



IJK-interface

IJK-gamepad

User's Manual

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raxiss
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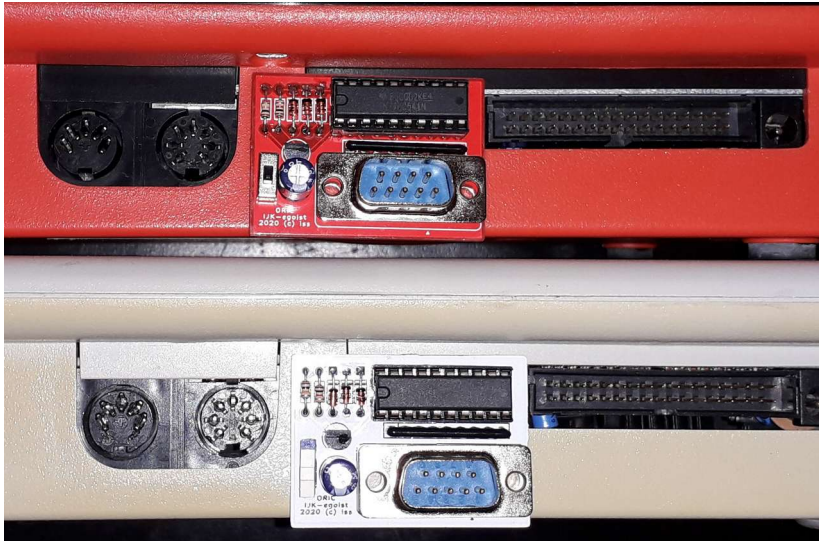
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1. Introduction

IJK-interface and IJK-gamepad are gamer's extensions for your Oric. They are designed to be small but full with features following the IJK-standard for joystick interface.

The interface and the gamepad come in white or red according to the style of Oric-1 and Oric Atmos.



SAFETY FIRST:



Always turn off Oric and disconnect the PSU before plugging the interface. Else you can damage Oric, interface or both!

2. IJK-interface

The IJK-interface interface connects to Oric's printer port. Its 20-pin connector has a key which avoids wrong connection, but before plugging check that all pins of the printer port are clean and straight. If so then carefully insert the connector.



The interface board has a switch which sets the attached game-controller as **Left** or **Right**. The default position of the switch is **down** – **Left** joystick. The IJK-interface interface works with the IJK-gamepad but you can use it with any joystick from other 8-bit systems with DB-9 connector (C64, Atari etc.).



The protoname “IJK-egoist” of the interface comes from the fact that it supports only one joystick at a time which is enough for 99% of all games and should be taken more as joke.

3. IJK-gamepad

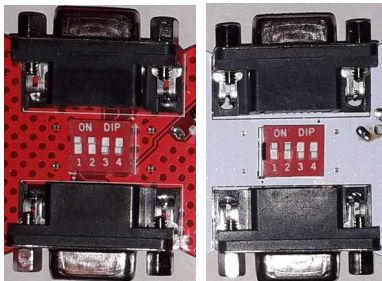
The IJK-gamepad is a “button type” game controller. It has 5 buttons – 4 directions and fire. It has the unique feature to be:

Reversible®

Simply select left- or right- hand you prefer and connect the cable to the front connector - left and right direction buttons work “automagically”.



With the small DIP-switch on the bottom side you can select how the up/down buttons are working – in “normal gamepad” mode or in “pilot” mode.



Default settings are:

1+2 “ON” and 3+4 “OFF” - for “**normal gamepad**” mode.

To select “pilot” mode use:

1+2 “OFF” and 3+4 “ON”.

4. Troubleshooting

The interface and the gamepad are made solid and fully tested. No adjustments are needed. If malfunctions occur simply check all connections and the switches – they must be well end-positioned in the selected direction.

It's highly recommended to use the supplied utility: **test-ijk.tap** to check your device. (*See next section*).

5. Info links and downloads

Main web page: <https://raxiss.com>

You can contact us with e-mail: raxiss.oric@gmail.com

List of supported games:

A. Natively supported games:

Attack Of The Cybermen	Dambuster
Damsel In Distress	Gubbie
Don't Press The Letter Q	Playground 21
Xenon III (The Genesis Probe)	Zebbie

B. Ported exclusively for IJK-interface by [raxiss]:

IJK-gamepack-vol.1:

Acheron's Rage	Chopper
Dracula's Revenge	Harrier Attack
Hopper	Hunchback
Light Cycle	Mushroom Mania
Oric Munch	The Ultra
Xenon - 1	Zorgon's Revenge

IJK-gamepack-vol.2:

3D-Fongus	Defence force
Fire flash	Ghost Gobbler
The Hellion	Invaders
Probe-3	Styx

C. All games released by [raxiss] support the IJK interface and gamepad: <https://raxiss.com/games>

IJK-interface and IJK-gamepad were created with love, big enthusiasm and with only goal to keep our favourite machine Oric-1, Oric Atmos, Oric Telestrat and Pravetz-8D live.

Join the community to share the retro-fun at
Defence-Force forum: <https://forum.defence-force.org>

Your comments and feedback are highly appreciated!

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Cheers to all Oricians!
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