

**FCC ID: FSUGJOS305D**

**EUT: JOYSTICK**

**KYE SYSTEMS CORP.**

**USER'S MANUAL**

# Grand BogeyMan

## User's manual

### Introduction

Congratulations on your purchase of the Genius Grand BogeyMan joystick. This game device supports your favorite games under Windows 3.x/95/98 and DOS. See the diagram below for the digital joystick controls and features:

Button 1 (trigger)

Button 2

Button 3

Button 4

Digital Throttle

Point of view (POV)

Button 5

Button 6

Button 7

Button 8

Button 9

Button 10

Rudder

### Hardware Installation

1. Turn off your computer.
2. Plug the joystick connector into the 15-pin game controller port on the computer firmly.
3. Plug the connector of the adapter into the back of the joystick connector.
4. Plug the adapter into the power supply.
5. Turn on your PC and enjoy your games.

### Software Installation

#### **Under Windows3.x or DOS:**

- 1 ***Driver for Windows3.x or DOS:***
  - 1.1 No driver or software is necessary for Windows 3.x or DOS. This is because the games read directly from the hardware. Configure and setup the joystick for each game individually.
- 2 ***Calibrate the joystick:***
  - 2.1 Whoever begins using the joystick at the start of each game, they must calibrate and set up the functions for each game controller.
  - 2.2 Start the game and choose the **[Option]** or **[Control]**. (The item selected is

- 1.1. **Four** conventional joystick buttons on the handle (button 1-4).
- 1.2. **Six** additional buttons on the base (button 5-10).
2. **Digital Throttle:** The throttle gives you command over incremental game functions. You can speed up, or slow down, or set the speed by yourself. It can also be assigned as thrust or altitude.
3. **Rudder:** The rudder gives you 3D control besides conventional x-axis and y-axis joystick movement. This gives you more rapid movements for dogfights.
4. **Hat switch:** The hat switch gives different and directional views to see the surroundings with a touch of a thumb. You can see different viewpoints from where you are.

## Tips

If the game controller is not responding to the games, try the following solutions:

1. Check to see **joystick connector** is plugged into the game port firmly.
2. You maybe using a **multiple game card** - Remove or disable all but one of the cards. Refer to the game-card documentation for more information.
3. **Bent pins** - Check for bent pins on the game-port connector, and make sure all cable connectors are secure.
4. **Y-cable** - Some Y-cable or joystick extension cables do not support the Genius Amusement Controller. Plug the game controller directly into the game-port and check again.
5. If the game controller still does not work, shut down the PC for a while, restart it and you might find it works OK.

- game dependant.)
- 2.3 Choose the correct game controller from the list (keyboard, game pad, joystick).
  - 2.4 Some games support special game controllers and list them. If the joystick is not listed, choose the "2-axis, 4-button joystick" or "CH FlightStick Pro".
  - 2.5 Follow the instructions and move the joystick and test the button functions.
  - 2.6 After calibration, you can begin playing the game.

### Under Windows95/98:

#### **1 Install Driver for Windows 95/98:**

Users can define the programmable buttons from the driver – *Genius Amusement Software*. The driver supports both DirectX v3 and DirectX v5. Follow the instructions below and you will be able to use the latest high technology joystick.

- 1.1 Make sure that you have connected your joystick to the computer.
- 1.2 Put the Setup disk (or CD) into your disk drive.
- 1.3 From Windows 95/98, click on the **Start/ Run**.
- 1.4 Specify the disk drive and type **setup**. For example, type **a:\setup** if you are using drive A.
- 1.5 Follow the on-screen instructions to finish the software installation.
- 1.6 If you have any questions about the *Genius Amusement Software*, start the driver and press **[F1]** on the keyboard or click **[Help]** on the tool bar of the driver for on-line help.

#### **2 Calibrate the joystick:**

- 2.1 Whoever begins using the joystick at the start of each game, they must calibrate and set up the functions for each game controller. Follow the instructions to finish the calibration.
- 2.2 Click on **[Start]/ [Control Panel]/ [Joystick]** (or **[Game Controller]**).
- 2.3 Click on **[Calibrate...]**. Follow the instructions to move the joystick and test the buttons' functions.
- 2.4 After calibration, change to the **[Test]** folder to see if the joystick works correctly. Then you can start playing your game.

### Joystick Features

The digital joystick works efficiently in each game you play. It works in both analog or digital joystick mode.

1. **Ten programmable buttons:** Most games use button 1 (the trigger) to fire weapons. Games often use other buttons to select, load weapons, assign targets and so on.

## FEDERAL COMMUNICATIONS COMMISSION

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

### NOTE

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Shielded interface cables must be used in order to comply with emission limits.

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.