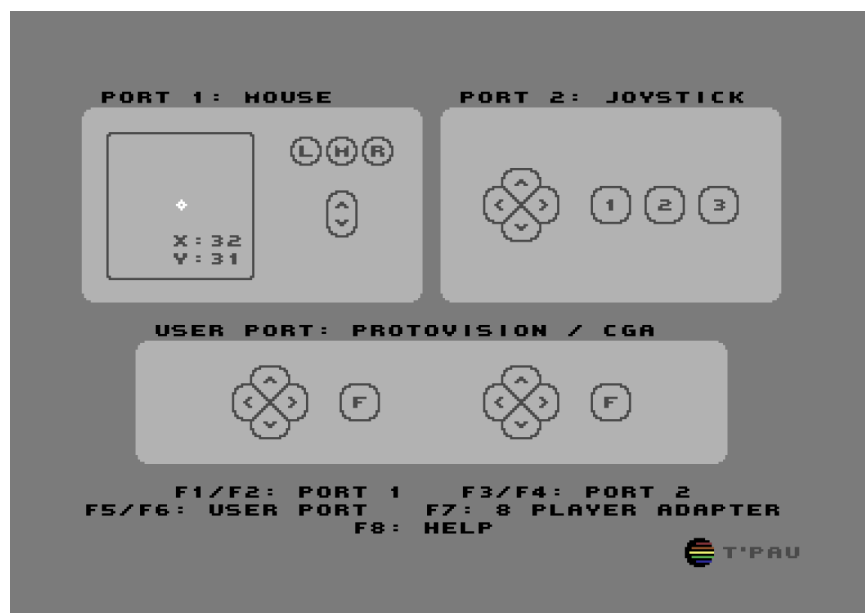


# Joyride

## User Manual

Version 1.4



# Joyride

This program monitors the controllers connected to your C64 and displays relevant information depending on their types. You can use the function keys to select the correct type or to display raw data.

Adapters that support more than two controllers don't fit in the main screen. F7 switches to a layout that supports four controllers per page.

For digital inputs, the button or direction is inverted when pressed. Analog inputs are displayed as numbers and by positioning a cursor.

To test the keyboard, please use the companion program Anykey, available at <https://github.com/T-Pau/Anykey>.

# Supported Devices

The following devices are supported:

Controller port:

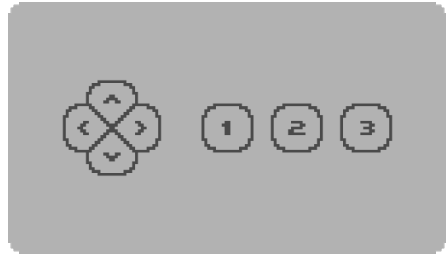
- Joystick
- Mouse
- Paddle
- Koalapad
- Light Pen (only in port 1)
- Trap Them Controller
- Ninja SNES Pad

Userport:

- Protovision / Classic Game Adapter
- Digital Excess / Hitmen
- Kingsoft
- Starbyte Tie Break Adapter
- SuperPad64
- Luigi Pantarotto's Spaceballs Adapter

## Joystick

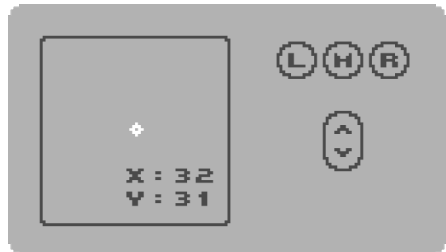
Joysticks contain a stick or d-pad with switches for the 4 cardinal directions and up to three buttons.



Buttons 2 and 3 bring an analog potentiometer to a low value by connecting its pin to +5V.

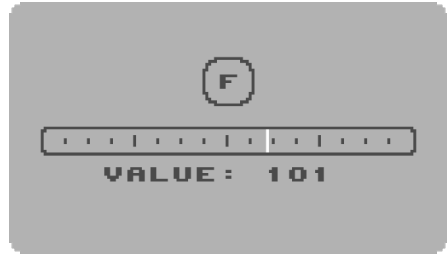
## Mouse

Supported are 1351 compatible mice. They give the position in X and Y modulo 64 and support up to three buttons and a scroll wheel.



## Paddle

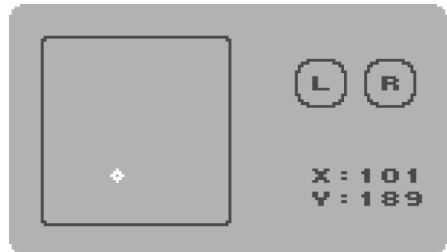
A paddle gives the rotational position of its knob as a value from 0 to 255. It also contains a button.



Two paddles can be connected to one port at the same time.

## Koalapad

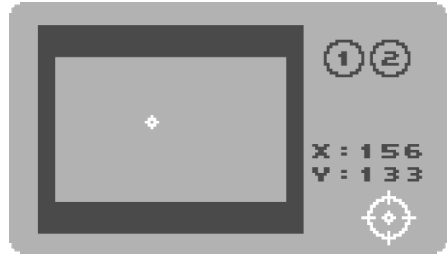
This is a touch tablet that gives the position in X and Y as values from ca. 6 to 251. It also contains two buttons.



## Light Pen

Light pens and light guns only work in controller port 1.

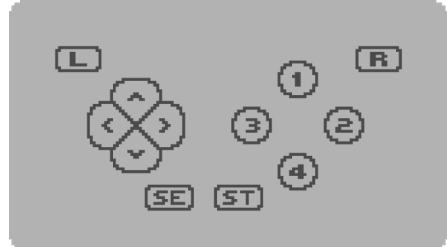
They point directly at a position on screen. This is indicated by a big cross hair on screen, even if it's outside the display area of the port. It is also shown on a smaller representation of the screen.



They can have up to two buttons. Some pens require a button to be pressed for the position to register.

## Trap Them Controller

This SuperNES style controller connects to either controller port.

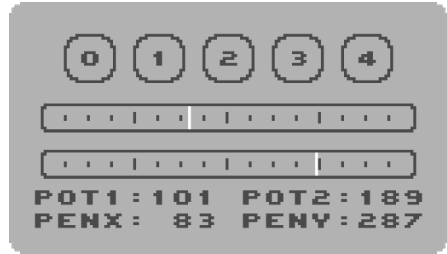


It has these inputs:

- dpad
- four face buttons (1, 2, 3, 4)
- two shoulder buttons (L, R)
- Select, Start

## Raw Data

This displays the 5 digital input lines, and the two analog potentiometers as values from 0 to 255.



For port 1, it also displays the light pen coordinates.

## Userport Joystick Adapter



These adapters support two additional joysticks with four directional switches and one button each.

Supported are the following variants:

- Protovision / Classic Game Adapter
- Digital Excess / Hitmen
- Kingsoft
- Starbyte Tie Break Adapter

# Eight Player Adapter

These adapters support eight input devices. The type of devices depends on the adapter.

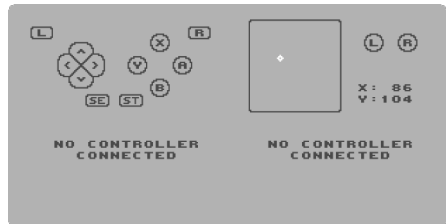
Four controllers are displayed per page. Use F3/F4 to switch pages.

Supported are the following variants:

- SuperPad64 (eight SuperNES controllers, connects to user port)
- Ninja SNES Pad (eight SuperNES controllers, connects to both controller ports)

## SuperPad64 / Ninja SNES Pad

These adapters support eight Nintendo SuperNES controllers or mice. The types of connected devices are detected automatically.



Controllers have these inputs:

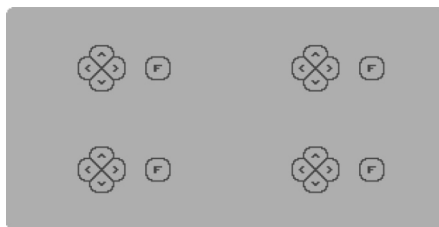
- dpad
- four face buttons (A, B, X, Y)
- two shoulder buttons (L, R)
- Select, Start

Mice display x/y coordinates and two buttons.



# Luigi Pantarotto's Spaceballs Adapter

This adapters support eight joysticks with one button each.



It connects to the user port and one controller port.

Note: Support for this adapter has not been tested with real hardware.