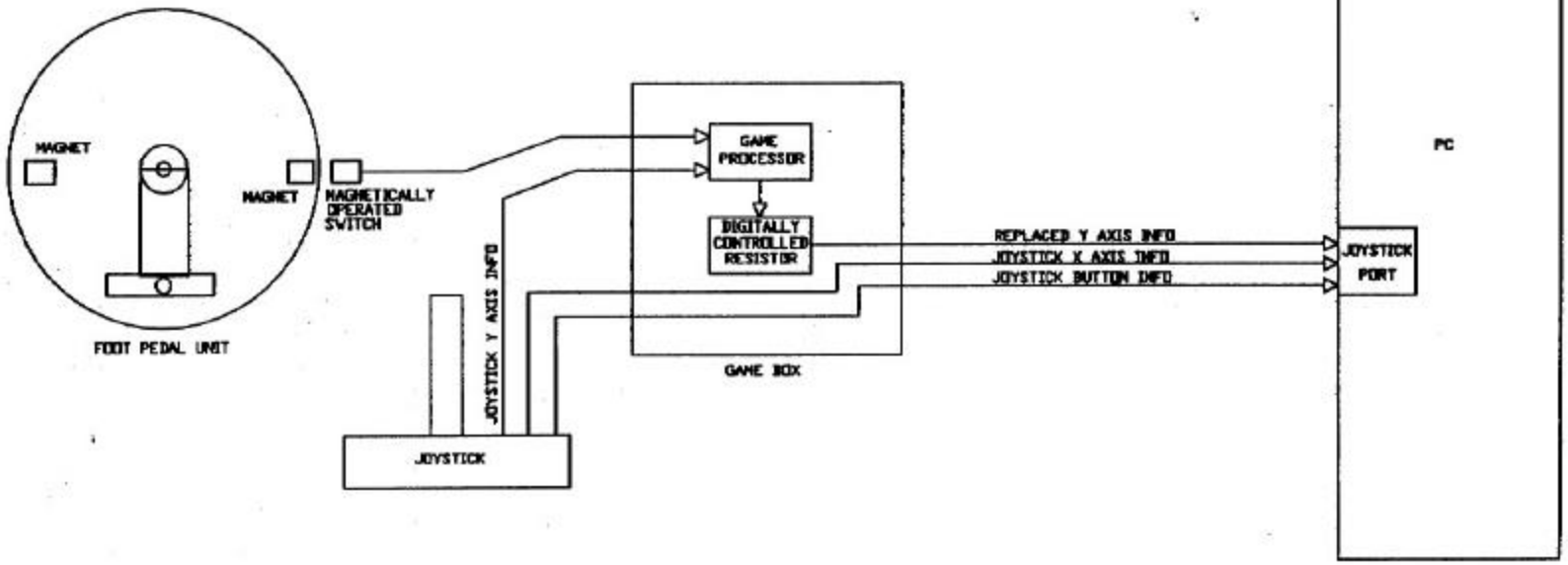

The game box contains a processor that looks at a magnetically triggered switch and times to calculate a speed. The speed is changed into a varying resistance as is required by a PC's joystick input. This spoofs the joystick input into thinking a joystick is hooked to the port and enables a varying Y axis speed to be fed to any accepting PC program. The X axis information comes directly from the joystick. The joystick button information also comes directly from the joystick. The Y axis signal producted from the pedal unit has no direction content. Hence it is always assumed to be foward, (positive), Y axis motion. To have negative Y direction motion the processor measures the joystick Y axis position and utilizes it only when it's negative, replacing the Y axis pedal generated value.

FOOT		CRESS AND ASSOCIATES	
APPROVALS	DATE		
K.JC	9/28/96	GAME BOX DESCRIPTION	
		FDWG NO. FDESCR	REV A