

SegaJoypad

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Chapter 1

SegaJoypad

1.1 Sega Joypad Coverision

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

Typed and Edited by Craig
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 aren't 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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