

Bluetooth Wireless Atari Retro Joystick and Paddle Adapter

User's Manual



Safety Instructions

Always read the safety instructions carefully:

- Keep this User's Manual for future reference.
- Keep this equipment away from humidity.
- If any of the following situation arises, get the equipment checked by a service technician:
 - The equipment has been exposed to moisture.
 - The equipment has been dropped and damaged.
 - The equipment has obvious sign of breakage.
 - The equipment has not been working well or you cannot get it work according to User's Manual.

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Introduction

This adapter allows you to connect 2 Atari Joysticks or 2 Paddles and pair the device to your PC or phone. Your system will recognize your Atari joysticks and paddles as standard game pads ready for you to use with your emulators and games.

Extra shared button on the device will show up as buttons on the PC game pad and they can be mapped to other capabilities in your emulator.

In addition to standard single button Atari Joystick, this device also supports Flashback Atari joysticks that have 5 buttons, Atari single or dual paddles, 7800 joysticks (both buttons on the 7800 will trigger a single fire button).

Features

- Built-in Rechargeable Battery via USB
- Connects Wirelessly via Bluetooth
- Dual ports allowing 2 Joysticks or Paddles
- Screen display provides device operations and Joystick/Paddle feedback in real-time
- 5 Buttons on the device provide additional options for gamepad use
- No drivers needed
- Compatible with Windows, Linux, Mac, and Phones

Package Contents

- User's Manual
- Bluetooth Wireless Atari Retro Joystick and Paddle Adapter



System Requirements

- PC, Laptop, Pi 3 or 4, Smart Phone
- Bluetooth connectivity
- One of the following operating systems (no drivers needed):
 - Windows 10
 - Mac OS,
 - Linux OS (including RetroPie)
 - Android or iOS

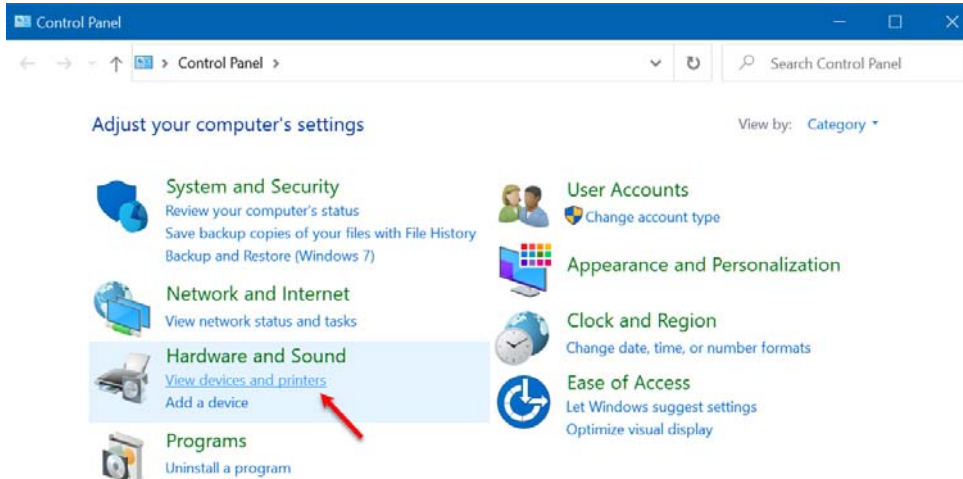
Installation Verification

After you turn on the device, if you have not paired the device yet, you will see a blue blinking C on the devices small screen. Blinking C indicates the device is disconnected and ready for pairing process.

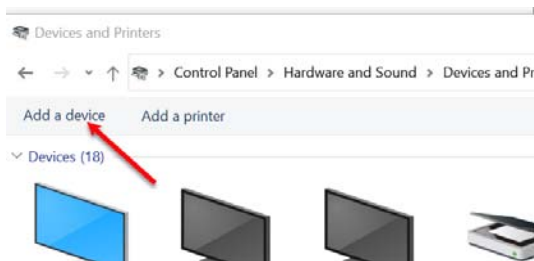
To pair with your PC, Laptop, Pi, or Phone, simply follow your operating systems normal Bluetooth connection process. Below is an example process on Windows 10.

Windows 10

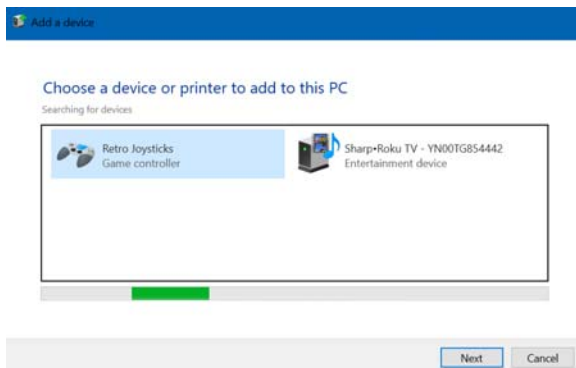
Go to Windows Control Panel and click on “View Devices and printer”



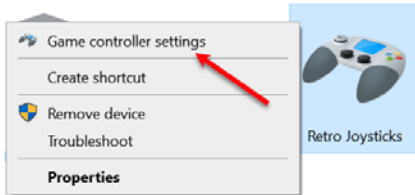
Click on Add a device on top left corner



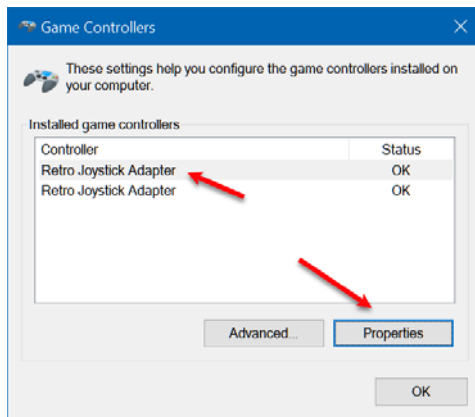
Select Retro Joysticks and click Next



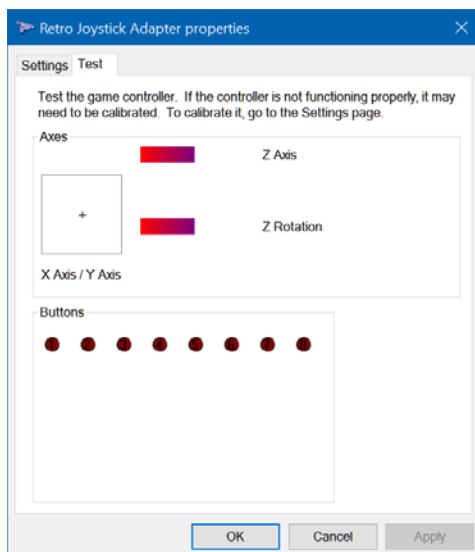
Once the device is paired you will see it on your devices list. Right click on the shown Retro Joystick device and select Game controller settings



You will see the devices two ports listed. They both will have the same name. Select the top one for the right port labeled 1 on the device. Select the bottom one for the left port labeled 2 on the device. Then click properties



See Operation section for more information on how your joysticks/paddles and buttons on the device are mapped to gamepad controllers on your PC.



As you move your joystick/paddles, you will see the appropriate axis and buttons update accordingly. Note the Z axes and Rotation and button 7, 8 are receiving data from the alternate joystick port. Having data from both ports combined is helpful for some emulators and operating systems.

Operation

Make sure to connect your Paddle or Joysticks before you turn on the device. The system will detect the type of device you connected at start up.

Working with Paddles vs Joysticks

Each time you switch from paddles to joystick or vice versa, you must either reset or turn off/on the device for the system to reinitialize so it can detect the change. To reset the device while the device is on, press and hold the Red+Green+Blue+Yellow button simultaneously (all buttons except white). You will see the screen display RESET and begin checking all 4 ports for paddles. Note: While you can connect 4 paddles to the device and system will generally work fine, only 2 paddles are officially supported. Paddle 3 has a slightly smaller range in 4-paddle configuration due to limitation of hardware.

Single vs Double Mode of Operation

When you first turn on the device, it will automatically be in Double mode. In Double mode the device will send information back to the PC to both gamepads shown on the PC. In Single mode the device will send information from both ports connected only to a single gamepad on your PC.

You can toggle the mode of the device by pressing Green+Blue+Yellow+White simultaneously. The device will change modes and the screen will display the mode you changed to; either "Mode: Single" or "Mode: Double".

Single Mode

Single mode is needed for some operating systems such as Linux or RetroPie as they do not properly handle multi-hid connections via a single Bluetooth connection. If you stay in Double mode, your OS will get confused and data from your joysticks will get intermingled. Make sure to switch to single mode if you have trouble with operating systems other than windows.

In Single mode, you can still use 2 joysticks or 4 paddles because the device will send both ports data to a single gamepad shown on your PC/Linux/Mac.

For both ports as Joysticks the device will send data of the 2 Joysticks connected to the systems single gamepad as follows:

- X/Y axis and button 1 will be Joystick 1 on the device
- Z axis, rotation, and button 6 will be Joystick 2 on the device

If you connect 4 paddles (2 on Port 1, and 2 on Port 2) the device will send data of all 4 paddles to the systems single gamepad as follows:

- X axis and button 1 for paddle 1
- Y axis and button 2 for paddle 2.
- Z axis and button 7 for paddle 3
- Z rotation and button 8 for paddle 4.

Double Mode

Double mode is mainly supported for Windows OS because it does properly handle multi-hid connections via a single Bluetooth connection.

In double mode, both gamepads shown on your PC will work correctly. As an added bonus, the device will send data of from both ports to each gamepad shown on your PC.

2 Joysticks connected to the systems are mapped as follows:

On your PC Gamepad 1:

- X/Y axis and button 1 will be Joystick 1 on the device
- Z axis, rotation, and button 6 will be Joystick 2 on the device

On your PC Gamepad 2:

- X/Y axis and button 1 will be Joystick 2 on the device
- Z axis, rotation, and button 6 will be Joystick 1 on the device

If you connect 4 paddles (2 on Port 1, and 2 on Port 2) the device will send data of all 4 paddles to gamepads on your PC as follows:

On your PC Gamepad 1:

- X axis and button 1 for paddle 1
- Y axis and button 2 for paddle 2
- Z axis and button 7 for paddle 3
- Z rotation and button 8 for paddle 4

On your PC Gamepad 2:

- X axis and button 1 for paddle 3
- Y axis and button 2 for paddle 4
- Z axis and button 7 for paddle 1
- Z rotation and button 8 for paddle 2

Buttons on the Device

Here are how the buttons on the device mapped:

- Red – Button 1 (Common fire button on all gamepads)
- Green – Button 2
- Blue – Button 3
- Yellow – Button 4
- White – Button 5



Please note, these buttons are considered Common Buttons, thus they will show up as button 2-5 pressed on your game pad shown on your PC.

Charging the Device

The device will display the battery status on the screen. If you connected the device to a USB charger, the display would likely show 100%. This does not mean battery is fully charged. The battery status display currently is only for when you do not have the device plugged in.

To charge, simply plug the device into a USB charger and it will charge automatically. It can take 1-2 hours for a full charge depending on type of charger you have. To see the status of battery, unplug from charger and then turn on the device and wait 10 seconds.