

Mike's Controller Demo  
Version 1.1  
November 15, 1996  
Copyright (c) 1996 Sony Computer Entertainment America

## Introduction

-----

This sample program is intended to demonstrate the various controllers which are available for the Sony PlayStation game console. It recognizes a variety of controllers including the standard Sony controller, analog joysticks, the Namco neGcon, MadCatz Steering Wheel, the Sony Mouse, the Konami and Interact light guns, and more.

If the program sees an unknown controller type then it makes a minimal attempt to deal with it. It assumes a D-pad and buttons, and checks for up to 4 channels of analog data.

## Starting The Program

-----

First make sure your PlayStation development environment is configured properly and then execute the program as you would any other PlayStation program:

```
run pad.cpe
```

If you have received a CD-ROM containing just the controller sample program, then boot the disc. Note that gold CD-ROM discs will work properly only on a development PlayStation or on a development system, not on a standard retail PlayStation.

## Using The Program

-----

Using the program is very simple. Simply plug in a controller and manipulate it. If the controller is one recognized by the program, then a square sprite will be moved around on screen in response to the controller actions.

The appearance of the sprite will depend on what type of controller is used. For example, the light gun sprite has a "G" on it. The steering wheel has a "W". And so on.

If the controller type is not recognized by the program, then it's hard to predict what the results will be. If the controller includes a standard D-PAD, then the program will try to deal with it in a similar manner to the D-PAD on a standard Sony controller.

The program will display a colorful background with text and sprites overlaid on top. The text will indicate what types of controllers are connected and what the current values returned by the controller. The sprites will indicate a "player" position based on the controller input.

Note that the default position for a sprite is the top left corner of the display. Depending on the overscan settings for your system, you may not see the sprite at first. Move the controller down and to the right and it should become visible. Certain controller types such as

analog joysticks default to a center position and sprite will be shown at the corresponding screen position when the joystick is at rest.

Some controllers use analog pressure-sensitive buttons. In such cases, typically one button controls the X-axis position of a sprite while another analog button controls the Y-axis position. Experiment: press all the buttons and see what happens.

#### Multi Tap Multi-Player Adapter

-----  
If the program detects that a Multi-Tap adapter is connected to either port, it will be recognized and up to 4 controllers may be plugged in. Please note the following limitations of the hardware and software:

- \* You cannot plug a Multi-Tap into another Multi-Tap.
- \* The light gun may only be plugged into slot "A" of a Multi-Tap

#### Light Gun Notes

-----  
In order for the light gun to be properly recognized on a development system with the DTL-H2080 controller adapter box, a modification is required. Contact developer support at SCEE or SCEA for more details.

#### Source Code

-----  
The source code for the sample is provided in the SOURCE directory. Note that this program was written to use version 3.6 of the Sony PlayStation libraries. Earlier versions of the libraries could not use a light gun and the Multi Tap multi-player adapter in the same program. Later versions of the libraries should work without change, or with minimal changes.

Note that the TIM texture map files have been included both as the original TIM files and as C language files containing data declarations. The C files are included by the main source file as a shortcut around other means of loading the textures at runtime.

#### Contact Information

-----  
Please direct comments or questions to:

Mike Fulton, R&D  
Sony Computer Entertainment America  
919 E. Hillside Ave.  
Foster City, CA 94404  
EMAIL: mfulton@interactive.sony.com

Developer Hotline: (415) 655-8181