



west side electronics

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RAPIDFIRE™

Welcome to RapidFire, an exciting new way to play many of your favorite games. Instead of wildly pumping the "fire" button up and down, you can now simply hold the button down to continuously shoot at your opponents. Besides saving wear and tear on your buttons (not to mention your fingers), you will also be shooting at the maximum rate allowed by your software. The RapidFire can be left on at all times; you can still fire single shots by momentarily pressing the button. For those few programs which require direct button action (eg. pinball type games), there is a switch on the RapidFire to turn it off.

INSTALLATION

1. Although not strictly required, it's a good idea to install the RapidFire while the computer is turned off.
2. Orient the socket adapter of the RapidFire near the Game I/O connector of the computer. The cable attached to the adapter should exit towards the back.
3. Carefully remove the paddle or joystick connector from the Game I/O socket on the computer. Without twisting, place this connector into the socket portion of the RapidFire adapter.
4. Place the cable/adapter assembly into the computer's Game I/O socket. Make sure all pins go in correctly and are fully seated.
5. Using the adhesive foam on the back of the RapidFire circuit board, attach the unit to any convenient location inside or outside the computer.

OPERATION

With the switch towards the middle of the board, your game controllers will function as if the RapidFire was not there. Moving the switch towards the outside edge of the board activates the RapidFire. Whenever the Paddle 0 switch (Button 0) is held down, the RapidFire will cause automatic firing at a rate usually determined by the software.

If you desire similar action for the Paddle 1 switch, ask about our special RapidFire versions. Two or more RapidFires may be cascaded for such purposes.

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