

# Joystick Remote Starts

By Charlie Davy – revised 28<sup>th</sup> October 2011

NEW : An audio version of this document - including some extra detail – is available on my [Engineer's page](#).

Many playout programs support control via the joystick/game port – traditionally, this has been achieved via an analogue 15-way connector usually found on a soundcard or part of the motherboard's built-in devices.

With modern computers comes the digital age and USB is the standard way of plugging new things in – So, we need to find a way of converting the old to the new...

Enter the UA22Y from Maplin – this converts your analogue joystick into a USB connection. It comes with 6-feet of cable so is ideal for studios where the PC is away from the mixing desk.



At the time of writing, this item is £10.43p from CPC Electronics:

[http://cpc.farnell.com/\\_/usb-nest/joystick-to-usb-adaptor-converter/dp/CS11642](http://cpc.farnell.com/_/usb-nest/joystick-to-usb-adaptor-converter/dp/CS11642)

**CPC Order Code: CS11642**

The following diagram is used with both USB and analogue versions – the 2 resistor values can be varied, and as low as 2k2 is known to work. They enable Windows to “see” a 4-button, 4-axis joystick via the Gaming Options section of Control Panel. You can test your remotes by shorting the buttons to Common/Ground.

## JOYSTICK REMOTE WIRING FOR PLYOUT SOFTWARE

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