

JS-1



Cromemco

Specialists in computer peripherals

2432 Charleston Rd., Mountain View, CA 94043 • (415) 964-7400

CROMEMCO JS-1 JOYSTICK CONSOLE

The Cromemco JS-1 joystick console is a general purpose I/O device designed specifically for use with mini and microcomputers. A Cromemco D+7A analog interface can be used to interface one or two JS-1 consoles to any computer using the Standard 100 bus (such as the Altair, Imsai, or Cromemco Z-1 computer).

Each joystick console includes a two-axis joystick, four push button switches, and an audio amplifier and speaker in an attractive, finished enclosure. A 12-conductor cable is included to connect the console to the top edge connector of the D+7A interface.

When using one JS-1 console with our D+7A interface we recommend the following port assignments:

Joystick X axis - analog input port 031
Joystick Y axis - analog input port 032
SW1 - D0 input port 030
SW2 - D1 input port 030
SW3 - D2 input port 030
SW4 - D3 input port 030
Speaker - analog output port 031

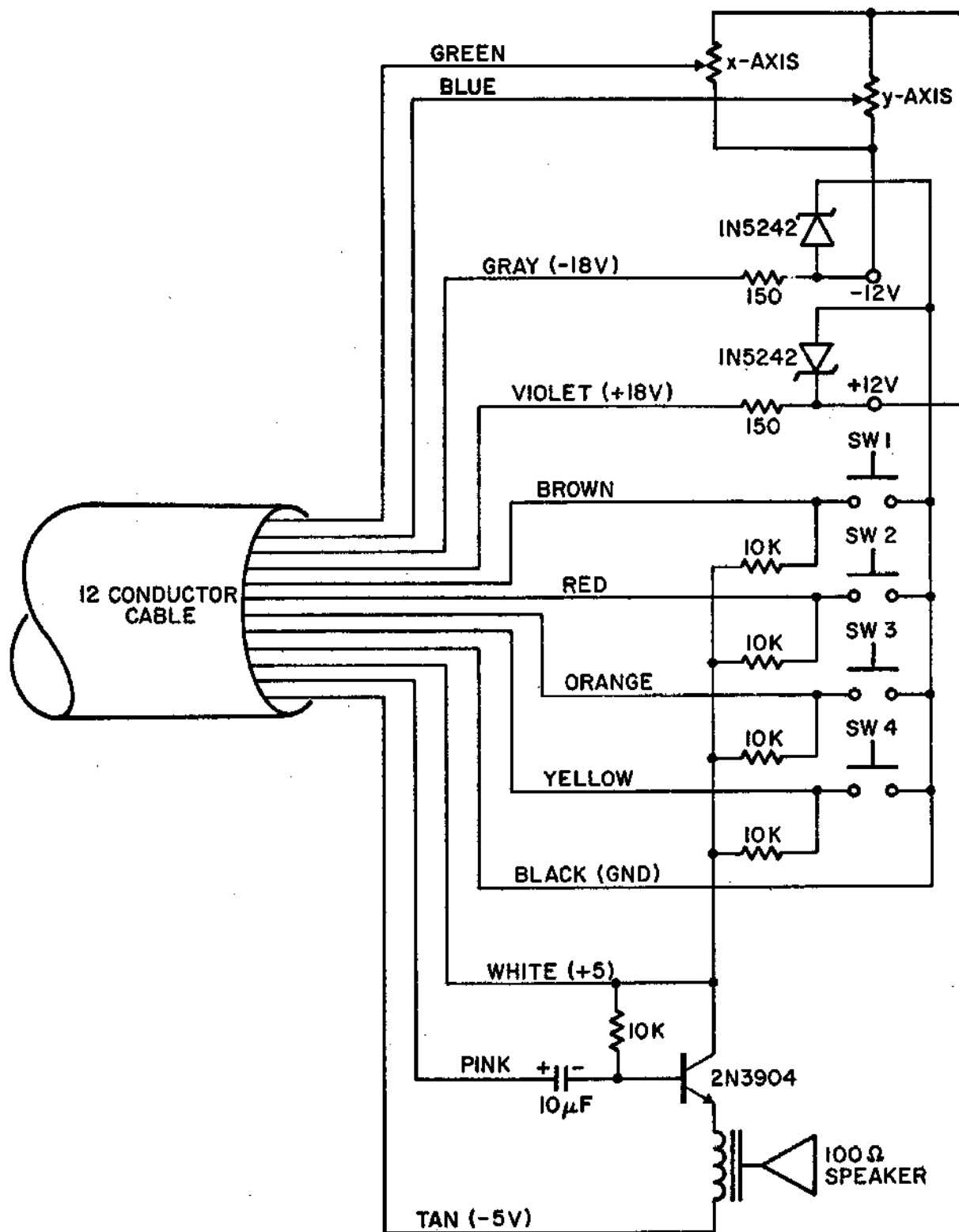
When using two JS-1 consoles with our D+7A interface we recommend the following port assignments for the second console:

Joystick X axis - analog input port 033
Joystick Y axis - analog input port 034
SW1 - D4 input port 030
SW2 - D5 input port 030
SW3 - D6 input port 030
SW4 - D7 input port 030
Speaker - analog output port 033

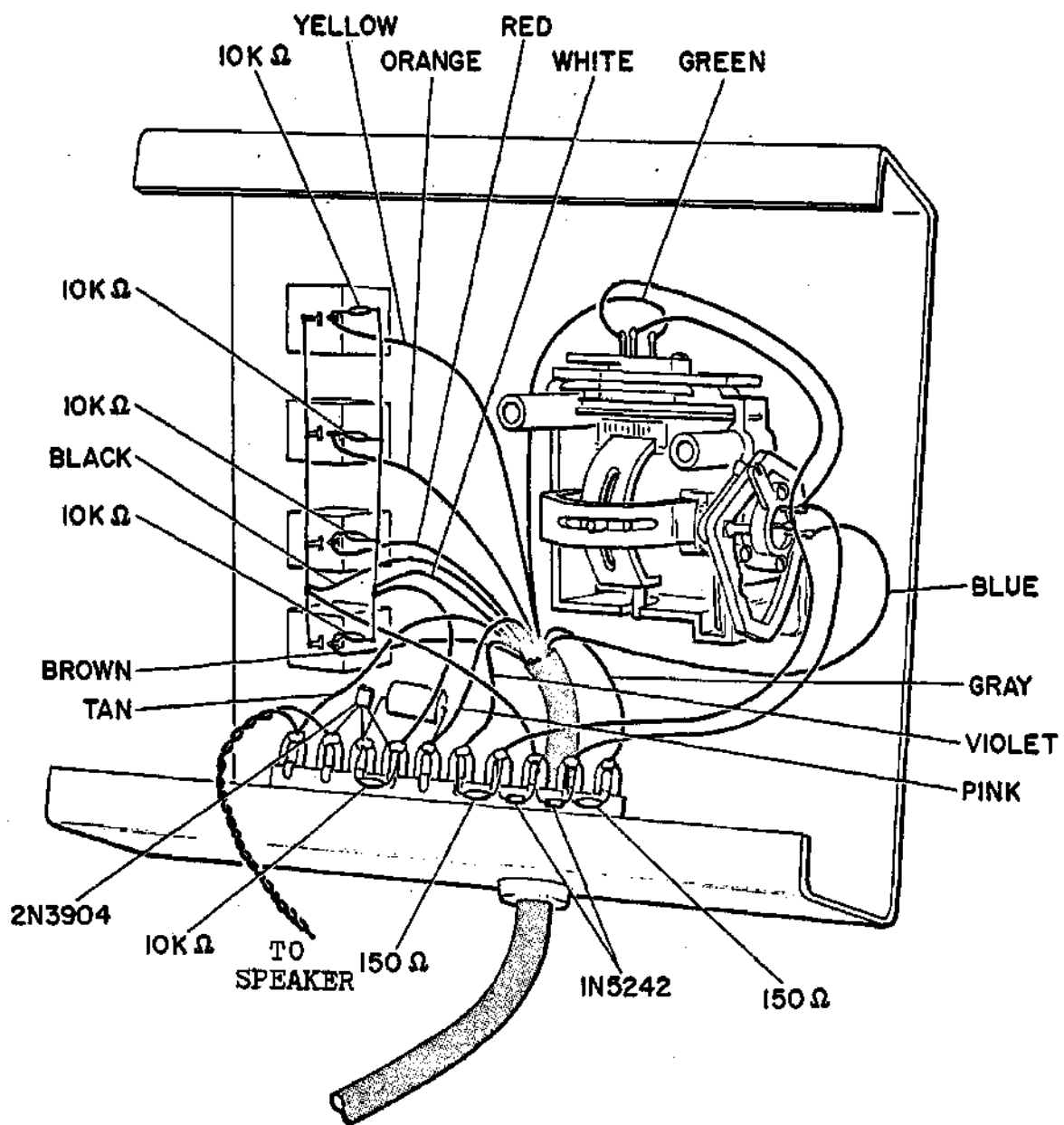
Cromemco also provides software support for the joystick console including the games of Dazzle Doodle, Track, and Chase! complete with documentation. Each of these games is available on punched paper tape with documentation for \$15 each.

The JS-1 console provides an easy and low-cost way to communicate with your computer. This manual includes the schematic diagram of the console, wiring diagram, and parts list.

Cromemco JS-1 Joystick Console



JS-1 Schematic Diagram.



JS-1 Wiring Diagram.

	A	1	
	B	2	
	C	3	
	D	4	
Blue #2	E	5	
Green #2	F	6	Pink #2
Blue #1	H	7	
Green #1	J	8	Pink #1
	K	9	
Black #2	L	10	Black #1
Gray #1 and #2	M	11	Violet #1 and #2
Tan #1 and #2	N	12	White #1 and #2
	P	13	
Yellow #2	R	14	
Orange #2	S	15	
Red #2	T	16	
Brown #2	U	17	
Yellow #1	V	18	
Orange #1	W	19	
Red #1	X	20	
Brown #1	Y	21	
	Z	22	

How to connect wires from two JS-1 consoles (#1 and #2) to the top edge connector of the D+7A analog interface card. The colors correspond to the color of the wires in the 12 conductor cable from each joystick.

Wiring diagram for D+7A interface.

NOTE: When using more than one joystick console with the D+7A interface check to see that resistors R29 and R30 on the D+7A board are 10 ohm (brown-black-black) resistors. If 100 ohm (brown-black-brown) resistors are installed here they should be replaced by either jumper wires or 10 ohm resistors.

JS-1 PARTS LIST

- 1 - Punched and drilled aluminum enclosure with baked-enamel finish.
- 1 - Two axis joystick.
- 4 - Push-button switches
- 4 - Switch key tops
- 1 - 100 ohm speaker
- 1 - 10-terminal connector strip
- 1 - 6' length of 12-conductor wire
- 1 - Strain-relief insert
- 2 - 1N5242 diodes (12 volt Zener)
- 2 - 150 ohm resistors
- 5 - 10K ohm resistors
- 1 - 10 uF capacitor
- 1 - 2N3904 transistor
- 6 - #4 screws
- 6 - #4 nuts
- 4 - rubber feet
- 4 - screws to mount rubber feet