

LIMITED WARRANTY

Suncom Technologies warrants to the original purchaser that your product will remain free from defects in materials and workmanship for a period of 2 years from purchase date. If any such defect is discovered within the warranty period, Suncom will, at its sole option, repair or replace your product free of charge. Send the defective controller, **postage prepaid**, with proof of purchase to: Suncom Technologies, Warranty Reception Center, 6400 W. Gross Point Rd., Niles, IL 60648 USA.

This warranty applies only if your product is used in normal fashion, prescribed by its instructions and those for its associated computer console. It is void if the product is abused, tampered with, used unreasonably, or fails as result of normal wear.

This warranty is in lieu of all other warranties, expressed or implied. All warranties are limited to a period of 2 years from date of original retail delivery. Suncom Technologies is not liable for incidental or consequential damages of any kind, including, but not limited to, damage to computer consoles to which product may be connected. Some states do not allow limitations on how long implied warranties last or the exclusion or limitation of incidental or consequential damages, so the above limitation may not apply to you. This warranty gives you specific legal rights and you may have other rights which vary from state to state.

GARANTIE LIMITEE

Suncom Technologies garantit que, pendant une période de 2 ans à dater du jour de l'acquisition d'origine par l'utilisateur, le produit ne présentera aucun vice de fabrication ni défectuosité. Si un tel vice de fabrication ou défectuosité vient à se manifester au cours de la période de garantie, Suncom réparera ou remplacera, à son choix, votre produit, ceci gratuitement. Veuillez envoyer le produit défectueux, accompagnée d'une preuve d'achat, **en port payé** à Suncom Technologies, Warranty Reception Center, 6400 W. Gross Point Rd., Niles, IL 60648 USA.

GamePort 2 **PLUS**™

INSTRUCTIONS

Thank you for purchasing Suncom's Multi-Speed game card. We are sure you'll enjoy many hours of use from it.

COMPATIBILITY

Your multi-Speed gamecard is compatible with all IBM PC, XT, AT, PS/2 25&30 series models as well as IBM compatible clones. Review your computer's hardware manual to insure compatibility and to determine the processing speed of your hardware.

NOTE: YOU MAY SET THE GAMECARD SPEED EITHER BEFORE OR AFTER INSTALLATION. IF YOU WISH TO DO IT BEFORE SEE INSTRUCTIONS BELOW.

INSTALLATION

Make sure your CPU is turned off before installing the GamePort 2 Plus. Review your computer hardware manual for accessory circuit board installation. Generally, your manual will say to remove the console top panel in order to gain access to an open slot on the computer's main circuit board. Once you've located an open slot, remove it's associated cover plate, saving the mounting screw. Holding your gamecard by the edges only, (Making sure your not touching any contact points) insert the gamecard, with its edge connector down and input jacks facing out of the cabinet, into the slot. Push down firmly but gently, so that the connector on the circuit board is securely matched to the connector on the computer board. Replace the mounting screw, then replace top cover to complete the installation.

SPEED SETTINGS

Make sure the CPU is turned off before changing speed settings. Find the processing speed of your computer in your manual and set the GamePort 2 Plus at the same speed. See figure 1 for off/on positions.

Suncom vous remercie d'acheter la carte de jeu à Multi-Vitesses. Nous sommes sûrs que vous l'aimerez.

COMPATIBILITE

La carte de jeu à multi-Vitesses est compatible avec IBM PC, XT, AT, PS/2 séries 25&30 aussi bien que les clones compatibles d'IBM. Réviser le manuel de matériel de votre ordinateur pour vérifier la compatibilité et pour déterminer la vitesse de traitement de matériel.

REMARQUE: ON PEUT REGLER LA VITESSE DE LA CARTE DE JEU AVANT OU APRES L'INSTALLATION. SI ON LA REGLE AVANT, VOIR LES INSTRUCTIONS CI-DESSOUS.

INSTALLATION

Il faut que l'unité centrale soit éteinte avant d'installer GamePort 2 Plus. Réviser le manuel de matériel de votre ordinateur pour l'installation du circuit imprimé accessoire. En général, il faut enlever le couvercle de dessus du console pour trouver une fente libre sur le circuit imprimé principal. Dès qu'on trouve une fente libre, enlever sa plaque de protection, garder la vis de montage. En tenant la carte de jeu par les bords, (ne pas toucher les points de contact) insérer la carte de jeu dans la fente, avec le bord du connecteur en bas et les prises d'entrée vers l'extérieur. Appuyer fermement mais doucement pour que le connecteur sur le circuit imprimé soit bien aligné au connecteur sur la plaquette de l'ordinateur. Remplacer la vis de montage, puis remplacer le couvercle de dessus du console pour achever l'installation.

REGLAGE DE VITESSE

Il faut que l'unité centrale soit éteinte avant de changer de vitesses. Trouver la vitesse de traitement de votre ordinateur dans le manuel et régler le GamePort 2 Plus à la même vitesse. Voir figure 1 pour les positions de marche / arrêt.



FIGURE 1 – Select Processing Speed

Switch Settings	4.77MHZ	8MHZ	10/12MHZ	16MHZ and up
Switch 1	Off	On	Off	On
Switch 2	Off	Off	On	On
Positions de l'Interrupteur	4.77MHZ	8MHZ	10/12MHZ	16MHZ et Plus
Interrupteur 1	arrêt	marche	arrêt	marche
Interrupteur 2	arrêt	arrêt	marche	marche

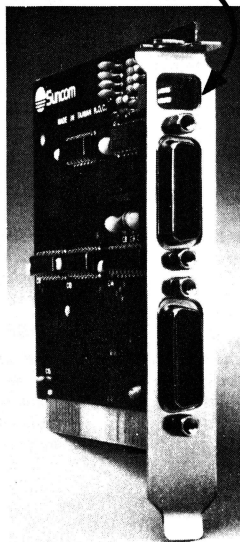
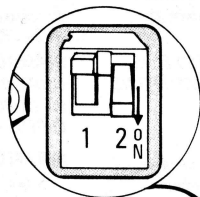
EXAMPLE:

We have illustrated the switch positions (#1 is off, #2 is on) for a 10 or 12MHZ Computer.

NOTE: Make sure you do not set the gamecard speed higher than your computer processing speed. Many software publishers do not indicate the speed at which their program runs. If you are not getting satisfactory results, you may wish to try a speed setting on the gamecard, that is lower than your computers processing speed. Make sure the CPU is off before changing settings.

THE PORTS

The GamePort 2 Plus has dual 15 pin ports. **IMPORTANT** — The top port must be used for software calling for 1 joystick only. If 2 joysticks can be used, then plug in the second joystick in the bottom port.



EXEMPLE:

Nous avons illustré les positions de l'interrupteur (#1 arrêt, #2 marche) pour un ordinateur de 10 ou 12MHZ.

REMARQUE: Il ne faut pas régler la vitesse de la carte de jeu plus grande que celle de traitement de l'ordinateur. Beaucoup d'éditeurs de logiciel ne donnent pas la vitesse de leurs programmes. Si on n'est pas content avec les résultats, essayer une vitesse moins grande que la vitesse de traitement de l'ordinateur. Il faut que l'unité centrale soit éteinte avant de changer de vitesse.

LES PORTS

Le GamePort 2 Plus a des ports double à 15 picots. **IMPORTANT** — Il faut employer le port de dessus pour le logiciel employant uniquement 1 manche à balai. Si on veut employer 2 manches à balai, le deuxième manche à balai se branche dans le port de dessous.

TROUBLE SHOOTING GUIDE

PROBLEM: Joystick doesn't work

CHECK	ANSWER	SOLUTION
Is software joystick compatible?	no yes	Joystick will not work Run test program
Does test program respond?	no yes	Try plugging card into a new slot in your CPU Use program to determine if Joystick is defective
Is joystick plugged into top port?	yes no	Top Port is for all 1 player / 1 Joystick games Bottom Port is only for 2 player and 2 joystick games
Does your computer already have a gamecard?	yes	You only need 1, 2 cards will confuse the CPU
Should the above fail, please call us for help		

GamePort 2 PLUS Function Test

The following program can be used to determine if the GamePort 2 plus card is working and if your joystick is working. Follow these steps to enter the program.

1. Power up your computer with its DOS disk in drive A.
2. After DOS boots into your computer, remove DOS diskette and insert your Basic disk into drive A.
3. At the A> prompt type: DIR (return)
4. Find the filename of your BASIC interpreter. It will be something like BASIC, GWBASIC, GBASIC or BASICA. Write down the name.
5. Start the interpreter by typing its name after the A> prompt, like this: A> BASIC (return)
6. The program is booted in when the basic menu appears on the screen.
7. Type in the following BASIC program exactly.

```

10 CLS
20 LOCATE 1,1
30 PRINT "X ="; STICK(0); PRINT
40 PRINT "Y ="; STICK(0); PRINT
50 PRINT "B1 ="; STRIG(1); PRINT
60 PRINT "B2 ="; STRIG(5)
70 GOTO 20
RUN

```

8. On your screen you will see X and Y axis values, and push button status (B1&B2).
9. When B1 buttons are depressed, the B1 value should be "0". When released, the value should be "-1".
10. When B2 buttons are depressed, the B2 value should be "0", when released, the value should be "-1".
11. Left and right movements of the joystick should show X values from 2 to 125-255.
12. Up and down movements of the joystick should show Y values from 2 to 125-255.

If you do not get the values indicated for B1 or B2 or X or Y, then you may have a defective joystick. If you do get the proper values, then the gamecard and joystick is working.