



User Manual

Release Note 1.0: Wheel Mode Defaults

PlayStation Wheel Mode

Wheel mode is best used for driving games that support analog joystick control.

In Wheel mode, **Buttons P1 and P2 (rocker switch buttons)** control the brake and throttle by replacing buttons I and II for most analog driving games. In other analog driving games, Buttons P1 and P2 may replace buttons A and B for brake and throttle.

Buttons P1 and P2 may also be programmed with any of the Sony default commands to suit your analog driving game. Refer to section 2.0 *Programming EagleMAX* for details.

Table of Contents

1.0 Eaglemax Features	2
1.1 Modes	4
1.2 Action Buttons	5
1.3 Setup Switch	5
1.4 Start Button	5
1.5 Select Button	5
1.6 Throttle Control	5
1.7 Macro Switch	6
1.8 P1, P2, P3 and P4	6
1.9 P4 and Continuous Motion	6
2.0 Programming Eaglemax	7
2.1 Before You Begin	7
2.2 Programming Steps	8
2.3 Advanced Programming	8
2.4 Programming Example	9
3.0 Appendices	10
3.1 Frequently Asked Questions	10
3.2 Limited Warranty	12
3.3 Technical Support	12
3.4 FCC Statement	13

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1.0 Eaglemax Features

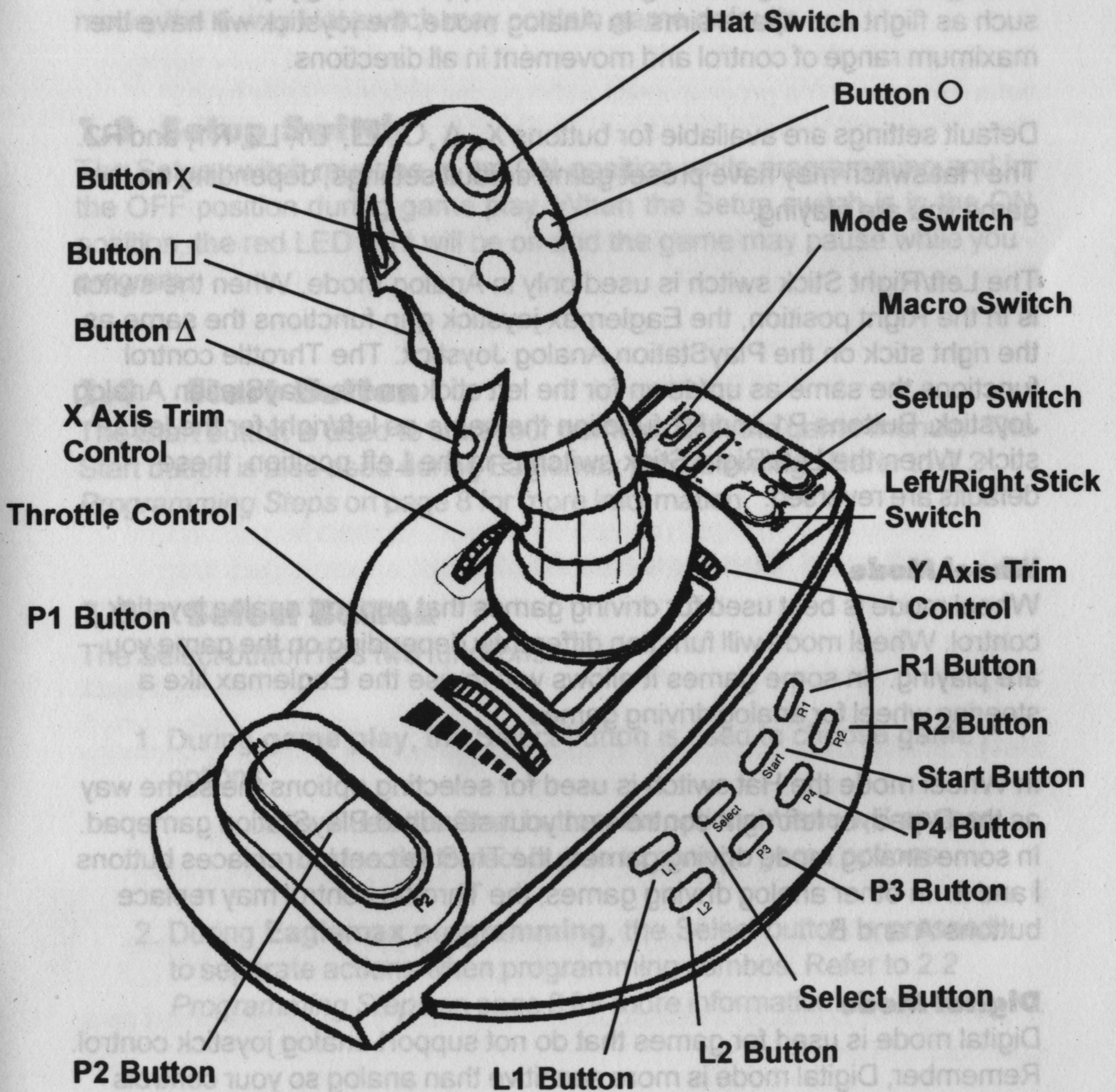
Check out these Eaglemax features:

- 3 play modes: Analog Mode, Wheel Mode, and Digital Mode
- 12 HYPER programmable buttons
- 4-way HYPER programmable Hat switch
- 4 user defined Macros
- Ergonomic flightstick grip

Equipped with HYPER programmability and the specialized functions that today most advanced games demand, Eaglemax is ready to fly on your PlayStation game console.

Refer to pages 4 and 5 for descriptions of Eaglemax buttons and switches. Note their location on *Diagram 1 - Eaglemax* on page 3.

Diagram 1 - Eaglemax



1.1 Eaglemax Modes

The Eaglemax comes with three modes of operation described below. You can change mode during game play which helps you to find the mode that works best for your game.

Analog Mode

Analog mode is designed for games that support analog joystick control, such as flight and space sims. In Analog mode, the joystick will have the maximum range of control and movement in all directions.

Default settings are available for buttons X, Δ , O, \square , L1, L2, R1, and R2. The Hat switch may have preset game default settings, depending on the game you are playing.

The Left/Right Stick switch is used only in Analog mode. When the switch is in the Right position, the Eaglemax joystick grip functions the same as the right stick on the PlayStation Analog Joystick. The Throttle control functions the same as up/down for the left stick on the PlayStation Analog Joystick. Buttons P1 and P2 function the same as left/right for the left stick. When the Left/Right Stick switch is in the Left position, these defaults are reversed.

Wheel Mode

Wheel mode is best used for driving games that support analog joystick control. Wheel mode will function differently depending on the game you are playing. In some games it allows you to use the Eaglemax like a steering wheel for analog driving games.

In Wheel mode the Hat switch is used for selecting options the same way as the D-pad, or left/right controls on your standard PlayStation gamepad. In some analog mode driving games, the Throttle control replaces buttons I and II. In other analog driving games, the Throttle control may replace buttons A and B.

Digital Mode

Digital mode is used for games that do not support analog joystick control. Remember, Digital mode is more sensitive than analog so your controls respond faster.

1.2 Eaglemax Action Buttons

Each action button on the Eaglemax can store up to 16 actions.

In most games, buttons X, Δ , O, \square , L1, L2, R1 and R2 will contain game defaults until you replace them with your own programming. Buttons P1 to P4 and the 4-way Hat switch directions do not have game defaults and can be programmed with specific actions. Note that in Wheel mode, the 4-way Hat switch may contain game defaults.

1.3 Setup Switch

The Setup switch must be in the ON position while programming and in the OFF position during game play. When the Setup switch is in the ON position, the red LED light will be on and the game may pause while you program.

1.4 Start Button

The Start button is used to start your game or activate game menus. The Start button is also used during Eaglemax programming. Refer to 2.2 *Programming Steps* on page 8 for more information.

1.5 Select Button

The Select button has two functions:

1. During **game play**, the Select button is used to choose game options.
 - a. Push the Start button, an options menu will appear
 - b. Use the Select button to change game options.
2. During **Eaglemax programming**, the Select button is pressed to separate actions when programming combos. Refer to 2.2 *Programming Steps* on page 8 for more information.

1.6 Throttle Control

The Throttle control works only in some analog flight or driving games. When you move the Left/Right switch to Right, the joystick will function as the right stick during gameplay. The Throttle control will control throttle speed if your game supports this feature. Check your game manual for details.

1.7 Macro Switch

Move the Macro switch to the position (1 to 4) you want to program. Use macros to store programming for up to four games.

1.8 P1, P2, P3, and P4 Buttons

The P1, P2, P3, and P4 buttons have two functions:

During **game play**, the P1, P2, P3, and P4 buttons do not have game defaults and can be programmed with specific actions. Refer to 2.0 *Programming Eaglemax* on page 7 for details on how to program Eaglemax action buttons.

During **Eaglemax programming**, the P1-P4 buttons are used to insert pauses or continuous motion between actions in a combo as follows:

- P1 - 1 second pause
- P2 - 2 second pause
- P3 - 3 second pause
- P4 - continuous motion

1.9 P4 and Continuous Motion

In certain games, special combos require two or more directional moves to be executed without a pause between each move. During programming, P4 is used to insert continuous motion between actions.

Moves that follow a curve usually require continuous motion. Moves that do not follow a curve are not continuous moves. For example:

← ↙ ↓ ↘ → would be programmed as a continuous move

← ↓ → ↑ would **not** be programmed as a continuous move

In some game combos, a default action may need to be programmed as a continuous move.

Refer to 2.3 *Advanced Programming* on page 8 for more information on how to program pauses and continuous motion in a combo.

2.0 Programming Eaglemax

2.1 Before You Begin

Before you begin programming your Eaglemax, or to clear a macro, follow the steps below.

Clearing a Macro

1. Ensure the Macro switch is set to the macro (1 to 4) you want to clear. The programming in other macros will not be affected.
2. Move the Setup switch to the ON position. The LED light will be lit.
3. Hold down the Start and Select buttons simultaneously. The LED light will flash twice, indicating that all programming has been removed from the selected macro.

Notes:

- This procedure is used only when you want to clear all programmed settings from a certain macro.
- You should clear all macros before you begin programming your Eaglemax for the first time.

Reprogramming

If you make a mistake while programming, or want to reprogram buttons later, you can do so without clearing the entire macro.

1. Press and release the Start button.
2. Press and release the button you wish to program or change.
3. Proceed with the step-by-step instructions for programming.

Refer to 2.2 Programming Steps on page 8.

2.2 Programming Steps

Make sure the Macro switch is set to the macro (1 to 4) you wish to program. Program the Eaglemax in seven easy steps:

1. Move the Setup switch to the ON position.
2. Press and release the Start button.
3. Press and release the Eaglemax button you want to program. The LED light will flash once.
4. **Hold down** the button(s) and/or stick position for the action you want to store.
5. Press and release the Select button. The LED light will flash once. Release all button(s) and/or stick positions.
6. Repeat Steps 4 and 5 to program additional actions (16 maximum) into your Eaglemax button.
7. Move the Setup switch to the OFF position.

See 2.4 Programming Example on page 9.

Notes:

- Joystick positions (such as ← ↓ → ↑) can be programmed as an action in Digital mode only.
- There are 16 programmable controls that you can program for each macro: X, Δ, ○, □, L1, L2, R1, R2, P1, P2, P3, P4 and each direction of the 4-way Hat switch.
- To program other buttons and macros, repeat Steps 2 to 6 in the macro of your choice.

2.3 Advanced Programming Steps

You can program up to 16 actions into an Eaglemax button or 4-way Hat switch direction. Advanced programming options allow you to program more sophisticated combos into your Eaglemax button.

To program 1, 2, or 3 second pauses between actions:

At Step 5, press the P1 (1 second), P2 (2 second), or P3 (3 second) button instead of the Select button.

To program continuous motion between actions:

At Step 5, press the P4 button instead of the Select button.

2.4 Programming Example

To program button P1 to execute the following combo:

□, O, a 2 second pause, X

Step 1 Move Setup switch ON.

Step 2 Press and release the Start button.

Step 3 Press and release the P1 button.

Step 4 Press and hold □. Press the Select button. Release both buttons.

Step 5 Press and hold O. Press the P2 button. Release both buttons.

Step 6 Press and hold X. Press the Select button. Release both buttons.

Step 7 Turn Setup Switch OFF.

Pressing P1 will now execute the combo in your game.

3.0 Appendices

3.1 Frequently Asked Questions

Q: Why doesn't Eaglemax work with my game?

There are several possibilities:

1. Check that your Eaglemax cable is securely attached to your PlayStation game console.
2. Move the Setup switch to the OFF position.
3. Check your game manual to determine whether the game is an analog driving game, an analog flight game, or a digital game. Then move the Eaglemax Mode switch to the appropriate setting. Refer to 1.1 Eaglemax Modes on page 4.
 - For analog driving games, select Wheel mode.
 - For analog flight games, select Analog mode.
 - For all other games, select Digital mode.
4. If you are playing in Analog mode, move the Left/Right switch to the other position.

Q: Why do certain Eaglemax buttons not work in my game?

For most games, buttons P1, P2, P3, and P4 and the 4-way Hat switch directions do not have game default settings. You may program your own actions and combos into these buttons. Refer to 2.2 Programming Steps on page 8.

In certain analog driving games, throttle control replace buttons I and II or buttons A and B. See your game manual for details.

Q: Why does my screen "drift" during gameplay?

Your joystick has not been calibrated in Analog mode. There are several solutions:

1. Adjust the X and Y axis trim controls at the base of the Eaglemax.
2. If your game supports analog mode, go into the calibration option of your game. The Eaglemax Throttle control center position is marked by a flat spot on the wheel. Line up the flat spot on the Throttle control with the arrow on the base of your Eaglemax. Follow the instructions in your game on how to calibrate your Eaglemax.

Q. What does the Left/Right switch do?

The Left/Right switch is used only in Analog mode. Most analog flight games support the PlayStation Analog Joystick. The PlayStation Analog Joystick has both a left stick and a right stick. Use the Left/Right switch to select which stick you wish to use on your Eaglemax during gameplay.

Q. What does the Throttle control do?

The Throttle control works only in some analog flight or driving games. When you move the Left/Right switch to Right, the joystick will function as the right stick during gameplay. The Throttle control will control throttle speed if your game supports this feature. Check your game manual for details.

3.2 Limited Warranty (North America only)

ACT Laboratory Ltd. ("ACT") warrants to the original purchaser of the Eaglemax that it will be free from defects in workmanship and materials for a period of one year from the original date of purchase.

Damage due to misuse or abuse of the product is not covered under the warranty. No other warranty, express or implied, is provided.

The final decision whether to repair or replace returned products will be at ACT's discretion. To obtain service during the warranty period, you must send your defective unit postage prepaid with a copy of your sales receipt and a description of the problem to:

Customer Service
ACT Laboratory Ltd.
120-13571 Commerce Parkway
Richmond, B.C.
V6V 2R2

3.3 Technical Support

If you are having problems with your Eaglemax, please provide our technical support team with as much detail as possible. The ACT web site is a helpful source of technical support information. You may also contact ACT Laboratory by telephone, fax, or e-mail:

Tel: 604-278-3650
Fax: 604-278-3612
E-mail: techsupport@actlab.com
Web site: <http://www.actlab.com>

3.4 FCC Statement

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instruction, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart B Part 15 of FCC Rules & Regulations, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee interference will not occur in a particular installation. If this equipment causes interference to radio and television reception, which can be determined by turning the equipment OFF and ON, the user is encouraged to try to correct the interference by one or more of the following measures: (1) Reorient the receiving antenna; (2) Relocate the computer with respect to the receiver; (3) Move the computer away from the receiver; (4) Plug the computer into a different outlet so the computer and receiver are on different branch circuits. If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the booklet prepared by the Federal Communication Commission helpful: "How to Identify the Resolve Radio-TV Interference Problems" This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

Shielded cables and certified Class B peripherals must be used on this product. Using unshielded cables or uncertified peripherals may result in this unit not complying with FCC Rules Part 15. Changes or modifications not expressly approved by the manufacturer could void the user's authority to operate this equipment.