



GP-Wiz40

Now with



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Congratulations on your purchase of the GP-Wiz40™ with integrated Roto-X™ Technology, the most advanced and highest performance digital input and mechanical rotary capable interface available today....and the best value!

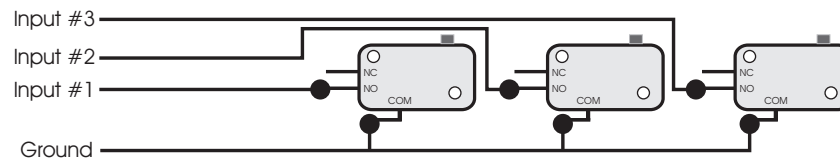
The No-Solder™ version uses industrial-quality screw terminal blocks. Connecting wires to this version is very simple. The process requires only stripping a short length of insulation from the end of a wire, inserting the stripped end into the terminal and tightening the screw until snug.

The process is similar for the EZ-Solder™ version, except that the stripped wire is inserted into one of the desired connection holes in the PCB and can be soldered either from the top or bottom side of the board. Once soldered in place and cool, any extra wire should be clipped from the bottom side of the board.

Mounting standoffs are recommended, but not absolutely necessary. You need only to ensure that the bottom of the PCB is not in contact with any electrically conductive materials and that the heads of your fasteners are small enough that they do not make contact with any components on the PCB

Switch Connections:

The first thing you should do is connect a wire from one of the ground terminals to the first switch in your chain. Then connect a wire from the same switch terminal you hooked the first one to, to one of the terminals of an adjacent switch. Repeat this until all switches are connected together with the ground wire, or "daisy-chained." After that, connect the normally open contact of your switch to the desired input on the GP-Wiz40. Do this for the switches on all controls you wish to use. Refer to the diagram below for an example.



When all wiring is complete, plug the B side of the USB cable into the GP-Wiz40 and the A side into a USB connector on your computer. If this is the first time you have installed a USB HID device, you may need the install disc for your OS. Follow the prompts on the screen, if any are presented to you. After the proper drivers are installed, you should be able to insert or unplug the unit without needing to go through these steps again. The "Gaming Options" dialogue for your OS should report the unit as available for use. The joystick portion should require no calibration, but if it does not appear to be centered, the calibration routine should be run and the instructions followed per your OS's requirements. Your controls should now be functional and can be tested through the controller dialogs in the OS.

Common Use	P1 Button 1	1	X Axis +
	P1 Button 2	2	X Axis -
Board Label	P1 Button 3	3	Y Axis +
	P1 Button 4	4	Y Axis -
Function	P1 Button 5	5	Joy 1 Up
	P1 Button 6	6	User Defined
Rotary Inputs	1UP Button	7	User Defined
	P1 Start	8	User Defined
Rotary Inputs	Select	17	User Defined
	Pause	18	+5volts
Rotary Inputs	User Defined	19	Ground
	User Defined	20	Ground
Rotary Inputs	Joy 1 Right	21	Ground
	Joy 1 Left	22	Ground
Rotary Inputs	Joy 1 Down	23	Ground
	Joy 1 Up	24	Ground
Rotary Inputs	User Defined	25	Ground
	User Defined	26	Ground
Rotary Inputs	User Defined	27	Ground
	User Defined	28	Ground
Rotary Inputs	XR Axis +	29	Ground
	XR Axis -	30	Ground
Rotary Inputs	Z Axis +	31	Ground
	Z Axis -	32	Ground
Rotary Inputs	Joy 2 Right	33	Ground
	Joy 2 Left	34	Ground
Rotary Inputs	Joy 2 Down	35	Ground
	Joy 2 Up	36	Ground
Rotary Inputs	User Defined	37	Ground
	User Defined	38	Ground
Rotary Inputs	User Defined	39	Ground
	User Defined	40	Ground
Rotary Inputs	User Defined	41	Ground
	User Defined	42	Ground
Rotary Inputs	User Defined	43	Ground
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Rotary Inputs	User Defined	193	Ground
	User Defined	194	Ground
Rotary Inputs	User Defined	195	Ground
	User Defined	196	Ground
Rotary Inputs	User Defined	197	Ground
	User Defined	198	Ground
Rotary Inputs	User Defined	199	Ground
	User Defined	200	Ground

Figure 1. Pinout Reference Diagram

Rotary Connection

The Roto-X™ inputs may be connected to any rotary switch with terminals in multiples of 3 plus common ground (3, 6, 9, 12, etc) Connect the wires to the rotary inputs by following the example shown in Figure 2. The wires sharing the same Rotary input terminals may be twisted together and connected directly (provided the wire gauge is small enough to permit it) or connected first to a common wire in a 4-to-1 arrangement. Rotary support is activated and further enhanced through the Roto-X™ Profiler Software available at no charge from www.groovygamegear.com.

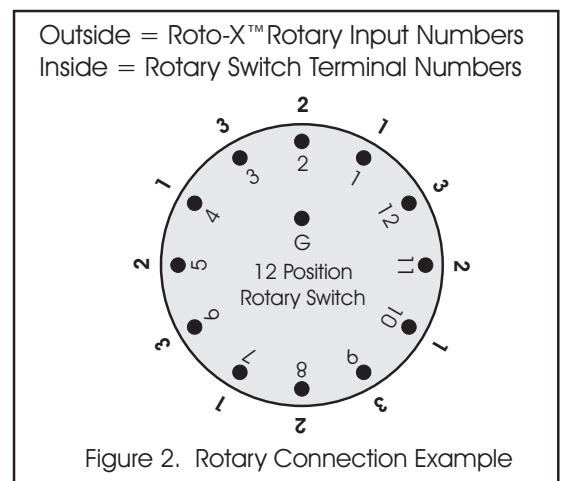


Figure 2. Rotary Connection Example