

DOCUMENTATION DE LA MANETTE JOYSTICK POUR APPLE IIC

FICHE N° 3788

PRÉSERVER
SAUVEGARDER
VALORISER

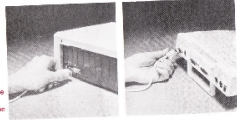
Période de fabrication : 1975-1999
Fabricant : fabricant non renseigné
Domaines : Informatique et Communication
Sous-domaines : Ordinateurs
Organisme : Université de Rennes
Ville : Rennes
Modèle : apple Iic
Matériaux : Papier

Description

Cette petite documentation en anglais de six pages décrit en détail le fonctionnement de la manette/joystick que l'on peut associer au micro-ordinateur Apple Iic. Elle explique le processus d'installation et le fonctionnement des boutons et la manière de la programmer.

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...).

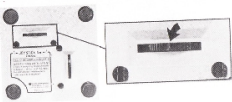


Adjusting the Joystick

The joystick is a precision device which allows you to send continuous information to your Apple IIc or Apple IIc computer in the form of two scales of values ranging from 0 to 255. These numbers are read and used by the program you select. The joystick, in combination with this range, allows you to locate any point within this range.

Approximately Centering the Stick

Many games and graphics programs do not require that the center position of the joystick correspond to the center of the value range. You may prefer to make a quick adjustment and approximately center the stick. To do this, simply rotate the thumbwheels until the largest notch in each wheel is in center position as you see in Figure 2.



Accurately Centering the Stick

Some games and graphics programs require exact adjustment of the joystick so that the stick, in center position, corresponds to the center of the 0-255 range. Follow these steps if you are using such a program.

1. Insert the DOS 3.3 or ProDOS™ System Master Disk into your disk drive and turn on your computer.
2. Make sure that the stick is in center position.
3. Type in this Applesoft BASIC program and run it.

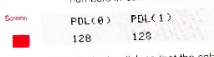
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10 HOME
20 VTAB 6: PRINT "PDL(0) PDL(1)"
30 IF PEEK (- 16287) > 127 THEN
  INVERSE
40 VTAB 8: PRINT PDL(0); NORMAL :
  PRINT " "
50 IF PEEK (- 16286) > 127 THEN
  INVERSE

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60 VTAB 6: HTAB 10: PRINT PDL(1);
NORMAL : PRINT " "
70 GO TO 30
RUN

The screen will show two columns labeled PDL(0) and PDL(1) with numbers beneath each. Figure 3 shows you an example of what the screen display should look like; the numbers in each column will vary.



4. Hold the joystick so that the cable end is away from you. Follow this sequence; it will demonstrate the range of the joystick. Move the stick all the way toward the cable end, and column PDL(1) will read 0. Move the stick all the way away from the cable end, and PDL(1) will read 255. Correspondingly, when you move the stick all the way to the left, column PDL(0) will read 0, and when you move it all the way to the right, this column will read 255.

5. Return the stick to center position. Rotate the thumbwheels on the underside of the joystick until both numbers on the screen read as close to 128 (the mid-point of the 0-255 range) as you can make them.

Releasing the Stick Self-Centering Function

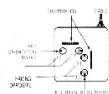
Your joystick, as it comes out of the box, is self-centering. This means that when you push the stick in any direction and let it go, it will return to the center position.

However, for some games and graphics applications, you will want to release the self-centering function so that you can leave the joystick in a selected position for awhile. For example, if you were drawing a star with a graphics program, you would want the cursor to remain at each point so that you could complete the outline instead of returning to the center of the star.

To release the centering, do the following:

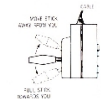
1. Turn the joystick upside down. The key marks will look like those in Figure 4.

Figure 4: Key Marks Set for Stick Self-Centering



2. Pull the stick away from the cable end as shown in Figure 5. Hold the stick and rotate key mark X1 in either direction one half turn (180 degrees) with a small screwdriver, or even with your thumbnail.

Figure 5: Positioning the Stick



3. Push the stick toward the cable end and rotate key mark X2 in either direction one half turn. Both X1 and X2 key marks should now be facing each other.
4. Pull the stick to the left and rotate Y1 in either direction one half turn.
5. Pull the stick to the right and rotate Y2 in either direction one half turn.

When you want to restore the stick's self-centering function, rotate the key marks so that they are in the same position as in Figure 4. There is no need to hold the stick.

Also, you may use any combination of stick settings. Your program may work best if you use the self-centering function for stick travel in two opposite directions, and you release the self-centering function for the other two directions. Your Apple Joystick is built to accommodate this.

About the Buttons

The buttons are simple on/off input devices which may be used to run a game, draw a line, or even fire a missile, depending upon the program you choose. Go ahead, experiment! The button nearest the Apple logo is switch 0 and the other is switch 1.

For the Programmer

Information on programming your joystick for specific applications can be found in the Applesoft BASIC Programmer's Reference Manual.

Now you're ready for hours of fun. Enjoy your new Apple Joystick!

Radio and Television Interference

The equipment described in this manual generates and uses radio frequency energy. If it is not installed and used properly, that is, in strict accordance with these instructions, it may cause interference to radio and television.

This equipment has been tested and complies with the limits for a Class B computing device in accordance with the specifications in Subpart J, Part 15, of the FCC rules. These rules are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that the interference will not occur in a particular installation.

You can determine whether your computer is causing interference by turning it off. If the interference stops, it was probably caused by the computer. If your computer does cause interference to radio or television reception, you can try to correct the interference by using one or more of the following measures:

If necessary, you should consult your local radio/television technician for additional suggestions. You may find a booklet prepared by the Federal Communications Commission helpful, "How to Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, D.C. Stock Number 004-300-003-45-4.

NINETY-DAY LIMITED WARRANTY

Apple Computer, Inc. (hereinafter referred to as "Apple") warrants its products against defects in materials and workmanship for a period of ninety days from the date of purchase. Products manufactured by Apple are the "Apple" trademarks, trade names, or logos affixed to them.

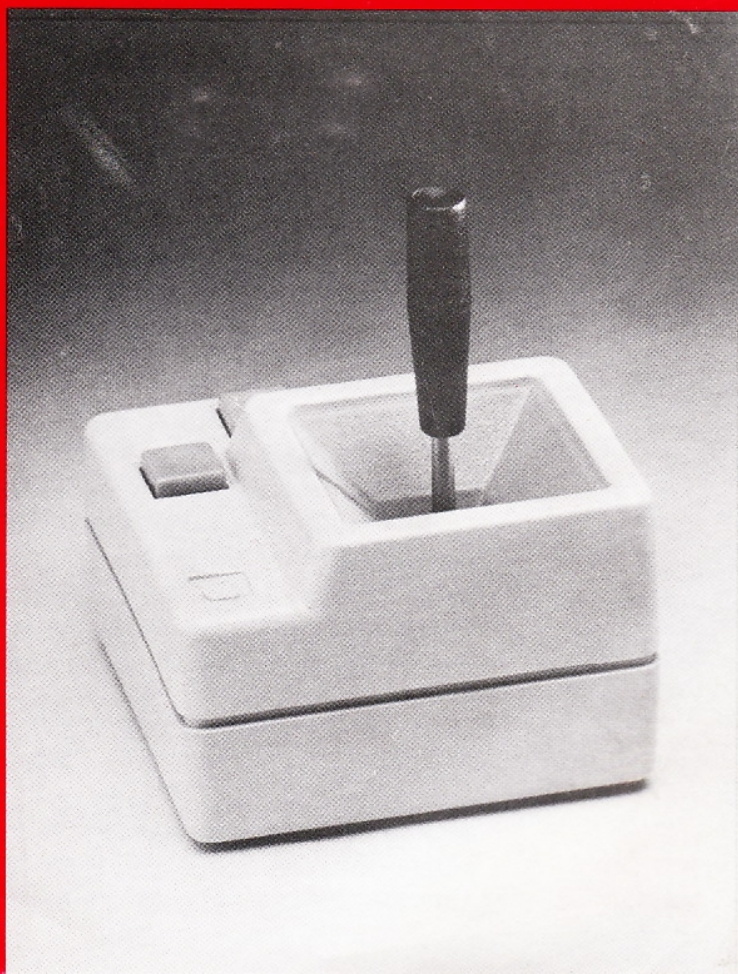
During the warranty period, Apple will repair (or at its option replace) components that prove to be defective, provided the Apple product is being repaired, to an authorized Apple Service Center.

This warranty does not apply if, in the opinion of Apple, the product is damaged by accident, misuse, misapplication, or as a result of action by other than an authorized Apple Service Center.



Apple Joystick IIe and IIc User's Instructions

The Apple IIc





Pour nous citer :

Base de la Mission nationale de sauvegarde et de valorisation du patrimoine scientifique et technique contemporain, PATSTEC, Documentation de la manette Joystick pour apple IIc (fabricant non renseigné), <https://www.patstec.fr/ressources/objets/detail?id=15806>, consulté le 2026-07-28