

The Joystick Control Software

Version 2.02 - April 1991

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The joystick control software supplied for use with the Joystick Interface from Vertical Twist has changed considerably from that detailed in the manual. Many of these changes are 'behind the scenes' and will not be obviously noticeable but a number of others do alter the way the software should be used or add extra features.

The major changes are as follows:

- Now works with even more games - including past 'problem' games such as Chocks Away, Nevryon, Interdictor.
- Many new control modules supplied allowing joystick use with virtually all the existing major games with no programming necessary.
- Code has been optimised so that it fits into an extremely small space thus allowing it to operate with many more games on a 1Mb machine eg Nevryon, Interdictor.
- New method of starting games included (called Start files) that simplify even further using the interface with a game.
- Key emulation improved so that all keys on the keyboard can be emulated including combinations such as Shift-Ctrl-F12.

For further details on these and the other changes please read the various text files that are supplied on the Control Software Disk. To do this load !Edit - which can be found on Applications Disc 1 as supplied with your computer - then double-click on the file you wish to read.

The following text files are supplied:

Four !ReadMe files (one in the main directory and one each in the Object, Source and Start directories), and a Hints+Tips file (in the main directory).

Please read these carefully as they explain how all the new features work in more detail. This especially applies to the main !ReadMe file and the !ReadMe file in the Start directory.