SegaJoypad

COLLABORATORS

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Chapter 1

SegaJoypad

1.1 Sega Joypad Coversion

How To Adapt A Sega Megadrive Joypad For Use With Your Amiga

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Diagram By Craig.

Introduction:
Here's an article of how to make a Sega-Amiga joypad adapter. Pins 5 and
7 need to be swapped and you will need two 9-pin way D connectors - one
male to plug the joypad into, and the other female to go into the joystick
port of your Amiga. Check the pin numbers written on the connectors - they
will be there somewhere, usually in very small type also see the diagram
on this disk). Once assembled, you can read Sega joypads with an Amiga.
This means you can have three fire-buttons and one start button -
effectively a four button joystick! This is especially useful in platform
games, beloved of Sega and many Amiga owners alike.

Get one thing straight - unless you're a hacker, you can't do this with an
existing game. However, if you are a machine code programmer/hacker, then
you will find some devpac source code, called Sega.S which is on this
disk. If you use it please credit the authors in some way on the loading
screen, title screen or on the box.

What you will need:
Sega joypad (obviously!)
1 9-pin D connector (male)
1 9-pin D connector (female)

How it works:
As well as reading standard one-button digital joysticks, the Amiga can
also read analogue (proportional) joysticks. A little know fact is that, as
well as reading them, it can also output different resistances. The two
hardware registers used for this are called Pogo (a timer that takes on
vertical blank to update) and PotInp (which is used to control the
input/output of the joystick port).

The idea behind the code is that you call it every vertical blank - the
value returned in the D0 register is what the joystick is reading as for
that blank. The top four bits are used for the direction, and the bottom

four bits are used for the buttons. Try loading the Sega.S file into Devpac
– it's explained a little better there.

Now, things are'nt perfect, because you do have to build a little adaptor
for the joystick port. This takes all the wires from the joystick, and
plonks them straight into the computer – with the exception of pins 5 and
7. These have to be swapped around. The cost of the adapter is minimal – I
would expect to see them on sale in shops for £5 tops, as they cost less
than £2 to make. Ideally, it would be bundled with commercial games as a
standard item (possibly with a built-in dongle).

Finally, a word on ethics. It's very silly and a bit cruel to write a game
that will only use a Sega joypad. Every single Amiga has a keyboard with
lots and lots of keys on it – so if your game uses lots of controls, leave
a keyboard option in for the people that don't have a Sega joypad.

End.

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