



The game box contains a processor that looks at a magnetically triggered switch and then to calculate a speed. The speed is changed into a varying resistance as required by a PC's joystick input. This speed is then fed to any accepting PC program. The X axis information comes directly from the joystick. The joystick button information also comes directly from the joystick. The Y axis signal produced from the pedal unit has no direction content. Hence it is always assumed to be forward (positive), Y axis motion to have negative Y direction motion the processor measures the joystick Y axis position and updates it only when it's negative, replacing the Y axis pedal generated value.

ITEM NO.	DESCRIPTION	QTY	UNIT	PRICE	TOTAL
1	FEET PEDAL UNIT	1	PCB		
2	JOYSTICK	1	PCB		
3	JOYSTICK Y AXIS INFO	1	PCB		
4	JOYSTICK X AXIS INFO	1	PCB		
5	JOYSTICK BUTTON INFO	1	PCB		
6	REPLACED Y AXIS INFO	1	PCB		
7	GAME PROCESSOR	1	PCB		
8	DIGITALLY CONTROLLED RESISTOR	1	PCB		
9	MAGNETICALLY DEVIATED SWITCH	2	PCB		
10	JOYSTICK PORT	1	PCB		
11	GAME BOX	1	PCB		
12	PC	1	PCB		

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