MAPPING CONTROL PADS

H-L

UP

H-R

UP

L-L
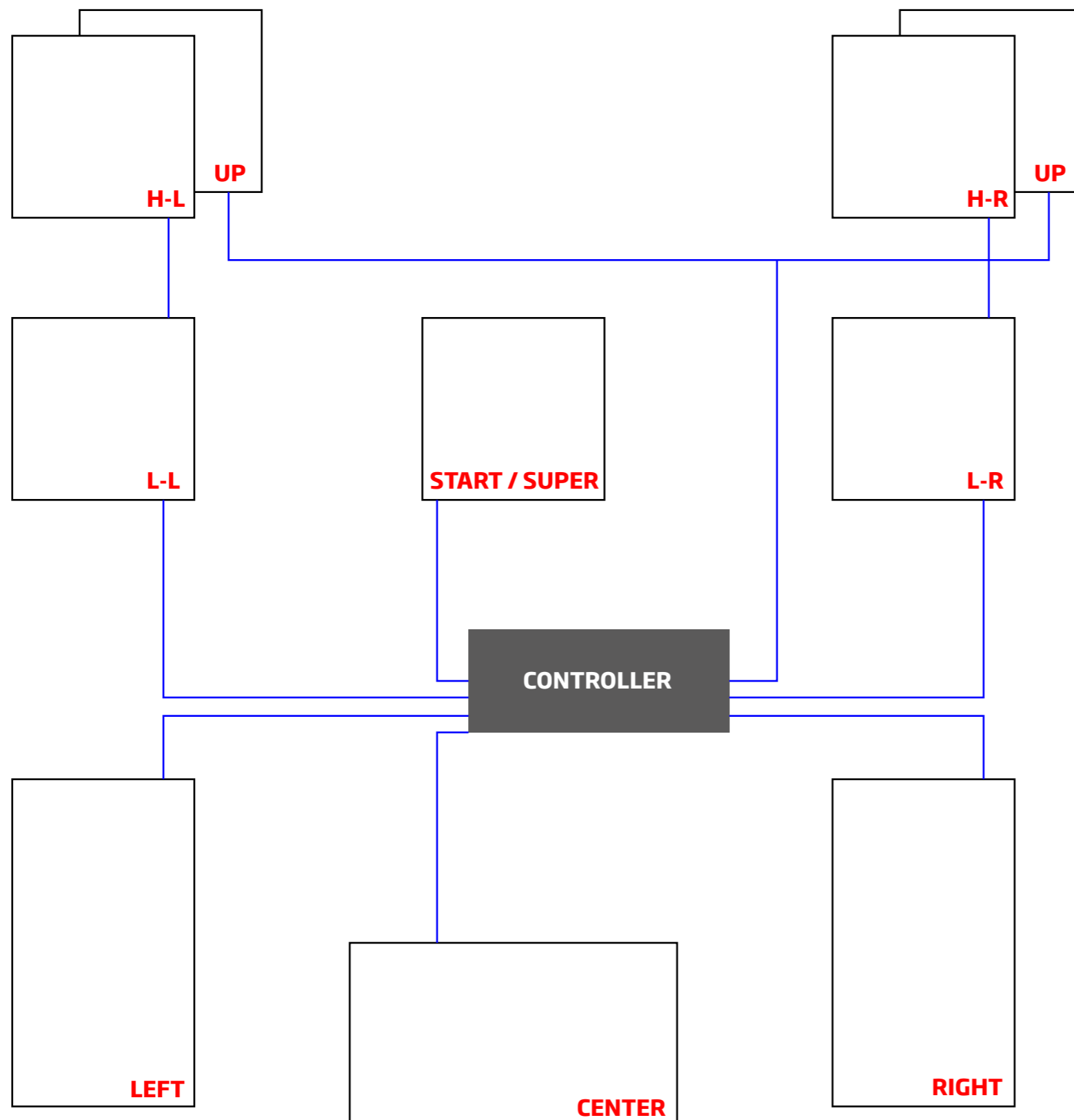
START / SUPER

L-R

CONTROLLER

LEFT

CENTER

RIGHT

ALL INDIVIDUAL OR PAIRS OF TOUCH PADS CONNECT TO ONE PAIR OF GATOR CLIPS OF *THE SAME COLOR*.

CONNECTIONS DO NOT MATTER. ANY PAD CAN BE CONNECTED TO ANY SET OF CLIPS. BECAUSE, *ALL PADS CAN BE REASSIGNED USING SOFTWARE IN THE GAME SIMULATOR*.

PADS **UP**, MUST BE CONNECTED TO ONE ANOTHER BEFORE BEING CLIPPED TO THE CONTROLLER.

PADS **H-L** AND **L-L** MUST BE CONNECTED TO ONE ANOTHER BEFORE BEING CLIPPED TO THE CONTROLLER.

PADS **H-R** AND **L-R** MUST BE CONNECTED TO ONE ANOTHER BEFORE BEING CLIPPED TO THE CONTROLLER.

H-L : HIGH - LEFT
L-L : LOW - LEFT

H-R : HIGH-RIGHT
L-R : LOW-RIGHT

CALIBRATING CONTROL PADS

If you need to recalibrate the pads for some reason, you can follow these steps:

1. Start the game "Mike Tyson's Punchout" using the NES Emulator
2. Right-click on the game window to see the menu
3. Choose Options > Input
4. Select Pad 1
5. Choose the button you wish to re-map
6. Press any game pad to re-map the chosen button

NOTE:
FOR BUTTON **UP** YOU MUST RE-MAP BY CONNECTING THE CLIPS DIRECTLY
(I.E. THE ONES THAT CONNECT THE PADS TO THE CONTROLLER)
DO THIS BY OPENING THE INSTALLATION'S DOOR AND FINDING THE UP CONNECTORS

ALSO, ALL WIRES SHOULD BE LABELED PROPERLY WITH A BIT OF TAPE NEAR THE CLIPS

YOU ONLY NEED TO MAP THE FOLLOWING BUTTONS:
LEFT, UP, RIGHT, DOWN, START, B, A

(just like an old-school nintendo controller)

OTHER NOTES

- The Max Patch, and Game Emulator should open up automatically after turning on the computer.

- The Arduino should be plugged into **COM4 ONLY!!!**

- The Game Pad should be plugged into COM 5, because COM 6 doesn't seem to work.

- Resolution should be set to 800x600.

- Remember to run the emulator in Full Screen.

- Sometimes the screen / projection turns blue when you switch the emulator to Full Screen.

- There are 9 sets of Gator Clips, but only 7 NEED to be used (there are 2 extra sets just in case).