



Apple® Joystick IIe and IIc



For the Apple II, II Plus, IIe, and IIc

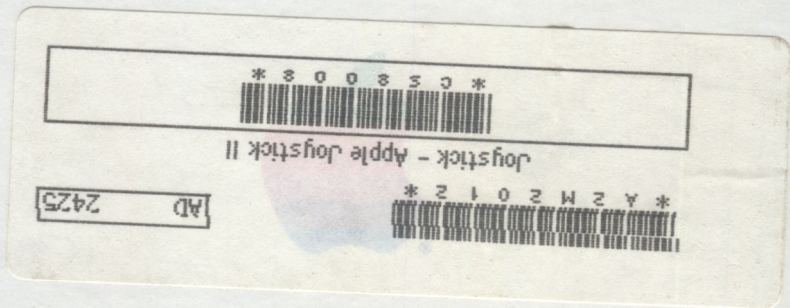
Apple® Joystick IIe and IIc



For the Apple II, II Plus, IIe, and IIc

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A2M2012

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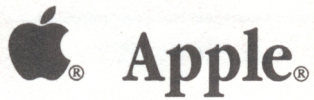
Model No. A2M2012
Serial No.

FCC ID: BCG9GRA2M2012

*Certified to comply with the limits for
a Class B computing device pursuant
to Subpart J of Part 15 of FCC Rules.
See instructions if interference to
radio reception is suspected.*

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- English** For information on using this product, refer to the manuals that came with your computer.
- Français** Pour l'utilisation de ce produit, reportez-vous aux manuels accompagnant votre ordinateur.
- Deutsch** Informationen zu diesem Produkt finden Sie in den zu Ihrem Computer gehörigen Handbüchern.
- Italiano** Per informazioni sull'utilizzo di questo prodotto, fare riferimento al manuale del vostro computer.
- Español** Para más información sobre el funcionamiento de este producto, consulte los manuales que se adjuntan con su computador.
- Nederlands/
Vlaams** Raadpleeg voor informatie over het gebruik van dit produkt de handleidingen bij uw computer.
- Dansk** Produktet er beskrevet i de håndbøger, der leveres sammen med computeren.
- Norsk** Se i brukerhåndboken til maskinen for mer informasjon om bruken av dette produktet.
- Svenska** Läs i handboken till din dator om hur du använder den här produkten.
- 日本** 使用方法は、コンピュータ本体に付属の説明書をお読みください。

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Radio and television interference

This equipment generates and uses radio-frequency energy. If it is not installed and used properly—that is, in strict accordance with the instructions that came with your computer—it may cause interference with radio and television reception.

This equipment has been tested and complies with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC rules. These specifications are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that the interference will not occur in a particular installation.

You can determine whether your computer is causing interference by turning it off. If the interference stops, it was probably caused by the computer or one of the peripheral devices.

If your computer system does cause interference to radio or television reception, try to correct the interference by using one or more of the following measures:

- Turn the television or radio antenna until the interference stops.
- Move the computer to one side or the other of the television or radio.
- Move the computer farther away from the television or radio.
- Plug the computer into an outlet that is on a different circuit from the television or radio. (That is, make certain the computer and the television or radio are on circuits controlled by different circuit breakers or fuses.)
- Consider installing a rooftop television antenna with a coaxial cable lead-in between the antenna and the television.

If necessary, consult your authorized Apple dealer or an experienced radio/television technician for additional suggestions. You may find helpful the following booklet, prepared by the Federal Communications Commission: “How to Identify and Resolve Radio-TV Interference Problems” (stock number 004-000-00345-4). This booklet is available from the U.S. Government Printing Office, Washington, DC 20402.

△ **Important** This product was tested for FCC compliance under conditions that included the use of shielded cables and connectors between system components. It is important that you use shielded cables and connectors to reduce the possibility of causing interference to radios, television sets, and other electronic devices. For Apple peripheral devices, you can obtain the proper shielded cables from your authorized Apple dealer. For non-Apple peripheral devices, contact the manufacturer or dealer for assistance. △

DOC Class B Compliance This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus set out in the radio interference regulations of the Canadian Department of Communications.

Observation des normes—Classe B Le présent appareil numérique n'émet pas de bruits radioélectriques dépassant les limites applicables aux appareils numériques de la Classe B prescrites dans les règlements sur le brouillage radioélectrique édictés par le Ministère des Communications du Canada.

Apple Joystick IIe and IIc User's Instructions



The Apple IIc



Meet your new Apple Joystick. Push the stick, press the buttons, and you can manipulate games and graphics programs with ease. Ready? Follow these instructions carefully.

Installing the Joystick

1. Switch off the power and unplug the power cord from your Apple IIe or Apple IIc computer.
 - The Apple IIe game paddle port is labeled with a picture of hand controllers and is located on the left side of the computer back panel.
 - The Apple IIc game paddle port is indicated with a picture of a joystick and is the first port from the left on the computer back panel.
2. On the back of your computer, locate the game paddle port.
 - Plug the Joystick into this port as illustrated in Figure 1. The connector only fits one way.

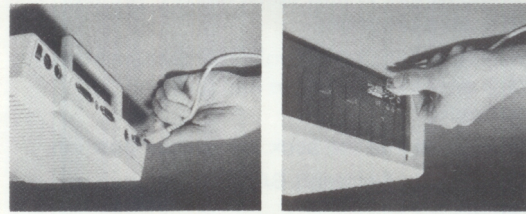


Figure 1: Plugging the Joystick into the Apple IIe (Left) and the Apple IIc (Right)

3. Tighten the screws into your computer so that the plug will not work loose during operation.
4. You are now ready to adjust the joystick.

Adjusting the Joystick

The joystick is a precision device which allows you to send continuous information to your Apple IIe or Apple IIc computer in the form of two scales of values ranging from 0 to 255. These numbers are read and used by the program you select. The joystick, in combination with the program, allows you to locate any point within this range. Your joystick, is self-centering. This means that when you push the stick in any direction and let it go, it will return to the center position.

Approximately Centering the Stick

Many games and graphics programs do not require that the center position of the joystick correspond to the center of the value range. You may prefer to make a quick adjustment and approximately center the stick. To do this, simply rotate the thumbwheels until the largest notch in each wheel is in center position as you see in Figure 2.

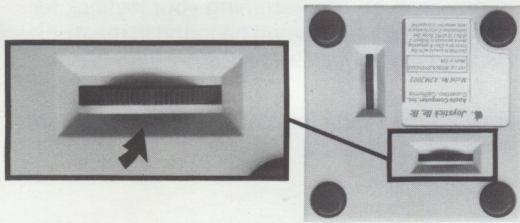


Figure 2: Rotating the Thumbwheels (Notch Centered)

NINETY-DAY LIMITED WARRANTY

Apple Computer Inc. (hereinafter referred to as "Apple") warrants the products it manufactures against defects in material and workmanship for a period of ninety days from the date of purchase. Products manufactured by Apple can be identified by the "Apple" trademarks, trade name, or logo affixed to them.

During the warranty period, Apple will repair (or at its option replace at no charge, components that prove to be defective, provided the Apple product is returned, shipping prepaid, to an authorized Apple Service Center.

You may request information on how to obtain service by contacting the Apple dealer from whom the product was purchased, or by contacting Apple directly at the address printed above. Your sales receipt is your warranty validation. Dated proof of purchase (such as a bill of sale or cancelled check) must be provided when requesting warranty work to be performed.

This warranty does not apply if, in the opinion of Apple, the product has been damaged by accident, misuse, misapplication, or as a result of service or modification by other than an authorized Apple Service Center.

NOT OTHER WARRANTIES ARE EXPRESSED OR IMPLIED, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. APPLE IS NOT RESPONSIBLE FOR CONSEQUENTIAL DAMAGES. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

Accurately Centering the Stick

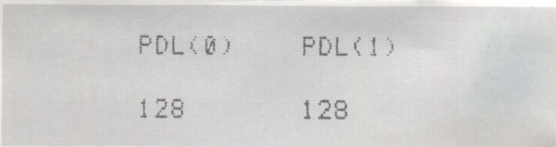
Some games and graphics programs require exact adjustment of the joystick so that the stick, in center position, corresponds to the center of the \emptyset -255 range. Follow these steps if you are using such a program.

1. Insert the DOS 3.3 or ProDOS™ System Master Disk into your disk drive and turn on your computer.
2. Make sure that the stick is in center position.
3. Type in this Applesoft BASIC program and run it.

```
1 $\emptyset$  HOME
2 $\emptyset$  VTAB 6: PRINT "PDL( $\emptyset$ ) PDL(1)"
3 $\emptyset$  IF PEEK ( — 16287) > 127 THEN
  INVERSE
4 $\emptyset$  VTAB 8: PRINT PDL( $\emptyset$ ); : NORMAL :
  PRINT" "
5 $\emptyset$  IF PEEK ( — 16286) > 127 THEN
  INVERSE
6 $\emptyset$  VTAB 8: HTAB 1 $\emptyset$ : PRINT PDL(1); :
  NORMAL : PRINT" "
7 $\emptyset$  GO TO 3 $\emptyset$ 
RUN
```

The screen will show two columns labeled PDL (\emptyset) and PDL(1) with numbers beneath each. Figure 3 shows you an example of what the screen display should look like; the numbers in each column will vary.

Figure 3. Screen Display



PDL(\emptyset)	PDL(1)
128	128

4. Hold the joystick so that the cable end is away from you. Follow this sequence; it will demonstrate the range of the joystick. Move the stick all the way toward the cable end, and column PDL(1) will read \emptyset . Move the stick all the way away from the cable end, and PDL(1) will read 255. Correspondingly, when you move the stick all the way to the left, column PDL(\emptyset) will read \emptyset , and when you move it all the way to the right, this column will read 255.
5. Return the stick to center position. Rotate the thumbwheels on the underside of the joystick until both numbers on the screen read as close to 128 (the mid-point of the \emptyset -255 range) as you can make them.

About the Buttons

The buttons are simple off/on input devices which may be used to run a game, draw a line, or even fire a missile, depending upon the program you choose. Go ahead, experiment! The button nearest the Apple logo is switch \emptyset and the other is switch 1.

For the Programmer:

Information on programming your joystick for specific applications can be found in the *Applesoft BASIC Programmer's Reference Manual*.

Now you're ready for hours of fun. Enjoy your new Apple Joystick!

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