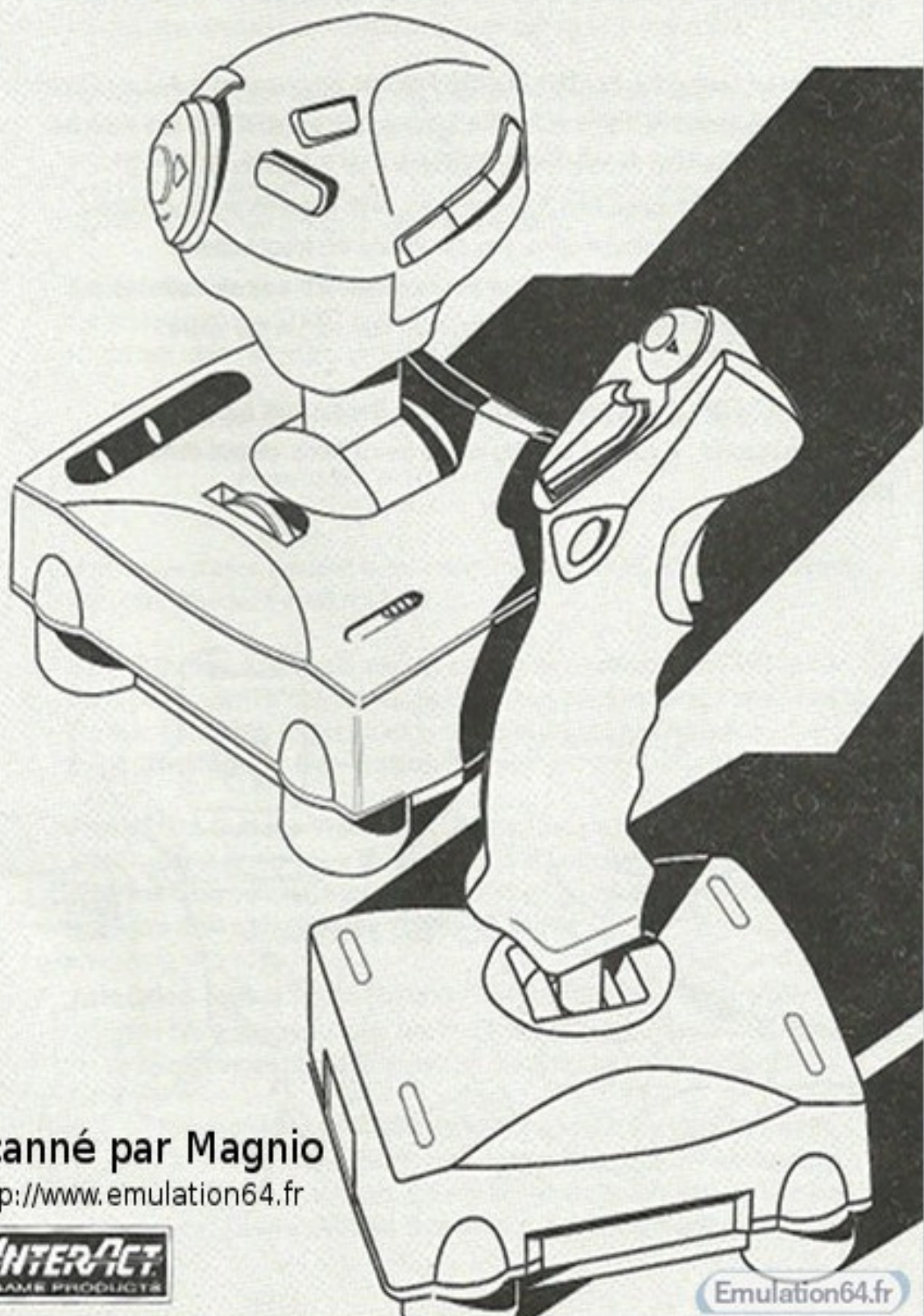


Flight Force Pro 64

# FLIGHT FORCE PRO 64

SV-366



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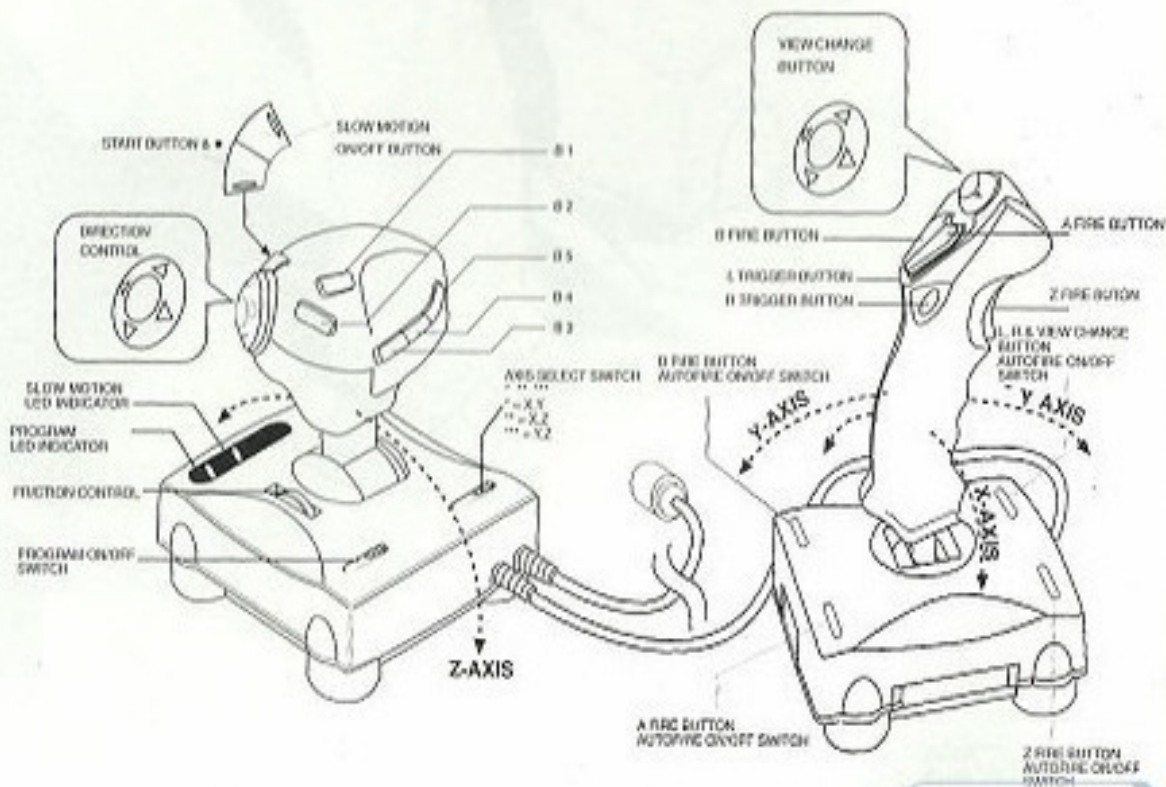
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# FLIGHT FORCE PRO 64

## Introduction

Thank you for buying the **FLIGHT FORCE PRO 64** programmable Analog Control System for Nintendo<sup>®</sup> 64 Entertainment System. The **FLIGHT FORCE PRO 64** consists of two parts, a throttle unit and joystick unit. In addition to the 20 buttons, it is also equipped with 3 analog axes. With fourteen programmable buttons, auto-fire, and slow motion, you can create the ideal button configuration for each game and meet the demands of the most challenging games of Nintendo<sup>®</sup> 64 Entertainment System now and in the future.

Your **FLIGHT FORCE PRO 64** should include a throttle unit, a joystick unit, instruction manual. If you are missing any of these items, please contact your local dealer.



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## Product Description

### Throttle Unit

The throttle unit features eleven buttons, two slides switches, one friction control, one analog stick (Z-AXIS) as well as two LED indicators.

**Directional Control Knob** In the default setting, this control knob represents UP, DOWN, LEFT and RIGHT . These four buttons can be programmed as other fire buttons, especially on those games which require only LEFT and RIGHT direction. In this case, you can program UP and DOWN into any fire button function you require.

**Slow Motion Button** The Slow Motion function is implemented by simulating the pressing of the START button ON and OFF. Therefore, it will only work for games which allow the START ON/OFF to act as a 'pause' button.

To set the SLOW MOTION function, the following procedures should be followed:

Press SLOW MOTION button once

To cancel slow motion, press SLOW MOTION button again

When slow motion function is activated, the SLOW LED ON/ OFF indicator will flash, otherwise it will not be lit.

**START Button** Apart from starting a game by pressing the START button, the START button is defined as "space" during programming a sequence of fire buttons. Details of this function will be explained in the section

**Programming the No - Button Time.**

**Five EXTRA Buttons** The five EXTRA buttons are named as B1, B2, B3, B4 and B5 and they represent ▼, ▲, ►, Z & ◀ respectively . They are programmable buttons. A total of nine buttons on the throttle unit are programmable along with the directional control.

**Axis Select Switch** As the Nintendo® 64 Entertainment System only supports two analog axis, only two of the three axes of *FLIGHT FORCE PRO 64* can be activated at one time and are selected by the AXIS SELECT SWITCH.

The configuration of different switch position are listed belowed:

- \* • " axis X and axis Y are selected and axis Z will not function
- \* •• " axis X and axis Z are selected and axis Y will not function
- \* ••• " axis Y and axis Z are selected and axis X will not function



Please note that it is not recommended to switch between axes during gameplay. It is recommended that the FLIGHT FORCE PRO 64 be unplugged from the console before axis are switched. When Z axis is to be used, the Z axis must be centered by aligning the arrows before plugging the FLIGHT FORCE PRO 64 to the console.

**Program ON/OFF Switch** Sliding the PROGRAM switch to ON will activate the programming function, there will be 2 beep sound and the PROGRAM LED will blink. Sliding the PROGRAM switch to OFF will end the programming function routine, again there will be 2 beep sound and the PROGRAM LED will be OFF.

**Two LED Indicators** For indicating the PROGRAM function status and SLOW MOTION ON/OFF.

**Z-Axis Analog Controller** An extra axis provides an optional configuration of the controller to meet your needs.

### Joystick Unit

The FLIGHT FORCE PRO 64 Joystick Unit is very similar to a conventional joystick. It features nine buttons and two analog axes.

#### Buttons

At default setting, the fire buttons on the Joystick Unit are set as:

A fire button, B fire button, L button, R button, VIEW CHANGE button (Up, Down, Left & Right), Z fire button.

Except the four view change buttons, these buttons are programmable and you can create your own key configuration to suit different kinds of games.

**Auto-Fire Control Switches** There are 4 Auto-Fire control switches. Three of the switches control the auto-fire function of A, B, Z and one of them controls the auto-fire function of L button, R button and View change button "4 way view".

To activate the auto-fire function slide the corresponding auto fire switch to ON.

Sliding the corresponding auto fire switch to OFF will disable the auto fire function, generating only one shot each time the button is pressed.

**Axis Setup** X-Axis represents Left and Right movement. Y-Axis represents Forward and Backward.



## Programming Methods

There are 20 buttons on the *FLIGHT FORCE PRO 64* and they can be described as programmable and non-programmable. The non-programmable buttons include the view change buttons, "START", "SLOW", and the analog stick, throttle which cannot be set as fire buttons. The other 14 buttons, including the digital directional control knob ( 4 buttons ), are programmable and can be programmed to act as any fire button.

Each programmable button can be programmed to act like:

- \* just one button. This means you can re-allocate all the fire-buttons (programmable) in the joystick for your convenience.
  
- \* a series of fire button(s) which activate special moves offered in certain games. Each button can be programmed to a minimum of one and maximum of 75 fire buttons. A step can consist of one or more than one fire button pressed at the same time.
  
- \* Since dynamic memory allocation technique is used, the user can make the most efficient use of memory. The total number of programmable fire buttons is 75. For example, if a button has been programmed as 30 fire buttons then there will only be 45 fire buttons available to be programmed into the remaining buttons.

**To set the PROGRAM function, the following procedures should be followed:**

1. Slide the PROGRAM switch to ON. The *FLIGHT FORCE PRO 64* will beep twice and the PROGRAM LED will flash, indicating that the program function is active.
  
2. Select the button to be programmed by pressing that button until the PROGRAM LED stops flashing and stays lit (which indicates that the button pressed has been accepted). At the same time, the *FLIGHT FORCE PRO 64* will generate a "beep" sound.
  
3. Press button(s) desired to be programmed into the selected button until all the button(s) intended to be programmed are entered. Each valid button pressed is acknowledged by a beep and the PROGRAM LED indicator will blink once. (Note: As there is a maximum of 75 buttons to be programmed, programming more buttons than allowed will cause an error entry .It will be warned by three beeps and the LED will flash three times. The *FLIGHT FORCE PRO 64* will not accept further input, but will retain the



buttons already input when memory is full.)

- Slide the PROGRAM button to OFF after the programming of a button was finished. The PROGRAM LED will go out and the FLIGHT FORCE PRO will beep twice.
- Repeat procedures 1 to 4 for programming the next button.

#### Remarks:





- The *FLIGHT FORCE PRO 64* will not function for game play during programming.
- When more than one button is pressed at the same time during programming, the *FLIGHT FORCE PRO 64* will still generate one beep. Button(s) pressed after the beep will not be accepted until buttons pressed are released.
- Programming special moves may not work for some games, as some moves depend on critical timing between steps. The *FLIGHT FORCE PRO 64* allows you to program such timing in order to enable such special moves to be programmed successfully.
- In the programming procedure, the START button (representing SPACE), can not be the first programming button and can not be programmed into a button on its own. This is discussed further in the next section.
- The 4 view change buttons on the joystick unit cannot be programmed.

#### Advanced Programming Techniques

The ability to implement some special moves successfully depends very much on the timing control. The time duration or time interval in pressing button(s) are sometimes the two crucial factors for programming special moves successfully. To get around this problem, the *FLIGHT FORCE PRO 64* is equipped with a simple way to enable you to set these two time duration's.

#### Repeat Function

In some games, the special move may require fire button(s) to be repeated several times.

For example, if you wanted to program the "B3" button as "Z,  +A+B+Z+L,  +A+B+Z+L,  +A+B+Z+L, A+B", the ordinary program procedures of the above special move would be very tedious. You need to repeat the buttons " +A+B+Z+L" three times together with other buttons to complete the move.



This type of special move can be easily done using the Repeat function.

The "▲", "▶", "▼", "◀" & START" buttons together have their own special utility for a repeat function. They can repeat the last step several times during programming. The format will be shown as below:

- Press "▲" & START buttons at the same time = 1time of the last step.
- Press "▶" & START buttons at the same time = 2 times of the last step.
- Press "▼" & START buttons at the same time = 4 times of the last step.
- Press "◀" & START buttons at the same time = 8 times of the last step.

The above special move can be easily achieved by doing the following:

- Slide the PROGRAM switch to turn the program function on. The PROGRAM LED indicator will flash indicating that the program function is active, and you should hear two beeps.
- Pressing the "B3" button until the PROGRAM LED indicator stop flashing. This means the "B3" button has been accepted. At the same time, the *FLIGHT FORCE PRO 64* will generate a "beep".
- Press the "Z" button until a beep is heard.
- Press the "↶" (◀ + ↑), "+A+B+Z+L" at the same time until a beep is heard.
- Press buttons START & "▶" at the time until a beep is heard. (This step works as repeating step (d) twice)
- Press buttons "A" + "B" at the same time until a beep is heard.
- Slide the PROGRAM switch to off. The program LED will be off and the unit will beep twice.

You can use different combinations of the "▲", "▶", "▼", "◀" buttons to get different times for Repeat function in order to save programming time.

#### Remarks:

- The Repeat function will not work as the very first step nor can it be the only fire button to be programmed into a button.
- The Repeat function will only work for the fire button(s) you have entered in the last step. You cannot repeat the Repeat function itself. But they can be accumulated. For example, inputting START & "◀" two times will repeat the last action steps by 16 times.
- The Repeat function also work for the "space" function of the START button during programming. It saves a lot of time for any special move that needs a long "no-button time".



In order to clearly explain the procedures, two pre-defined terms are used to represent these two time durations.

**"Button-hold time"** is defined as the length of time during which a button is kept pressed.

**"No button time"** is defined as the length of time during which no button is pressed before the next button is pressed.

### Programming the Button-Hold Time

In some games, the special moves require a particular fire button to be held for a certain period followed by pressing a combination of fire button(s). This can be achieved by programming button-hold time into the step.

Programming button-hold time can be done by programming the same fire button a number of times into a button.

For example, the procedures for programming the "B1" button as pressing ← for a period, then pressing ↘, then pressing ↓, then pressing →, and then pressing A + B is shown below:

1. Slide the PROGRAM switch to ON. The PROGRAM LED will flash and the unit will beep twice indicating that the program function is activated.
2. Press the "B1" button until a beep is heard. At the same time, the PROGRAM LED will stop flashing and becomes illuminated. This indicates that the button pressed has been accepted.
3. Press the ← button until a beep is heard.
4. Repeat procedure (3) ten times.
5. Press ↘ (↓ + →) until a beep is heard.
6. Press the ↓ button until a beep is heard.
7. Press the → button until a beep is heard.
8. Press the "A" button and the "B" button at the same time until a beep is heard.
9. Slide the PROGRAM switch to OFF. The PROGRAM LED will extinguish and the unit will beep twice.





The above programming example gives the button-hold time for the ← button about one-quarter of a second. Although this hold time could be fine for most games, it may be too long or too short for some games. The length of hold time can be adjusted by adding or reducing the number of ← buttons programmed in procedure (4) above.

[Hints: In step 4, repeat inputting the ← button for ten times is too tedious to implement and also wastes memory space. These can be resolved by using the Repeat Action function by pressing "START" + ◀ to repeat the action eight times and then "START" + ▶ to repeat the action two times giving the total repeated action to be ten times.

### Programming Hold-Button

In some games, the special moves may require fire button(s) to be pressed while pressing a combination of other fire button(s). This type of special move can also be easily implemented in the *FLIGHT FORCE PRO 64*. The following example shows the procedures for programming the "Z" button as 'Hold R and at the same time, pressing ↓ button and then pressing "A" button.'

1. Slide the PROGRAM switch to ON. The PROGRAM LED will flash and the unit will beep twice. This indicates that program function is active.
2. Press the "Z" button until a beep is heard. At the same time, the PROGRAM LED stops flashing and stays lit, indicating that the button pressed has been accepted.
3. Press the "R" button and ↓ button at the same time until a beep is heard.
4. Press the "R" button and "A" button at the same time until a beep is heard.
5. Slide the PROGRAM switch to OFF. The PROGRAM LED will shut off and the unit will beep twice.



### Programming the No-Button Time

There is no time interval between consecutive programmed steps. However, some special moves require that there is at least some time interval between two consecutive steps during which no fire button is pressed. In order to assure that such moves can be done, the *FLIGHT FORCE PRO 64* is equipped with a programmable "pause" period which is defined as the time interval between two consecutive steps in which no button is pressed.

The START button represents one "pause" period during programming. The following example shows the procedures for programming a special move as "↘ +A,A,A,B". However, the actual sequence while playing shall be as follows:

1. Press "↘ (↓ + →)" + "A" buttons.
2. Waiting for a short period & press "A" button.
3. Waiting again & press "A" button.
4. Waiting for a longer period & press the "B" button.

The above special move cannot be achieved by normal programming procedures as described before, but it can be achieved by using the following procedures, e.g. to "B2" button.

1. Slide the PROGRAM switch to ON. The PROGRAM LED will flash and the unit beep twice indicating that program function is active.
2. Press the "B2" button until a beep sound is heard. At the same time, the PROGRAM LED stops flashing and becomes illuminated. This indicates that the button pressed has been accepted.
3. Press the ↘ (↓ + →) button and "A" button at the same time until a beep is heard.
4. Press the START button until a beep is heard.
5. Press the "A" button until a beep is heard.
6. Press the START button until a beep is heard.
7. Press the "A" button until a beep is heard.
8. Press the START button until a beep is heard.



9. Repeat procedure (8) four times.
10. Press the "B" button until a beep is heard.
11. Slide the PROGRAM switch to OFF. The PROGRAM LED will be off and the unit will beep twice.

[Hints: In procedure (9), repeat inputting the START button four times can be replaced by using the Repeat Action function by pressing START+ ▼ to repeat the action four times.

The ability to implement such special moves successfully depends very much on user's familiarity with the timing of the moves. However, using these programming techniques with the *FLIGHT FORCE PRO 64* enables any special move to be programmed successfully. You can just adjust the timing by varying the number of times the START button pressed.

#### Remarks:

Please note that the START button cannot be programmed as the very first step nor can it be the only fire button to be programmed into a button.

#### Default Button Reset

To return the FLIGHT FORCE PRO 64 to its default setting, you have to switch the Nintendo 64 system OFF and then press the buttons "R", "L" and "A" for about two seconds and then switch the system back ON, until the *FLIGHT FORCE PRO 64* generate three beeps to acknowledge default button configuration is set.

**Please note that all the programmed information will be lost!**

#### Memory Capacity

The FLIGHT FORCE PRO 64 provides a dynamic memory allocation technique. You can program different numbers of button(s) into different step(s) as desired, but you may not exceed the memory capacity. The total memory capacity of FLIGHT FORCE PRO 64 is 75 and the relationship are shown as below:

A.(Programmed steps contains only 1 fire buttons)  $X 1 < 75$

e.g. To program A,B,L,R into B1

The memory used is 4 (steps) times 1 (memory used for every 1 button) = 4 out of 75.



**B.**(Programmed steps contains 2 fire buttons) X 1 < 75

e.g. To program **A + L, B + R, A + B** into **B1**

The memory used is 3 (steps) times 1 (memory used for every 2 buttons)  
= 3 out of 75.

**C.**(Programed steps contains 3 fire buttons) X 2 < 75

e.g. To program **↙ ( ← + ↓ ) + A, L + R + L, A + B + L** into **B1**

The memory used is 3 (steps) times 2 (memory used for every 3 buttons)  
= 6 out of 75.

**D.**(Programed steps contains 4 or more fire buttons) X 3 < 75.

e.g. To program **↙ ( ← + ↓ ) + A + B, L + R + L + A + B + L** into **B1**

The memory used is 2 (steps) times 3 (memory used for every 4 or more buttons) = 6 out of 75.

If you program different buttons(s) into different step(s), the following example will tell you how to calculate the memory that will be used.

e.g. To program **A, L + B, L + R + B, A + R + L + B, ↙ ( ← + ↓ ) + Z + A + L + R + B**, the use of memory will be:

1 (step consists 1 button) times 1 (memory used for every 1 button) +

1 (step consists 2 buttons) times 1 (memory used for every 2 buttons) +

1 (step consists 3 buttons) times 2 (memory used for every 2 buttons) +

1 (step consists 4 or more buttons) times 3 (memory used for every 4 or more buttons) +

1 (step consists 4 or more buttons) times 3 (memory used for every 4 or more buttons) .

Therefore, the total memory being used for the above special move would be  
 $1 + 1 + 2 + 3 + 3 = 10$  out of 75.



## Care for the Unit & Troubleshooting

The *FLIGHT FORCE PRO 64* is an electronic unit, and should be treated with care when handling. InterAct Accessories recommends that you do not disconnect or connect the *FLIGHT FORCE PRO 64* to your Nintendo® 64 when the system is switched on. We also recommend that you do not place the unit in

direct sunlight or under extreme temperatures, or spill any liquids on the unit. Do not open the case of the *FLIGHT FORCE PRO 64*.

If your *FLIGHT FORCE PRO 64* stops working or cannot be reprogrammed properly, please check the following:

- a) Make sure the *FLIGHT FORCE PRO 64* is plugged in firmly to your Nintendo® 64
- b) Be sure that the *FLIGHT FORCE PRO 64* is not in PROGRAMMING mode. The *FLIGHT FORCE PRO 64* will not work for game playing during programming to resume the game playing.

If your *FLIGHT FORCE PRO 64* stops working, please contact your local dealer.

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