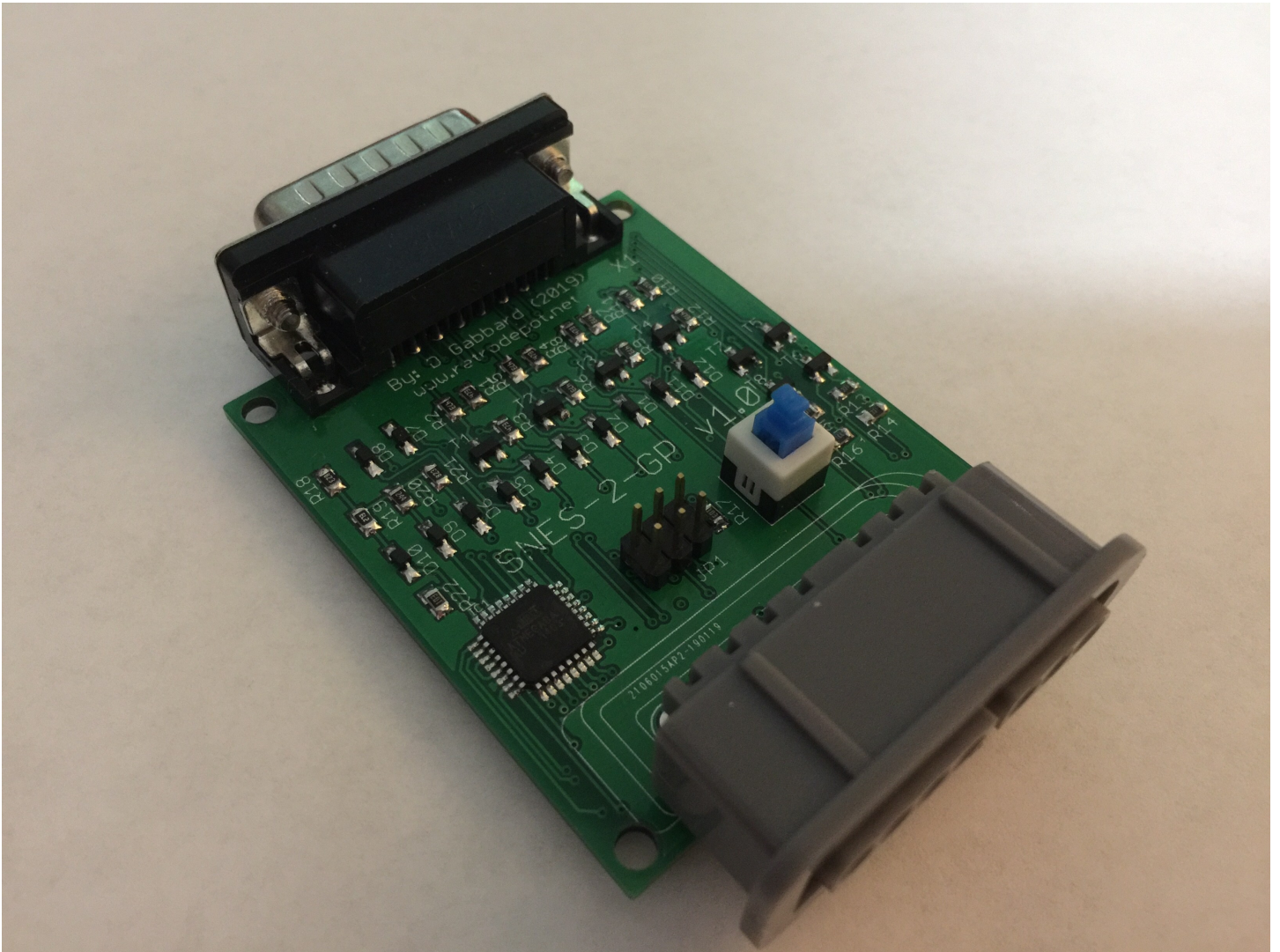


SNES-2-GP v1.0



USER MANUAL

retrodepot.net

DESCRIPTION

The SNES-2-GP is a Gameport Interface Adapter allowing the use of SNES controllers on the PC. Unlike other adapter options, that are used through the parallel or serial ports, the SNES-2-GP doesn't require any special drivers. And game compatibility is no longer an issue: if it recognizes a joystick, it will most likely work. The SNES-2-GP emulates the Thrustmaster FCS style joystick when used in 2-Axis mode. The 4-Axis mode may be useful when playing games that use the Throttle and/or Rudder.

INSTALLATION

Installation of the SNES-2-GP is simple:

1. Connect the SNES-2-GP through a male to female 1:1 D-Sub 15 (Low Density) cable (not included). Alternatively, the SNES-2-GP may be connected directly to the Gameport by replacing the screw receptacles with two 4-40 x 1/4" machine screws. However, this is not suggested, as it does not have enough holding strength to remain stably connected.
2. Plug in a SNES controller (not included).
3. Turn on the PC.
4. Calibrate the joystick in either the Windows environment, or your preferred game.
5. Enjoy your game with an awesome controller!

MODES OF OPERATION

The SNES-2-GP has two modes of operation: 2-Axis 4-Button with HAT mode, and 4-Axis 4-Button mode. These modes can be selected on the fly, and are limited only by the software in which they are used with. Selection of the two modes is done by use of the locking switch on the board. When up, the board is set to 2-Axis mode. And when down, the board is in 4-Axis mode.

