

# KTRL CD32 GAMEPAD INSTRUCTIONS

## INTRODUCTION

The KTRL CD32 gamepad is designed for the Amiga CD32 but it will also work on other Amiga computers. The gamepad might work as a one button gamepad on other machines using the Atari joystick interface, including the Commodore 64<sup>1</sup>.

The action buttons and [up] can be freely mapped between each other, they can also be set up for turbo fire. This means that you can map the jump function from [up] to an action button or you can rearrange the action buttons as you see fit.

You can also copy the functionality of one button to two (or more) buttons. As an example: mapping the red action button to the right trigger will allow you to press either the red button or the right trigger for the same function. If you then set up turbo fire for the right trigger, the red button will behave normally and the right trigger will give you turbo fire for the function of the red button.

The left, right and down and start buttons are not configurable.

## USING THE KTRL CD32

To be gentle to your old computer (and the KTRL CD32), you should only connect and disconnect the KTRL CD32 while the computer is turned off.

The KTRL CD32 has an indicator LED that aids you in configuring it. When the KTRL CD32 is connected and you turn on the computer, the LED should blink three times to show that it is working.

Every time the KTRL CD32 is turned on (automatically by the computer), the settings will be set to default and the functionality will be identical to a standard Amiga CD32 gamepad.

## MAPPING BUTTONS

To map a button, [press and hold \[select\]](#), then [press the button you want to map](#) and finally [press the button you want to map to](#). The led will flash twice when mapped successfully. As an example, to map [up] to the red button:

Press and hold [select], press [up], press [red], release [select]

You can map several buttons while holding [select], release [select] when you are done.

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<sup>1</sup> Like the original CD32 gamepad, this one will interfere with some keys of the keyboard on the C64.

Remember that when mapping buttons, the functionality of the button is copied to the other button, so the original button can be used normally until you map the functionality of another button to that button.

## DISABLING BUTTONS

You can disable a button by mapping it to itself. This can, for example, be useful after mapping [up] to an action button. Do this by **holding [select]** and **pressing the button you want to disable twice**. The led should now flash once slowly. To re-enable, do the same procedure, the led should now flash twice to indicate that the button has been enabled.

## TURBO FIRE

To set up turbo fire for a button, **press and hold [select]** then **press and hold a button** until the led flashes rapidly. Do the same procedure to disable turbo fire, the led flashes twice slowly to indicate that turbo fire has been disabled.

## TURBO FIRE SPEED

You can change the speed of turbo fire by **pressing and holding [select]+[start]** and then **pressing the [left trigger]** to make the turbo fire speed faster and **[right trigger]** to make the speed slower. The status led will flash to show the speed of turbo fire. When reaching the maximum or minimum speeds, the led will not flash.

The speed of turbo fire is saved with presets (see below).

## RESET DEFAULT SETTINGS

You can reset all mappings and remove turbo fire from all buttons by **pressing and holding [select]+[start]** and then **pressing [up]**.

## SAVING A PRESET

You can save four different presets in the EEPROM of the gamepad. These presets can later be loaded. To store the current mappings and turbo fire settings as a preset, **press and hold [select]+[start]**, then **press and hold one of the face buttons**. When the led lights up, the preset has been saved. The four face buttons can hold one preset each.

## LOADING A PRESET

To load a previously stored preset, **press and hold [select]+[start]**, then **shortly press and release a face button** with the stored preset (shorter than one second). The led should flash once quickly to indicate that a preset has been loaded.