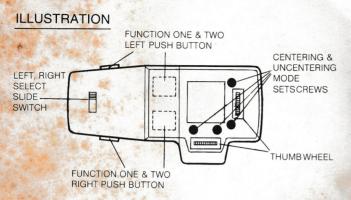
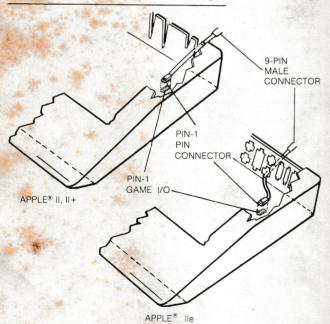
OPERATIONS MANUAL

MODEL: CR-401





APPLE® ADAPTER INSTALLATION



FEATURES: The COMREX ComMander™ CR-401 joystick achieves a level of performance unequalled by any other high performance joystick. The Com-Mander delivers arcade quality action and excitement to vour home video system, combining "snap action" microswitch contacts with true, analog dual gimbal stick movement, housed within an ergonomically designed shape. Optimized for both left- and right-hand use, the ComMander gives total control for hours and hours of continuous lightning-fast action with a minimum of user fatigue. All controller functions provide a light, yet positive tactile "feel," instantly signaling the player of all controller inputs and response. Precision textured, impact resistant case, plus internal switch components rated for over three million actuations means years of performance and reliability.

The ComMander™ CR-401 controller is the first microcomputer joystick design employing a linear analog stick movement that is also compatible with popular video game system joysticks. For the first time, one joystick can work in both microcomputer

and video game systems.

APPLICATIONS: The COMREX ComMander™ CR-401 joystick is designed to connect directly to all Apple® and Franklin™ microcomputer systems**. All ComMander controllers are also compatible with Atari® Video Games, Atari® 400™ and 800™ computers, Sears™ Video Arcade, Commodore VIC-20™ and 64™ home computers, and Coleco Vision™ video systems.

INSTALLATION: COMREX comMander™ joysticks simply plug directly into the desired 9-pin controller port of your video computer system, just like your existing controller. Be sure to turn off your video computer system before removing the old controller and installing your ComMander joystick.

Apple[®] and Franklin[™] computer installation requires a *COMREX* 16-pin adapter cable, *CR-452*. Connect

the adapter to your computer following the instructions accompanying the *CR-452*, then plug the *Com-Mander* joystick connector into the mating connector

of the Apple adaptor.

Connection to video game systems requiring "keypad" type controllers can be made using an optional "Y" adapter, allowing simultaneous connection of standard controller and the ComMander joystick to the same controller port. This allows the user convenient game and option selection while enjoying highspeed and accurate game action via the ComMander joystick.

SWITCH SETTINGS: A pushbutton "mode" select slide-switch is located on the bottom side of the ComManderTM CR-401 joystick. With the switch slide set to the "LEFT" position, the two left-most "firebuttons" are enabled. With the slide switch set to the "RIGHT" mode, the two right-most "firebuttons" are now activated.

Centering mode enable/disable: Located on the bottom of controller case directly under stick movement are four black, slotted setscrews. Position of these setscrews (as indicated by the white index dot) will agree with the adjacent label indicating ComMander is set in the self-centering stick mode as supplied from the factory. To change from centering mode, first position the stick at extreme opposite corner of travel from top setscrew. Rotate the screw 180°, so the white dot is opposite initial position. Proceed to remaining setscrews, remembering to re-position the stick each time to the opposing point of travel before moving setscrews. After adjusting all four setscrews. the stick will now float, remaining in any angle selected by the user. To return to the self-centering mode. simply return the setscrews to the positions indicated on the label.

OPERATION: Hold the ComMander™ in either hand, spiral cord pointing away from you with orange "fire-

buttons" at top corners of controller. Quick and precise game action is best achieved using fingertip control of stick movement, relying on the *ComMander's* tactile feedback system to guide you through fast and furious arcade excitement. *ComMander's* recessed feet enable convenient table-top play mode without compromising hand-held style play.

Micro-Computer Hints: The ComMander™ CR-401 controller allows simple user tailoring of joystick action to optimize performance from game to game. By adjusting both horizontal and vertical black thumbwheels located on the controller bottom, game action can be varied to suit individual styles of play. These trim adjustments affect the "on-screen" position of game action when stick is in the center, "at rest" position.

Generally, microcomputer games use two unique function buttons for controlling game action. ComMander™ CR-401 fully supports both functions, enabling one top and one side button operational at all times, regardless of setting of left/right select switch.

Video Game Systems: ComMander™ CR-401 connects directly with video systems such as the Atari® 2600™ (see applications above). Since most of these systems offer only one function (fire) button, the side buttons on the CR-40I are not used. Careful adjustment of the black trim thumbwheels is required to insure correct operation in this operating mode. A slight movement either way (depending on direction of game offset observed on screen)of thumbwheel is all that is required to correct any improper game action that may occur.

^{**}Requires optional COMREX Apple Adapter, Model #CR-452

^{*}Requires optional COMREX "Y" adapter, Model #CR-451

COMREX ComMander[™] Accessory Line-up

ComMander™ Model #CR-451 UNIVERSAL PARALLEL "Y" ADAPTER

Allows parallel connection of two joysticks to one video game controller port. Specifically recommended for use in upgrading performance of standard "keypad" type game controllers by enabling simultaneous connection of high performance joysticks in video systems requiring keypad data entry.*

ComMander™ Model #CR-452 APPLE ADAPTER CABLE

Allows connection of the ComMander Model #CR-401 joystick to all Apple ® 16-pin game port connector to standard 9-pin video game connector.

ComMander™ Model #453 UNIVERSAL CONTROLLER EXTENSION CORD

Allows "remote control" of video game action up to ten feet away! Ten-foot extension gives plenty of room to maneuver, ends crowded playing conditions.

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LIMITED WARRANTY

COMREX INTERNATIONAL INC., "COMREX" warrants this product against defects in material and workmanship for a period of ninety (90) days from the original date of purchase by only the original consumer purchaser. This Warranty applies only should the product fail to function properly under normal use.

During the warranty period, COMREX will repair (or, at its option, replace), at no charge, components that prove to be defective, provided the product is returned (shipping prepaid and properly packed) to the nearest authorized COMREX Service Center or to the Dealer from whom the product was purchased.

You may request information on how to obtain service by contacting the COMREX dealer from whom the product was purchased, or by contacting COMREX directly.

Your purchase receipt or other proof of date of original consumer purchase and the serial number of the product must be provided when requesting warranty service to be performed. This warranty does not apply if the COMREX label or rating label or the serial number has been removed, defaced, or altered, or if, in the opinion of COMREX, the product has been damaged by accident, misuse, neglect, improper packing or improper modifications or service by other than an authorized COMREX Service Center.

This warranty is in lieu of all other express warranties, statements or representations, and unless stated herein, all such warranties, statements or representations made by any other person or firm are void. All implied warranties in connection with this sale, including the warranty of merchantability, shall be of the same duration as the warranty period stated above.

In the event that this product shall prove defective in workmanship or materials, your sole remedy shall be the repair or remedy as stated in this warranty, and under no circumstances shall COMREX be liable for any loss or damage, direct, incidental or consequential arising out of the use of, or inability to use, this product caused by any defect in the product. Some states do not allow the exclusion or limitation of incidental or consequential damages, nor permit limitations of the duration of any implied warranty, so the above limitations or exclusions may not apply to you. THIS WARRANTY APPLIES ONLY WHEN THIS PRODUCT IS PURCHASED AND USED SOLELY IN THE UNITED STATES OF AMERICA.

^{*} Such as ColecoVision™ video game systems.



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