

MANETTE DE JEUX/JOYSTICK POUR ORDINATEUR APPLE IIC

FICHE N° 3786

Période de fabrication : 1975-1999

Fabricant : Apple

Domaines : Informatique et Communication

Sous-domaines : Ordinateurs

Organisme : Université de Rennes

Ville : Rennes

Modèle : A2M2002

Matériaux : Plastique

Description

Le joystick pour micro-ordinateur Apple IIC porte la référence A2M4015Z. Tout en plastique gris clair avec deux boutons poussoirs orange, il est composé d'une manette verticale, mobile selon deux axes, positionnée sur une base-support carrée en plastique. L'ensemble est connecté à l'ordinateur par un câble et branché à l'arrière de l'unité centrale et constitue donc un périphérique de celui-ci.

Utilisation

Le joystick (anglicisme que l'on peut traduire par manette ou manche) était utilisé essentiellement pour des jeux sur ordinateur (vidéo). Il pouvait aussi servir de dispositif de pointage. Il était livré dans une boîte en carton, en complément des autres éléments de l'ordinateur Apple 2c (unité centrale, écran, souris, lecteur de disque...).















Inside Apple

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