

SHOCK2USB Vibration Feedback Converter, Readme

Check out all the Powerful features of SHOCK2USB.

Now you can use your PSX joystick controller to play games on your computer! "SHOCK2USB Converter" is a PSX Joystick to PC vibration feedback converter that features Force feedback Technology for maximum vibration feedback and a richer gaming experience.

The SHOCK2USB is the ultimate PSX to PC interface.

You can use the PSX joystick controller you already own Use the SHOCK2USB Converter to plug your PSX Joystick right into the USB port of your computer and you can play games on your computer using your PSX Joystick controller!

Contents

1. Introduction
 2. System Requirement
 3. Force Feedback games list (For reference)
 4. SHOCK2USB Specifications
 5. Support on PSX Joystick
-

1. Introduction

- **SHOCK2USB Game Converter is a great interface**
that allows PSX joysticks to be used On PC's USB Port, and own (vibration feedback) function. Any Windows DirectX compatible Game can use these interfaces automatically! The vibration effects, which are featured in Force feedback games; respond not only with a wide range of intensities and frequencies, But are also able to provide some spatial cues. To provide a great plug-and-play experience for most popular games
- **The unit draws power from the USB port on the PC,**
Eliminating the need for batteries or a separate Power supply, a common inconvenience in today's market.
- **The SHOCK2USB also supports the DUAL SHOCK with games**
That support DirectX force feedback. Feel the power and excitement as you do battle! Using this SHOCK2USB well-suited to Virtually any action, sports, arcade, racing or flying game, with or without force feedback.

No.	Description
1.	Connects using USB industry standard interface.
2.	Supports PSX Dual Shock Function in games, which support DirectX force feedback.
3.	Analog joystick resolution of 256 positions on each axis.
4.	Work on computers with Windows 98, Windows 2000 operation system
5.	No joystick calibration is required. Just plug it in and play.
6.	Automatic Turn on the PSX Joystick Controller in Analog Mode. No need to switch
7.	Support all the controls (4 axis analog joystick, 16 buttons) on your PSX Joystick controller Are available to play computer games.
8.	No need additional power source; Just plug it in and your ready to go.
9.	It's hot-plug gable - meaning you don't have to shut down your computer to plug it in
10.	The SHOCK2USB is actually two products in one! Let you can using PSX Joystick Play game on PC.
11.	Save your money, no need to buy expensive PC Force Feedback joystick anymore!

2. System Requirements

SHOCK2USB works with Windows 98 or Windows 2000 compatible games only check your games for

minimum requirements. Feedback forces are only enabled with games using Microsoft Force Feedback technology, and are compatible with the Microsoft DirectX API version 5.0 or later.

To use SHOCK2USB Game Converter Software, you need:

1. Personal Computer with Pentium 90 processor or higher.
 2. Microsoft Windows 98 or Windows 2000 operating system.
 3. Microsoft DirectX API version 5.0 or later.
 4. Personal Computer with USB Port and USB Cable.
 5. PSX Dual Shock Joystick. (PSX Analog Controller SCPH-1200 or SCPH-10010).
 6. SHOCK2USB Joystick Converter.
 7. SHOCK2USB installation Disk.
-

****Note**

The SHOCK2USB DOES NOT work on Windows 95... (Because WIN95 not support USB) you must upgrade to Windows 98 or Window 2000 to use it.

3. Force Feedback games list (For reference)

PC game name	Company
1. NEED FOR SPEED 3	(E.A)
2. NEED FOR SPEED 4	(E.A)
3. NEED FOR SPEED 5 Porsche 2000	(E.A)
4. MOTOR RACER	(E.A)
5. MOTOR RACER 2	(E.A)
6. SUPERBIKE	(E.A)
7. SUPERBIKE 2000	(E.A)
8. Formula 1 Championship 2000	(E.A)
9. Roll Cage Staged	(Psygnosis)
10. Roll Cage Staged 2	(Psygnosis)
11. Start Ware Episode I Race	(LucasArts)
12. Grand Prix 3	(Hasbro Interactive, Inc.)
13. Rally Masters	(Digital Illusions CE AB)
14. Boarder Zone	(InfoGrames)
15. Snow Wave Avalanche	(Midas)
16. Soldier of Fortune	(Activision)
17. StarLancer	(Microsoft)
18. Motocross Madness 2	(Microsoft)
19. Midtown Madness	(Microsoft)
20. Baseball 2000	(Microsoft)
21. Baseball 2001	(Microsoft)
22. Test Drive 5	(Accolade)
23. Test Drive 6	(Infogrames)
24. Test Drive Off Road 2	(Accolade)
25. Monster Truck Madness 2	(Microsoft)
26. Beetle Buggin'	(InfoGrames)
27. Incoming	(Rage)
28. TDR 2000	(SCI)
29. SUPERBIKE 2001	(E.A)
30. Recoil	(Interactive/EA/Westwood Studios)
31. Midtown Madness 2	(Microsoft)
32. Nascar 2000	(E.A)

4. SHOCK2USB Specifications:

	Specification	Description
1.	Dimensions:	(L x W x H = 6.4 x 4.5 x 1.7 cm).
2.	USB Speed:	Low-speed USB peripherals.
3.	USB Specification:	Conforms to USB 1.5 Mbps Specification, Version 1.0.
4.	HID Specification:	Conforms to USB HID Specification, Version 1.0.
5.	Operating voltage:	From 4.0V to 5.25VDC.
6.	Power Consumption:	Less then 1W.
7.	Power source:	No need additional power source.
8.	Operating temperature:	From 0 to 70 degree Celsius.
9.	Weight:	28g.
10.	Interface:	With all IBM PC Connects using USB industry standard interface.
11.	OS Requirement:	Work on computers with Windows 98, Windows 2000 operation system.
12.	Joystick calibration:	No joystick calibration is required. Just plug it in and play.

5. Support on PSX Joystick:

	Support	Description
1.	Type:	(PSX Analog Controller SCPH-1200 or SCPH-10010)
2.	Analog Mode:	Automatic Turn on the PSX Joystick Controller in Analog Mode. No need to switch.
3.	Dual Shock:	Supports PSX Dual Shock Function in games, which support DirectX force feedback.
4.	Resolution:	Analog joystick resolution of 256 positions on each axis.
5.	Controls:	Support all the controls (4 axis analog joystick, 16 buttons)