

# USB iFunStick Game Controller

*User's Manual*

**NETWORKING THE FUTURE**

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# INTRODUCTION

Thank you for purchasing the Macsense iFunStick. The iFunStick 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 joystick, the iFunStick has additional configuration functionality allowing you to program the device to fit your individual preferences for the game 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 iFunStick, please e-mail our technical support department at [support@macsensetech.com](mailto: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 iFunStick
Installation	Describes how to install the iFunStick for ordinary applications
Programming the iFunStick	Describes configuration options
Specifications	Technical details

# General Information for iFunStick

## Package Contents

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

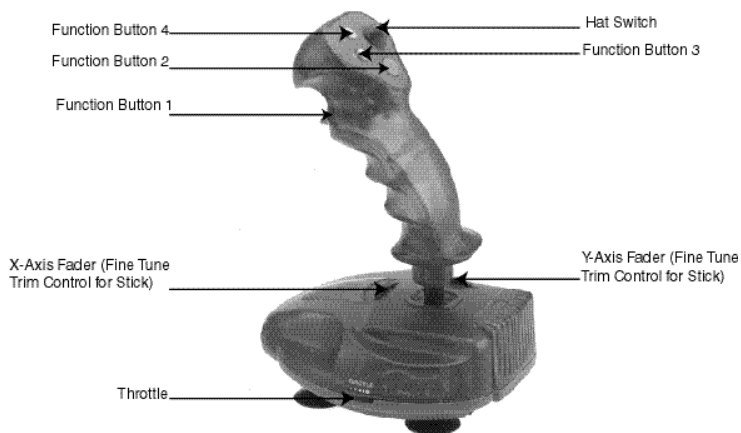
- An iFunStick game controller
- A CD containing software & manual

## 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 and switches on your iFunStick.



**Figure 1 - Button/Switch Operation**

## Operation Reference

In addition to having all of the basic functions of a standard joystick (X, Y axes, and function buttons) we've added several extra options to the iFunStick, making it the best stick we've ever developed. We think that once you become familiar with the iFunStick's **Throttle Switch** and view-altering Hat Switch, you'll agree with us that the iFunStick blows the competition away! The following is a list of action inputs on the iFunStick, along with a brief description of how each one is applied.

- **Function Buttons**

Buttons 1-4 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.

- **Handgrip Control Stick**

This ergonomically-designed stick fits your hand like a glove - and it should it's modeled after a real flightstick controller from the cockpit of an F/A-18 jet fighter! The stick offers 360-degree directional movement, and its auto-centering functionality returns the stick to a neutral position when released.

- **Hat Switch**

When using the iFunStick's **Hat Switch** with a flight simulator game, the Hat Switch provides you with the option to choose from a variety of different views of the game field or cockpit view.

- **Throttle Switch**

For flight simulator games, this switch is like the gas pedal on a car. Push the lever forward, and it's up, up, and away! Or if you don't particularly feel the need for speed, simply pull back on the throttle switch and you'll slow to a crawl. The throttle switch is non-auto-centering, so it stays in whatever position you leave it in.

- **Rudder Switch**

For flight simulator games, this switch controls the rudder of a plane. The rudder switch is non-auto-centering, so it stays in whatever position you leave it in.

- **Control Stick Faders**  
You can make minute adjustments to the X or Y axes using the faders located on the top of the iFunStick (on top, next to the Stick).

# INSTALLATION

## Hardware Installation

The iFunStick 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 iFunStick), **we recommend turning your computer’s power off before connecting the iFunStick.** After turning off your computer, please follow these steps:

1. Plug the iFunStick’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 iFunStick’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 iFunStick’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.”



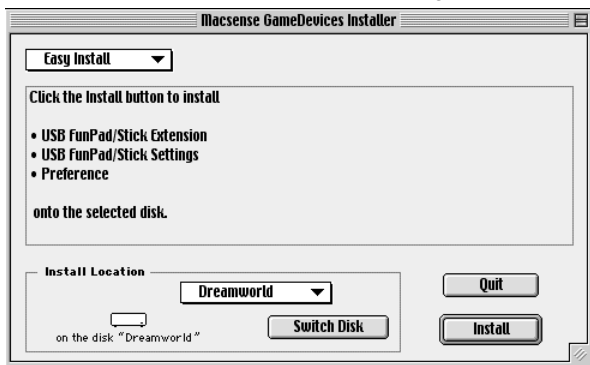
## Software Installation

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

1. Insert the iFunStick CD into your computer's CD-ROM drive and wait several moments for your computer to read the disc. An iFunStick Installer screen appears with an iFunStick 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 iFunStick

With the iFunStick 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 iFunStick because these buttons are configured to a default position upon first installing the device, and the default position may not be appropriate 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 iFunStick. 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 iFunStick’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 iFunStick—communicate with your computer. Game Sprockets provides a user-friendly method of configuring your joystick, 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 iFunStick'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 iFunStick 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.

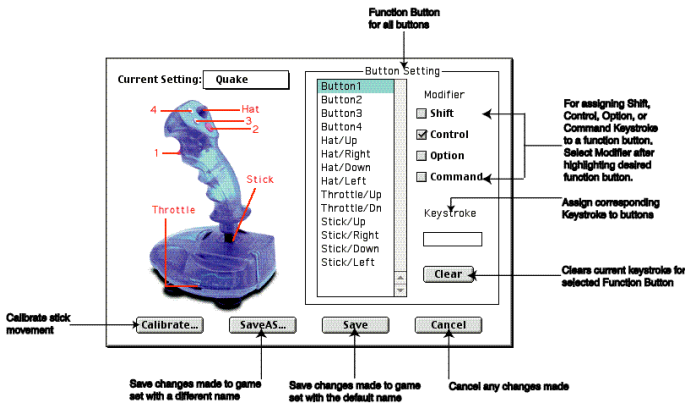


Figure 4 Editing Button Action

*NOTE: From this screen you can edit several functions of the iFunStick.*

To change an action associated with a function button or Hat Switch:

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 iFunStick buttons to represent the same keyboard "keystroke."*



**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 iFunStick

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

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 game you are playing.

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

## Calibrating the iFunStick

Calibrating the iFunStick is a way of optimizing game play by fine-tuning the stick movement along the X and Y axes. There are two ways to calibrate the movement:

1. Use the X and Y Control Stick Faders to make minute adjustments to the X or Y axes located on the top of the iFunStick (on top, next to the Stick).
2. Calibrate the stick movement through the “Edit Screen” located in the Macsense GameDevices control panel. Simply follow the onscreen instructions to calibrate the iFunStick for your system.

## Specifications

Control Sticks	1 all-directional hand-grip sticks	
Control Button	6 programmable buttons (includes Hat Switch & Throttle Wheel)	
Function	Button/Throttle	
Connector	USB Type B	
Cable Length	180 cm 1.8 m	
EMI/RFI	CE Approved FCC Class B	
Weight	513.2 grams (N.W.) 1.13 lbs (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)



**180-00267-000 v1.0**