

USB iFunPad Game Controller

User's Manual

NETWORKING THE FUTURE

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INTRODUCTION

Thank you for purchasing the Macsense iFunPad. The iFunPad computer game controller is equipped with a USB connector, making it compatible with the new Apple iMac, Blue G3, or any Macintosh with USB interface. This advanced game controller combines high performance functionality with a stylish ergonomic design, making it one of the best USB game controllers available for racing, flying, or combat games.

In addition to having the regular features of a standard game pad, the iFunPad has additional configuration functionality allowing you to program the device to fit your preferences for the games you like to play.

Please read this manual for information about installing, programming, and configuring the controller's buttons to fit your preferences.

At Macsense we are continually searching for ways to improve our products and our company. If you have any suggestions, or if you have questions about the iFunPad, please e-mail our technical support department at support@macsensetech.com.

The information in this manual is organized as follows:

Chapter	Content
Introduction	Describes the package contents, features, and main applications of the iFunPad
Installation	Shows how to install the iFunPad for ordinary applications
Programming the iFunPad	Presents configuration options
Specifications	Provides technical details

General Informations for iFunPad

Package Contents

After opening the box containing the iFunPad, check to make sure you have received these items.

- An iFunPad game controller
- A CD containing software & manual

System Requirements

- Macintosh computer with an available USB port
- Mac OS 8.1 or higher

Hardware Overview

Please take a moment to review the diagram below to familiarize yourself with the buttons on your iFunPad.

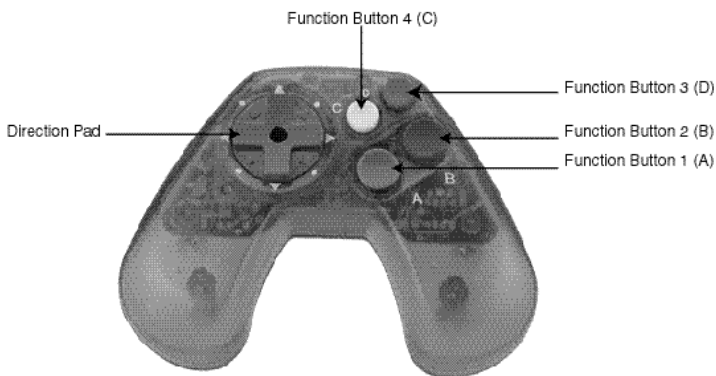


Figure 1 - Button/switch Operation

Operation Reference

In addition to having all of the basic functions of a standard game pad (X, Y axes, and function buttons) we've added several extra options to the iFunPad. We think that once you become familiar with the iFunPad's operation, you'll agree with us that the iFunPad blows the competition away! Following is a list of action inputs on the iFunPad along with a brief description of how each one is applied.

- **Function Buttons**

Buttons 1-4 (A-D) are game dependent. Please consult the manual of the game you are playing to get the best game performance. Use these buttons to kick, punch, etc.

- **Direction Pad**

The direction pad offers 360-degree directional movement, and its auto-centering functionality returns the cursor to a neutral position when released.

INSTALLATION

Hardware Installation

The iFunPad computer game controller uses USB technology to interface with your computer. USB is a “hot-swappable” technology, meaning you can connect peripherals to the computer while the power is on. However, to protect the sensitive electrical components inside your computer (and inside the iFunPad), **we recommend turning your computer’s power off before connecting the iFunPad**. After turning off your computer, please follow these steps:

1. Plug the iFunPad’s USB connector firmly into an available USB port of your computer.

(NOTE: On most Apple computers, the USB ports can usually be found on the keyboard or in the back panel of the computer. If all of your computer’s ports are occupied, you may need to plug the iFunPad’s USB connector— and any other USB devices currently connected to your computer—into a USB hub. Then connect this hub to one of the newly vacated computer ports).

2. After plugging the iFunPad’s connector into your computer’s USB ports (or into a hub), turn your computer’s power on and proceed to the next section in this manual - “Software Installation.”

Software Installation

An installation CD comes bundled with the iFunPad. This CD contains the iFunPad's driver (a driver is a software program that gives your computer special instructions that make the device work). After you have connected the iFunPad's USB cable to your computer, please locate this CD and follow the directions below.

1. Insert the iFunPad CD into your computer's CD-ROM drive and wait several moments for your computer to read the disc. A iFunPad Installer screen appears with a iFunPad Installation Icon like the one below.



2. Double-click this icon. The following screen appears.

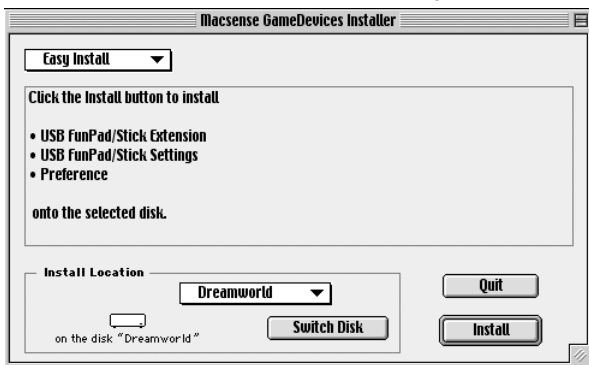


Figure 2 - Installer Screen

3. Follow the onscreen instructions.
4. After the installation is complete, restart your computer.

Programming the iFunPad

With the iFunPad cable attached to your computer and the software installed you are almost ready to start playing games. Before you do, you must program the buttons and switches on the iFunPad because these buttons are initially set to default values that may not be optimal for the game you want to play.

You can program the function buttons by selecting or choosing an appropriate **game set**. (A game set is a group of prearranged actions assigned to the buttons and switches of your iFunPad. For example, a game set for a boxing game could have function button 2 correspond to “punch,” while a different game set designed for a flight simulation game could have that same button correspond to a “shoot” action). You can configure your iFunPad’s buttons in one of these four ways:

- Choose an existing game set that have been pre-programmed.
- Edit the existing game set and save as a new game set.
- Create an all-new game set.
- Use “Game Sprockets.”

(NOTE: Game Sprockets is an interface application that lets a game-oriented input device—such as the iFunPad—communicate with your computer. Game Sprockets provides a user-friendly method of configuring your game pad, and is supported by many games. Consult the manual of the game you will be playing to find out if this game supports Game Sprockets).

Choosing a Game Set

Choosing a game set is a quick and easy method of programming your iFunPad's buttons so that these buttons best correspond to the actions and movements required for the game you want to play. To choose a game set from the list of those that have been pre-programmed, follow the instructions below:

1. Select **Macsense GameDevices** in the control panel. The iFunPad setup menu (shown below) appears. Click the **Current Setting** box and a pop-up menu appears.
2. Hold the mouse button down and drag the cursor to the game set that best matches the game you will be playing. When you have chosen a proper game set, release the mouse button.
3. Exit the program and begin playing.

(NOTE: If you would like to make a slight modification to one of the pre-programmed game sets, read the next section "Editing a Game Set.")



Figure 3 - Choosing a Game Set

Editing a Game Set

You may want to play a game for which we have not included a pre-programmed game set. To play this game you may need to manually alter some of the functions of the iFunPad's buttons. In the example that follows, we'll show you how to edit a game set.

1. Select **Macsense GameDevices** in the control panel. The iFunPad setup menu (shown previous page) appears. Click the **Current Settings** box and a pop-up menu appears.
2. Hold the mouse button down and drag the cursor to the game set that offers the closest match to the game you will be playing. When you have chosen the game set you want to modify, release the mouse button.
3. Click the **Edit** button and the "Edit Screen" shown below appears.

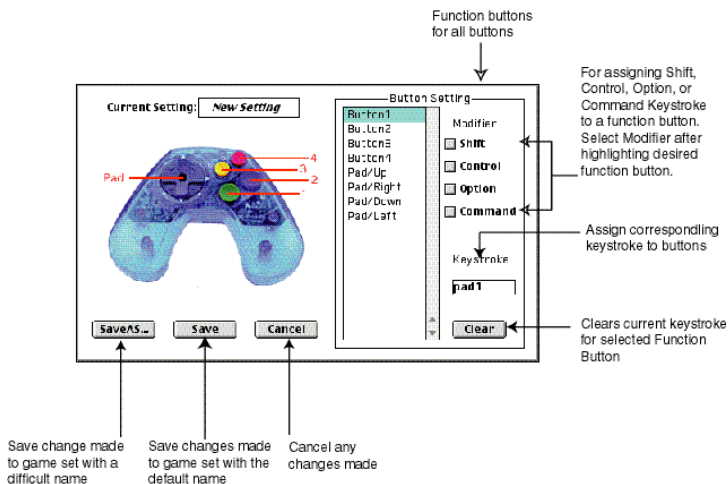


Figure 4 - Editing Controller Functions

(NOTE: From this screen you can edit several functions of the iFunPad.

To change an action of a function button :

4. Click the button you want to alter. For example, select "Button1" to highlight this dialogue box.
5. Type the computer keyboard key representing a specific action. Let's assume for the purposes of this demonstration we want a "shoot" action, and let's also assume that the keyboard space bar represents a shooting action. If you press the space bar, the name of this keystroke now appears in the highlighted dialogue box as shown below. You can also select a modifier to represent a shift, control, option or command keystroke for the button that is highlighted.

(NOTE: If you don't know what keystroke represents the specific action you desire, consult the manual of the game you will be playing. Also note that it is possible for multiple iFunPad buttons to represent the same keyboard "key - stroke.")

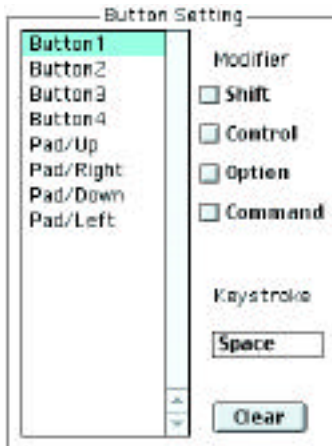


Figure 5 - Editing Button Action

6. Click **Save** to save your modifications under a default name, or click **Save As...** to preserve these modifications under a new name for the game set. Click **Cancel** if you have made an error and do not wish to save the modifications you made.

*(NOTE: If you want to remove a game setting for a game you no longer play, select this game set from the Current Setting menu and click **Delete**).*

Creating an All-New Game Set

There is little difference between creating a completely new game set and editing a pre-programmed game set. Simply change all of the values for each of the button functions, and instead of starting with a pre-programmed game set, start from the default settings and follow the process described above in “Editing a Game Set.” When it is time to save the new game set, follow step 6 in the “Editing a Game Set” instructions and save the entry under a name other than the default name.

Using Game Sprockets to Configure the iFunPad

Instead of using the iFunPad configuration options that are included with the software, you can use the Game Sprockets format to configure the buttons, switches, and directional movements of your iFunPad.

Game Sprockets is a software interface developed by Apple that can be used to improve game play. This software works as a middleman between the game and the input device, simplifying the configuration process by mapping out the actions assigned to each button or key. Both the game and the input device must support Game Sprockets to access this user-friendly format.

You can determine if the game you are playing supports Game Sprockets by referring to the users manual for the game your are playing.

If your game supports Game Sprockets, you can configure the iFunPad directly through the game controller settings option for the particular game you are playing.

Specifications

Control pad	1 all-directional control pad
Control Button	4 programmable buttons
Function	Button
Connector	USB Type B
Cable Length	180 cm 1.8 m
EMI/RFI	CE Approved FCC Class B
Weight	190 grams (N.W.) 6.70 oz (N.W.)
Temperature	Operating 0°C to 50°C (32°F~122°F) Storage -40°C to 50°C (-40°F~122°F)
Humidity	Operating 10% to 80% (non-condensing) Storage 5% to 90% (non-condensing)

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