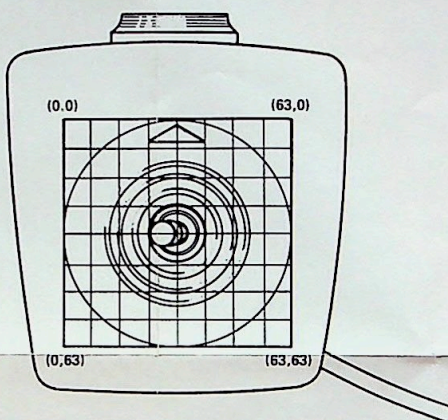


Joy Stick Controllers (26-3008)

These Joystick Controllers are to be used with Color computers 26-3002, 26-3003 and 26-3004. You can use them with your own software or Color Computer Program Paks.TM The two units are interchangeable. Refer to your Color Computer Operator manual for proper hook-up.

Hints and Tips

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



To illustrate:

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

With a little practice, you will be able to 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 may 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 which may not be 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 page 85 of *Getting Started with Color BASIC*, Radio Shack Catalog Number 26-3191.

Thank-You.

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