

USB GAME PORT ADAPTER USER MANUAL

MODEL 168199



BRINGING COMPUTERS TO LIFE

MAN-168199-UM-0606-03

INTRODUCTION

Thank you for purchasing the MANHATTAN® USB Game Port Adapter, Model 168199. This converter extends from your PC's USB port to support all conventional analog game controllers, and meets USB V1.0 specifications.

The USB Game Port Adapter is built with a unique four-mode selectable switch for maximum compatibility and flexibility, enabling you to convert your conventional analog controllers (joysticks/gamepads) to powerful USB controllers.

PACKAGE CONTENTS

- USB Game Port Adapter
- User manual

SYSTEM REQUIREMENTS

- Analog Game Controller
- USB 1.1 or 2.0 port
- Windows 98, 2000 or XP

INSTALLATION

1. Plug your 15-pin D-type connector into the Manhattan USB Game Port Adapter.
2. Plug the USB Game Port Adapter connector to the USB port on the PC.
3. The operating system will detect the new hardware installation and "Add New Hardware Wizard" will run automatically. Follow the steps that appear on screen to complete the installation.
4. When the installation procedure is complete, proceed with the calibration and test for your controller. (Refer to Set up USB Game Port Adapter under Windows OS.)

SETUP

Calibrate your controller according to the following steps:

- A. Select "Start" at the very left bottom of your Windows screen; then choose "Setting/Control Panel."
- B. Select "Game controllers."
- C. If your controller has been properly installed, you will see "USB Adaptor Mode 1, 2, 3, 4" (Mode will be verified depending on the mode you choose); and the status will be "OK" on the "Game controllers" screen. Select "Properties" to complete the calibration for your controller.
- D. Click "Calibrate."
- E. When the calibration screen appears, follow the on-screen instructions to complete the calibration for your controller.
 1. Set the controller's center position; press button "A."
 2. Set the range of motion by turning the grip (or moving the direction pad) two to three turns; then press button "A."

3. Repeat step 1; press button "A."
4. Calibrate the throttle's maximum and minimum settings; press button "A."
5. Calibrate the rudder's maximum and minimum settings; press button "A."
Note: If the Mode switch is set at Mode 1, 3 or 4, the rudder function is disabled. This step can be skipped.
6. Calibrate the POV by pushing "Up," "Right," "Down" and "Left"; then press "Enter."
Note: If the Mode switch is set at Mode 3 or 4, the throttle function is disabled. This step can be skipped.
7. Click "Finish."
8. Click "Test" and the test screen appears. Press all the buttons on the controller; turn the grip (or move the direction pad) to test the movement of direction for the controller (and turn the POV [Hat switch] for up, right, down and left directions.) Check that everything works; press "OK."
9. Return to the main "Game controllers" screen; press "OK."
10. Start up the game software. Refer to the instructions in the game's manual in order to complete the necessary game control settings.

OPERATING INSTRUCTIONS

The Manhattan USB Game Port Adapter is designed to upgrade conventional PC game port analog game controllers to USB gaming devices. It is designed with a four-mode switch; however, before switching from one mode to another, follow these steps:

- A. Connect your 15-pin D-type game device to the USB Game Port Adapter.
- B. Switch to the mode of your new choice: Mode 1, 2, 3 or 4.
- C. Plug the USB connector of the USB Game Port Adapter into the USB port on the PC.

On the Mode switch:

Use Mode 1 if the controller's selection is, or is compatible with, TM-FCS in the game software. In this mode, the TM-FCS has all the incorporated functions.

Use Mode 2 if the controller's selection is, or is compatible with, CH FLIGHTSTICK PRO in the game software. In this mode, the CH FLIGHTSTICK PRO has all the incorporated functions.

Use Mode 3 if the controller's game devices selection is "2-4 axes, 4 buttons" in the game software. By selecting this mode, you have upgraded your controller to a USB game controller.

Use Mode 4 if the controller's game devices selection is "2 axes, 8 buttons" in the game software. By selecting this mode, you have upgraded your game controller to a USB game controller.

SPECIFICATIONS

Standards and Certifications

- CE, FCC, USB 1.0

Connections

- (1) USB; type-A male
- (1) game controller; DB 15-pin female

General

- Compatible with Thrustmaster FCS, CH Flightstick Pro, 2-4 Axes/4-Function and 2 Axes/8-Function controllers
- Four-mode switch selections:
 - Mode 1: TM-FCS compatible controllers
 - Mode 2: CH FLIGHTSTICK PRO compatible controllers
 - Mode 3: 2-4 axes/4 button compatible controllers
 - Mode 4: 2 axes/8 button compatible controllers

Physical

- Dimensions: 8 x 5.1 x 3 cm (3.1 x 2 x 1.2 in.); weight: 119 g (4.2 oz.)
- Cable length: 1.71 m (5.6 ft.)



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