

Extended MouseStick Set Notes

Several pre-configured MouseStick Sets have been provided with your MouseStick. These will allow you to start using your MouseStick with your favorite games as quickly as possible. Simply choose your favorite game or simulation program's Set from the pre-defined Sets provided and download it into your GMPU.

These Sets are will provide maximum control and precision for an average player. If you are an experienced player, you may wish to experiment with these Sets to provide a faster or more reactive control. Several of the Sets have keystrokes assigned to the MouseStick's buttons. Feel free to add keystrokes or make any modifications that you wish. NOTE: Do not modify the Set file on your original Gravis Utilities disk — make a working copy.

If you develop an improved Set, a modified version of one of these or a completely new Set, send us a copy. We encourage MouseStick users to share their favorite Sets and tell others about how they use their MouseStick to enhance their enjoyment and scores with their favorite software.

Set Notes Legend

The following conventions is used in the following Set Notes:

B1:1

=

Single Click of Button #1

B3:2

=

Double Click of Button #3

B2:all

=

All click levels set the same for Button #2

[5]

=

Squared brackets identify numeric keypad numbers

,

=

A coma separates two keys assigned to a single button

Air Warrior

Air Warrior™ by Kesmia is a multi-player air combat simulation, played over a modem. Air Warrior is available on GENie, a large national bulletin board system. It allows you to dial in on your modem and take part in dog fights with other players from across North America.

This Set utilizes Vector Zone control set to the maximum speed of 99. The Null Zone setting may be reduced slightly but can result in some drifting, especially when used with a soft handle tension setting. No button functions have been assigned.

B1:all = Mouse Button
B2:all = Mouse Button
B3:all = Mouse Button
Select Air Warrior's "Joystick" control option.

Apache Strike

Apache Strike™ by Silicone Beach Software allows you take control of an Apache helicopter. You fly down the narrow streets of an enemy city riddled with skyscrapers, make tight banked turns around corners and dodge under or over walkway bridging the street. But that's not all. Stay alert and watch for enemy helicopters and tanks while trying to take out their defence computer.

The Apache Strike setting uses the Vector Zone with a modest speed setting of 8. More experienced players may wish to increase the speed setting but be careful, you lose when you run into buildings.

B1:all = Double Click - fires missiles
B2:all = Double Click - fires missiles
B3:all = Mouse Button - fire machine guns

Armor Alley

Armor Alley™ is a combination action and strategy game from Three-Sixty Pacific, Inc. 1 to 4 players can maneuver helicopter, deploy troops, tanks, missile launchers and more. Then its into battle, fighting your way through a flood of machine gun fire, napalm bombs and heat-seeking missiles. But don't venture to far from your home base, you'll have to return to refuel your helicopter.

B1:all = X - fires missiles
B2:all = shift key - fires Vulcan machine gun
B3:all = Z - drops bombs

Chuck Yeager's AFT

Chuck Yeager's Advanced Flight Trainer™, published by Electronic Arts, provides flight training under the guidance of Chuck Yeager. Take your MouseStick in hand and learn to fly a Sopwith Camel, P-51 Mustang or one of several other aircraft — in color.

This setting utilizes Direct Tracking. The Screen Control's Direct Output has been restricted on the Y axis for improved handling control. This may make it difficult to use the MouseStick for standard mouse functions while this Set is loaded. Use your mouse for non flight control functions.

B1:all = Mouse Button
B2:all = Mouse Button
B3:all = Mouse Button
This Set works best with the aircraft control panel visible rather than in full screen cockpit view.

Crystal Quest

Crystal Quest™ by Casady & Greene, Inc. is an arcade style game which provides vibrant color and exiting sound effects while you maneuver your craft and blast away at all sorts of meanies.

This is a highly customized setting which seriously limits cursor movement when used in the standard Macintosh environment but provides astounding control when used in the game. You will require the use of a mouse for cursor movement other than game control. Based on Direct Zone control, this Set uses the full ± 600 resolution of the MouseStick but limits the Direct Zone Output to only ± 75 on both the X and Y axis.

B1:all = space bar - fires Smart Bomb

B2:all = Mouse Button

B3:all = Mouse Button

Allow the handle to re-center between game levels.*(see Casady & Greene footnote)

Falcon

Falcon™ is a realistic F-16 Fighting Falcon air combat simulator by Spectrum HoloByte. You climb into the cockpit of a F16 and engage in a dogfight with a MiG or go head-to-head with a friend via a modem.

The Falcon setting utilizes the Vector Zone with a maximum rate of 8. Experienced pilots may wish to increase the Vector Rate for faster, more responsive control. No button functions have been assigned.

Set the mouse options, under the Control menu, to “Mouse” or “Mouse II” — do not use the joystick control option. The sensitivity can be adjusted from within the program.

B1:all = + - increases throttle

B2:all = space bar - fires weapons

B3:all = - - decreases throttle

Set the program for Mouse or Mouse II control. Do not use the joystick control option. Sensitivity can be adjusted from within the program.

Flight Simulator-v1

(also see Flight Simulator v4)

Flight Simulator™ (v1) by Microsoft Corp. puts you behind the controls of a Cessna, Lear Jet or WW I bi-plane. It instructs you in the principles of flight and provides introduction on the use of the controls for these aircraft. This popular flight simulation program has been a long time favorite for those who wish to get as close as possible to the real thing — from their computer.

When pausing the program, ensure that the stick handle is centered or its center position may be affected. If the stick's center is lost, pause the game and move the handle around its perimeter in a circular motion .

B1:all = comma - for left rudder

B2:all = Mouse Button

B3:all = period - for right rudder

For use with the Cessna and Lear Jet in non-auto coordinated mode. For the best performance set Flight Simulator's "Control Sensitivity" to "Large Aileron Null Zone". Do not change the other Control Sensitivity options.

Flight Sim. WW I-v1

Flight Simulator by Microsoft allows you to pilot varied styles of aircraft — one of which is a World War I bi-plane. This Set is identical to the "Flight Simulator-v1" setting except for keystroke button functions specific to dog fighting with the WW I bi-plane.

B1:all = Mouse Button

B2:all = space bar - for machine guns

B3:all = X - to drop bombs

Flight Simulator v4

(Flight Simulator Addendum Notes - Chapter 4)

Microsoft® Flight Simulator® version 4 is a real-time flight simulation program, suitable for pilots of all ages and levels of experience. Its extensive flight controls, instrumentations and flight characteristics provide a realistic simulation of various aircraft and flying conditions.

The following Flight Simulator settings are all based on the same basic control values with different keystrokes for custom single and dual joystick control and flight situations.

Flight Sim. - crop duster

This Set is designed for a single MouseStick for use while crop dusting.

B1:all = [9] - increases throttle

B2:1 = clear,[8] - sets view direction to 0 degrees

B2:2 = clear,[5] - sets view direction to 180 degrees

B2:3 = i - toggles the crop dust or smoke off and on

...sequencing off on Button 2

B3:all = [3] - decreases throttle

Flight Simulator - flaps / brakes

This setting is designed to be used in conjunction with a second MouseStick. It can be used as either Joystick 1 or Joystick 2.

B1:1 =] - extends the flaps 1 notch

B1:2 =] - extends the flaps 1 notch

B1:3 = F8 - fully extends the flaps

B2:1 = period - applies brakes

B2:2 = period - applies brakes

B2:3 = G - retracts and extends the landing gear
B3:1 = [- retracts the flaps 1 notch
B3:2 = [- retracts the flaps 1 notch
B3:3 = F5 - fully extends the flaps

Flight Sim. - throttle

This Set allows you to control the throttle from a single MouseStick and toggle view modes.

B1:all = [9] - increases throttle
B2:all = S - toggles view modes
B3:all = [3] - decreases throttle

Flight Sim. - touch & go

Ideal for practicing take-offs and landing with a single MouseStick. Button 2 controls the flaps and landing gear on separate clicks of a single button. To activate the flaps more than one notch hold the button down after the appropriate number of clicks.

B1:all = [9] - increases throttle
B2:1 =] - lowers the flaps 1 notch
B2:2 = [- raises the flaps 1 notch
B2:3 = G - raises and lowers the landing gear
...sequencing off on Button 2
B3:all = [3] - decreases throttle

Flight Sim. - trim / view

This setting is designed to be used in conjunction with a second MouseStick. It can be used as either Joystick 1 or Joystick 2.

B1:all = [7] - lowers elevator trim
B2:all = S - toggles view modes
B3:all = [1] - raises elevator trim

Flight Simulator - Basic

This Set is the basis for all Flight Simulator v4 settings. To create your own custom Flight Simulator settings, make a new Set (based on this one) and add keystrokes.

B1:all = Mouse Button
B2:all = Mouse Button
B3:all = Mouse Button

Flight Simulator - taxi

A single MouseStick setting designed for general flight or taxiing around the ramps and runways.

B1:all = [9] - increases throttle
B2:all = period - to apply the brakes
B3:all = [3] - decreases throttle

Flight Simulator - views

This setting is designed to be used in conjunction with a second MouseStick. It can be used as either Joystick 1 or Joystick 2.

B1:1 = clear,[7] - sets view direction to 45 degrees left
B1:2 = clear,[4] - sets view direction to 90 degrees left
B1:3 = clear,[1] - sets view direction to 135 degrees left
...sequencing off on Button 1
B2:1 = clear,[8] - sets view direction to 0 degrees
B2:2 = clear,[5] - sets view direction to 180 degrees
B2:3 = clear,[2] - sets view direction to 0 degrees
...sequencing off on Button 2
B3:1 = clear,[9] - sets view direction to 45 degrees right
B3:2 = clear,[6] - sets view direction to 90 degrees right
B3:3 = clear,[3] - sets view direction to 135 degrees right
...sequencing off on Button 3

Fokker Triplane

Fokker Triplane™, by Bullseye Software, places you in the cockpit of a World War I triple-winged fighter. Engage in dogfights, blast enemy observation balloons or bomb fuel depots and become an Ace.

B1:all = Mouse Button
B2:all = Mouse Button
B3:all = Mouse Button

Gauntlet

Gauntlet™, by Mindscape, is an arcade game where you work your way through a maze throwing hammers or firing arrows at the meanies and grabbing plates of food to maintain your strength.

B1:all = Mouse Button - to fire arrows
B2:all = Mouse Button - to fire arrows
B3:all = return key - for magic potion

lider

Glider™ from Casady & Greene puts you in control of your very own paper airplane. You're the captain of your flying paper wonder and the challenge is to see how far you can glide through your 60 room mansion. You can keep airborne by catching drafts from the air vents but watch out for water drops, flames from candles and paper shredders.

B1:all = space bar - to fire rubber bands
B2:all = Mouse Button
B3:all = return key - for energizer power
Select Glider's "Joystick" control option.

Hunt For Red October

In the Hunt For Red October™ you are the commander of a deserting enemy sub. But this is no ordinary Russian submarine. It is the newest and most powerful in the Russian fleet and it's equipped with their latest technology. They can't let it fall into the American's hands and they'll stop at nothing to stop you.

B1:all = Mouse Button
B2:all = Mouse Button
B3:all = Mouse Button

Laser Run

Laser Run™, by Advanced Gravis, is an arcade style game where you pilot a space craft over the surface of a large mother ship. You must fight off the attacking enemy, and when the opportunity presents itself, strike fast at the single hole in the enemy's defences.

B1:all = S - engages shields
B2:all = Mouse Button - fires laser cannons
B3:all = space bar - drops bombs
The Caps Lock must be off for the keystrokes to work.

Leprechaun

Leprechaun is a maze style arcade game where the Leprechaun must gather gold.

B1:all = Mouse Button
B2:all = Mouse Button
B3:all = Mouse Button
Set the "Configure" command, from "Special", menu to "Leprechaun seeks mouse".

Mean 18

Mean 18 Ultimate Golf, by Accolade, is a golf simulation program for one to four players. Having a second or third input device is very convenient for multi-player games.

B1:all = Mouse Button
B2:all = Mouse Button
B3:all = Mouse Button

OIDS

In OIDS™, by FTL Games, your mission in life is to save the poor mistreated OIDS. OIDS are a race of androids created and enslaved by the evil Biocretes. As a V-Wing Pilot for the intergalactic organization "SaveOIDS" you are empowered to use your nuclear photons and NovaBombs to destroy the Biocrete ground bases. But your quest will not be in vain. As you destroy the Biocrete bases you pick up the freed OIDS and make the universe a better place to live.

In the OIDS MouseStick Set the MouseStick handle is used for controlling your ships direction. Thrust and shields are activated with the MouseStick's base buttons. A mouse is required for menu accessing while this setting is active.

B1:all = option key - provides thrust
B2:1 = command key - to fire nuclear photons
B2:2 = up arrow - to fire NovaBombs
B2:3 = Mouse Button
B3:all = down arrow - activates the shields
Set OIDS for Joystick control and use the default keystrokes.

P51 Mustang

P51 Mustang™, by Bullseye Software, is a popular fighter simulation using one of the all time best airplanes.

B1:all = Mouse Button
B2:all = Mouse Button
B3:all = Mouse Button

Sky Shadow

Sky Shadow™ is an arcade style game from Casady & Greene, Inc.. It offers high quality color graphics and sound.

B1:all = 1 - to drop bombs
B2:all = Mouse Button - for firing missiles
B3:all = space bar - for smart bombs
Allow the handle to re-center between game levels.*(see Casady & Greene footnote)

SkyFox

B1:all = Mouse Button
B2:all = Mouse Button
B3:all = Mouse Button

Spacestation Pheta

Spacestation Pheta™ uses the same setting dimensions as Auto Center, with a Vector Rate of 20.

B1:all = Mouse Button
B2:all = Mouse Button
B3:all = Mouse Button

Spectre

In Spectre, by Velocity™, your in command of a futuristic battle craft, a Spectre. You roam around the arena blasting your enemies and collecting flags and an ever higher score. As your Spectre becomes weakened by the enemy onslaught and your ammunition supply runs low, you dart for the nearest ammo dump. This fast action arcade style game can be played solo against the computer or over AppleTalk against a friend or group of friends.

NOTE! These settings are being released prior to the release of the final "release" version of Spectre. These settings may not function correctly with the final released version.

Spectre #1

B1:all = Mouse Button - to fire the cannons

B2:all = delete key - for hyperspace

B3:all = option key - for grenades at level 10 and higher

You must use a mouse for menu access while this setting is active.

Spectre #2

B1:all = Mouse Button - to fire the cannons

B2:all = tab key - to change views

B3:all = option key - for grenades at level 10 and higher

You must use a mouse for menu access while this setting is active.

StarLight

Mission StarLight™ is an arcade style game from Casady & Greene, Inc.

B1:all = Mouse Button

B2:all = A

B3:all = return key

Allow the handle to re-center between game levels.*(see Casady & Greene footnote)

Super Hang-On

Super HangOn™, by Data East, is a motorcycle simulation/arcade game where you speed along twisting roads avoiding slower riders and racing against the clock. With Course Builder you are able to design your own course.

B1:1 = Mouse Button - to increase throttle

B1:2 = command key - for turbo

B1:3 = command key - for turbo

B2:all = Mouse Button - for throttle

B3:all = space bar - to engage the brakes

The Duel

The Duel™, by Accolade, puts you behind the wheel of one of today's hottest sports cars, which you use to race along tree lined country roads or maneuver your way through traffic on a twisting mountain highway.

This Set is highly customized and provides only restricted cursor movement for non driving functions. It is best used with a mouse for making menu selections and clicking buttons in dialog boxes. The 2 Set provided are must the same. 'The Duel #1' provided a small amount of cursor control with extreme stick handle movements.

The MouseStick handle must be centered after a crash or when returning to play after a pause. If the game is restarted after these conditions, with the handle off-center, the steering wheel will not be centered. If this condition

occurs, your mouse, if connected, can be used to center the steering wheel.

The Duel #1 & The Duel #2

B1:all = [8] - to increase throttle

B2:all = space bar - for shifting

B3:all = [2] - to apply brakes

Duel must be set to "Mouse" steering. A separate mouse is required for menu access.

ETTE!

VETTE! by Spectrum HoloByte allows you to race around the streets of San Francisco, behind the wheel of a Vette or one of three other hot sports cars. You can select from various courses racing against a computer driven car or hookup with a friend on AppleTalk or by modem and burn some rubber.

A collection of Sets have been provided for VETTE!. These include custom Sets for each of the most common monitor sizes and a couple of special Sets which have the Y axis disabled for maximum steering control.

all VETTE! Sets

B1:all = Mouse Button - to increase throttle

B2:1 = + - for shifting up a gear

B2:2 = - - for shifting down a gear

B2:3 = Mouse Button

B3:all = space bar - to apply brakes

"VETTE w/mouse" settings require a mouse for menu access.

Special Notes

Casady & Greene Games

Release the MouseStick handle and allow it to self-center between game levels, after losing a ship or after landing. These programs reset the cursor position between game levels and after the above actions. If the MouseStick handle is not centered, the game will recognize its current position as center resulting in an off-center condition.

Alternate Mouse Control

Some Sets provide a highly modified cursor reaction or restrict cursor movement for actions other than controlling the game character. This can usually be overcome by retaining the use of a mouse or by using "Easy Access", a cursor control INIT from Apple Computer. By retaining the use of your mouse or by using Easy Access you will be able to enjoy the optimum character control and still have access to cursor movement for menus and option selections.