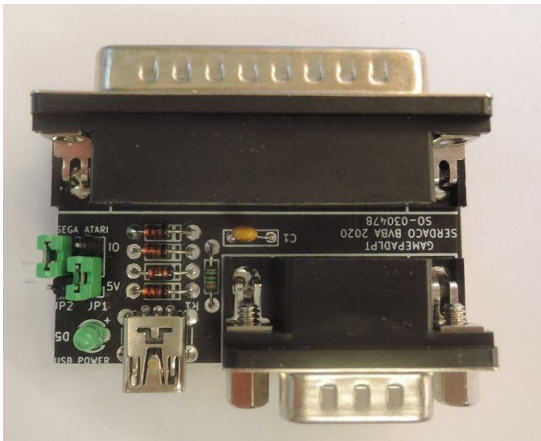


GamePadLPT FAQ

Introduction

GamePadLPT allows connecting 9 pins gamepads and joysticks to the parallel port.

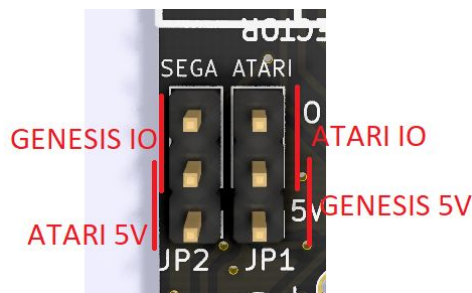
It is available at <https://www.serdashop.com/GAMEPADLPT>



Jumper Settings

Normally no jumpers are needed to set.

These 4 positions are possible :

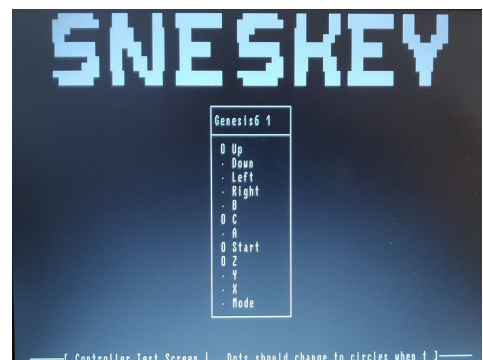


Port Configuration

Make sure your Parallel port is set to Bi-Directional or SPP.

SNESKey is looking for LPT1 at I/O address 0x378. If you are using other addresses, you can use Port= in your .ini file. E.x "Port = 0x3BC".

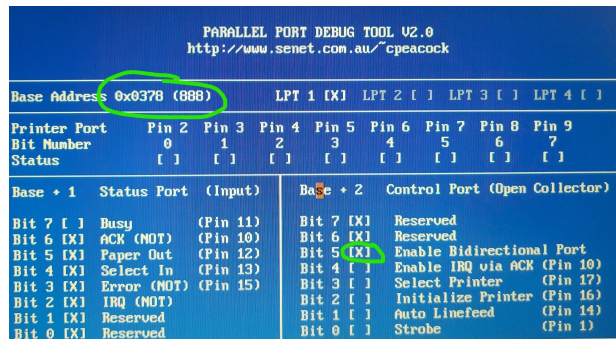
If you are using the wrong I/O address it could look something like this picture.



Debugging Tool

You can use [Parallel Port Debug Tool ver.2.0](#) to check your port settings.

Note the Base address and that your port is set to Bidirectional.



PARALLEL PORT DEBUG TOOL V2.0 http://www.senet.com.au/~cpeacock									
Base Address	LPT 1 [X]			LPT 2 []		LPT 3 []		LPT 4 []	
Printer Port	Pin 2	Pin 3	Pin 4	Pin 5	Pin 6	Pin 7	Pin 8	Pin 9	
Bit Number	0	1	2	3	4	5	6	7	
Status	[]	[]	[]	[]	[]	[]	[]	[]	
Base + 1	Status Port (Input)				Base + 2	Control Port (Open Collector)			
Bit 7 []	Busy (Pin 11)				Bit 7 [X]	Reserved			
Bit 6 [X]	ACK (NOT) (Pin 10)				Bit 6 [X]	Reserved			
Bit 5 [X]	Paper Out (Pin 12)				Bit 5 [X]	Enable Bidirectional Port			
Bit 4 [X]	Select In (Pin 13)				Bit 4 []	Enable IRQ via ACK (Pin 10)			
Bit 3 [X]	Error (NOT) (Pin 15)				Bit 3 []	Select Printer (Pin 17)			
Bit 2 [X]	IRQ (NOT)				Bit 2 []	Initialize Printer (Pin 16)			
Bit 1 [X]	Reserved				Bit 1 []	Auto Linefeed (Pin 14)			
Bit 0 [X]	Reserved				Bit 0 []	Strobe (Pin 1)			

sneskey.ini

SNESKey will look in sneskey.ini for default settings. If your .ini file does not have a setting, SNESKey will use settings from sneskey.ini

Tips.

- You can load sneskey into high memory by adding LH before sneskey. You can also edit the go.bat to this "@lh sneskey %1 %2 %3 %4 %5 %6 %7 %8 %9"
- By setting ProgPath to your favorite File Manager (e.x. Norton Commander). Sneskey will stay resident as long as you are in the File Manager. You can then start your games from the File Manager. When exiting the FM, SNESKey is unloaded and you can load SNESKey again with new settings.

Genesis 3 and 6 button gamepads

If only the first 3 buttons on your Genesis 6 button controller are working, you need external power. On most computers the Parallel Port will have enough power for a Genesis 3 button gamepad. All 6 buttons can work without power for a while, but after a few minutes of gaming the last buttons will stop working, and the remaining buttons will send false signals. Sometimes your game will lock up.

Atari style Joysticks

SNESKey only supports one fire button.

Atari Joysticks without the need for power, will also work when jumpers are set to Sega. If your joystick has functions like autofire you will need to set the jumpers to Atari mode.

SNESKey /x shows everything to be fine, but the game is not locking up, or the gamepad is not behaving as expected.

- Try setting "KeySimMethod = old" or "new" in your .ini file.

Sneskey /x does not work when using shift mode.

- Try using DrawDots = True to test your settings.

Tips to improve speed - reducing lag.

- Use num8, num2, num4 and num6 instead of up,down,left and right.

PPJoy 0.83

- Supports Windows 2000, Windows XP, Windows 98 and Me
- Supports Atari 2600 style Joysticks, Genesis 3 and 6 button gamepad, and many more.

SnesKey Beta 3 for Windows

- Does not support Atari 2600 style joysticks
- Does not support Genesis 3 or 6 button gamepads.

Tested DOS Games

Worked fine :

- Arkanoid 2 : OK
- DeathRally - KeySimMethod = old : OK
- Ironman : OK
- Jazz Jackrabbit - tip: use a button for up/jump (Up = lctrl) : OK
- Lotus 3 - KeySimMethod = old : OK
- Mega Man X - KeySimMethod = old : OK
- Mortal Kombat 3 - Expand Memory, KeySimMethod = old : OK
- Need4Speed - KeySimMethod = old : OK
- Overkill : OK
- Pacman : OK
- Paku Paku : OK
- Pang : OK
- Planet X3 - tip:use repeat before directions e.x. Up = repeat up : OK
- Prehistorik : OK
- Raptor - KeySimMethod = new : OK
- Rastan - KeySimMethod = old : OK
- Supaplex - KeySimMethod = old : OK
- Xenon2 : OK

Had problems :

- OutRun - locks : NOK
- Tyrian2K - movement is erratic : NOK
- Xaragon - locks after about a minute : NOK