



Quantum FighterPad I-22-009



INTRODUCTION

Thank you for purchasing the Quantum FighterPad™ for the Sega Dreamcast™ Entertainment System. The Quantum FighterPad features a thumb-control analog mini-stick, digital directional pad, 6 digital fire buttons on the controller face, 2 analog shoulder buttons, programmability and auto-fire. The Quantum FighterPad has LED indicators to aid in programming and for setting auto-fire.

Your Quantum FighterPad package should include the Quantum FighterPad, instruction manual, registration card and warranty card. If you are missing any of these items, please contact InterAct Accessories Customer Service at (410) 785-4064. Please take this time to fill out your registration card so you can receive updates and information about new products from InterAct.

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PRODUCT DESCRIPTION

1. Thumb-controlled analog stick for 3D directional control.
2. Thumb controlled digital pad (←,↑,→,↓) for directional control.
3. Six fire buttons (X, Y, Z, A, B, C). Fire Buttons X, Y, A, B are the four standard buttons of a Conventional Dreamcast controller. Fire Buttons Z and C are extra, they are set as X and A.
4. Two analog buttons (L, R). These buttons are not programmable.
5. PROGRAM button, which activates the programming function. Pressing the PROGRAM button will cause the PROGRAM LED to start flashing. Pressing it again will turn off the PROGRAM function.
6. AUTO button, which sets the auto-fire function
7. START button for starting or pausing games. Aside from starting and pausing a game, START is also used as a "space" when programming a sequence of fire buttons. (e.g. combination moves)
8. Visual Memory Card and Rumble Pak slot.

FUNCTION DESCRIPTION

AUTO-FIRE - The AUTO button activates the auto-fire function. The auto-fire function can be set to individual fire buttons. To assign or remove auto-fire from a button, simply press the AUTO button and the button you wish to assign or remove auto-fire from. During normal game play, the AUTO LED serves to indicate that:

- The AUTO function has been set to any one of the fire buttons on the Quantum FighterPad. The AUTO LED will be off if no button is set to auto-fire.
- The Auto-fire function is successfully set. The AUTO LED will flash when a button set to auto-fire is pressed.

PROGRAMMING METHOD

The Quantum FighterPad is fully programmable, allowing you to customize your Quantum FighterPad to your own preference. The directional buttons (←,↑,→,↓), standard fire buttons (X, Y, A, B), extra fire buttons (Z, C) are all programmable. The "START", "AUTO", "PROGRAM", "L" and "R" buttons are not programmable.

Each programmable button can be set as one or as a series of fire buttons, allowing you to program the special moves from some games into one button. Since dynamic memory allocation technique is used, the total number of programmable fire buttons is 50. That is, each button can be assigned any number of fire buttons so long as the total number of fire buttons assigned does not exceed 50. For example, a button has been programmed with 30-fire buttons, there will only be 20 program spaces available to be programmed into the rest of the buttons. Therefore, the dynamic memory allocation technique enables the memory to be optimally used.

Programming Procedures

The programming procedures are listed below.

1. Press the PROGRAM button until a "beep-beep" is heard to turn program function ON. The PROGRAM LED will flash, indicating that the program function is active.
2. Select the button to be programmed by pressing that button until the PROGRAM LED stops flashing and is constantly lit, which indicates that the button pressed has been accepted. At the same time, the Quantum FighterPad will generate a "beep"
3. Press the button(s) to be programmed into the selected button until a "beep" is heard and the PROGRAM LED blinks once. The maximum is 50 buttons in one button. Programming more steps than allowed will cause an error entry and will not be accepted by the Quantum FighterPad. An incorrect entry will be noted by 3 quick "beeps" and the PROGRAM LED will flash rapidly. When the memory is full, the Quantum FighterPad will not accept further input.
4. When finished programming, press the PROGRAM button until a "beep-beep" sound is heard, turning the programming function to OFF. The PROGRAM LED will be extinguished.
5. Repeat procedures 1 to 4 for programming the next button.

Advanced Programming Techniques

The ability to implement some special moves successfully depends very much on the timing control. Button Hold Time and No Button Time are the crucial factors for many special moves. To work around this challenge, the Quantum FighterPad is equipped with a simple way to enable you to set these two time settings.

Button Hold Time is the length of time during which a button is kept pressed. No Button Time is the length of time or "space" during which no button is pressed before the next button is pressed.

Programming the Button-Hold Time

In some games, the special moves may require that a particular fire button be held for a certain amount of time. This can be achieved by programming button-hold time into the step. The Quantum FighterPad allows you to program this time into the combination by programming the

same button press a number of times into the same button. For example, the procedures for programming the Z button as pressing **Z** for a while then pressing **Z**, then pressing **Z**, then pressing **Z**, and then pressing A + B is shown below:

1. Press the PROGRAM button until a "beep-beep" sound is heard to turn programming function ON. The PROGRAM LED will flash indicating that the program function is active. Press the "Z" button until a "beep" sound is heard. At the same time, the PROGRAM LED stops flashing and becomes illuminated which indicates that the button pressed has been accepted.
2. Press the **Z** button until a beep sound is heard.
3. Repeat procedure "3" three times.
4. Press the **Z** button until a "beep" sound is heard.
5. Press the **Z** button and **Z** button at the same time until a "beep" sound is heard.
6. Press the **Z** button until a "beep" sound is heard.
7. Press the "A" button and the "B" button at the same time until a "beep" sound is heard.
8. Press the PROGRAM button until a "beep-beep" is heard to turn programming function OFF. The PROGRAM LED will be extinguished.

The above programming example gives the button-hold time for the **Z** button about quarter of a second. Although this hold time could be fine for most games, it may be too long or too short for some games. The length of hold time can be adjusted by adding or reducing the number of **Z** button programmed in procedure "4" above.

Notes: The Quantum FighterPad will not function for game play during programming. When more than one button is pressed at the same time, the Quantum FighterPad will still generate one beep sound. The number of buttons pressed at the time the Quantum FighterPad beeps will be taken as the total number of buttons to be programmed for that step. Buttons pressed after the beep sound will not be accepted until all the buttons pressed are released.

Programming Hold Button

In some games, the special moves may require that the fire buttons be kept pressed while pressing a combination of other fire buttons. This type of special move can be easily implemented with the Quantum FighterPad. The following example shows the procedures for programming the Z button as "Hold B" while at the same time pressing the **Z** button and then pressing the Y button.

1. Press the PROGRAM button until a "beep-beep" is heard to turn the programming function ON. The PROGRAM LED will be flashing indicating that program function is active.
2. Press the "Z" button until a "beep" sound is heard. At the same time, the PROGRAM LED stops flashing and becomes illuminated, which indicates that the button pressed has been accepted.
3. Press the "B" button and **Z** button at the same time until a "beep" sound is heard.
4. Press the "B" button and "Y" button at the same time until a "beep" sound is heard.
5. Press the PROGRAM button until a "beep-beep" is heard to turn the programming function OFF. The PROGRAM LED will be extinguished.

Programming the No-Button Time

In normal programming there is no time interval incorporated between consecutive steps. However, some special moves may require that there is at least some time interval between two consecutive steps during which no button is pressed. In order to assure such special moves can be implemented, the Quantum FighterPad is equipped with a programmable "space" period which is defined as the time interval between two consecutive steps in which no button is pressed.

The START button represents one "space" period. For example, a special move may require that the following steps be performed:

⬛+ A, A, A, B. However, the actual sequence while playing should be: pressing ⬛+ A, waiting for a while, then pressing A, waiting for a while, then pressing A, waiting for a bit longer, then pressing B. Therefore, the normal programming procedures described before cannot implement such a special move. This type of special move requires the programming of a "space" period and the following procedures show how such special move be programmed into the "C" button.

1. Press the PROGRAM button until a "beep-beep" is heard to turn programming function ON. The PROGRAM LED will be flashing indicating that program function is active.
2. Press the "C" button until a "beep" sound is heard. At the same time, the PROGRAM LED stops flashing and becomes illuminated which indicates that the button pressed has been accepted.
3. Press the ⬛button, ⬛button and "A" button at the same time until a "beep" sound is heard.
4. Press the START button until a "beep" sound is heard.
5. Press the "A" button until a "beep" sound is heard.
6. Press the START button until a "beep" sound is heard.
7. Press the "A" button until a "beep" sound is heard.
8. Press the START button until a "beep" sound is heard.
9. Repeat procedure "8" three times.
10. Press the "B" button until a "beep" sound is heard.
11. Press the PROGRAM button until a "beep-beep" is heard to turn the programming function to OFF. The PROGRAM LED will be extinguished.

The ability of implementing such special moves successfully depends very much on your familiarity with the special moves. In some game software, there may be a requirement to set the button-hold time together with the idle period duration. The ability to trim to correct timings is the major factor which determines that the special move is implemented successfully. However, using such programming techniques enable almost any special moves to be programmed successfully.

NOTE: The START button cannot be programmed as the very first step nor can it be the only fire button to be programmed into a button.

Default Button Reset

With the Dreamcast game console's power set to OFF, press and hold the A, X and START buttons. Turn the power ON while keeping the buttons pressed. After about two seconds, the default setting will be restored and confirmed by 3 consecutive beeps.

* NOTE: All previously programmed information will be lost!

REPROGRAM EACH BUTTON AS ITSELF

Simply follow the programming instructions and reprogram each button as itself. For example, to return the X button to the X function, press the PROGRAM button (two "Beeps" will be heard), then press the X button (you will hear a single "Beep"). Then, press the X button a second time (another "Beep" will sound) and then press the PROGRAM button again (two "Beeps" will be heard). This will return the button to its original default setting.

CARE FOR THE UNIT & TROUBLESHOOTING

The Quantum FighterPad is an electronic unit and should be treated with care when handling. InterAct Accessories recommends that you do not disconnect or connect the Quantum FighterPad to your Sega Dreamcast Entertainment System when the system is switched on. We also

recommend that you do not store the unit in direct sunlight or at extreme temperatures, or spill any liquids on the unit. Finally, do not open the case of the Quantum FighterPad. Maintenance and servicing should be done by InterAct Accessories only.

If you are experiencing difficulty with your Quantum FighterPad, please check the following:

- Make sure that the Quantum FighterPad is plugged firmly into your Dreamcast Entertainment System.
- Be sure that the Quantum FighterPad is not in PROGRAM mode.
- The Quantum FighterPad will not work for game playing when in the programming mode. Finish the programming procedures to resume gameplay.

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