

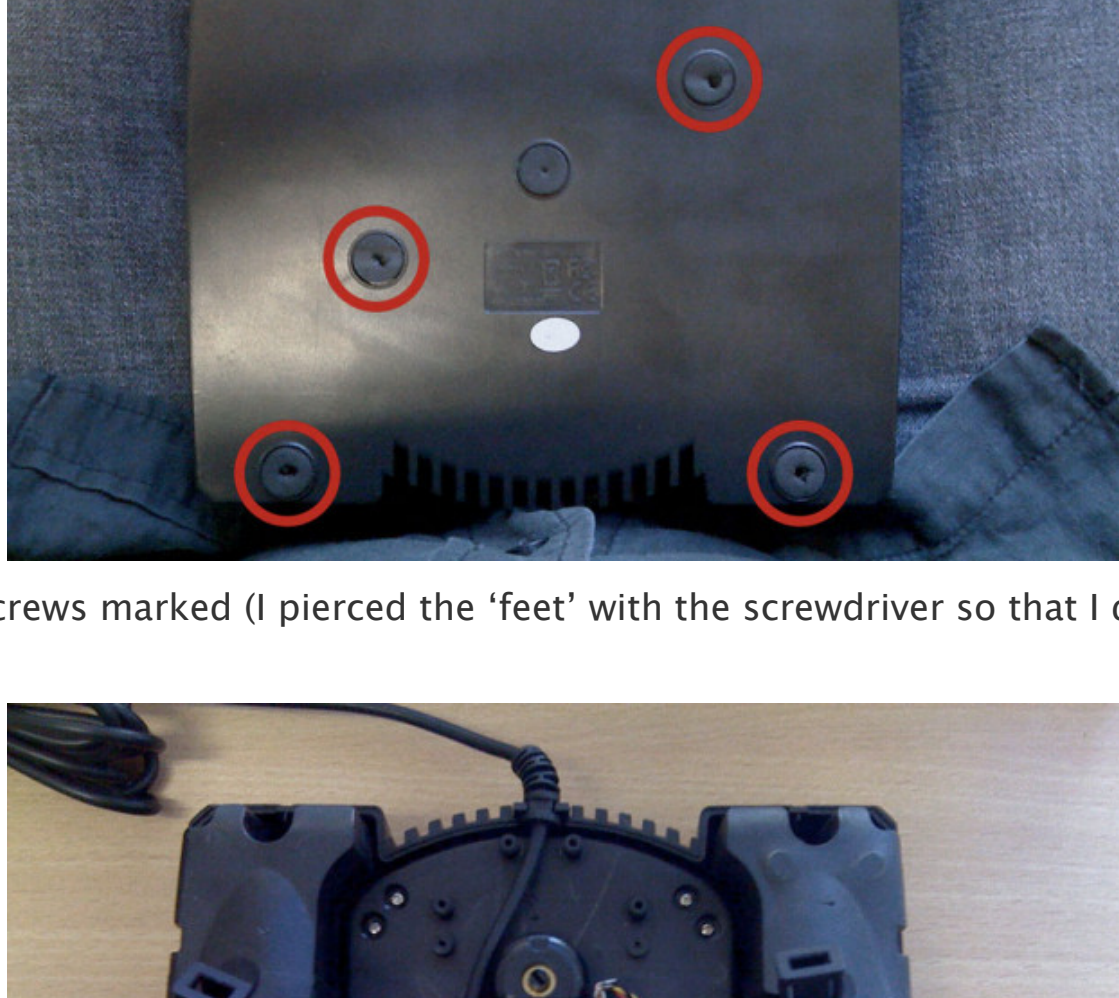
MAD CATZ GAMETRAK MOD FOR MAX/MSP

So it seems that the Gametrak controller that is designed for use with the PS2 doesn't want to work with **Max**.

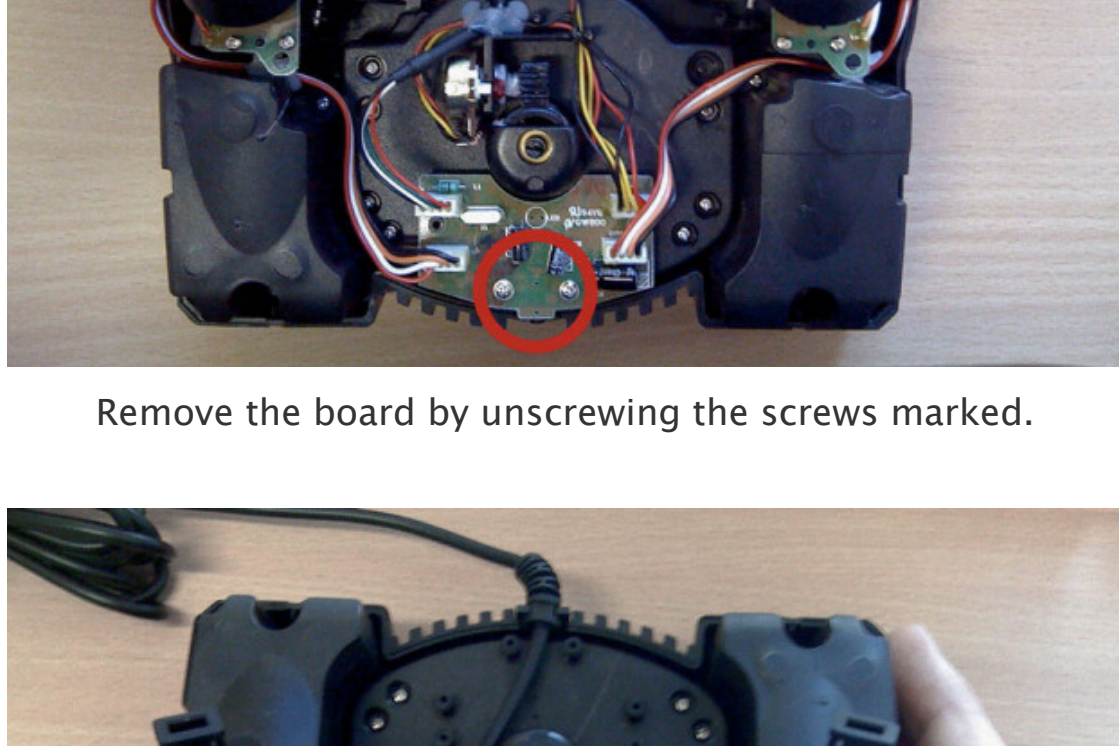
A number of people have tried removing the board inside the unit, replacing it with a **Bitwacker** or Arduino, but after looking at the board in the Gametrak, I found that there is an interesting 'feature' built into the existing boards.

This easter egg is probably designed so that one unit can be manufactured to be used across a variety of hardware platforms, from PS2 to PC to Xbox.

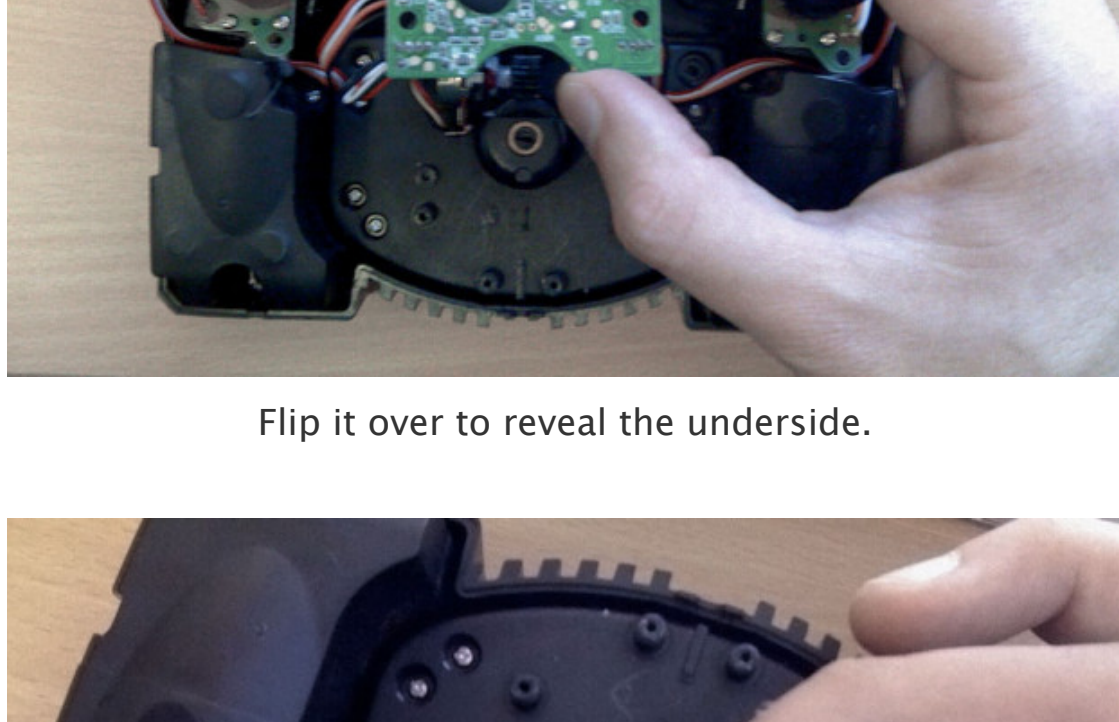
Here's what I did to get it working:



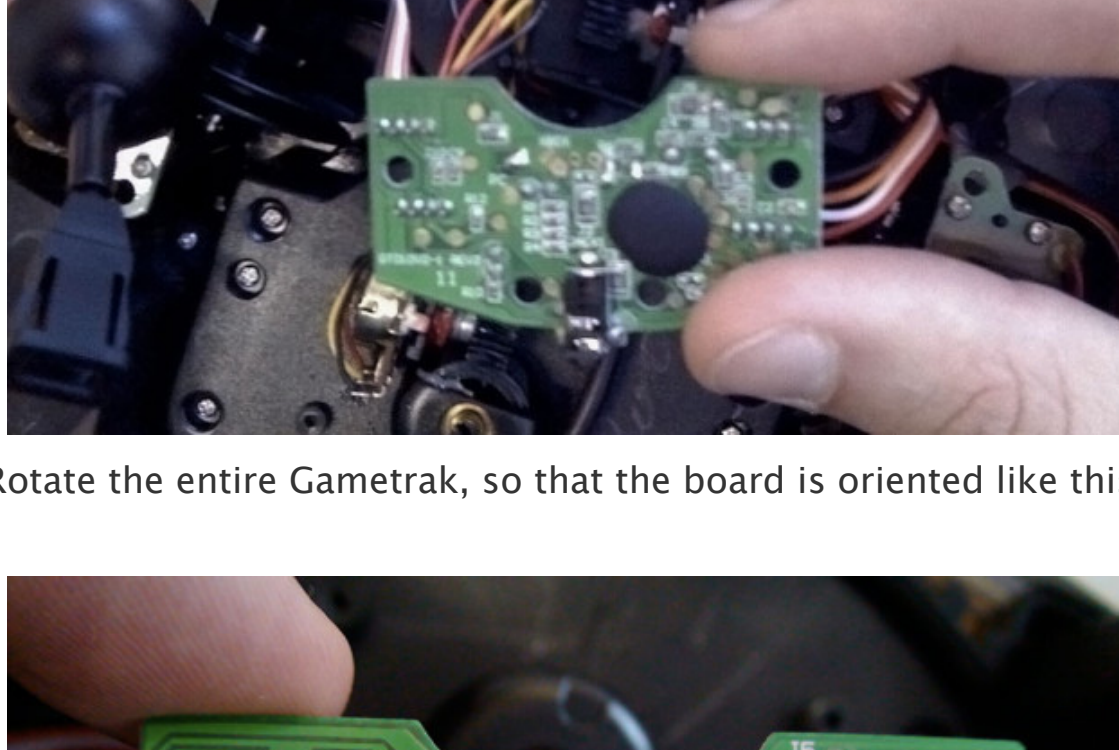
Open the case by removing the screws marked (I pierced the 'feet' with the screwdriver so that I didn't have to re-stick them later).



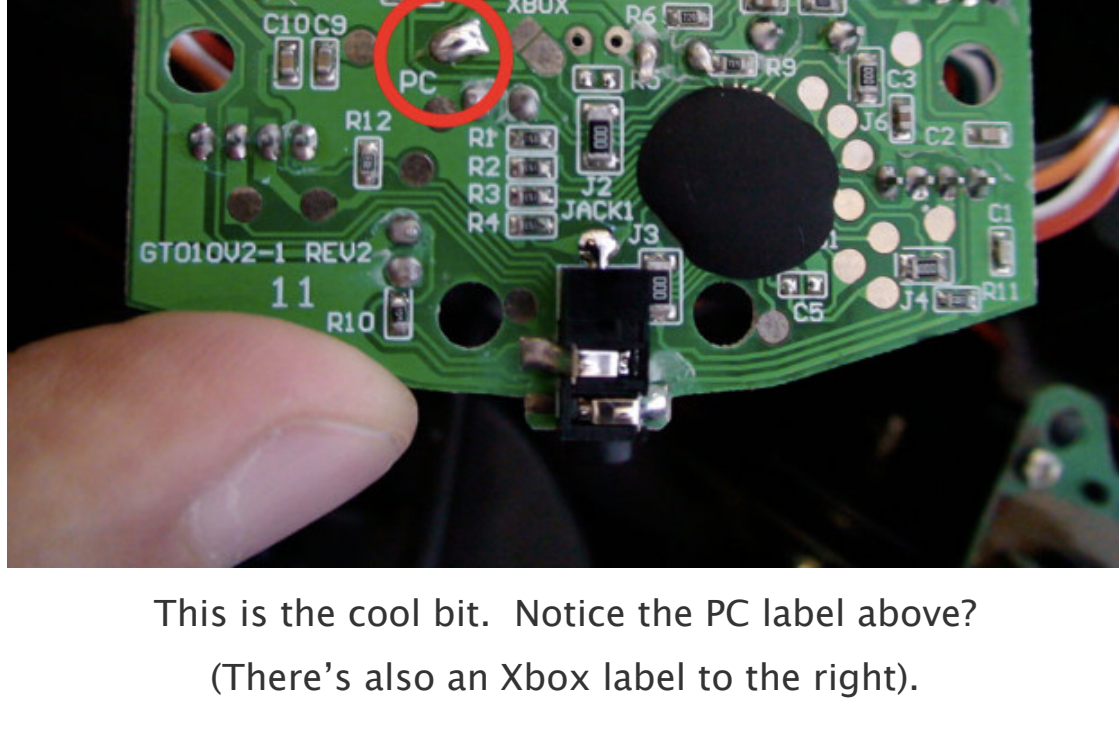
Remove the board by unscrewing the screws marked.



Flip it over to reveal the underside.



Rotate the entire Gametrak, so that the board is oriented like this.



This is the cool bit. Notice the PC label above? (There's also an Xbox label to the right).

I shorted this connection with a knife while it was plugged in to Max, and a burst of numbers came out of the 'hi' object. To make this connection permanent, I put a bit of solder to make a bridge between the two contact points, and now it outputs 12-bit integers on six discrete axes (left hand x, y & z; and right hand x, y, z). The foot switch works too.



Simple Max 5 interface for the Gametrak ([Download](#))

Note: the first gen Gametrak from In2Games doesn't seem to have this 'feature'.

* There's a tiny layer of lacquer on these contact points that I scratched with a knife so the solder would take to the metal.

Posted in Writing and tagged hardware, interfaces, maxmsp, sensors on August 17, 2008. 28 Comments

PONG IN PROCESSING →

28 COMMENTS

Pedro
June 17, 2011 at 1:47 pm

This looks so awesome, I can't wait to start creating things to control with my gametrak.

Bue I can't put it working with my windows =/ And the board of my Gametrak does not have those labels (PC, XBOX) ... I don't know how can I make it work =x

Pingback: [LOOKING FOR THAT BEAUTIFUL DETAIL » Blog Archive » Leeds Workshop](#)

Pingback: [Modding GameTrak game controller for PC use « Jan's bits and bytes](#)

RoverKarlos
September 9, 2012 at 10:58 am

Is this still the only process to output OSC data? has CNMAT worked this problem out through software MSP objects? dumb question?

X37V
September 11, 2012 at 11:14 am

The thing is, that since the Gametrak is a HID-type object, you should be able to use the [hi] object in Max. I wasn't able to get the data out of it (perhaps the PS2 setting outputs float data).

I know that **Adrian Freed** replaced the internal board with a bitwacker, but (other than building a custom Max external) I don't think you can get data out of the Xbox or PS2 versions of the Gametrak without some kind of modification.

The mod is pretty easy, and it would be pretty easy to just make an OSC wrapper in Max.

Aaron
October 14, 2013 at 9:31 am

Cheers for the mod! Does the mod allow it to work with a mac?

X37V
October 15, 2013 at 8:18 am

Hi Aaron. Yes. I did all my testing on a Mac.

Aaron
October 25, 2013 at 2:33 am

Thanks for the reply! Means I went wrong somewhere with the soldering. Time to do some backtracking!

peiman
January 23, 2014 at 1:15 pm

I've just got one of these but the box does not look the same as the one in the above pictures. So I'm not sure how to approach modifying it. Any suggestion would be much appreciated.

thanks
P

X37V
January 23, 2014 at 2:15 pm

Hi Peiman, does it look [like this?](#)

peiman
January 23, 2014 at 7:56 pm

Hi X37V,

Thanks for the reply. Yes it looks exactly line that. I tried to open it up last night but didn't manage!

Thanks
P

X37V
January 23, 2014 at 9:06 pm

I have one of those models but had no luck with this mod, sorry to say. The first gen Gametrak from In2Games didn't have the same board. I think your best bet with this model would be to replace the board with a microcontroller (as mentioned in section 4.9 of [this paper](#)).

Jan did some extensive modding of his 'rev 1' GameTrak and notes that even the 'rev 1' boards on the **later model** don't have the PC/Xbox support.

Von
February 13, 2014 at 1:09 pm

Getting ready to buy one. How did you connect the ps2 version to the computer. Can you just use a ps2-ps3 adapter?

X37V
February 13, 2014 at 1:39 pm

The PS2 version is USB. No need for an adapter.

Pingback: [Audio-Visual Instrument: Lissajous Beat Organ | AudioVisual Ensemble](#)

Pingback: [Congrats! Now go learn to program! | Build your own Ondes Martenot for under \\$30](#)

Murray
August 1, 2014 at 9:26 pm

Hi there, I have the later ps2 version. (see photo in link above). It does not have the Xbox/PC option. Smaller square pcb, though the board says rev2. The program chuck can see the gametrak but I don't seem to get any response from the strings. Has anyone had success with this model? Thanks

Pingback: [GameTrak game controller Project | Gareth Young](#)

Niklas
February 1, 2015 at 2:15 am

I too have a PS2 GameTrak that says V2.0 on the bottom of the device, but MaxMSP identifies it as GameTrak V1.3. There is a rev1 board inside, so no PC/Xbox connectivity there. I assume it is not possible to get this work without replacing the insides?

Do all PC GameTraks communicate with MaxMSP? GameTraks that were originally sold for PC that is.

Niklas
April 22, 2015 at 5:54 pm

I never managed to get the PS2 version to work. But I found a GameTrak for PC on Amazon, and it worked straight out of the box, plug-and-play style.

dan
November 7, 2015 at 3:15 am

Hi, Just wondering if anyone has ever managed to get multiple gametraks working on the one laptop? Or if anyone could suggest a way to go about achieving this?

Thanks!
Dan

Pingback: [Week 29/02/16 | Music For Household Items](#)

Gardenmusic
June 1, 2016 at 7:17 am

If anybody is using the Gametrak, I made a Max For Live device which allows you to map the data coming from the Gametrak controller to any parameter in Live accessible via their API. It's available here <http://gardenmusic.org/ribbon/>

Edt-2000
July 26, 2016 at 3:34 pm

Hey guys, we are currently in the middle of a project where we hack open a GameTrak controller and attach an Arduino to be able to talk OSC with MaxMSP (or any other OSC program). It's not as plug-and-play as using a USB GameTrak, but if you are not afraid to open up your device and do some work you could have a look. (It also enables you to use multiple GameTraks)

<https://edt-2000.github.io>

All our work is open-source and you are more than welcome to use and tweak code/ideas to create cool music and live shows!

gruenglas
October 13, 2018 at 6:50 pm

If anybody is using the Gametrak, there is a Max For Live device which allows you to map the data coming from the Gametrak controller to any parameter in Live accessible via their API. It's available here <http://www.maxforlive.com/library/device.php?id=5039>

gruenglas
October 16, 2018 at 7:56 pm

Gametrak Ableton mapping device is here -> <http://www.maxforlive.com/library/device/5039/ribbon>

Jenn
December 6, 2021 at 9:23 pm

I've amended the patch above so that it will work on Windows and Mac OS 11+ https://github.com/jenn-kirby/gametrak_os

M Kirk
April 28, 2022 at 5:53 am

Looking at buying one – are all Xbox models version 2 and can be modified for PC?

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