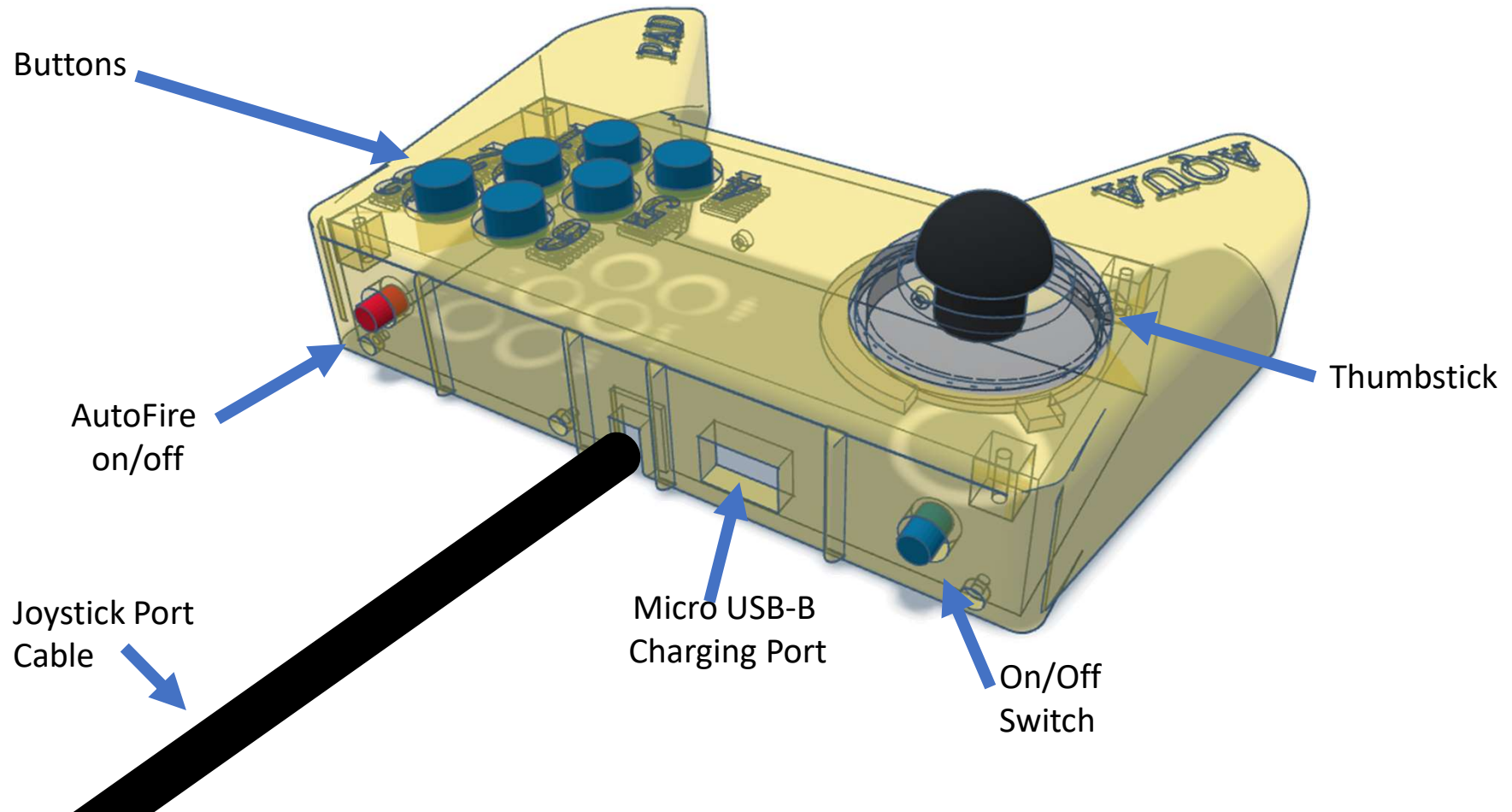


AquaPad 1.6

Manual

www.youmakerobots.com

Layout



What's New

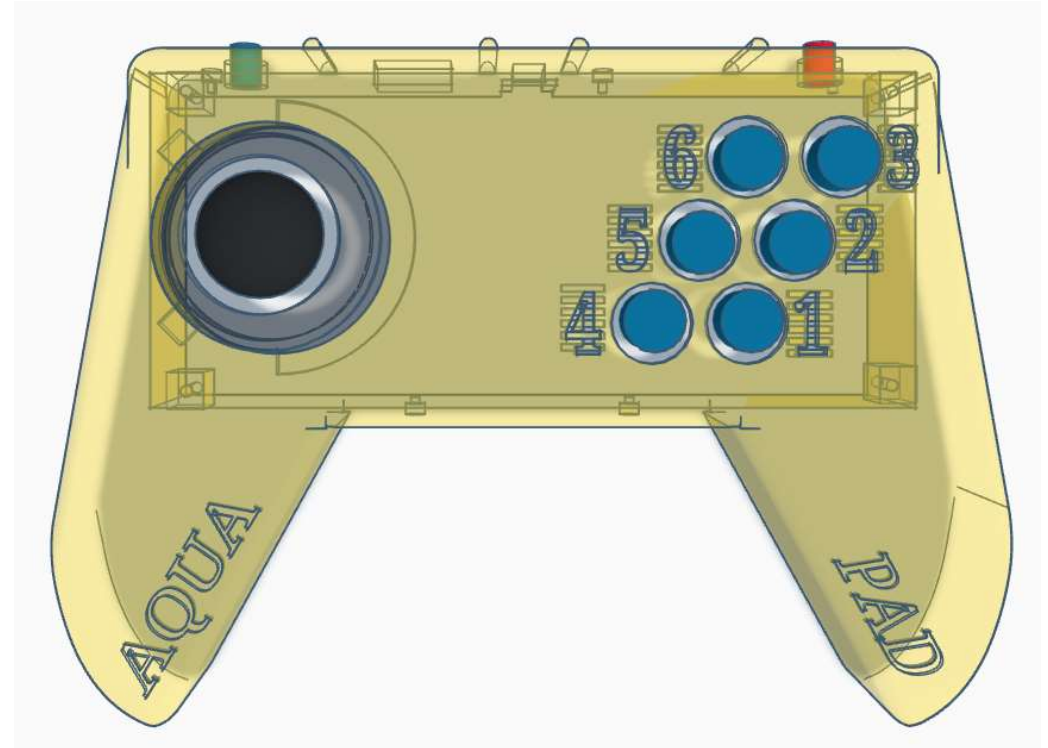
- AutoFire function on K1 switch. While AutoFire is turned on by using the red button and when the user holds down the 1 (aka K1) button, the AquaPad will toggle on/off K1 12 times per second automatically
- The last segment option is written to the EEPROM. For Example, if you switch to 8-segment mode (mentioned later), the next time you power up the AquaPad, it will automatically go into 8-segment mode and vice versa with 16-segment mode.
- More rounded handles for better comfort

Power Requirements

- The original controller has a 16-segment diagonal configuration.
- To convert the movement of the Thumbstick a microcontroller chip and circuitry is used.
- This means that the AquaPad requires power and since there is no voltage line coming from the Aquarius joystick port a LIP1359 PS3 rechargeable battery is used.
- The AquaPad is charged using a USB-B micro cable/adapter.
- While charging, you will notice a red light on the back of the unit. This will turn blue once it's charged.

Button Layout

- Button operations are compatible with the Original Aquarius controller
- The order of buttons has been switched to make the reach of button 1 more convenient for gameplay and less stress on the thumb used on the right side.
- This diagonal configuration is similar to Sega Mega controllers



8 vs 16 Segment mode

- To provide full compatibility with the original controller, the Thumbstick will work in 16-segment mode.
- Where games don't use 16 segments and only need up/down/left/right and the diagonals, you can switch to 8-segment mode by pushing the Thumbstick down
- 8-segment mode will provide better playability with most games
- In 16-segment mode, the LEDs near the buttons will stay solid
- In 8-segment mode, the LEDs near the buttons will flash

