

JOY ROM

Thank you for purchasing the Wizard Joy Rom.

This simple to use utility enhances your game playing power and reduces the risk of damage to your keyboard.

With use of the Joy Rom games that were impossible on keyboard can now become mastered on joystick.

When using twin joysticks or the Wizard Interface and two Atari type joysticks complicated games such as Flight Simulators can be programmed to use both joysticks thus giving greater control to one player or transforming the game into a two player situation.

We have made the Joy Rom as simple to use as possible. After following the comprehensive fitting instructions you will find all programming details are displayed on your television with flashing prompts at the bottom of the screen for guidance.

SIDEWAYS ROMs - OPERATING PRIORITIES

The four sideways ROM sockets have an operating priority, decreasing from right to left: on a hard reset, or when the computer is switched on, the language chip in the rightmost ROM socket takes priority over the others.

INSERTING THE CHIP

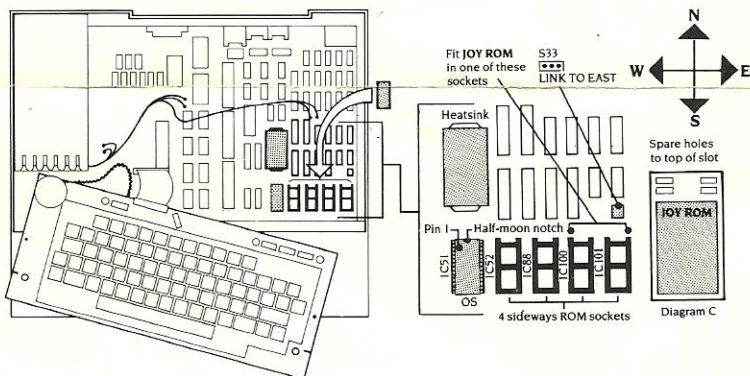
LINK S33 needs moving from West to East to enable the Joy Rom to work in either socket IC100 or IC101.

1. Before taking the chip out of its protective packaging, identify Pin 1 on the chip. It is either marked with a dot on the top, in the corner of Pin 1, or the half-moon notch at one end of the chip identifies the end of the chip nearest Pin 1. Pin 1 should be on the left if the notch is held up. Chip should be fitted so spare holes in the Rom slot are to the top as diagram.
2. Hold the ends of the chip between finger and thumb, and line up all the pins over the destination socket. Pin 1 and the half-moon notch should point towards the back of the computer casing.
3. Now apply firm pressure to the chip, but try not to force it! When the chip is in, it appears to be slightly raised. Check that all the pins do enter the socket, and that none are bent out, or underneath.

REMOVING CHIPS

To avoid bending any pins a chip must be removed very carefully. Take a screwdriver or similar tool and gently prise up each end, a bit at a time.

This diagram shows a plan view of the BBC Microcomputer. The top of the computer casing has been removed to reveal the four sideways ROM sockets.



HOW TO PROGRAM YOUR JOYSTICK(S)

Type *JS(return)

Read screen instructions carefully.

Press space bar.

Screen will display: WHAT KEY DOES YOUR GAME USE

FOR LEFT FOR RIGHT FOR UP FOR DOWN FOR FIRE

You simply press the key that coincides with the joystick function. The key you press will be displayed on screen and automatically move onto the next function.

When all five functions have been programmed the on screen display will ask if what you have done is correct. Simply press Y for YES or N for NO.

If yes you will be asked if you require a second joystick. If you do follow the same directions as above. If no press N and load your game as normal.

There are 4 different areas of memory to address the Joy Rom.

These are: *JS(return) (This is the most popular location to use)

*JS(space)1(return) *JS(space)2(return) *JS(space)3(return)

JOY ROM INSTRUCTIONS

Do not press break key as this will corrupt the directions you have programmed to the JOY ROM.

NOTE FOR DISC USERS

Because of the above note discs can not be auto booted therefore you must use CHAIN, *RUN or *EXEC!BOOT.

TEST ROUTINE

This routine can be used when you have programmed your keys and wish to check that your joystick is reacting correctly.

Type *JS(space)T(return).

The test screen will now be displayed.

Now move your joystick and check that the correct keyboard symbol appears under each of the five joystick movements.

NOTE

Whilst every effort has been made to ensure that the Joy Rom will work with all of your games some software writers find it necessary to use parts of the BBC operating system that should be left untouched, unfortunately this small percentage of software will not function with the Joy Rom.

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