ChImp

Thank you for purchasin a ChImp! If you have purchased a ChImp kit, please take a moment to verify all of the required pieces are in the packaging:
-1x 20 MHz resonator (Orange, three pins, '20MHZ' written on it)
-1x .1uF capacitor (Blue or yellow, two pins, '104' might be written on it)
-1x .47uF aluminum capacitor (Black cylinder, two pins, '.47uF' written on it)
-1x 10uF aluminum capacitor (Black cylinder, two pins, '10uF' written on it)
-2x 10 pin 10Kohm resistor network. (Black or yellow, ten pins, text written on it)
-1x 28 pin IC socket
-1x 14 pin IC socket
-1x printed circuit board
-1x 28 pin PIC microcontroller
-1x 14 pin 74HC4066N or 74HCT4066N chip

If you also ordered the optional USB jack and/or the two optional screw terminals, please verify they are present as well.

The ChImp kit comes as an economical unassembled kit, containing electronic components that will have to be soldered to the board. Even once the kit has been assembled, most folks will want to connect an Xbox 360 controller to it for full functionality. This is a VERY advanced type of modification, and it is not one that most people would consider easy. Because of these factors, the ChImp kit comes with NO warranty or guarantee of any kind. If you are unable to make it work as desired, there will be no assistance for you, no refund, and no replacements, even if the ChImp arrived with a defective part. If it breaks, you keep both pieces. If this lack of warranty or support is a problem, please do not purchase an ChImp.

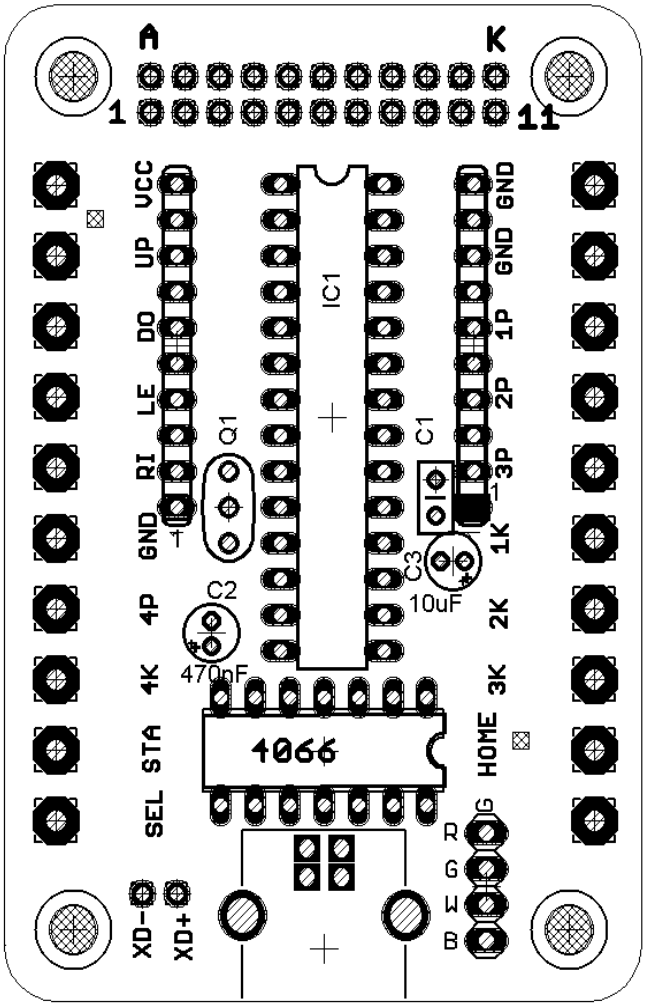
The 'ChImp' kit is the integration of two kits, the 'Cthulhu' and the 'Imp', onto a single board. The ChImp can be used by itself as a standalone PC or Playstation 3 compatible controller. However, the key strength of the ChImp is using it along side a common ground, wired Xbox 360 controller. If the ChImp sees that it is connected to an Xbox 360, it will hand over control of the single USB cable to the Xbox 360 controller automatically.

Assembly is almost identical to the assembly of a Cthulhu board. Instructions specific to the ChImp will be made available on Instructables.com. Use the Search function with the keyword 'chimp' to locate any and all instructions related to the ChImp. For the time being, please follow the assembly instructions available for the Cthulhu for assembling your ChImp. These instructions can be found at the following URL:

http://www.instructables.com/id/How_to_Assemble_a_Cthulhu_PCB/

This page can also be found by searching for the term 'cthulhu' on the Instructables.com website.

Happy Modding,
Marcus 'Toodles' Post
http://www.godlikecontrols.com



Labels on left and right of board are for normal wiring of stick and directions:
1P: 1st Punch: 'jab'. Reported to PS3 as 'square' button
2P: 2nd Punch: 'strong'. Reported to PS3 as 'triangle' button

3P: 3rd Punch: 'fierce'. Reported to PS3 as 'R1' button
4P: 4th Punch: Reported to PS3 as 'L1' button
1K: 1st Kick: 'short'. Reported to PS3 as 'X' button
2K: 2nd Kick: 'forward'. Reported to PS3 as 'circle' button.
3K: 3rd Kick: 'roundhouse'. Reported to PS3 as 'R2' button
4K: 4th Kick: Reported to PS3 as 'L2' button
START: Reported to PS3 as 'Start' button
SELECT: Reported to PS3 as 'Select' button
HOME: Reported to PS3 as 'PS' button. Brings up in game menu.
GND: Ground. The common wire to all of your buttons and directions should go here. There are four different spots to choose from that are all connected on the board, so use whichever one(s) you want, even all four if you like.

If you do not have a dedicated Home/Guide button, the Chimp with automatically activate Home/Guide if both Start and Select are pressed at the same time.

The top of the ChImp board contains two rows of holes, each row 11 holes wide. You'll notice labels on the top silkscreen, along with labels on the bottom copper indicating the end hole's marking, with A through K on the top row, and 1-11 on the bottom row. Each of these pins is connected to a specific signal on the ChImp, and can be used to connect to the Xbox 360 controller being used in your dual configuration. Please check your Xbox 360 pad to see if the triggers require inversion. If your triggers are connected to 3K and 4K, and the Xbox 360 thinks pressing the button is releasing the trigger and visa versa, then use the 3K_Invert and 4K_Invert spots instead.

A - VCC. Connect to the spot the red wire from the 360 USB cable went
B - Select/Back
C - Up
D - Left
E - Start
F - 4K / LT
G – Xbox USB D- (White)
H - 3K_Invert/RT_Invert
I – 2K/ B
J – 3P/RB
K – 1P/X

1- Ground. Connect to the spot the black wire from the 360 USB cable went.
2 – Unused.
3 - Down
4 - Right
5 - 4P/LB
6 – Xbox USB D+ (Green)
7 - 4K_Invert/LT_Invert
8 - 3K/RT
9 – 1K/A
10 – 2P/Y
11 - Home/Guide