



## PC>>PAD CONVERTER Profile Editor Software User Manual

### Index

PC>>PAD CONVERTER Profile Editor Software User Manual.....	1
Index .....	1
Introduction .....	1
What is the Profile Editor Software?.....	1
What is a "Profile"? .....	1
Should I use the Profile Editor?.....	2
Specifications .....	3
Windows® 98SE/ME/2000/Xp Driver Installation .....	3
Windows® Vista Driver Installation.....	3
How to activate the Profile Editor – general indication.....	9
Creating a Profile .....	10
Button Mapping Section .....	15
Analog Stick Mapping.....	23
Save Profile .....	26
Supported Controllers .....	27
DRIVER .....	27
VIDEOGAMES CONFIGURATION.....	27

### Introduction

#### **What is the Profile Editor Software?**

The Profile Editor is a program that allows you to customize your PS/PS2 controller for PC games on PC computers. It allows you to assign keyboard keys, mouse buttons, and mouse movements to your controller. You can also customize the controller's analog joysticks. You can create multiple profiles for each PC game you own. This allows you to have a customized control layouts for the various PC games you play.

#### **What is a "Profile"?**

A Profile is a set of programmed user input commands and control settings that determines how your controller will be mapped in a PC game. Multiple Profiles can be created and saved to use with multiple games.

## Should I use the Profile Editor?

The use of the Profile Editor is optional. If a PC game supports USB gamepads then you will not need to use the Profile Editor. Most PC games have an "Options" or "Controller Configuration" menu screen where you can configure your controller's buttons to perform commands in the game. It is recommended that you use this menu screen when available. Most novice users should configure the controller by using the game's configuration screen instead of Profile Editor, which is recommended for advanced users who can understand and exploit the capabilities of the Profile Editor.

There is a large number of PC games available today that only support the mouse and keyboard as input devices. Typically, this means that a controller could not be used with these PC games. The **PC>>PAD** Profile Editor will allow you to use your controller with these PC games. You are able to assign keyboard keys, mouse buttons, and mouse movement to the controller with the Profile Editor. So you can use your PS2 controller with **PC>>PAD** Converter with PC games supporting only keyboard and mouse.

The **PC>>PAD** Profile Editor consists of two main components.

- **Profile Editor.** The Profile Editor is the main menu used for creating, editing, and saving profiles. You can create a custom profile for each of the PC games installed on your computer. This allows you to customize the controller's buttons and analog joysticks to fit your gaming style. It also allows you to use the controller with keyboard and mouse games.
- **Loadout Manager.** This menu allows you to load a desired profile for your PC game.

There are different types of controls on your controller. Each type of control can be mapped into different types of input commands.

- **Buttons.** You can map keyboard keys, and mouse buttons to the controller's buttons. Key Macros can also be mapped to the controller's buttons.
- **Point of View (POV) Hat / D-Pad.** You can map the POV hat to keyboard keys, mouse buttons, and key macros. The POV hat is a 8-way hat switch. Each directional key of the POV hat can be configured.
- **Analog Sticks.** You can assign any analog axis (X,Y,Z,Rz,Slider) to the analog joysticks. You can also assign mouse movement to the analog joysticks. Keyboard keys can also be assigned to the analog joysticks.

## Specifications

The **PC>>PAD** converter and its Profile Editor Software support any standard PS and PS2 controllers in PC gameplay.

### Minimum System Specifications :

Supported OS: Windows 98 / Windows ME / Windows 2000 / Windows XP.

Processor: Pentium III or higher

RAM: 256Mb

DirectX® version: DirectX 8.0 or higher

Hard Drive Space: 10MB Free

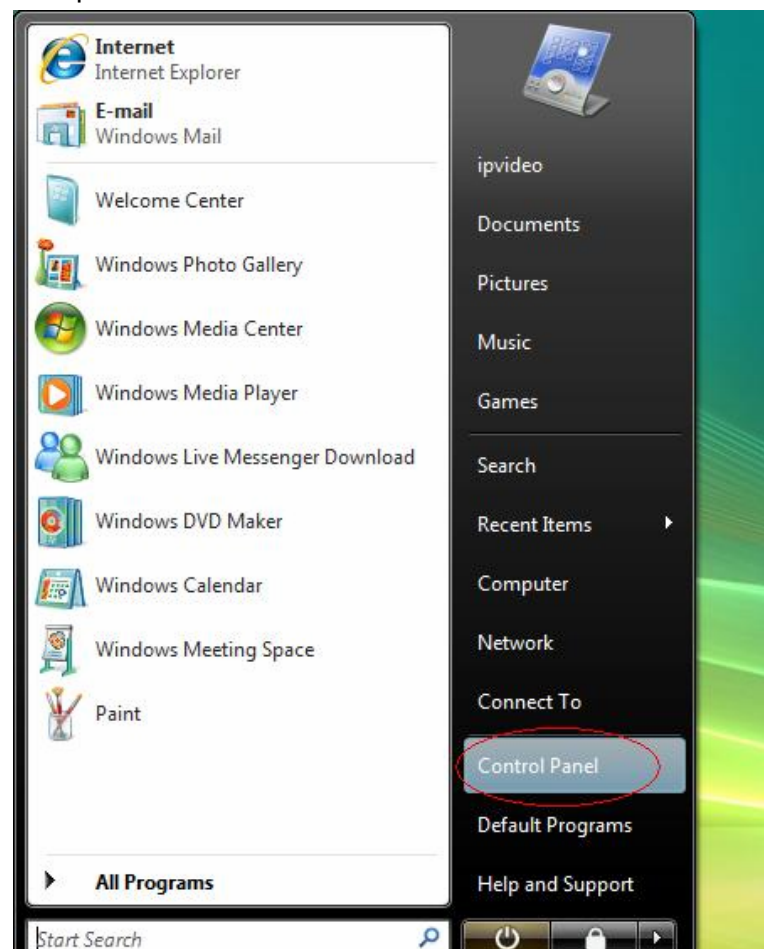
## Windows®98SE/ME/2000/Xp Driver Installation

Simply insert the driver CD, execute the Setup.exe installation file and follow the on-screen instructions.

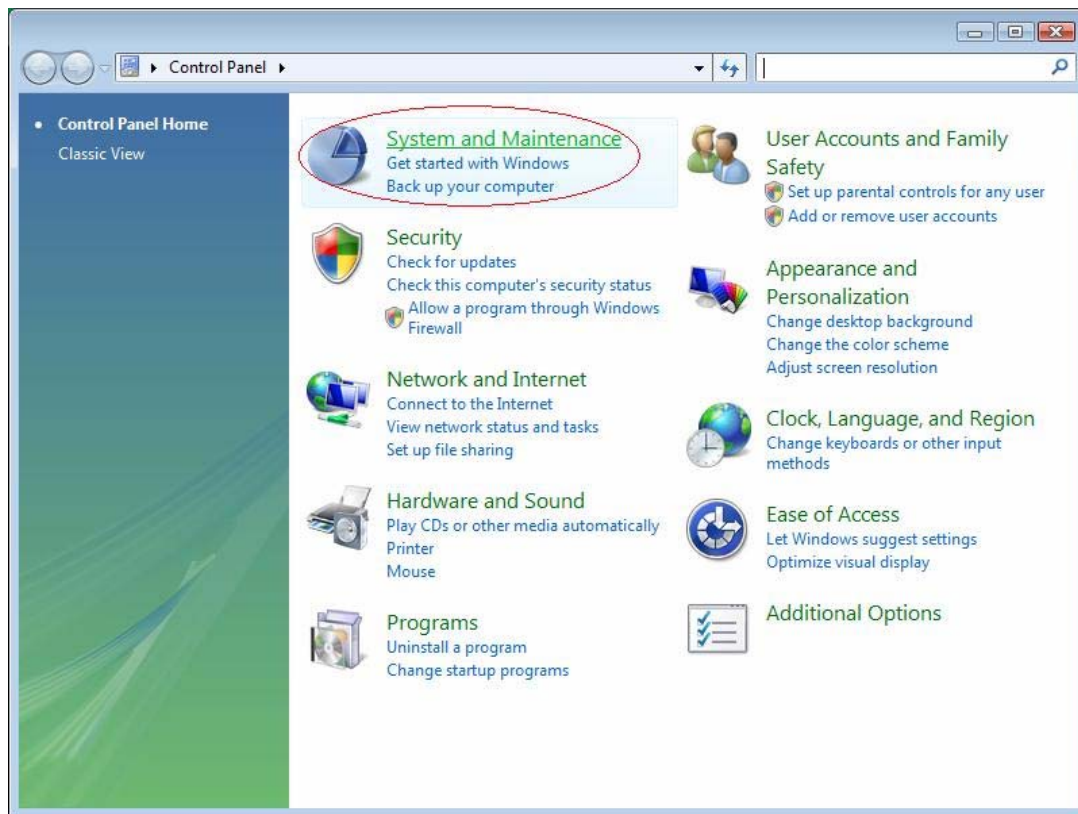
## Windows® Vista Driver Installation

Please follow the steps below :

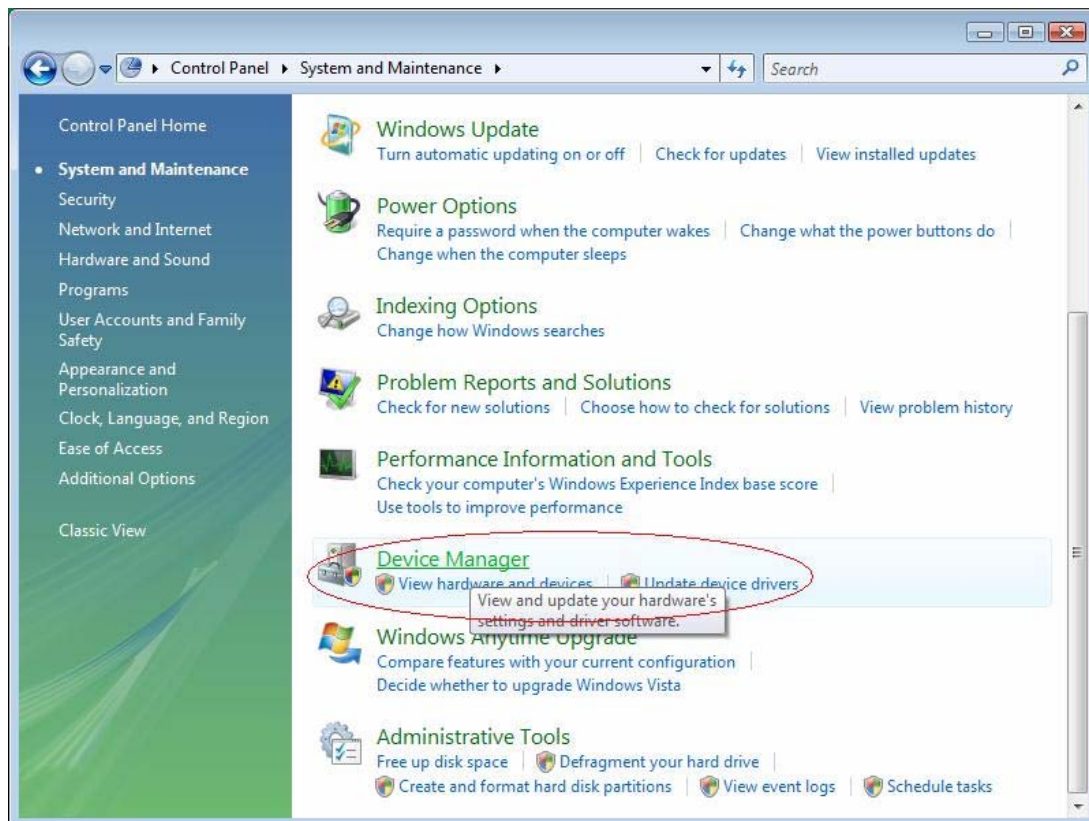
1. Open the Control Panel in the Start Menu



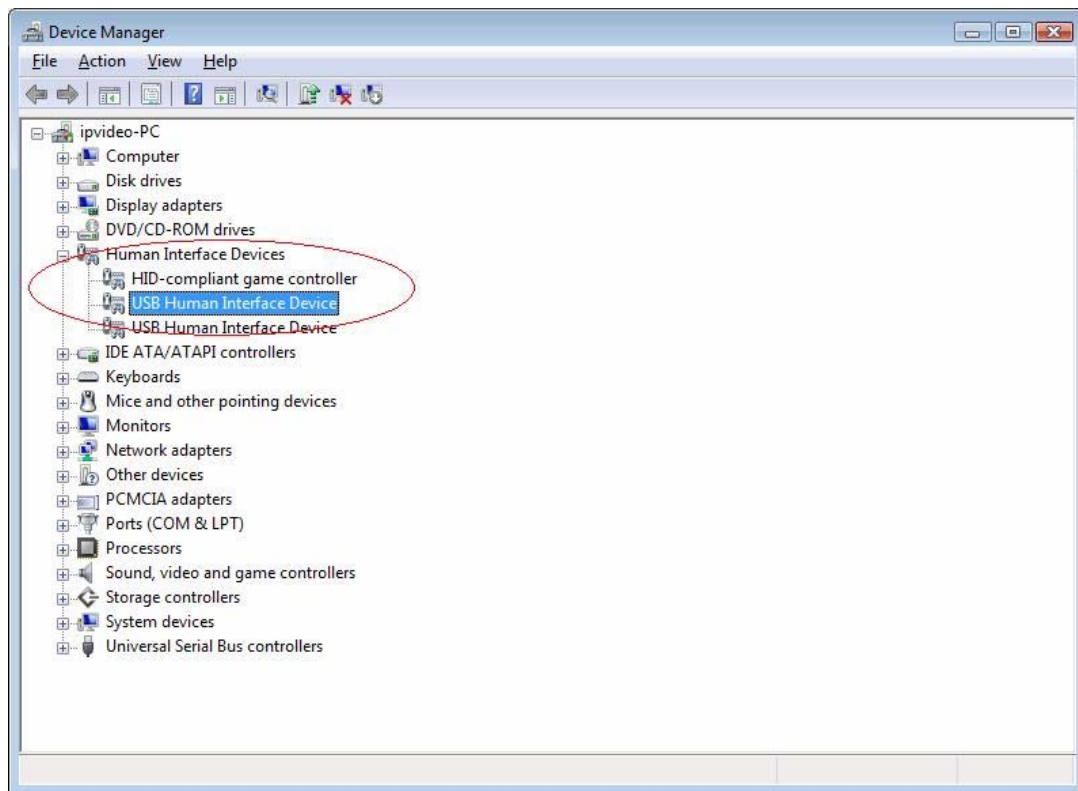
## 2. Select "System and Maintenance"



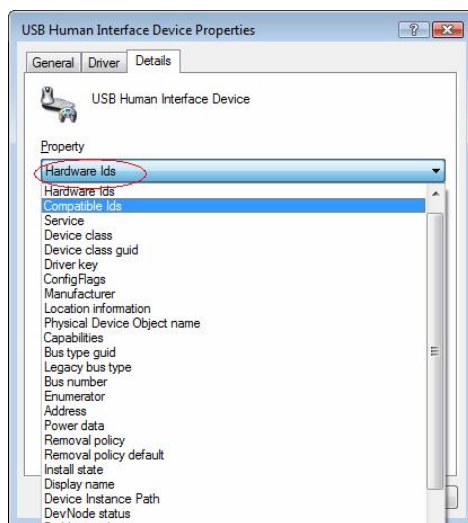
## 3. Select "Device Manager"



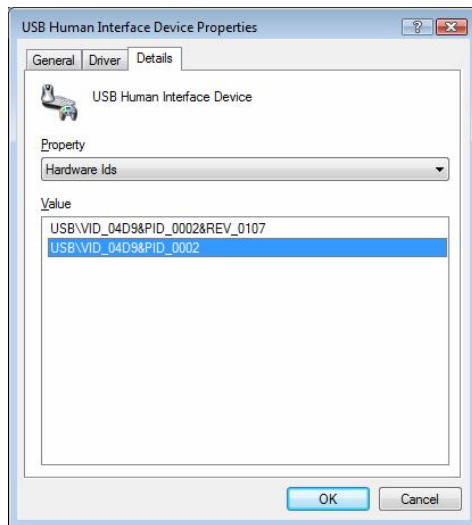
4. Find the USB Human Interface Device peripheral



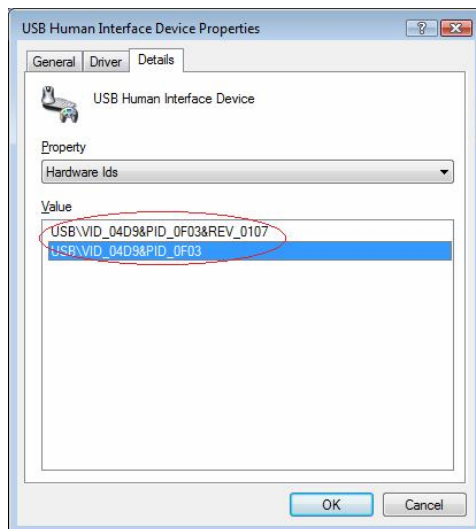
5. Select "Hardware Ids", then "Compatible Ids"



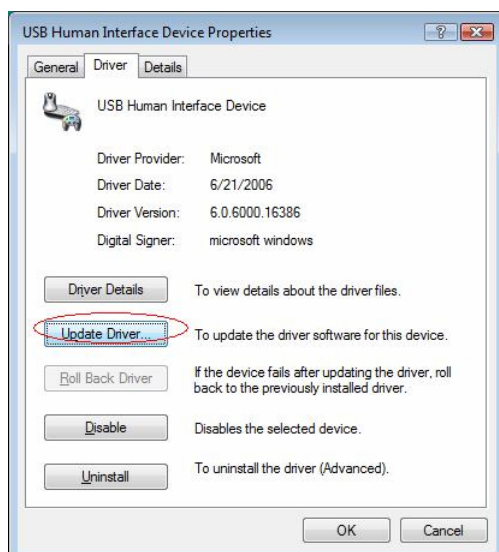
6. Select the value shown in the picture below:



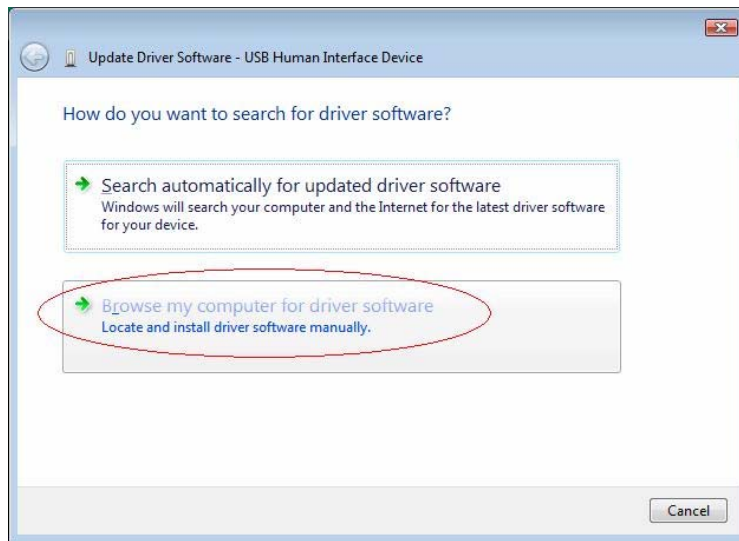
7. Select the value shown in the picture below:



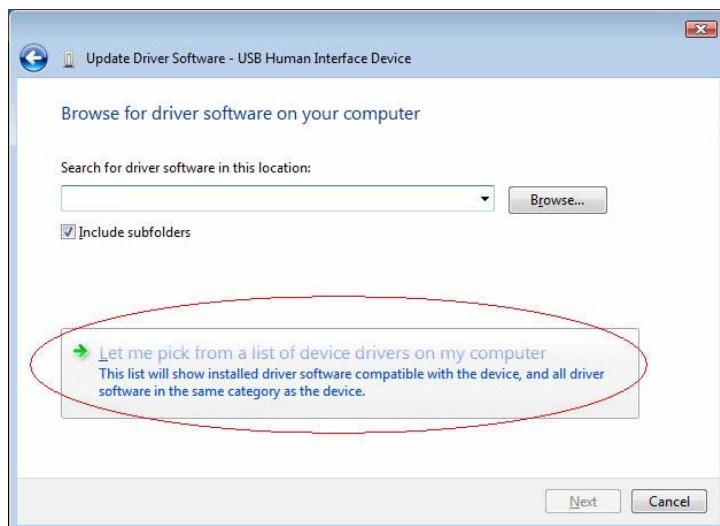
8. From the folder "Driver" select "Update Driver"



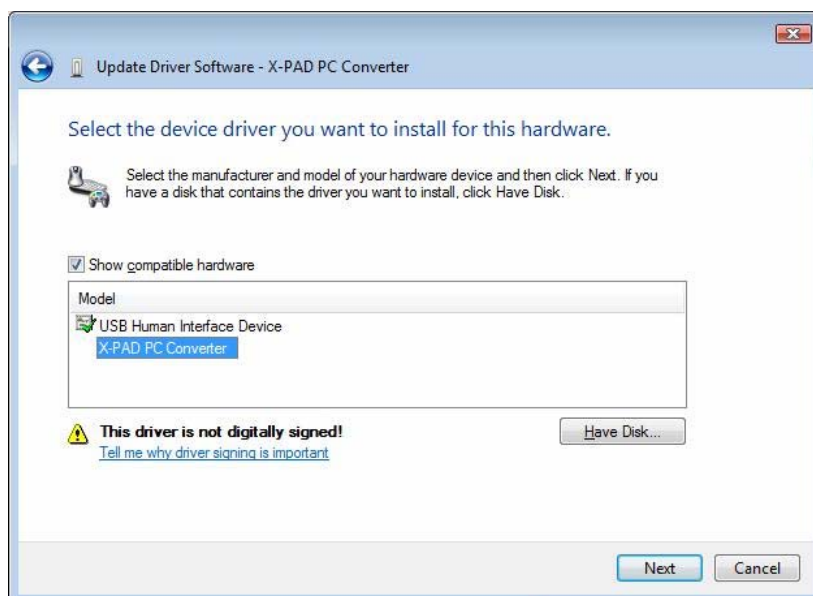
9. Try to browse your computer for driver software



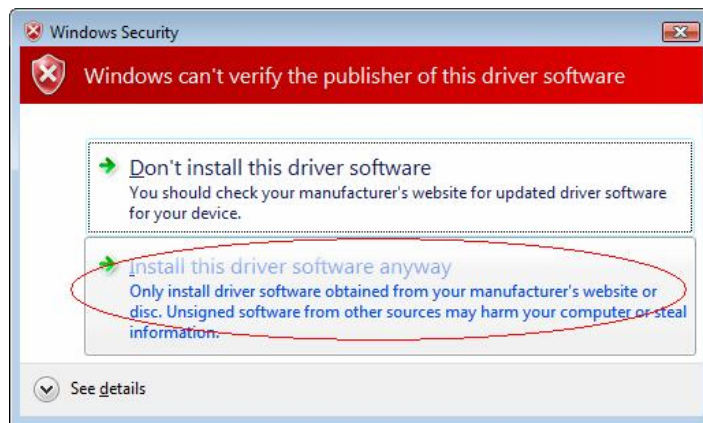
10. Choose to select the driver from a list



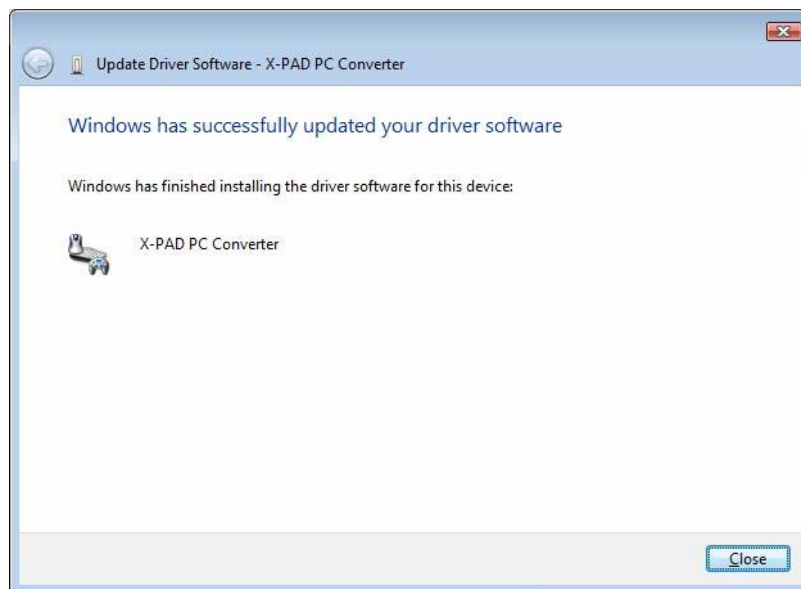
11. Select the proper PC Converter driver



## 12. Please confirm the driver installation



## 13. The installation process is finished



## How to activate the Profile Editor – general indication

1. Click on the **Start Button**. Then select **Programs → PC Pad → Profile editor**.
2. The menu shown below should appear. You should now see the main screen of the **Profile Editor** as shown below. Following panel is the default setting for Joypads.



To open the Wheel profile Editor panel instead, the switch on the device should be on "Wheel". If it isn't, please switch it on and wait for several seconds for the change to take effect.



3. You can now close the **Profile Editor** by clicking on the **X** in the top right corner of the program's window. You have now completely activated the **PC>>PAD Profile Editor**. The **Profile Editor** is now loaded into your PC's memory, and should appear in your Windows system tray. This step will need to be performed every time you switch on your PC.

### Creating a Profile

1. Make sure your **PC PAD Converter** is connected to a USB port and detected by Windows Operating System, and also ensure that the controller is connected into the converter.
2. Open the **PC PAD Profile Editor**. If the **Profile Editor** is loaded on your computer, you can simply right click on the **Profile Editor** icon in the Windows System Tray. *NOTE: you can see it next to the clock on the bottom right corner of your screen.* If not already loaded, then you will need to repeat steps 1 to 3 in the "**Activate the Profile Editor**" section of this user manual.



3. On the small pop-up menu you can select and left click on **Profile Edit**. This will open the main menu of the **Profile Editor**. Clicking on **Exit** will terminate the process. If terminated you will need to **Reactivate the Profile Editor**



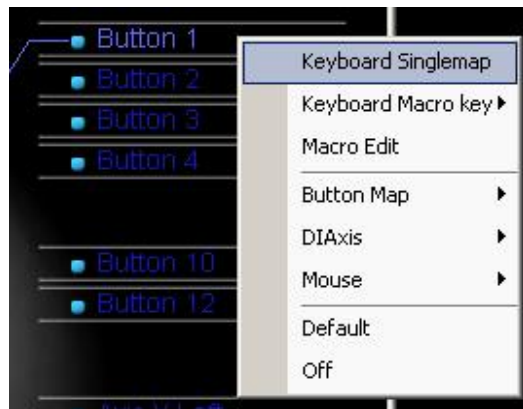
4. You should now see the main menu. When creating a new profile you will need to click on **System tools label** and then click on **Default** to create a new profile with default settings.



5. You have now created a profile. You are now ready to edit it.
6. Move the mouse cursor to the control assignment label of the gamepad button you wish to map. The control assignment label should be highlighted as shown below. In our example below, we have select **Button 1**.



- Left click on the control assignment label, and the following submenu should appear. From this menu you can select the type of mapping you wish to perform. For more details please go to **Button Mapping Section** of the User Manual.



There are several types of mapping that can be assigned to the controller's button. Each mapping is described below.

**Keyboard Single map:** Allows you to assign a single keyboard key to the controller button. (when a single key is programmed, the controller button and the selected key have the same function)..

**Keyboard Macro Key:** Select a macro.

**Macro Edit:** to edit an existing macro or to add a new one. It allows you to assign a sequence of up to 6 keys to a single controller button.

**Button map:** it allows you to assign the function of another button on the controller to the selected button. *Example: Assign controller button 02 to button 01. This allows you to customize the button layout of the controller.*

**DI Axis:** Allows you to assign the negative or positive movement of an analog axis to a single controller button.

**Mouse:** Allows you to assign the left, right, or middle mouse button to a controller button.

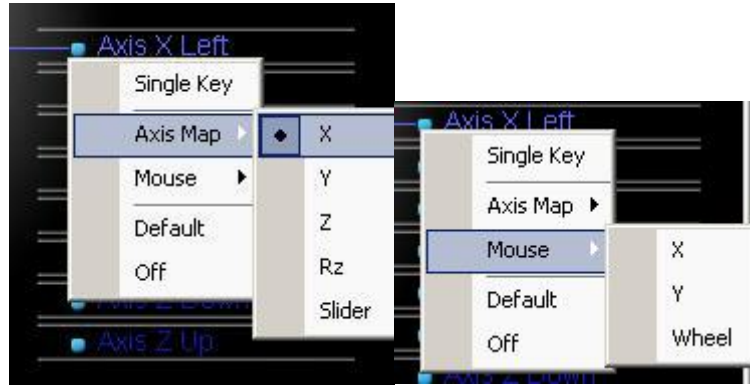
**Default:** Sets the button function to the default setting.

**Off:** Button's function will be disabled.

8. The Analog joysticks can be mapped in the same manner. Highlight the analog stick you wish to program on the controller. The control assignment label should highlight as shown below.



9. Left click on the control assignment label, and the following submenu should appear. From this menu you can select the type of mapping you wish to perform. For more details please go to **Analog Stick Mapping Section** of User Manual.



There are several types of mapping that can be assigned to the controller's analog sticks. Each mapping is described below. An analog joystick has two analog axes. Left joystick's default is X/Y axes and the Right joystick's default is Rz/Z axes.

**Single key:** Allows you to assign a single keyboard key to the positive or negative movement of an axis. Each axis is bi-directional so you can assign two keys to the axis.

**X Axis:** Assign to the X Axis the selected Analog joystick axis.

**Y Axis:** Assign to the Y Axis the selected Analog joystick axis.

**Z Axis:** Assign to the Z Axis the selected Analog joystick axis.

**Rz Axis:** Assign to the Rz Axis the selected Analog joystick axis.

**Slider Axis:** Assign to the Slider axis the selected Analog joystick axis.

**Mouse X Axis:** Assign to the Mouse X axis the selected Analog joystick axis.

**Mouse Y Axis:** Assign to the Mouse X axis the selected Analog joystick axis.

**Mouse Wheel:** Assign to the Mouse Scroll Wheel the selected Analog joystick axis.

**Default:** Sets the analog axis to its default setting.

**Off:** Button's function will be disabled

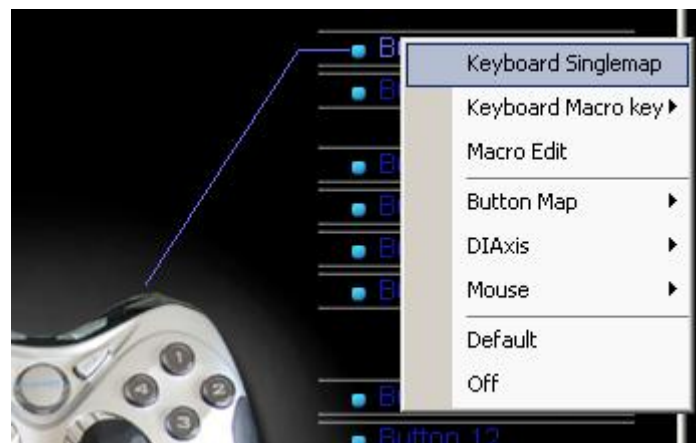
## Button Mapping Section

Below are some examples of how to map the controller's buttons. This section will describe all the different types of button mappings that can be performed.

- [Single Key Mapping](#)
- [Key Macro Mapping](#)
- [D1 Button Mapping](#)
- [DI Axis Up Mapping](#)
- [DI Axis Down Mapping](#)
- [Mouse Button Mapping](#)

1. **Single Key Mapping.** This is the most basic form of mapping that the **Profile Editor** supports. (We will map the *W* key to *POV UP* button in our example)

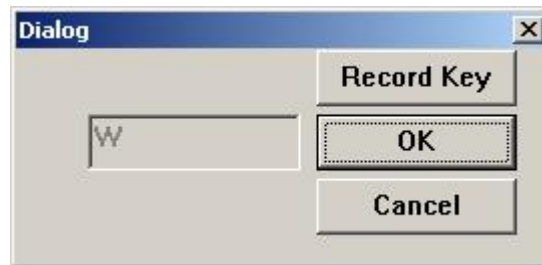
1. Click on the appropriate Control Assignment Label (**Button 8**).
2. Select **Single Key** from the submenu.



3. You will now see the **Key Record Screen** as shown below.



4. Press the desired keyboard key once. (**W key**) Once you press the key the edit box will display which key you have pressed.



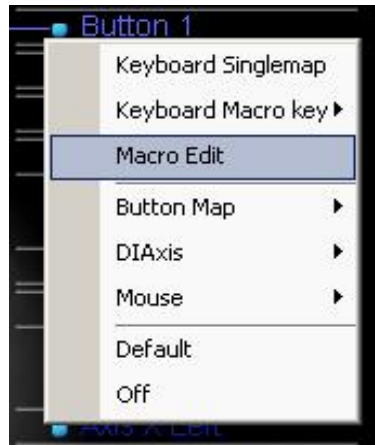
5. You can now click the **OK** button. To assign a different keyboard key mapping, click on **Record Key** again. If you don't press any keys and then you click **Ok**, no function will be assigned the controller button. Pressing **Cancel** will take you back with no changes. *NOTE: Every time you record a new key, the name within the edit box will be erased and return to default.*
6. When you return to the main menu, the Control Assignment Label should now display the mapped keyboard assignment label. *(In our example, the Button 8 button is now mapped as the W key.)*



7. All the other controller's buttons can be mapped in the same way to a single keyboard key. To learn about Key Macros continue to the next section.

2. **Key Macro.** This is a more advanced form of button mapping. It allows you to assign up to 6 keyboard keys to a single controller button. **Key Macro** is also required when two or more keys must be held down simultaneously. (We will map the A, B, C, D, E, F keys to button 01 in our example)

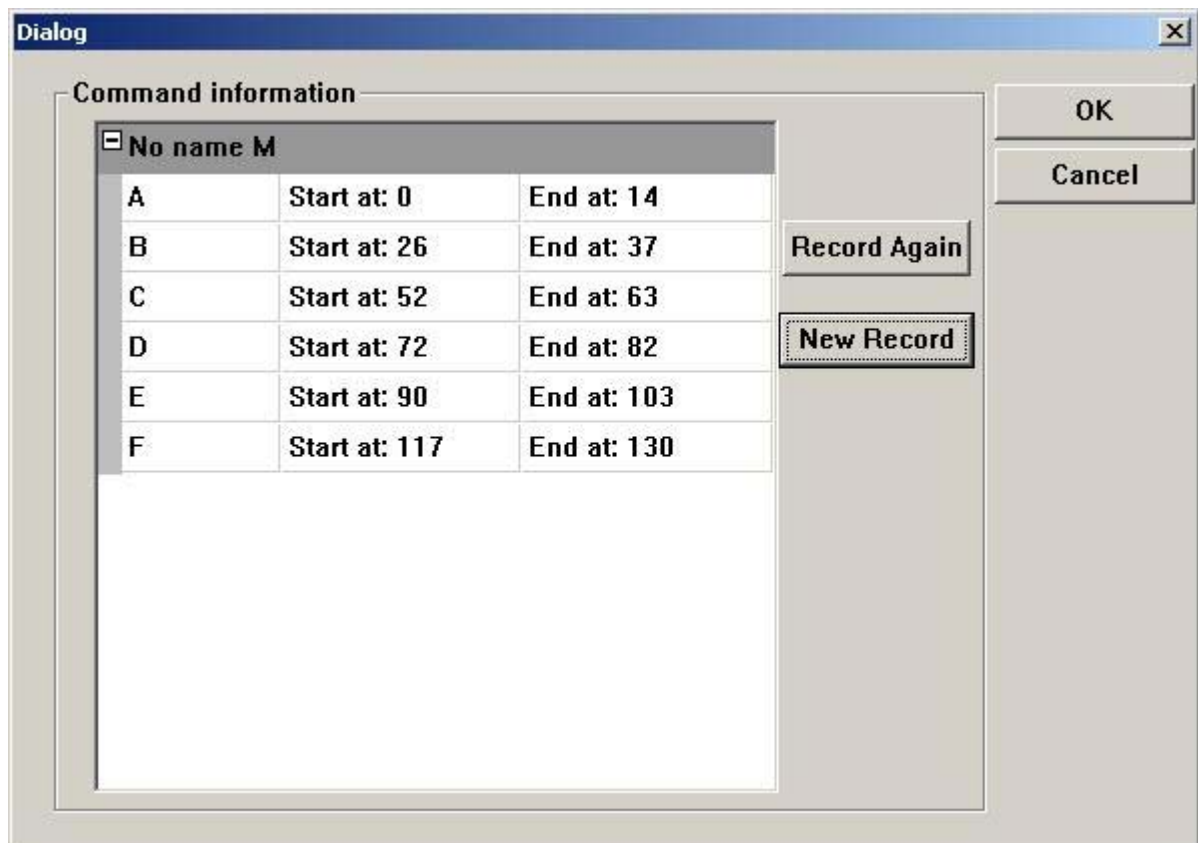
1. Click on the appropriate Control Assignment Label (Button 1).
2. Select **Macro Edit** from the submenu.



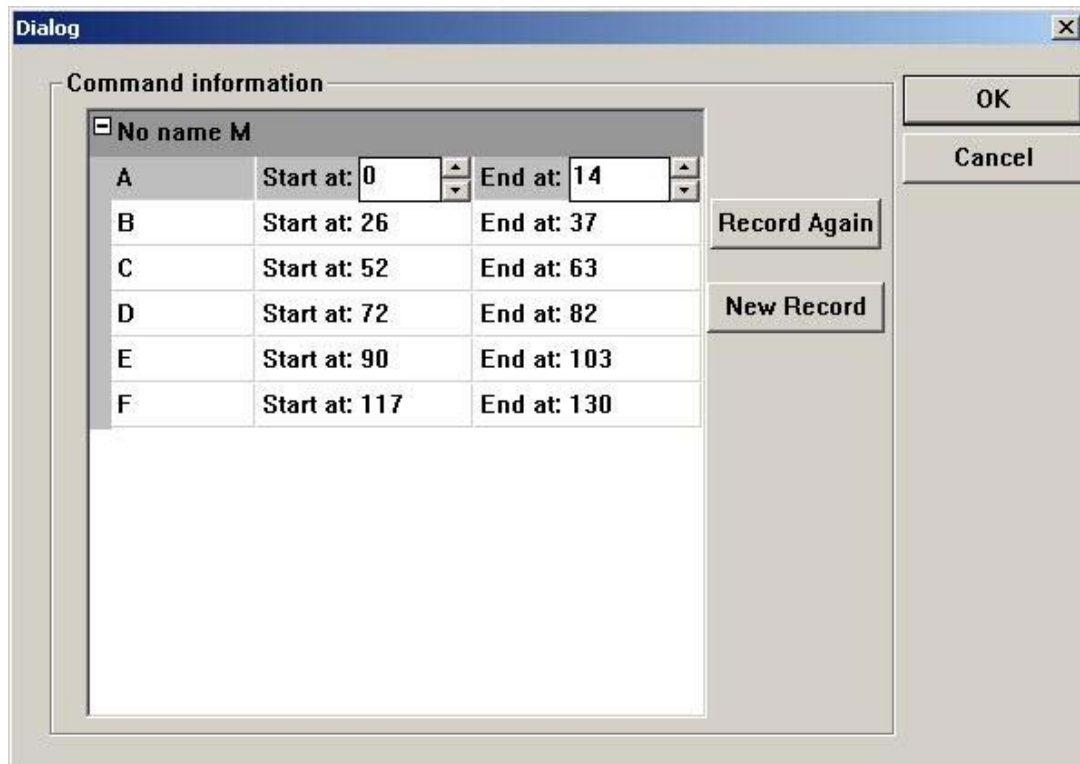
3. You will now see the **Key Macro Editor Screen** below. Click on **New Record**



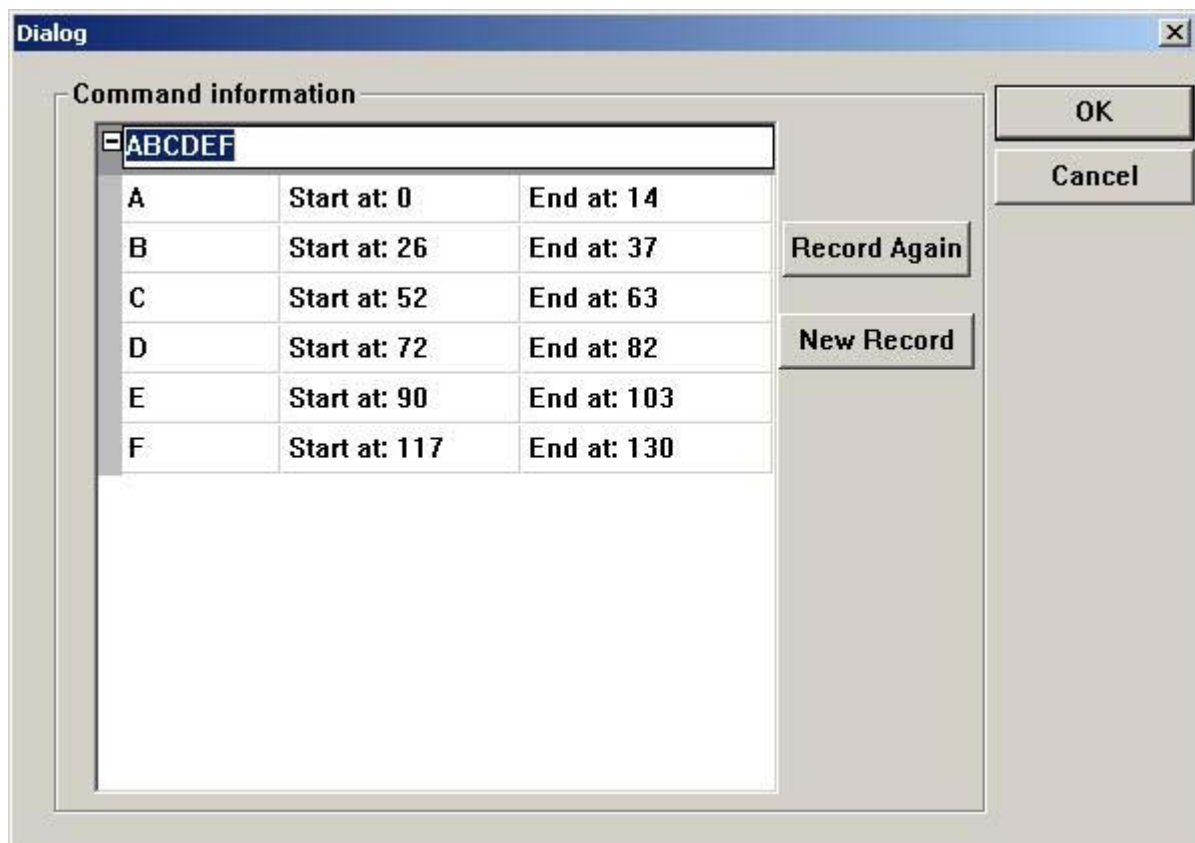
4. The **Key Record Screen** will appear. You can now type the keys you desire for the macro. When typing the selected key, its duration can be adjusted either by holding down the key the time required or manually entered as explained below.
5. In the following, let's take as example the case you have pressed the keys **A,B,C,D,E** and **F** You should now see the **(A,B,C,D,E,F)** key which timing listed in the list box. Please see below.



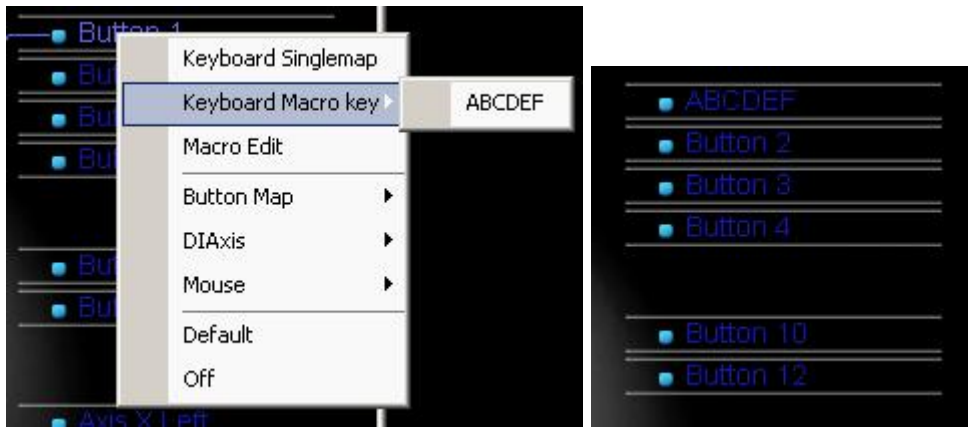
6. You can adjust the timing. The duration of each key is recorded successively on the same timeline, starting from the beginning of the macro recording and is expressed in 0.01 seconds. *For example, in the screens in this pages, key A has been hit for the first 0.14s, then nothing has been pressed from 0.15s to 0.25s, then key B has been pressed from 0.26 to .37s and so on ...*



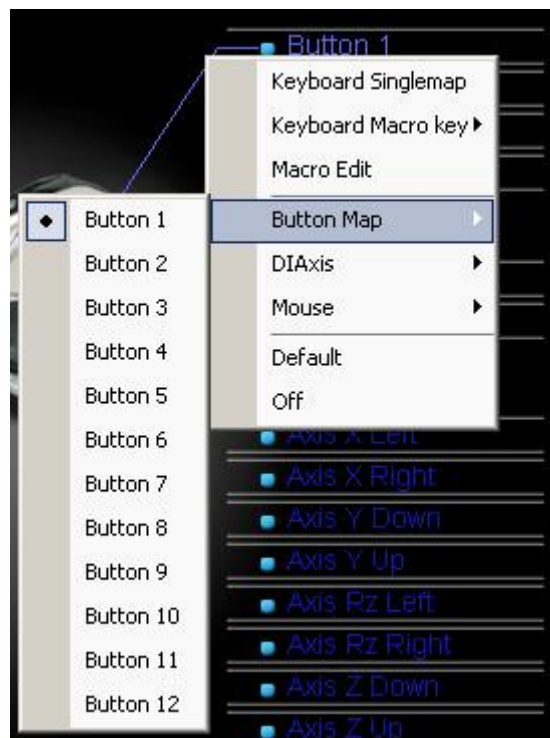
7. You can edit the macro name clicking on the **No name Macro** default name.



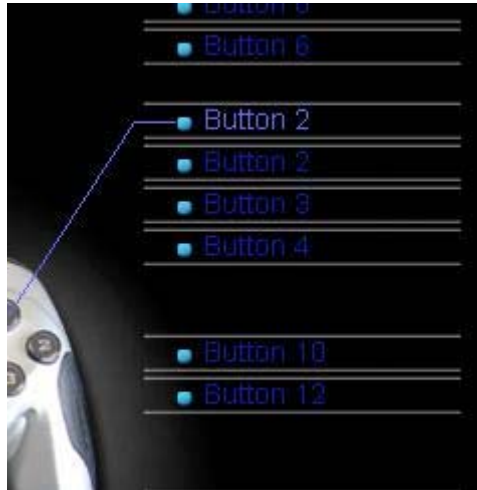
- Click **OK** Button to Exit Macro Editor.
- As shown below, you will now see your **ABCDEF** macro in the menu list.



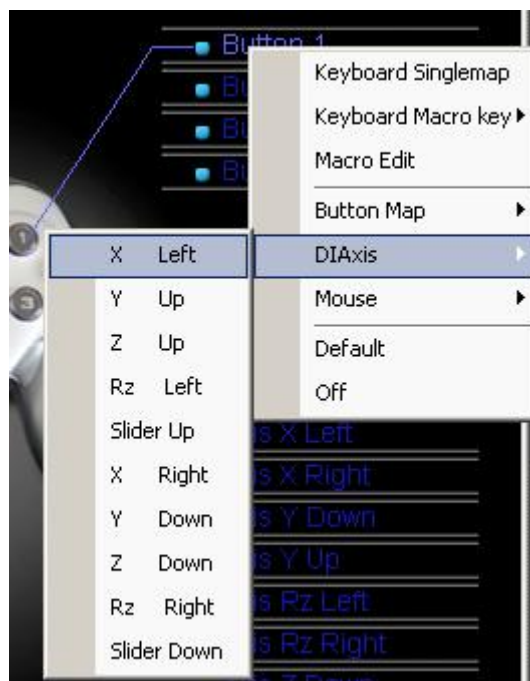
- DI Button.** This mapping allows you to assign the function of another controller button to the selected button.
  - Click on the control assignment label (*In our example, we will use Button 01*).
  - Select **Button map** from the submenu.
  - You will now see the **Button map screen** as shown below. You can select from the drop down menu the gamepad button you wish to program.



4. *In our example below we assigned Button 2 to Button 1.* This mapping is very useful to change the controller's button layout.



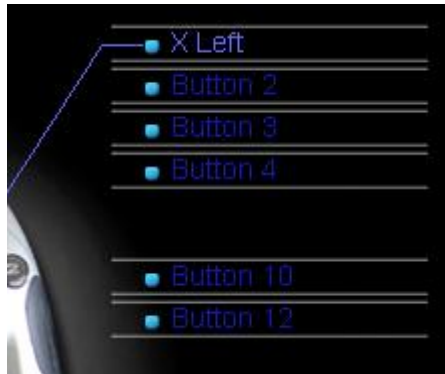
4. **DI Axis Up.** Allows you to assign the negative or positive value of an analog axis to a controller button.
  1. Click on the appropriate control assignment label.
  2. Select **DI Axis Menu**.



3. You will now see the **DI Axis Up screen** as shown below. You can assign to the negative or positive value any

analog or mouse axis. The axis is selected by using the drop down menu.

4. *In our example below we mapped X axis to Button 1.*

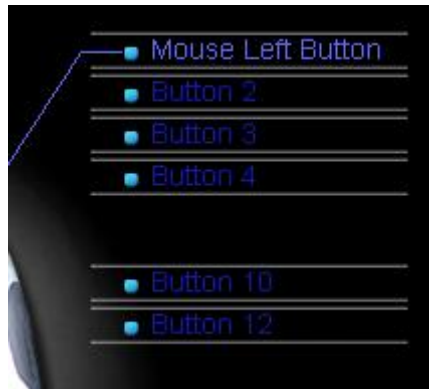


5. **Mouse Button.** Allows you to assign a mouse button to a gamepad button.

1. Click on the appropriate control assignment label.
2. Select **Mouse Menu**.
3. You will now see the **Mouse Button screen** as shown below. You can select the desired button by clicking on the radio button.



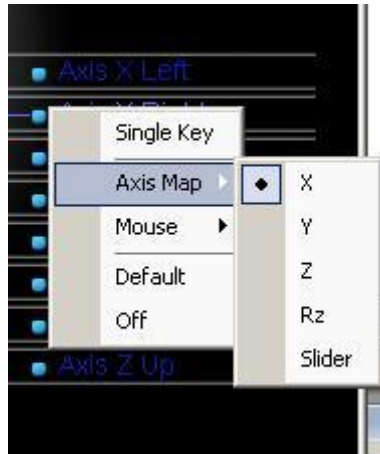
4. *In our example below we mapped the left mouse button to Button 1.*



### **Analog Stick Mapping**

Below are some examples of how to map the controller's analog sticks. This section will describe all the different types of analog stick mappings that can be performed.

1. **Single Key Mapping.** You can assign to a keyboard key a negative or positive movement on an analog axis. Mapping a single key to an analog axis is the same as [Single Key Mapping](#) as detailed in the [Button Mapping Section](#) above. *NOTE: This is useful for PC games that support only the keyboard. (e.g. if you have a racing game using the "W" key for acceleration and the "S" key for braking, you can assign the W and S key to the left analog joystick's Y axis. Now, moving the joystick up will accelerate, while moving the joystick down will brake.*
2. **Controller Axis Mapping.** This allows you to re-map the selected axis on the controller. This feature is useful in games that number the axes incorrectly. *NOTE: You may encounter some games where the right analog joystick's axes are reversed. For example, in some PC games moving the right joystick UP or DOWN will move the camera LEFT or RIGHT. This indicates that the game's axes are not correctly mapped. You can use the Profile Editor to reverse the right joystick's axes so they match the PC game's axes. Available axes for reassignment are X, Y, Z, Rz, and Slider.*
  1. Click on the appropriate control assignment label for the axis.
  2. Select the new **Axis** you wish to assign to the selected axis.



3. In our example below, we have assigned the Z Axis to the controller's X Axis (Left/Right Movement).



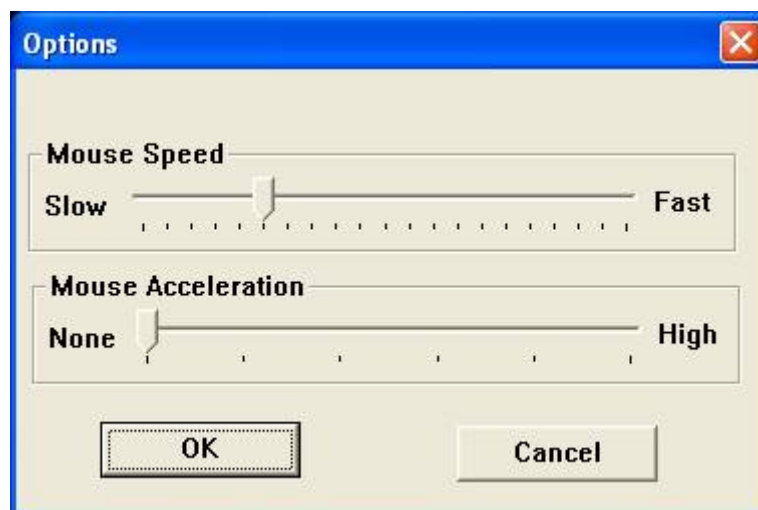
4. NOTE: Only one command axis can be assigned at a time. The same axis cannot be assigned several times. In our example, the original Z axis was turned off. Also, both axis's directions are mapped automatically. Axes are combined and cannot be mapped separately.
3. **Mouse Mapping.** Mouse mapping allows you to control your mouse cursor with either analog joysticks. This mouse movement mapping is most useful in PC games that only support mouse. Scroll Wheel axis can also be assigned to the analog joystick.

1. Click on the appropriate control assignment label.

2. Select the **Mouse axis** you wish to assign to the analog joystick.



3. In our example we have assigned the Mouse X axis to the analog joystick. In order to properly control mouse movements you will also need to assign to the Mouse Y axis the same analog joystick. Remember, the Mouse X/Y axes control the mouse movements.
4. *NOTE: Only one mouse axis can be assigned at a time. The same mouse axis cannot be assigned several times. Both directions of the axis are mapped automatically. Axes are combined and cannot be mapped separately.*
5. Mouse Mapping can also be adjusted through an options menu. To access it click on the **Tools Menu**.
6. You can adjust either the **Mouse Speed** or **Acceleration** of the mouse movement. *NOTE: It is recommended to adjust one setting at a time and then test it to see how it affects the mouse movement in your game.*

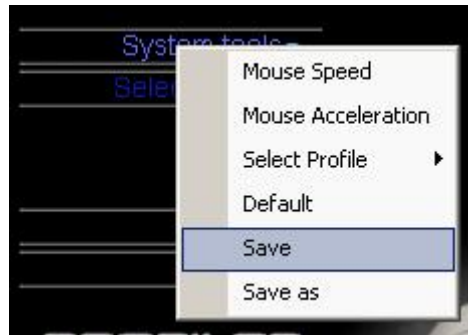


Congratulations, at this point you have created a complete profile that is ready for testing.

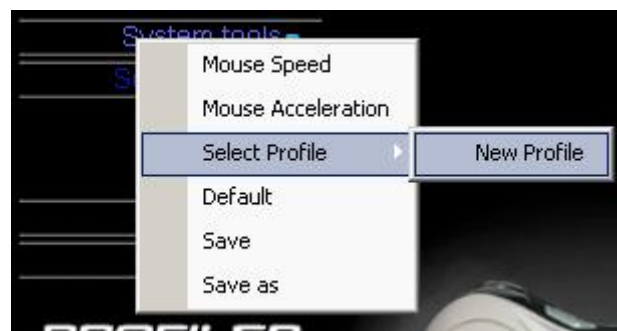
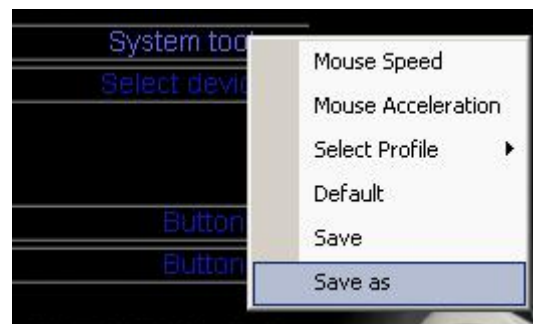
### Save Profile

Once you've finished your profile you must save it.

1. Click on the **System tools label** and then **Save**.



2. Profiles are saved by default within a corresponding controller folder within the PC>>PAD program directory. For example, a generic **New Profile** profile is saved within the Profiler Editor root folder.



3. Type in the desired name and then click **OK** to save the profile. Your profile is now saved. It will list in select sub menu. ***NOTE: it is useful to name saved profiles in reference with the game they were created for. This helps when loading profiles within the select profile menu.***

### Supported Controllers

The PC>>PAD PC CONVERTER version 2.3 can support most PS1 and PS2 controllers (gamepads and wheels) and convert them into a PROFESSIONAL controller device in PC GAME WORLD.

#### **DRIVER:**

Please check our website

[www.atomic-accessories.com/english/supportdriver/downloaddriver.htm](http://www.atomic-accessories.com/english/supportdriver/downloaddriver.htm)

for the latest and most updated drivers.

#### **VIDEOGAMES CONFIGURATION**

To solve any configuration with your favourite videogame, please browse the website

[www.atomic-accessories.com/english/supportdriver/downloadmanual.htm](http://www.atomic-accessories.com/english/supportdriver/downloadmanual.htm)

If this page doesn't help, you can ask support writing an e-mail to

[info@atomic-accessories.com](mailto:info@atomic-accessories.com) .



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