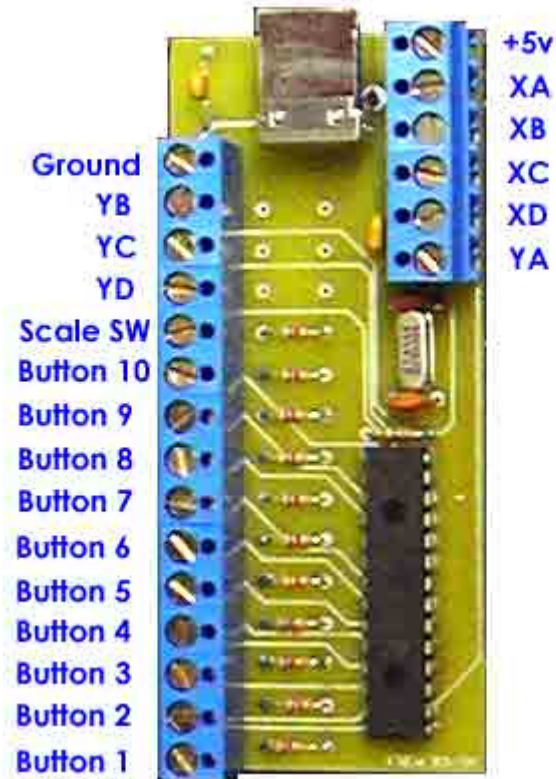


Instructions

Thank you for buying the SJC Simple 49-way Joystick Controller. Below, you will find important instructions for properly wiring your controls to the interface board. Please read the instructions carefully before proceeding to wire your controls, as proper wiring is extremely important for the proper function of the board.

The SJC board is supported by Windows 98SE and up, MacOS X, and Linux, with proper USB HID support installed.



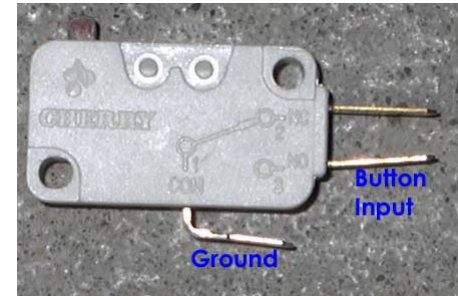
Terminals

On your SJC board, you will find a number of wire terminals. The diagram above shows the pin descriptions for the terminals.

The SJC board supports 10 buttons and 1 49-way joystick. Both Happs/Midway and Sinistar type sticks are supported.

Wiring the Buttons

To wire a button input to a microswitch or similar momentary contact switch, simply wire the 'common' tab on the switch to the ground terminal of the SJC board, and wire the 'Normally Open' tab (i.e. the tab for which there is no connected circuit when the button is not depressed) to your choice of button input on the AKI board. Please note that older operating systems, such as Windows 98, require that at least one button is wired for each joystick, to progress through the calibration process.



Wiring the Joystick

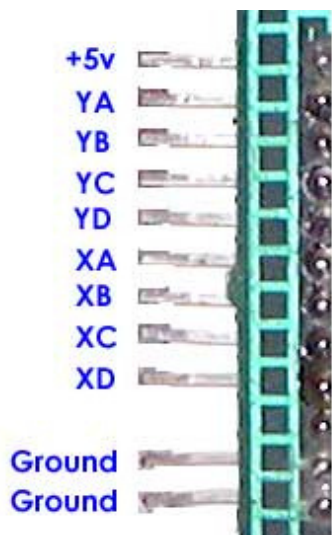
To wire a 49-way joystick to the SJC board simply wire the terminals with the same label to each other. For example, pin XA on the Sinistar joystick connects to pin XA on the SJC board. Pictures of the supported joystick types are below. Both Happs and Sinistar type sticks have the same pinout, with the joysticks oriented as shown in the pictures on the following page.



Appendix A: MAME Button Codes

For those of you who specify their own MAME controller .ini files, it is helpful to note that SJC buttons are reported as follows:

Joystick 1 Button 1: J1_BUTTON0, or JOYCODE_1_BUTTON1
 Joystick 1 Button 2: J1_BUTTON1, or JOYCODE_1_BUTTON2
 Joystick 1 Button 3: J1_BUTTON2, or JOYCODE_1_BUTTON3
 Joystick 1 Button 4: J1_BUTTON3, or JOYCODE_1_BUTTON4
 Joystick 1 Button 5: J1_BUTTON4, or JOYCODE_1_BUTTON5
 Joystick 1 Button 6: J1_BUTTON5, or JOYCODE_1_BUTTON6
 Joystick 1 Button 7: J1_BUTTON6
 Joystick 1 Button 8: J1_BUTTON7
 Joystick 1 Button 9: J1_BUTTON8
 Joystick 1 Button 10: J1_BUTTON9



The pinouts for both stick types are shown in the picture to the left. Note that only one of the ground terminals needs to be connected to the SJC board.

Joystick Scaling

Some people may prefer that their 49-way joystick scales a certain way. Some games play better with linear axis scaling, while others tend to play better with exponential axis scaling. SJC defaults to exponential scaling. To switch SJC to linear scaling mode, simply connect the “Scaling SW” terminal to ground. It is recommended that users who plan to switch frequently connect the Scaling SW pin to ground through a switch. The switch may be flipped at any time during SJC operation.