

KTRL CD32+ GAMEPAD INSTRUCTIONS

INTRODUCTION

The KTRL CD32+ gamepad is designed for the Amiga CD32 but it will also work on other Amiga computers and as a one/two button gamepad on other machines using the Atari joystick interface. This includes the Commodore 64 and Atari range of computers.

The action buttons and [UP/DOWN] 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, down and start buttons are not configurable.

USING 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.

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 disable it (next chapter) or 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 then **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 [L-TRIGGER]** to make the turbo fire speed faster and **[R-TRIGGER]** to make the speed slower. The 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 TO 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 up to four different presets in the non-volatile memory of the gamepad. 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.

ALTERNATIVE TWO-BUTTON MODE

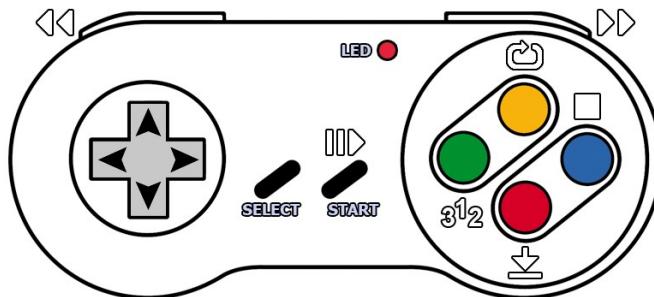
You can enable an alternative two-button that will disable the CD32 functionality. This mode will make the gamepad fully compatible with the C64. This mode might also help with some rare games on the Amiga where the buttons don't work with the original CD32 gamepad.

To toggle alternative two-button mode on KTRL CD32+, **press and hold [SELECT]+[START]**, then **press [DOWN]**.

You can also enable the alternative two-button mode by [pressing \[DOWN\]](#) when the controller is plugged in and you power on the computer.

The status of this mode is saved when saving a preset and the mode will go back to normal if you reset to default settings (see above) or after power off.

KTRL CD32+ CHEAT SHEET



TURBO FIRE

● ● ● ● = ON ● ● = OFF

Hold [SELECT], then press and hold an action button or [UP] to toggle.

TURBO FIRE SPEED

● ● ● ●

Hold [SELECT]+[START], then press LB to increase speed or RB to decrease speed. The LED will blink four times with the current turbo fire speed.

MAP BUTTON

● ● = OK ● = DISABLED

Hold [SELECT], then press the source button and after that, press the destination button. [UP/DOWN] can also be mapped. Map a button to itself to disable it, do it again to re-enable.

RESET

● ● ● ● = OK

Hold [SELECT]+[START], then press [UP] to reset.

SAVE PRESET

● ● ● = OK

Hold [SELECT]+[START], then press and hold a face button until the LED blinks three times.

LOAD PRESET

● ● = OK ● = FAILED

Hold [SELECT]+[START], then press a face button for which you previously saved a preset.

ALTERNATIVE TWO-BUTTON MODE

● ● = ON ● = OFF

Hold [SELECT]+[START], then press [DOWN] to toggle alternate two button mode. Use this on the C64 for full compatibility.