



Control Setup Guide

This guide is designed to help you get started using MAME32 games with your QuasiCON. Quasimoto does not endorse Copyright Infringement and in no way supports the use of software that is not legally obtained and played. Make sure you conform to the published copyright laws and have read and understand the implications of using software that is not legally obtained, such as ROMS that are still protected under federal copyright law.

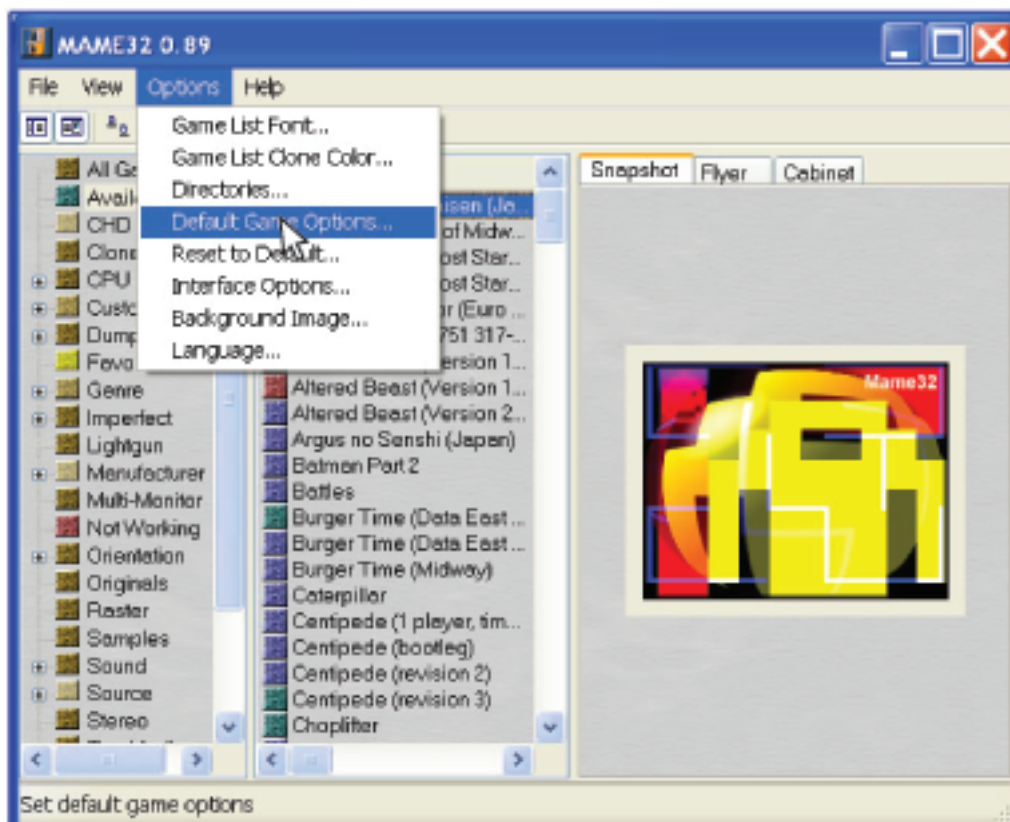
Known issues with MAME32

Quasimoto does not guarantee that 100% of the games you have will be completely compatible with the QuasiCON. Some games have known problems inherent with using a USB joystick for gameplay. If you have a specific problem, please contact the MAME32 software staff to report program bugs or game related issues. Many games that require a trackball will work with the analog joysticks on the QuasiCON, but some games may not play well with analog control. The QuasiCON's digital stick is an 8-way joystick. Some older games work best with a 4-way joystick and will not recognize diagonal control input. This may create some control issues in certain 4-way games, though the game will still be playable. Users may prefer using the analog stick for movement in such games, which can be specified in the game settings of the specific software you are using.

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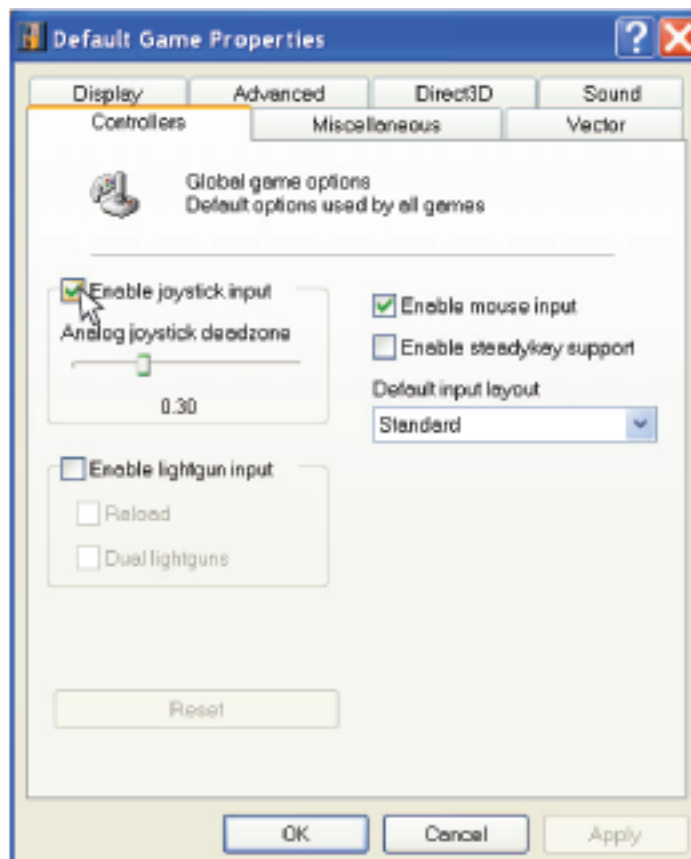
Windows Settings for MAME32



- Start MAME 32
- Select "Options" and then "Default Game Options" as shown above.

- Click on the "Controller" Tab and then checkmark the "Enable Joystick Input" button.

- Click "OK."



Controller settings for playing MAME32



Joystick programming

- Start a game and press the TAB button on your keyboard.
- Select "Input (general)" by pressing Enter
- Select "Player 1" by scrolling down and press Enter
- Hit Enter and push up on the player 1 digital joystick on the QuasiCON. "J1Hat Switch U" will appear. Press Enter.
- Now scroll down to "P1 Down" and press down on the QuasiCON stick. "J1Hat Switch D" will appear. Press Enter.
- Repeat this process for "P1 Left" and "P1 Right"
- To program "P1 Right/UP" press up and right on the digital stick.
(a "..." will appear. Move the cursor over this section to check that it says "J1 Hat Switch U J1 Hat Switch R" you may have to press ESC after this. If you make a mistake press Enter and then ESC. "None" will appear. Press Enter again to program the correct movement).
- Make sure that "P1 Right/Right, P1 Left/Left, P1 Right/Left" all say "None".
Hit ESC to program "None".
See diagram 2 to confirm your settings.
- Hit ESC to go back to the "Input (general)" screen. Select Player 2.
- Repeat the process above for player 2 using the 2nd player digital stick on the QuasiCON.

P1 Up	J1 Hat Switch U
P1 Down	J1 Hat Switch D
P1 Left	J1 Hat Switch L
P1 Right	J1 Hat Switch R
P1 Right/Up	...
P1 Right/Left	J1 Hat Switch U J1 Hat Switch R
P1 Right/Right	None
P1 Left/Up	...
P1 Left/Down	...
P1 Left/Left	None
P1 Left/Right	None
P1 Button 1	J1 Button 6
P1 Button 2	J1 Button 0
P1 Button 3	J1 Button 1
P1 Button 4	J1 Button 7

Diagram 2

Button programming

Game Buttons:

- Press ESC to go back and select the "Input (general)" tab. Select "Player 1"
- Scroll down to "P1 Button 1" and press Enter. Press Button 7 on the QuasiCON.
Refer to the QuasiCON PC Button Layout for reference. "J1 Button 6" will appear. This is normal. MAME32 maps the buttons differently than Windows.
- Repeat this process for buttons 1 through 6 and match to the diagram below. Refer the "PC Button Layout" on the QuasiCON legend plate for reference.
- Hit ESC and select "Player 2". Repeat this process for the J2 settings using the QuasiCON 2nd player buttons.

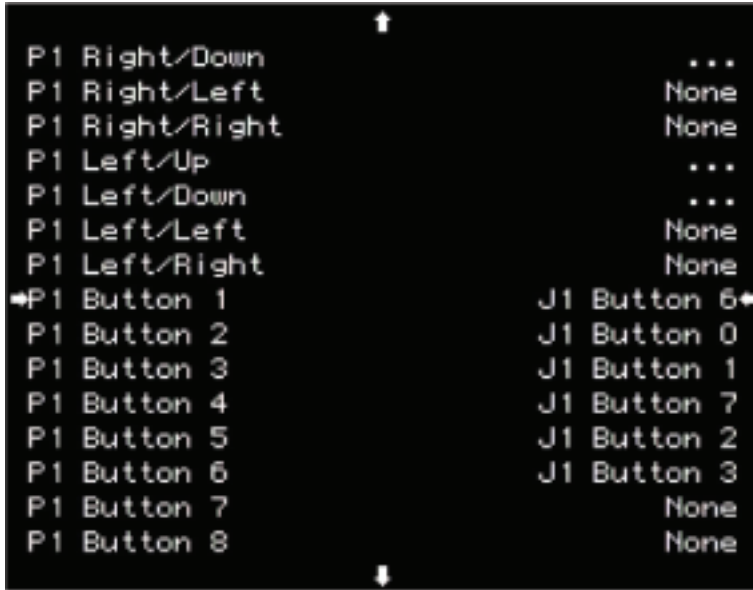


Diagram 3

QuasiCON	MAME
7	6
1	0
2	1
8	7
3	2
4	3
10	9
9	8

The buttons on the QuasiCon listed on the PC Button Layout differ from the buttons recognized by MAME32. The chart above shows the differences in the button numbers. Use this chart to program the buttons, and make sure your screen matches Diagram 3.

Coin Insert and Start Buttons:

- Press ESC and go back to the "Input (general)" tab.
- Select "Other Controls"
- Program "1 Player Start" as "J1 Button 9"
- Program "2 Players Start" as "J2 Button 9"
- Program "Coin 1" as "J1 Button 8".
- Program "Coin 2" as "J2 Button 8".

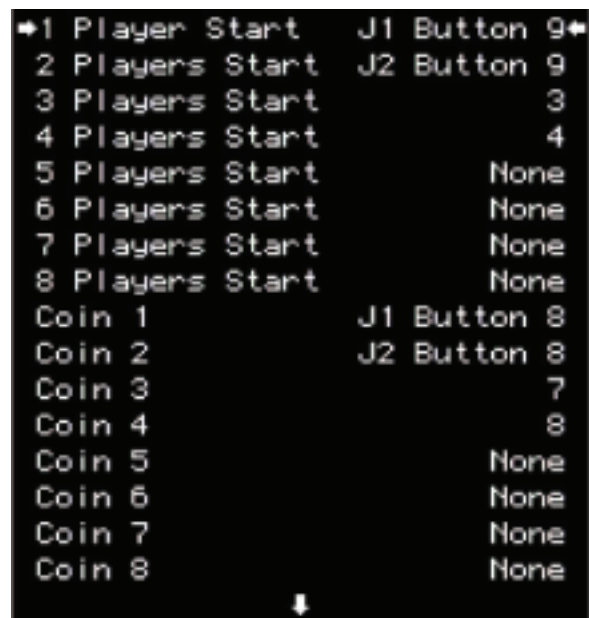
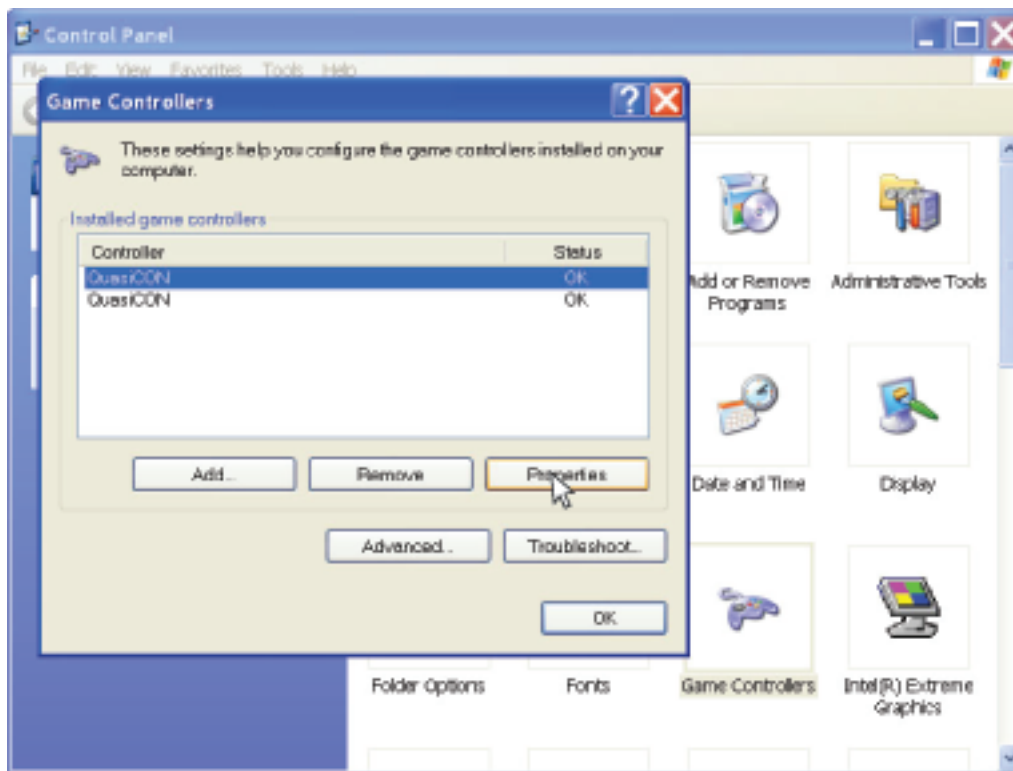


Diagram 4

QuasiCON Joystick Calibration



- Plug both USB connectors from the Quasicon into two USB ports on your computer.
- Click the Windows "Start" tab and select "Control Panel."
- Click on "Game Controllers" as shown above.
- Click on "QuasiCON" and select "Properties"
- Click the "Settings" Tab and choose "Calibrate"
- Follow the instructions.
- Repeat for the Player 2 QuasiCON.t

