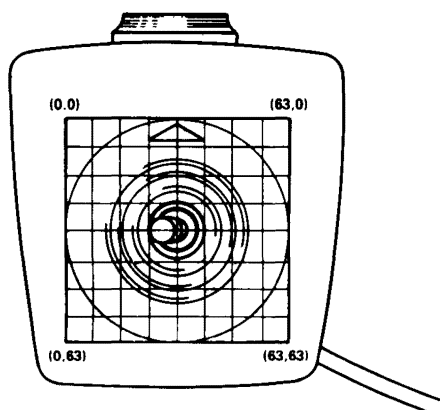


Joystick Controllers

These joystick controllers are for with Color computers®. You can use them with your own software or Color Computer Program Paks™. The two units are interchangeable. Refer to your Color Computer Operation manual for proper hook-up.

Each joystick controller translates the position of the control stick into X-Y coordinates, as follows:



When the control stick is centered and pointing straight up, the joystick returns an (X,Y) value near (31,31). If you move the control stick straight back away from the "fire" button, the joystick returns an (X, Y) value near (32, 63).

With a little practice, you can position the stick near any point on the grid . . . but you may not be able to hit the exact point every time.

The joystick controller does not generate all the points in the extreme corners of the (X, Y) grid. This is normal and should not limit your use of the joysticks.

The following diagram shows the points that are not attainable with the joystick.

(0,0) (1,0) (2,0)	...	(61,0) (62,0) (63,0)
(0,1) (1,1)		(62,1) (63,1)
(0,2)		(63,2)
•		•
•		•
(0,61)		(63,61)
(0,62) (1,62)		(62,62) (63,62)
(0,63) (1,63) (2,63)	...	(61,63) (62,63) (63,63)

For further instructions on using the joysticks, see your Color Computer manual.

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