

## iCode Duo plus

2 Player Retro Adapter  
for Atari Controllers



# User's Manual

### Need Help?

We love to help! If you have any trouble, please contact us at [info@icode.com](mailto:info@icode.com). You can also see walkthrough videos at <https://www.icode.com/res>

### You can help us too!

you are enjoying our products, please take the time to post your reviews on the site you purchased. Your positive reviews will really help us in creating more innovative products.

[www.icode.com](http://www.icode.com)



## 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.

## Copyright Statement

No part of this publication may be reproduced in any form by any means without the prior written permission. Other trademarks or brand names mentioned herein are trademarks or registered trademarks of their respective companies.

## Disclaimer

Information in this document is subject to change without notice. The manufacturer does not make any representations or warranties (implied or otherwise) regarding the accuracy and completeness of this document and shall in no event be liable for any loss of profit or any commercial damage, including but not limited to special, incidental, consequential, or other damage.

[www.icode.com](http://www.icode.com)



## Introduction

This adapter allows you to connect up to 2 Atari Joysticks, 2 Driving Controllers or 4 Paddles to your PC or Android Phone. Your system will recognize your Atari controllers as standard gamepads ready for you to use with your emulators and games. Extra button on the device will show up as buttons on the PC gamepad and they can be mapped to other capabilities in your emulator.

## Features

- Connects wirelessly via Bluetooth
- 2 ports allowing 2 Joysticks or 4 Paddles or 2 Driving Controllers, or a Trackball
- 6 Buttons on the device provide additional gamepad buttons
- Digital & Analog Gamepads, Mouse, Keyboard emulation
- No drivers needed
- Compatible with Windows, RetroPi, Linux, Macs

## Package Contents

- User's Manual & iCode Retro Adapter

## System Requirements

- PC, Laptop, Pi 3 or 4, Smart Phone
- Standard USB port
- One of the following operating systems (no drivers needed): Windows 10/11, Mac OS, Linux OS (including RetroPie), Android

[www.icode.com](http://www.icode.com)

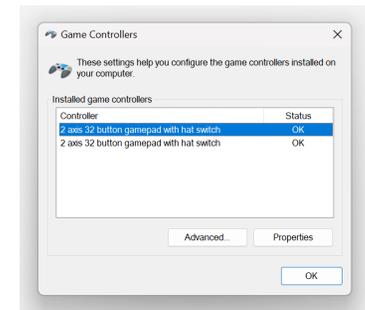


## Installation Verification

When you connect the device to your system with the provided USB wire, the system will automatically recognize the device as a gamepad/mouse/keyboard and you will see it on your devices list.

Right click on the device and select Game controller settings.

You will see the devices ports listed. All will have the same name. Select the top one for the port labeled 1 on the device. Then click properties.

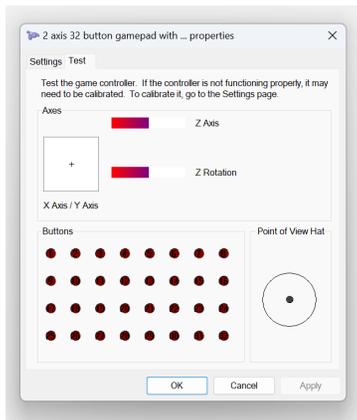


See next section for more information on how your joysticks/paddles and buttons on the device are mapped to gamepad controllers on your PC.

[www.icode.com](http://www.icode.com)



As you move your joystick/paddles, you will see the appropriate axis and buttons update accordingly.



## Working with Paddles vs. Joysticks

Each time you switch between paddies/joysticks, the device will try to detect the change if the paddle detection is set to AUTO in the settings. If Detection is set to ON, it will always assume you are connecting paddles and joysticks will not work. If Detection is set to OFF, then it will always assume you are connecting joysticks and paddles will not work.

[www.icode.com](http://www.icode.com)



## Buttons on the Device

The buttons on the device are mapped to gamepad buttons on your PC. Using the device setting menu, you can program each of the buttons on the device to map to different button numbers on the computer. By default they are mapped to buttons 1-5. Pressing Black and Blue together will power cycle the device.

## Device Settings Menu

Pressing Green and Red simultaneously will activate the settings menu where you will have various options for configuring the device.

Letters in brackets in front of the menu options represent button colors. G for Green, B for Blue button, R for Red, W for white, Y for Yellow, and K for Black. Pressing Yellow exits each menu. Joysticks can be configured to report to D-Pad, Left, or to Both D-PAD and Left, or Keyboard. Paddles menu will setup various paddle settings.

- Use "Paddles As" to configure to report to either Left or Right Analog controller on the gamepad.
- Resolution will allow some control over sensitivity
- Detection determines if the device will be in paddles auto detection or paddles always on or paddles always off mode.
- Axis range allow either full range (+/-) or only positive axis.

Use "Buttons" option to reconfigure the button numbers each button will report as on your computer.

[www.icode.com](http://www.icode.com)



## Configuration Menu

"Conf" option (Black) from the main menu will provide access to more configuration options.

- "Buttons As" option in "Conf" menu controls which gamepad on the computer will receive buttons activity. When set to All, the buttons will be sent to all gamepads simultaneously.

## Driving Controller Operation

Driving option turned on in "Conf" menu will set the device to work with driving controllers. You will see a D indicator and position dials on the screen of each driving controller.

- While in driving mode, pressing Green and Yellow together will increase the resolution. Pressing Blue and Red together will reduce the resolution for the driving controllers.

## Trackball Operation

When in Atari console mode "Trackball" option turned on in "Other" menu will set the device to work with Atari. You will see a B indicator on the screen. Make sure Mouse is turned on in the device setting menu for emulators. When in mouse mode, turn off the screen display for smoother operation (Press Green+Red to toggle display)

## Other Menu

"Other" option (White) from the main menu will provide access to other settings menu.

[www.icode.com](http://www.icode.com)



## Coleco Consoles

From the setting->other menu, set the Console option to Coleco. This will allow you to connect up to 2 Coleco controllers to port 1 and 2 only. Directions, both buttons, and keypad will be recognized. You will see a C indicator on the screen when the unit is in Coleco console mode.

## Sega Genesis

From the setting->other menu, set the Console option to Genesis. This will allow you to connect up to 2 Genesis controllers to port 1 and 2 only. Directions, and six buttons will be recognized. You will see a G indicator on the screen when the unit is in Genesis console mode.

## MiSTer FPGA

For 2 player Atari paddle games on MiSTer, from the setting->other menu, set the MiSTer option to ON. Make sure to turn OFF mouse mode. This maps the dual paddles connected in port 1 on the device to separate gamepads on your MiSTer. MiSTer will not detect your paddle buttons or your player 2 paddle if you don't turn on MiSTer mode. You will see a T indicator on the screen when MiSTer mode is ON.

## Mouse Operation

Mouse mode is primary used for Atari trackball controller but it can also be helpful in using Atari paddles with some emulators like MAME. From the setting->other menu, set the Mouse option to ON. You will see a M indicator on the screen when Mouse mode is ON.

[www.icode.com](http://www.icode.com)

