
Subject: RetroConnector Joystick shield now available
Posted by [option8](#) on Mon, 21 Oct 2013 19:48:38 GMT
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Now available for orders, the RetroConnector Joystick shield:

Blow the dust off your old Apple II joystick or paddles, and use them to control your Mac or PC. Perfect for reliving the clicky-button-mashing afternoons of your misspent youth with your favorite Apple II emulator, or playing a modern game with retro hardware.

This board connects an Apple II compatible joystick with either a DIP16 (logic board "game port") or DB9 connector (back panel "joystick port") to a modern computer via USB. The board is a "shield" for the PJRC Teensy 2.0, which is included.

<https://www.tindie.com/products/option8/retroconnector-joystick-shield/>

share and enjoy!

Subject: Re: RetroConnector Joystick shield now available
Posted by [oz390gta](#) on Mon, 21 Oct 2013 21:21:12 GMT
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I tried to order but was rejected as I live in Australia. I have been able to order Option 8 products in the past. What has happened?

oz390gta

On Tuesday, October 22, 2013 6:48:38 AM UTC+11, option8 wrote:

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>

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>
>
> share and enjoy!

Subject: Re: RetroConnector Joystick shield now available

Posted by [option8](#) on Mon, 28 Oct 2013 00:34:56 GMT

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Have you tried ordering again? I think i've fixed the shipping issue - i never specified international rates for that product. let me know if you continue to have trouble.

On Monday, October 21, 2013 5:21:12 PM UTC-4, oz390gta wrote:

> I tried to order but was rejected as I live in Australia. I have been able to order Option 8 products in the past. What has happened?

Subject: Re: RetroConnector Joystick shield now available

Posted by [oz390gta](#) on Mon, 28 Oct 2013 02:32:26 GMT

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Yes, all order, all good.

Subject: Re: RetroConnector Joystick shield now available

Posted by [DB\[1\]](#) on Mon, 01 Dec 2014 14:52:33 GMT

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On Monday, October 21, 2013 3:48:38 PM UTC-4, option8 wrote:

> Now available for orders, the RetroConnector Joystick shield:
>
> Blow the dust off your old Apple II joystick or paddles, and use them to control your Mac or PC. Perfect for reliving the clicky-button-mashing afternoons of your misspent youth with your favorite Apple II emulator, or playing a modern game with retro hardware.
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> <https://www.tindie.com/products/option8/retroconnector-joystick-shield/>
>
> share and enjoy!

Sorry for the late post on this thread but I noticed that you say this works with paddles too. Really? It's just that it's been my experience that most of these adapters have trouble with continuous analog input, resulting in a jumpy paddle control that's pretty much useless.

Subject: Re: RetroConnector Joystick shield now available

Posted by [option8](#) on Mon, 01 Dec 2014 16:11:26 GMT

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> Sorry for the late post on this thread but I noticed that you say this works with paddles too. Really? It's just that it's been my experience that most of these adapters have trouble with continuous analog input, resulting in a jumpy paddle control that's pretty much useless.

it should work with paddles, since it's reading the resistance value continuously and updating the emulated joystick every ~10 ms.

i'll have to dig out some paddles and give it a true test, but i've had good results with joysticks.

Subject: Re: RetroConnector Joystick shield now available

Posted by [DB\[1\]](#) on Mon, 01 Dec 2014 16:47:23 GMT

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On Monday, December 1, 2014 11:11:28 AM UTC-5, option8 wrote:

>> Sorry for the late post on this thread but I noticed that you say this works with paddles too. Really? It's just that it's been my experience that most of these adapters have trouble with continuous analog input, resulting in a jumpy paddle control that's pretty much useless.

>

> it should work with paddles, since it's reading the resistance value continuously and updating the emulated joystick every ~10 ms.

>

> i'll have to dig out some paddles and give it a true test, but i've had good results with joysticks.

Please let me know how your test goes.

Subject: Re: RetroConnector Joystick shield now available

Posted by [DB\[1\]](#) on Fri, 05 Dec 2014 11:30:18 GMT

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On Monday, October 21, 2013 3:48:38 PM UTC-4, option8 wrote:

> Now available for orders, the RetroConnector Joystick shield:

>

> Blow the dust off your old Apple II joystick or paddles, and use them to control your Mac or PC. Perfect for reliving the clicky-button-mashing afternoons of your misspent youth with your favorite Apple II emulator, or playing a modern game with retro hardware.

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>

> <https://www.tindie.com/products/option8/retroconnector-joystick-shield/>

>

> share and enjoy!

So, have you been able to confirm paddle control yet?

Subject: Re: RetroConnector Joystick shield now available

Posted by [option8](#) on Sun, 07 Dec 2014 02:14:57 GMT

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i need to get some. i thought i had a pair, but i can't find them in my stockpile.

Subject: Re: RetroConnector Joystick shield now available

Posted by [option8](#) on Sun, 07 Dec 2014 02:16:23 GMT

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db - actually, been meaning to ask. what program do you want to use the paddles in? i'll try and use it for a proper test.

Subject: Re: RetroConnector Joystick shield now available

Posted by [DB\[1\]](#) on Sun, 07 Dec 2014 06:09:02 GMT

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On Saturday, December 6, 2014 9:16:23 PM UTC-5, option8 wrote:

> db - actually, been meaning to ask. what program do you want to use the paddles in? i'll try and use it for a proper test.

Well, I'm mostly using openemu these days which is really just a front end for a lot of different emus. For Atari they're using Stella. You can find more info here:
<http://openemu.org/>

Subject: Re: RetroConnector Joystick shield now available

Posted by [option8](#) on Tue, 09 Dec 2014 19:21:14 GMT

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Cool. Been meaning to try openEmu. I'm pretty happy with Virtual][by itself.

I meant to ask what Apple programs you're using that you want to get paddles working in.

Subject: Re: RetroConnector Joystick shield now available

Posted by [DB\[1\]](#) on Tue, 09 Dec 2014 19:39:30 GMT

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On Tuesday, December 9, 2014 2:21:15 PM UTC-5, option8 wrote:

> Cool. Been meaning to try openEmu. I'm pretty happy with Virtual[[by itself.

>

> I meant to ask what Apple programs you're using that you want to get paddles working in.

I'm not. Maybe I misunderstood your description of the product but I thought they would be able to be used with any game requiring paddle controllers on your computer. I'd like to be able to use them with 2600 and arcade games, ideally.

Subject: Re: RetroConnector Joystick shield now available

Posted by [option8](#) on Thu, 11 Dec 2014 19:10:41 GMT

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The Joystick Shield converts the analog signal from an Apple II joystick into a USB HID (Human Interface Device) joystick. By design, the Apple II joysticks are essentially two paddle controllers in one, one for the X axis, one for Y. If your emulator of choice reads a USB joystick or gamepad, and translates that into an emulated paddle or joystick, then this should work for you.

You'll just need to use an Apple II joystick (or paddles) instead of an Atari one. If you send me a set of Atari paddles to dissect and test with, I might be able to put together an Atari version of the Joystick Shield.

It would only work with paddles, though, since the Atari joysticks (for the 2600, at least) were digital, not analog.

I don't have much Atari stuff, since it wasn't my platform growing up. I do have a couple of RetroConnector pieces in the works for Atari fans, tho...

<http://www.thingiverse.com/thing:561691>

> I'm not. Maybe I misunderstood your description of the product but I thought they would be able to be used with any game requiring paddle controllers on your computer. I'd like to be able to use them with 2600 and arcade games, ideally.

Subject: Re: RetroConnector Joystick shield now available

Posted by [DB\[1\]](#) on Thu, 11 Dec 2014 20:46:01 GMT

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On Thursday, December 11, 2014 2:10:41 PM UTC-5, option8 wrote:

> The Joystick Shield converts the analog signal from an Apple II joystick into a USB HID (Human Interface Device) joystick. By design, the Apple II joysticks are essentially two paddle controllers in one, one for the X axis, one for Y. If your emulator of choice reads a USB joystick or gamepad,

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> I don't have much Atari stuff, since it wasn't my platform growing up. I do have a couple of RetroConnector pieces in the works for Atari fans, tho....

>

> <http://www.thingiverse.com/thing:561691>

Ok, just to clarify. I have Apple 2 paddles that I use with my 2c. I'm just wondering if I can use them to play paddle games other than those made for the Apple 2, like emulated 2600 and arcade games? It would be super sweet if I could get that working. So, are you saying that they would work with those then? Could you test with a mame rom of warlords and a 2600 rom of the same game. If they work as they should, I'm in!

Subject: Re: RetroConnector Joystick shield now available

Posted by [option8](#) on Wed, 07 Jan 2015 01:32:20 GMT

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I still haven't gotten around to testing paddles, but according to one of my customers:

Yes and I must say it worked perfectly for everything . . Bug Attack, Sneakers, Space Eggs . . you name it.

Subject: Re: RetroConnector Joystick shield now available

Posted by [DB\[1\]](#) on Thu, 08 Jan 2015 20:56:04 GMT

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On Tuesday, January 6, 2015 at 8:32:21 PM UTC-5, option8 wrote:

> I still haven't gotten around to testing paddles, but according to one of my customers:

>

> Yes and I must say it worked perfectly for everything . . Bug Attack, Sneakers, Space Eggs . . you name it.

Any idea if it will work with MAME arcade games like Warlords or Tempest? I have an Apple 2c and so can play A2 games on it but it would be cool if I could also use my A2 paddles for some old school arcade fun on my mac.

Subject: Re: RetroConnector Joystick shield now available

Posted by [option8](#) on Fri, 09 Jan 2015 03:55:32 GMT

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If you can use a typical USB joystick or gamepad for that function, the adapter and paddles should work. They won't function as a true spinner, though, since they don't rotate continuously. I think you need a real spinner for tempest, for instance.

Subject: Re: RetroConnector Joystick shield now available

Posted by [Anonymous](#) on Fri, 09 Jan 2015 17:47:34 GMT

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Originally posted by: Nicola

Hi,
my first post here (at least after many years). I have been a passive reader, though, and I'm glad to see that the community has become more and more active during these years!

So, a RetroConnector Joystick Shield has just landed on my desk as a late Christmas present. First of all, let me say that putting my nearly 30-year old Apple Joystick back to work is amazing. I've tried it with Lode Runner, Conan (moving the character at two speeds), Prince of Persia, etc... And it just works(TM)! The experience is exactly the same as it used to be decades ago.

For people asking if it would work with paddles, too, I don't see any reason why it shouldn't, because the Apple Joystick is just two paddles combined, as already said. I had built my own paddles many years ago (I had found the scheme in an Italian magazine): if I can find them, I will certainly try them and report the results.

That said, I'm using Virtual][and I have noticed only one relatively minor problem: I often need to recalibrate the joystick. For example, I'm playing with Lode Runner and suddenly I can't move downwards or rightwards any longer. Freezing the game and calibrating the joystick (using Virtual]['s built-in calibration tool) fixes the problem. This seems to happen at random, no matter what the game is. I don't know if this is a bug in Virtual][or I need to do something else. (In the bottom part of the joystick there are two wheels and four plastic screws: I haven't touched them, as I don't remember what they are for.)

Ah, and any suggestions to wipe the rust off the pins of the joystick's connector are also welcome! (The connector works, but the pins are dirty.)

Nicola

Subject: Re: RetroConnector Joystick shield now available

Posted by [option8](#) on Fri, 09 Jan 2015 19:51:00 GMT

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Thanks for the glowing review, Nicola. Do you mind if I quote you?

As for the reset issues, it could be a glitch in the RetroConnector, or dirty connection or some flaky potentiometers in the joystick. Does the joystick work as expected when plugged into a real Apple II?

Subject: Re: RetroConnector Joystick shield now available

Posted by [Michael AppleWin Debu](#) on Fri, 09 Jan 2015 19:57:59 GMT

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On Friday, January 9, 2015 at 11:51:01 AM UTC-8, option8 wrote:

> Thanks for the glowing review, Nicola. Do you mind if I quote you?

If you need more reviews, Option8, I've bought a few part recently off you :-)

- Joystick adapter for Apple IIc
- RetroConnector Joystick Interface for Apple II

I would be more than happy to "endorse" you once the next version of AppleWin is out the door in a few months.

Maybe I'll bug Tom to get a link added to the AppleWin manual about "Connecting Joysticks on real hardware" *hint hint* =P

Just ping me in a few months to remind me.

Subject: Re: RetroConnector Joystick shield now available

Posted by [Anonymous](#) on Sat, 10 Jan 2015 11:12:26 GMT

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Originally posted by: Nicola

In article <91b797f2-d9e6-4423-a88b-1131ce138cc8@googlegroups.com>, option8 <option8@gmail.com> wrote:

> Thanks for the glowing review, Nicola. Do you mind if I quote you?

I don't, you're welcome.

- > As for the reset issues, it could be a glitch in the RetroConnector, or dirty
- > connection or some flaky potentiometers in the joystick. Does the joystick
- > work as expected when plugged into a real Apple II?

I'll try it on a real machine during the weekend and let you know.

Nicola

--- news://freenews.netfront.net/ - complaints: news@netfront.net ---
