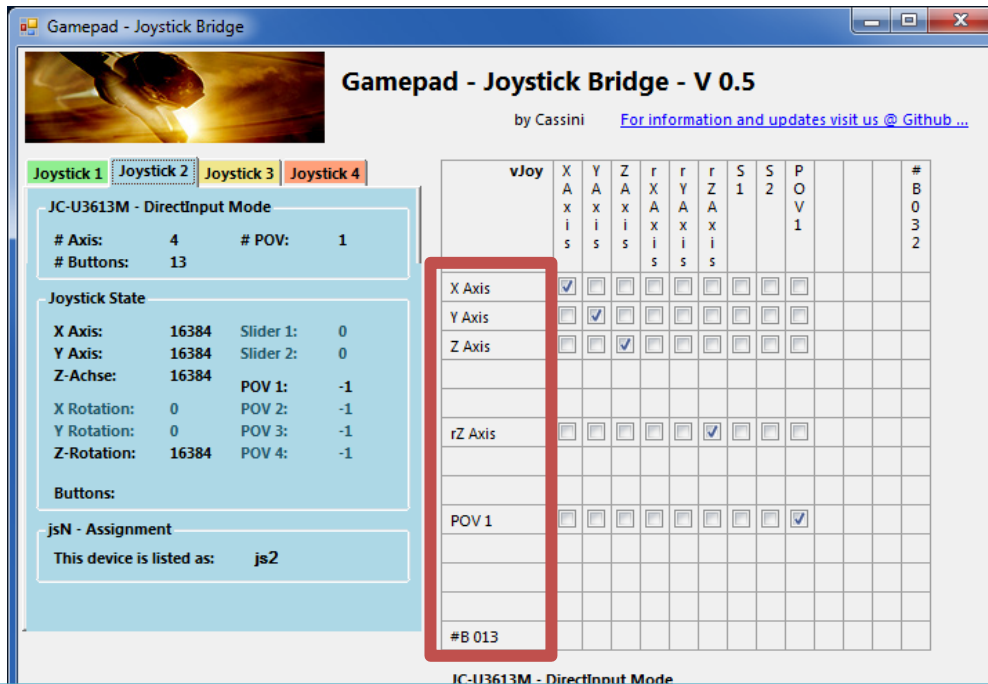
vJoy	X	Y	Z	r	r	S	S	P	#
A	A	A	X	X	Y	Z	1	2	B
x	x	x	i	i	A	A			0
s	s	s	s	s	x	x			3
					i	i			2
					s	s			
X Axis	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Y Axis	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Z Axis	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
rZ Axis	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
POV 1	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	
#B 013									

JC-U3613M - DirectInput Mode

vJoy Driver: Shaul Eizikovich - vJoy - Virtual Joystick V 2.0.4
Bridge from: not active
Device reporting: on

Start bridge **Stop bridge** **EXIT**

First Run - Setup



First check the needed vJoy device properties:

The device we want to bridge is a gamepad with 4 axes, a POV and 13 buttons.

Go to the installation folder of the vJoy driver (mostly C:\Program Files\vJoy) and run vJoyConf.exe.

There you have to setup for at least the items that your device will need.

As shown right I set up the vJoy device having those items.

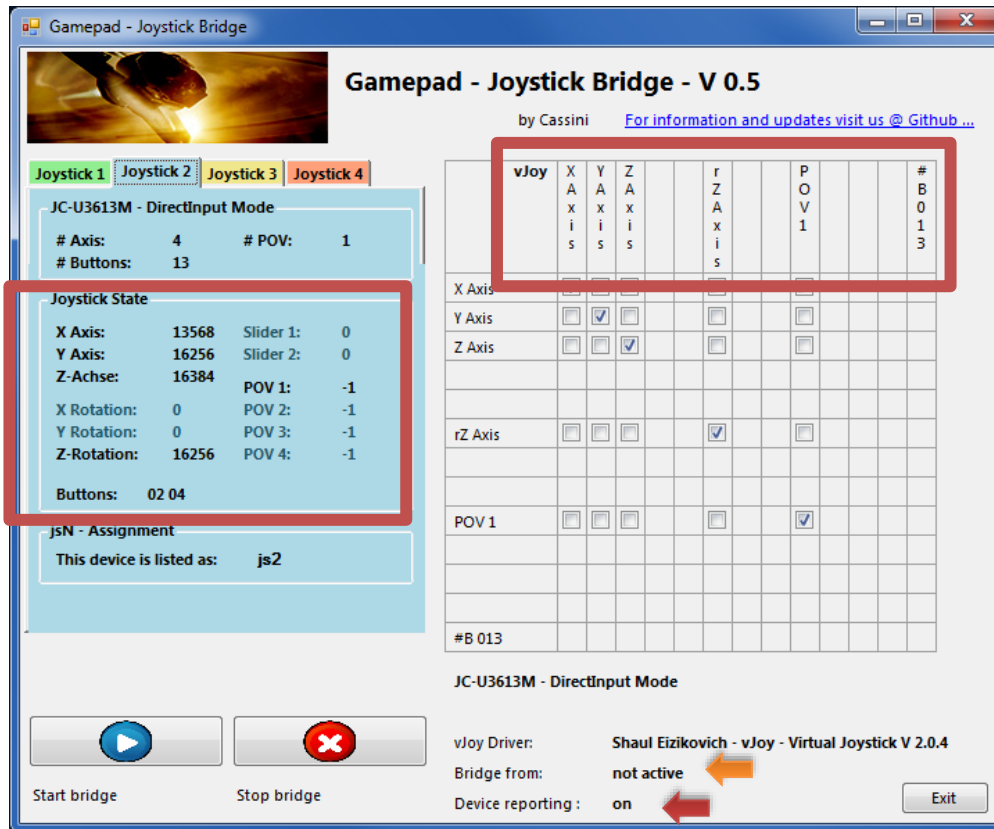
Close the Bridge program and then click OK on the Configurator (the driver is then reconfigured)

NOTE: Use Target Device 3 (that is the default one which comes pre-installed) ←

Also the Config tool does not read the current setting – it starts always with the same defaults. ←

Use “Continuous” POV – here I have chosen to have ONE only

Second Run – Test ...



Restarting the Bridge Program ...

You can see that the vJoy device just maps to your device.

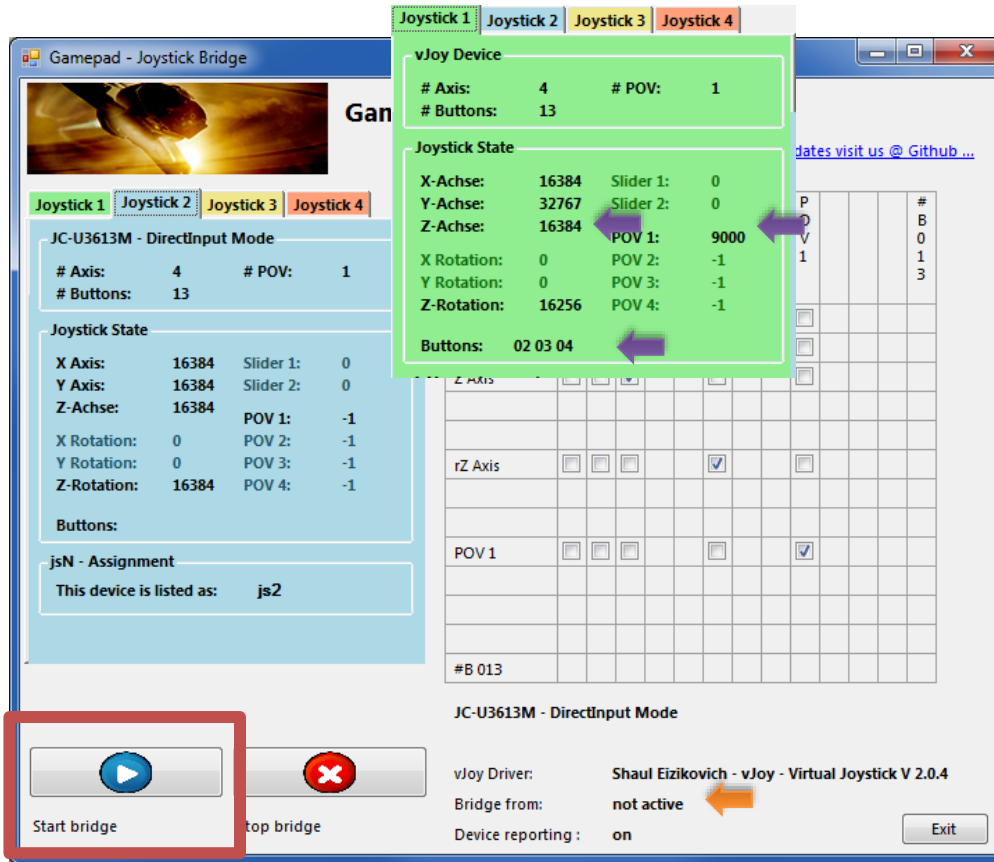
Now you can play with the controls and see if those are working on the original device tab (here the blue one)

Note: if the program does not have the focus it will not report device movements

vJoy Driver:	Shaul Eizikovich - vJ
Bridge from:	not active
Device reporting :	off

Also the Bridge is not yet active.

Second Run – Run



Ready to Bridge ...

Click the Start Button

vJoy Driver: Shaul Eizikovich - vJoy - Virtual Joystick V 2.0.4

Bridge from: JC-U3613M - DirectInput Mode

Device reporting: on

Hopefully the program is now bridging the Blue device to the green vJoy device.

Now any handling with the blue device is forwarded to the vJoy device and should be visible there.

Click the vJoy Tab and see if it works.

Use e.g. SCJMapper in parallel and see if things are working. Then start your favorite game (AC...) and enjoy...

Most likely you have to setup your game control maps to fit your needs.

Stop when you're done – the bridging stops.