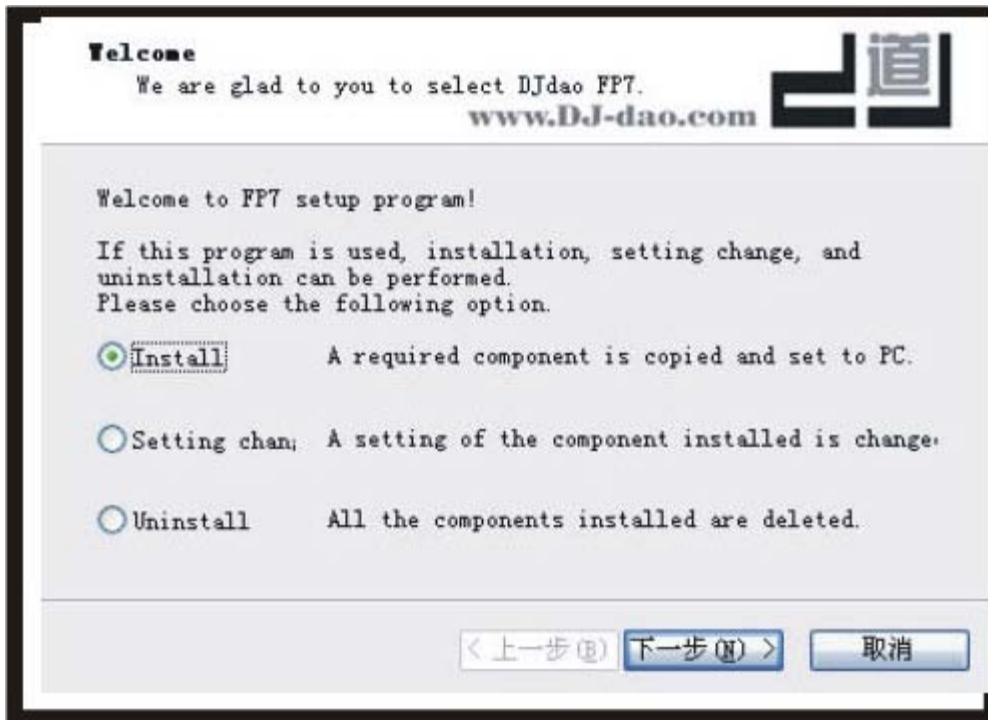


## DJ-DAO 中文连接电脑教程

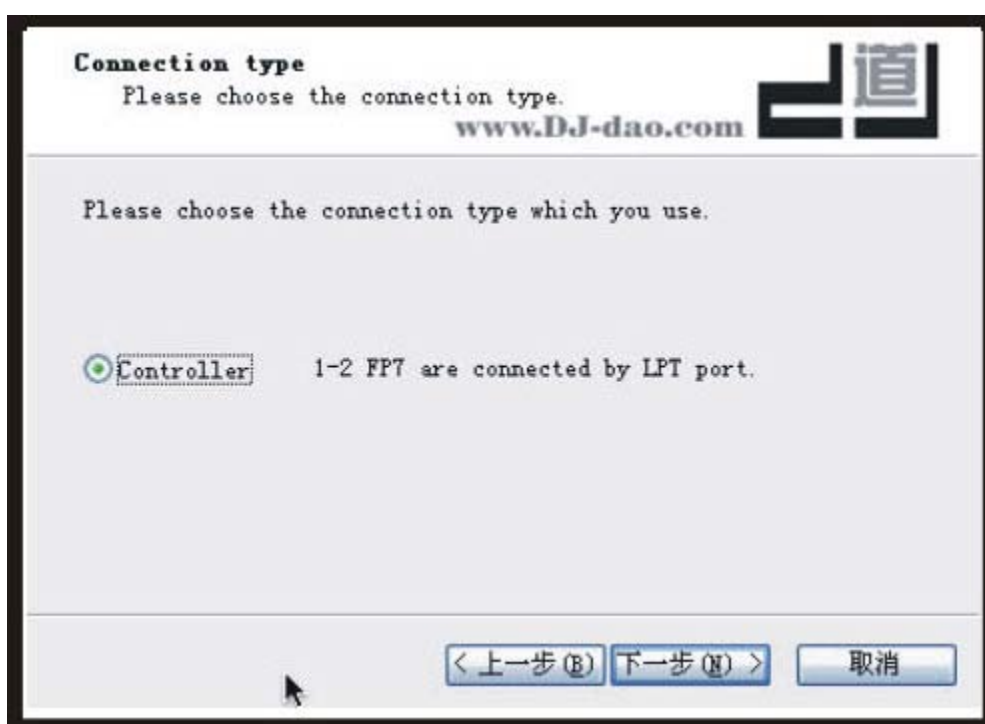
- 对于有打印口的台式机和笔记本
  - 1) 关闭计算机，将 PS2-LPT 转接线连接到电脑的打印机端口；
  - 2) 打开计算机，解压从网站上下载的 [FP7\\_driver\\_for\\_win2000&xp](#) 驱动程序压缩包，并运行 [PsxSetup.exe](#)；
  - 3) 选择第一个选项



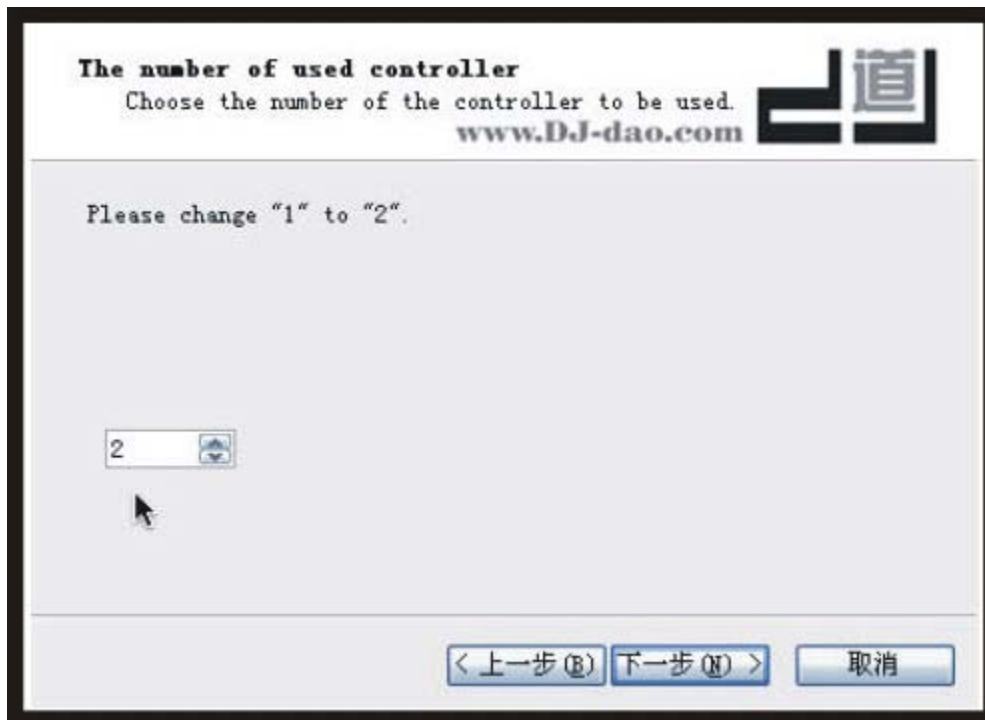
- 4) 选择 DJ controller 选项



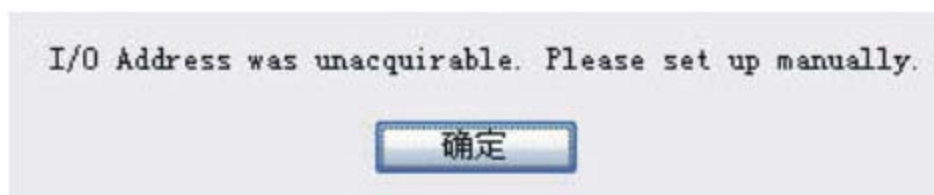
5) 选择 Controller 选项



6) 更改为数字 2



7) 出现提示确定即可



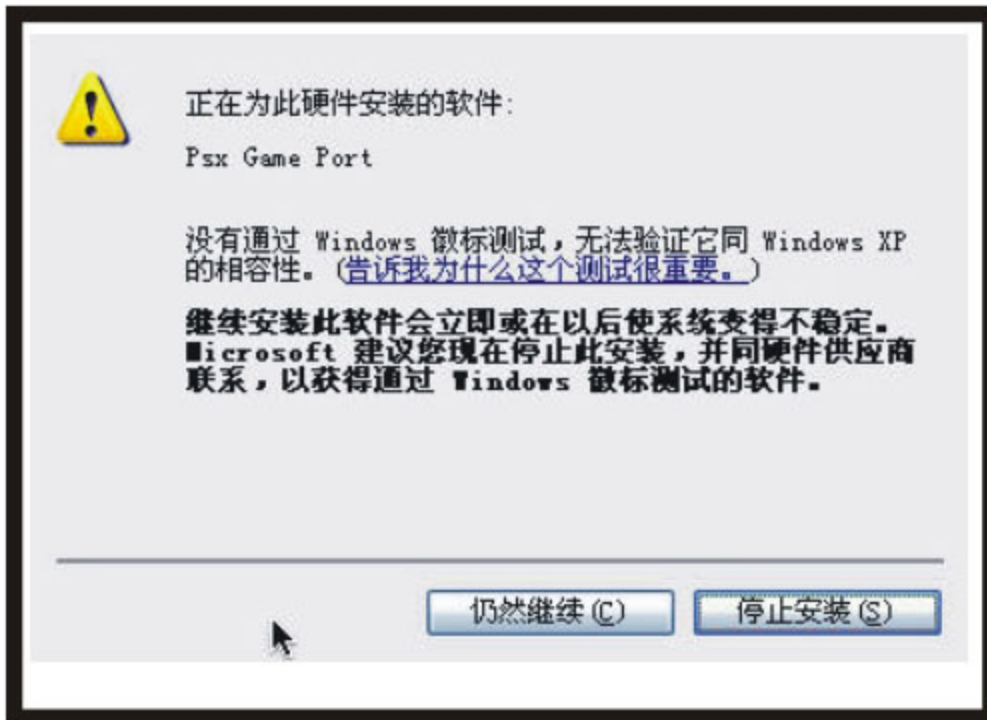
8) 选择默认的 **0x378**



9) 完成



10) 弹出警告窗口，选择“仍然继续”



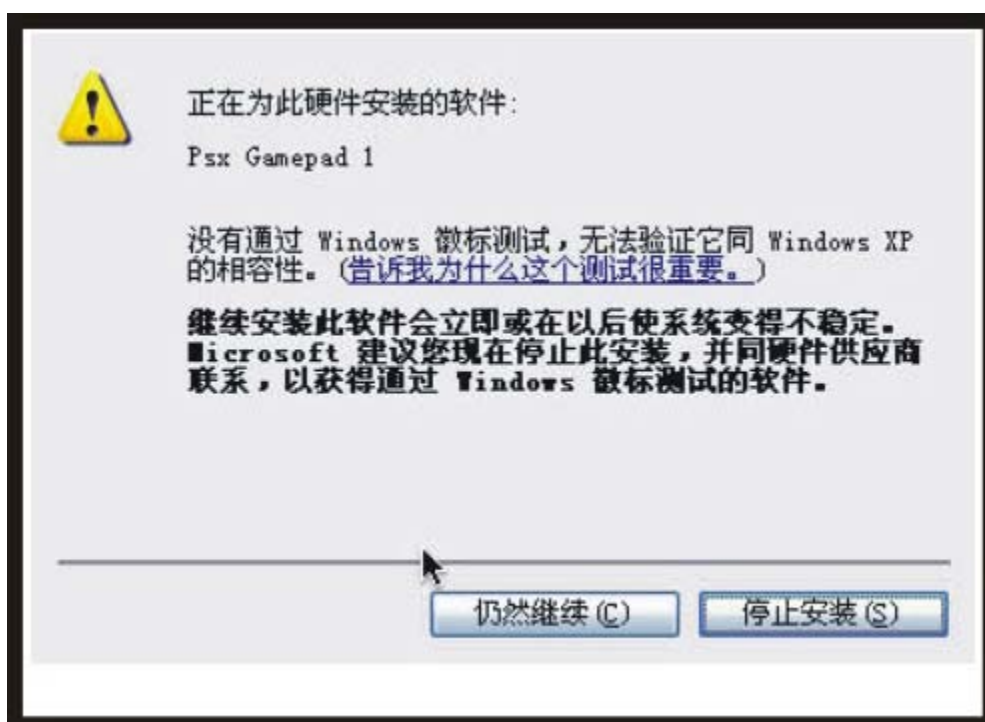
11)弹出窗口, 选择“否, 暂时不”



12)选择“自动安装软件(推荐)”



13)弹出警告窗口, 选择“仍然继续”

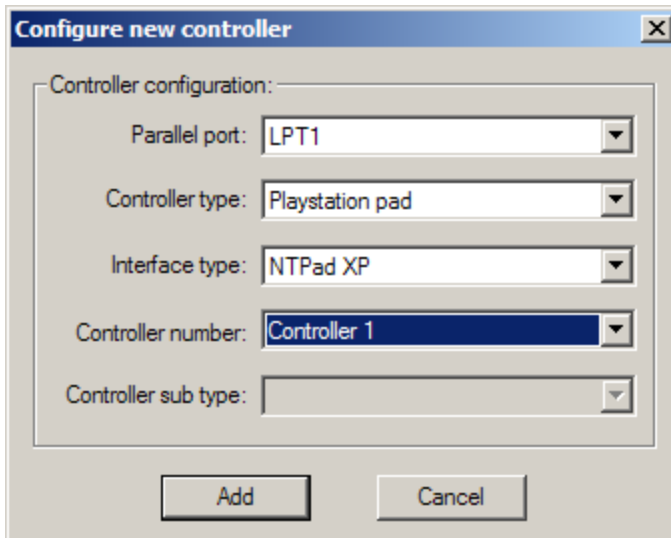


14)完成 Psx Gamepad1 的安装

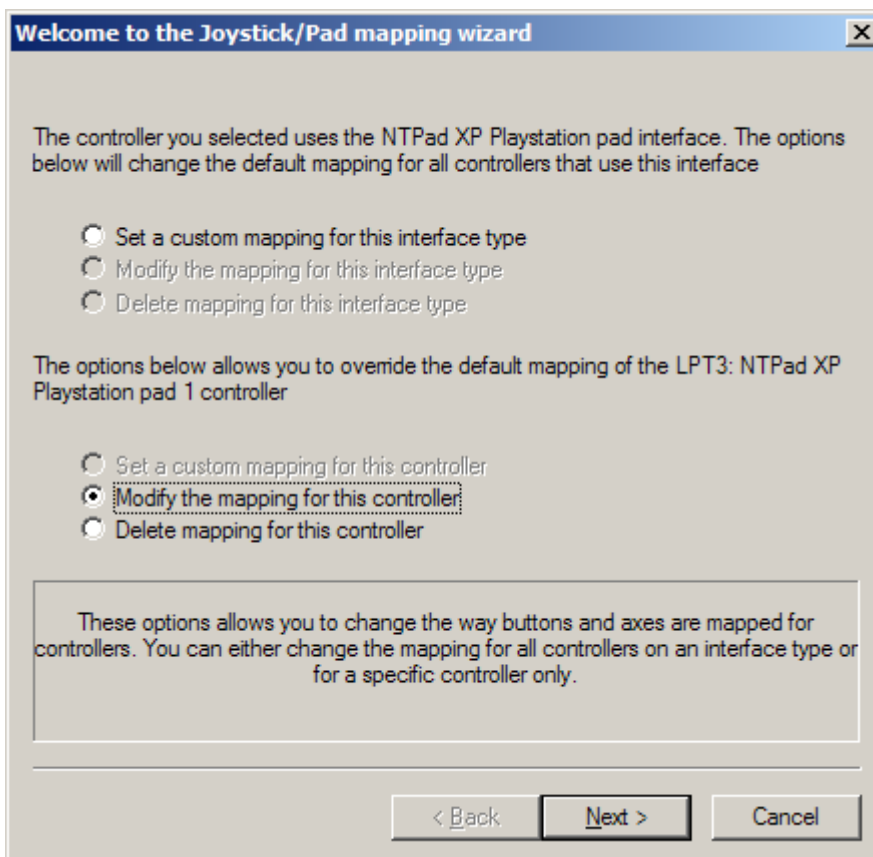


- 15) 同样操作完成 Psx Gamepad2、HID-compliant game controller 的安装。
- 16) 驱动成功后，将控制器的 PS2 接口连接到转接线上，控制器的 USB 接口接入 PC。
- 17) 打开控制面板，选择“游戏控制器”选项。可以看到两个控制器，其中有一个是“确定”的状态。选择“确定”状态的控制器，点击“属性”，然后按控制器上的任何一个按钮，在这个属性面板上都会看到反应了。
- 18) 解压从网站上下载的 **PPJOY083** 程序压缩包，并运行 **Setup.exe**  
一路下一步安装完成，弹出警告窗口，选择“**仍然继续**”。完成 PPJOY 的安装。

19)打开控制面板，运行“Paraller Port Joysticks”程序，添加配置文件，按下图设置



20)选择添加的配置文件，点击 Mapping，按下列图片更改选项



**Define the number and type of axes, buttons and POV hats** [X]

Axes   
  Buttons   
  POV hats

Axis 1:

Axis 2:

Axis 3:

Axis 4:

Axis 5:

Axis 6:

Axis 7:

Axis 8:

Select the number of axes and buttons.

Also select the axis type to be reported for each axis.

**Configure mapping for axes** [X]

Playstation pad in digital mode

	Min		Max
X Axis	<input type="text" value="Digital 2"/> <input type="button" value="Scan"/>		<input type="text" value="Digital 3"/> <input type="button" value="Scan"/>
Y Axis	<input type="text" value="Digital 0"/> <input type="button" value="Scan"/>		<input type="text" value="Digital 1"/> <input type="button" value="Scan"/>
	<input type="text" value="nothing"/> <input type="button" value="Scan"/>		<input type="text" value="nothing"/> <input type="button" value="Scan"/>
	<input type="text" value="nothing"/> <input type="button" value="Scan"/>		<input type="text" value="nothing"/> <input type="button" value="Scan"/>
	<input type="text" value="nothing"/> <input type="button" value="Scan"/>		<input type="text" value="nothing"/> <input type="button" value="Scan"/>
	<input type="text" value="nothing"/> <input type="button" value="Scan"/>		<input type="text" value="nothing"/> <input type="button" value="Scan"/>
	<input type="text" value="nothing"/> <input type="button" value="Scan"/>		<input type="text" value="nothing"/> <input type="button" value="Scan"/>
	<input type="text" value="nothing"/> <input type="button" value="Scan"/>		<input type="text" value="nothing"/> <input type="button" value="Scan"/>

Select the analog or digital values that will be reported as axis movements.

You can also click on SCAN next to the corresponding button and then perform the action you want reported as axis movements.

### Configure mapping for buttons

Playstation pad in digital mode

Button 1:	<input type="text" value="nothing"/>	<input type="button" value="Scan"/>	Button 9:	<input type="text" value="Digital 8"/>	<input type="button" value="Scan"/>
Button 2:	<input type="text" value="Digital 12"/>	<input type="button" value="Scan"/>	Button 10:	<input type="text" value="Digital 9"/>	<input type="button" value="Scan"/>
Button 3:	<input type="text" value="Digital 11"/>	<input type="button" value="Scan"/>	Button 11:	<input type="text" value="nothing"/>	<input type="button" value="Scan"/>
Button 4:	<input type="text" value="Digital 10"/>	<input type="button" value="Scan"/>	Button 12:	<input type="text" value="nothing"/>	<input type="button" value="Scan"/>
Button 5:	<input type="text" value="Digital 4"/>	<input type="button" value="Scan"/>	Button 13:	<input type="text" value="nothing"/>	<input type="button" value="Scan"/>
Button 6:	<input type="text" value="nothing"/>	<input type="button" value="Scan"/>	Button 14:	<input type="text" value="nothing"/>	<input type="button" value="Scan"/>
Button 7:	<input type="text" value="Digital 5"/>	<input type="button" value="Scan"/>	Button 15:	<input type="text" value="nothing"/>	<input type="button" value="Scan"/>
Button 8:	<input type="text" value="Digital 7"/>	<input type="button" value="Scan"/>	Button 16:	<input type="text" value="nothing"/>	<input type="button" value="Scan"/>

Select the analog or digital values that will be reported as button presses.

You can also click on SCAN next to the corresponding button and then perform the action you want reported as a button press.

< Back    Next >    Cancel

### Configure mapping for axes

Playstation pad in analog mode

	Min	Max
X Axis	<input type="text" value="Analog 0"/>	<input type="text"/>
Y Axis	<input type="text" value="Analog 1"/>	<input type="text"/>
	<input type="text" value="nothing"/>	<input type="text" value="nothing"/>
	<input type="text" value="nothing"/>	<input type="text" value="nothing"/>
	<input type="text" value="nothing"/>	<input type="text" value="nothing"/>
	<input type="text" value="nothing"/>	<input type="text" value="nothing"/>
	<input type="text" value="nothing"/>	<input type="text" value="nothing"/>
	<input type="text" value="nothing"/>	<input type="text" value="nothing"/>
	<input type="text" value="nothing"/>	<input type="text" value="nothing"/>

Select the analog or digital values that will be reported as axis movements.

You can also click on SCAN next to the corresponding button and then perform the action you want reported as axis movements.

< Back    Next >    Cancel

**Configure mapping for buttons** [X]

Playstation pad in analog mode

Button 1: nothing [v] Scan	Button 9: nothing [v] Scan
Button 2: nothing [v] Scan	Button 10: nothing [v] Scan
Button 3: nothing [v] Scan	Button 11: nothing [v] Scan
Button 4: nothing [v] Scan	Button 12: nothing [v] Scan
Button 5: nothing [v] Scan	Button 13: nothing [v] Scan
Button 6: nothing [v] Scan	Button 14: nothing [v] Scan
Button 7: nothing [v] Scan	Button 15: nothing [v] Scan
Button 8: nothing [v] Scan	Button 16: nothing [v] Scan

Select the analog or digital values that will be reported as button presses.  
You can also click on SCAN next to the corresponding button and then perform the action you want reported as a button press.

< Back    Next >    Cancel

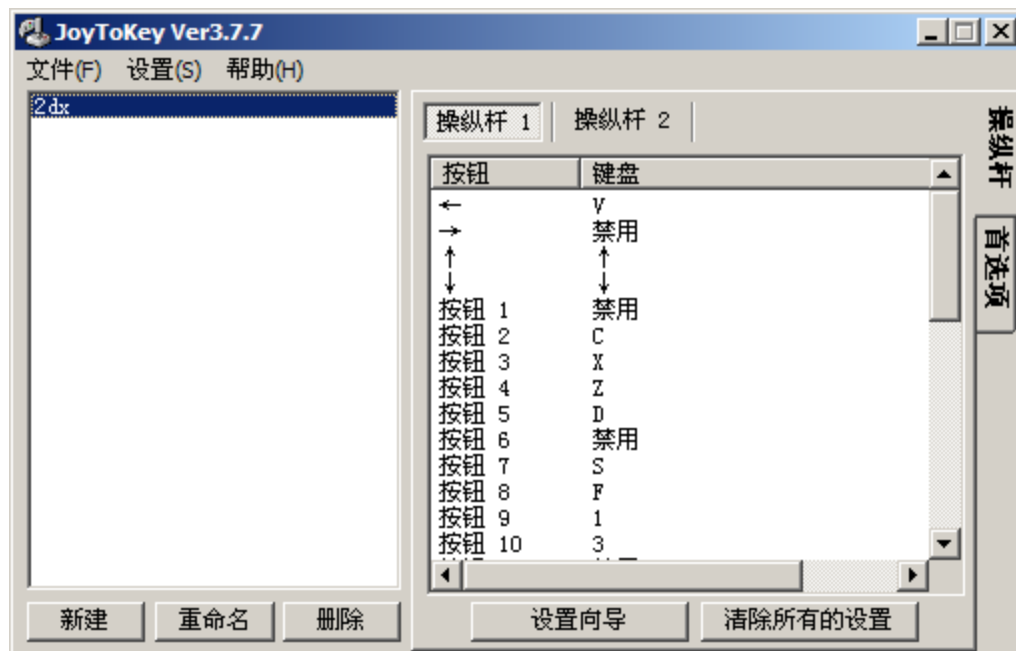
**Done!** [X]

The mapping configuration is complete.

Click on FINISH to activate the new mapping or on BACK to change the mapping.

< Back    Finish    Cancel

21)解压从网站上下下载的 **joytokey** 程序压缩包，并运行 JoyToKey，按照下图从键盘输入相应键位

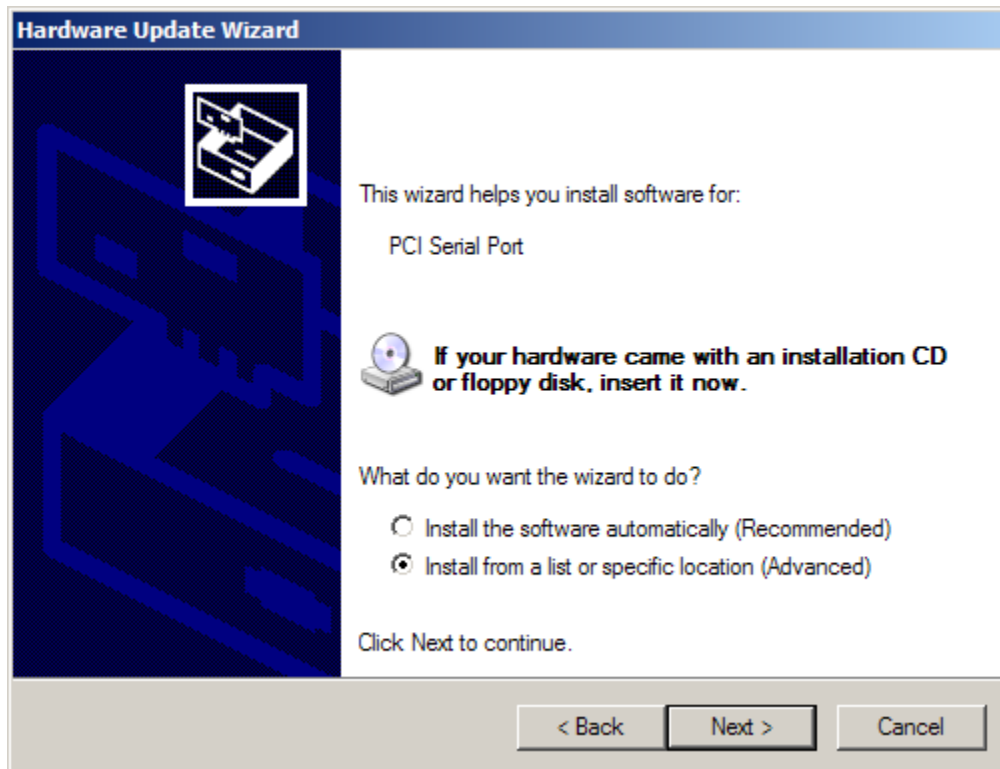


22)运行游戏，保持 JoyToKey 为打开状态即可，以后只需运行 JoyToKey 软件即可，不需再安装驱动程序。

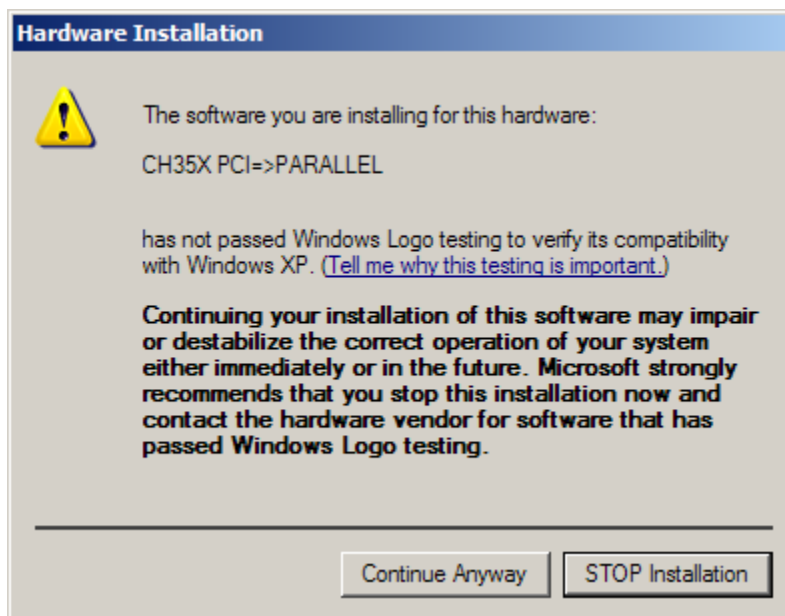
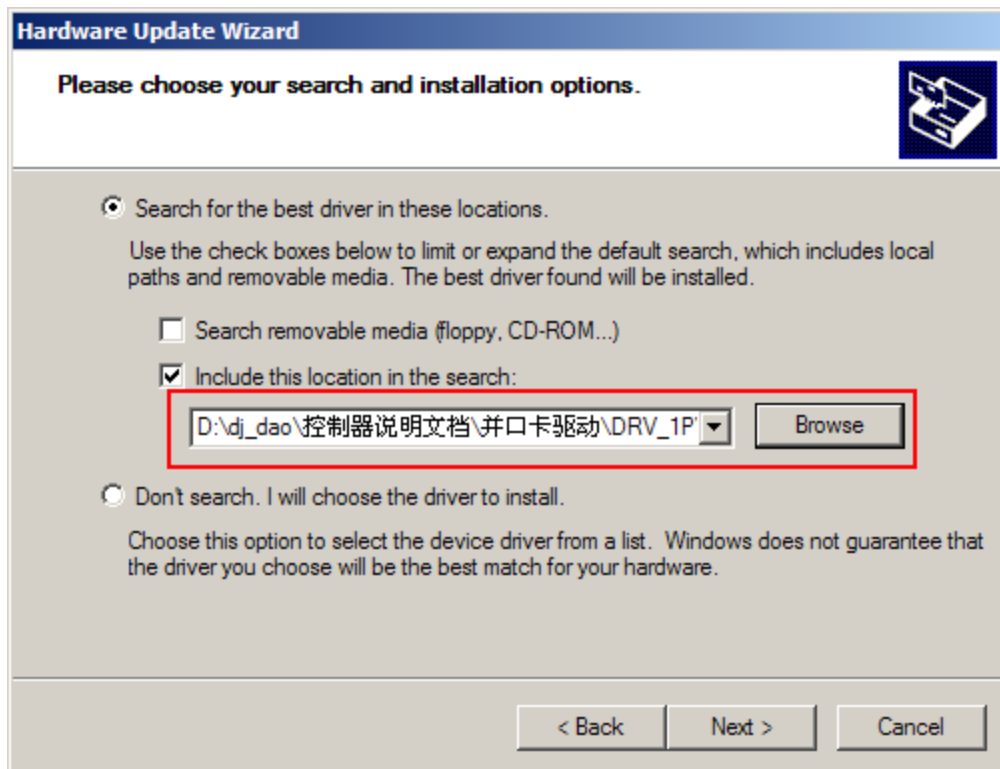
● 对于没有打印口的台式机和笔记本

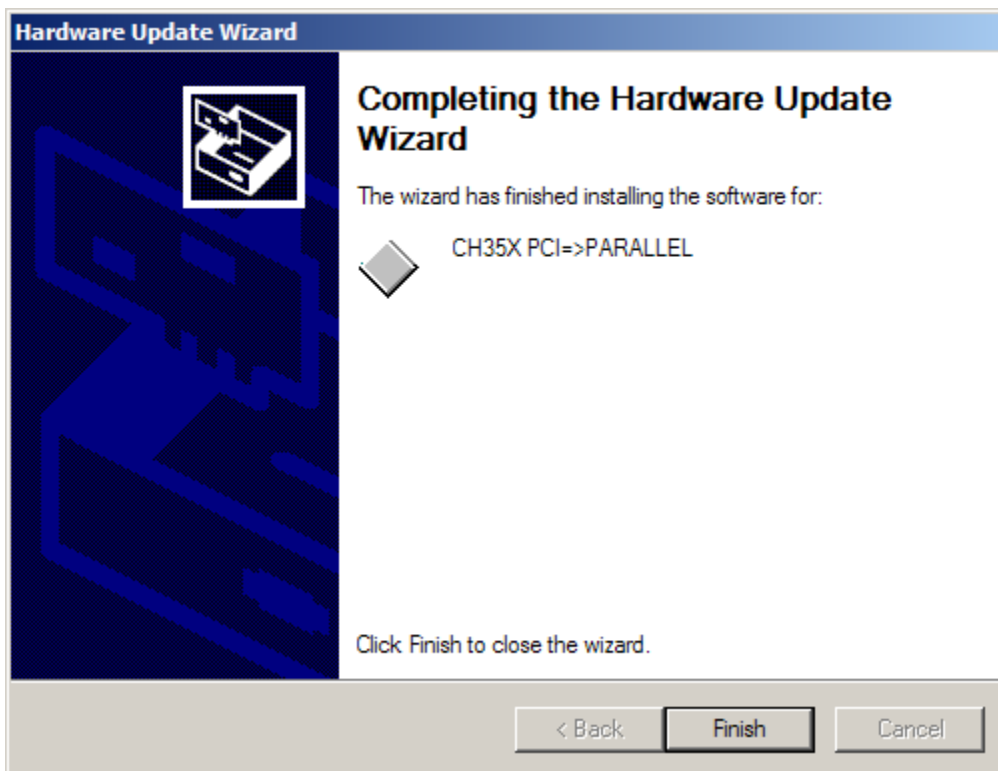
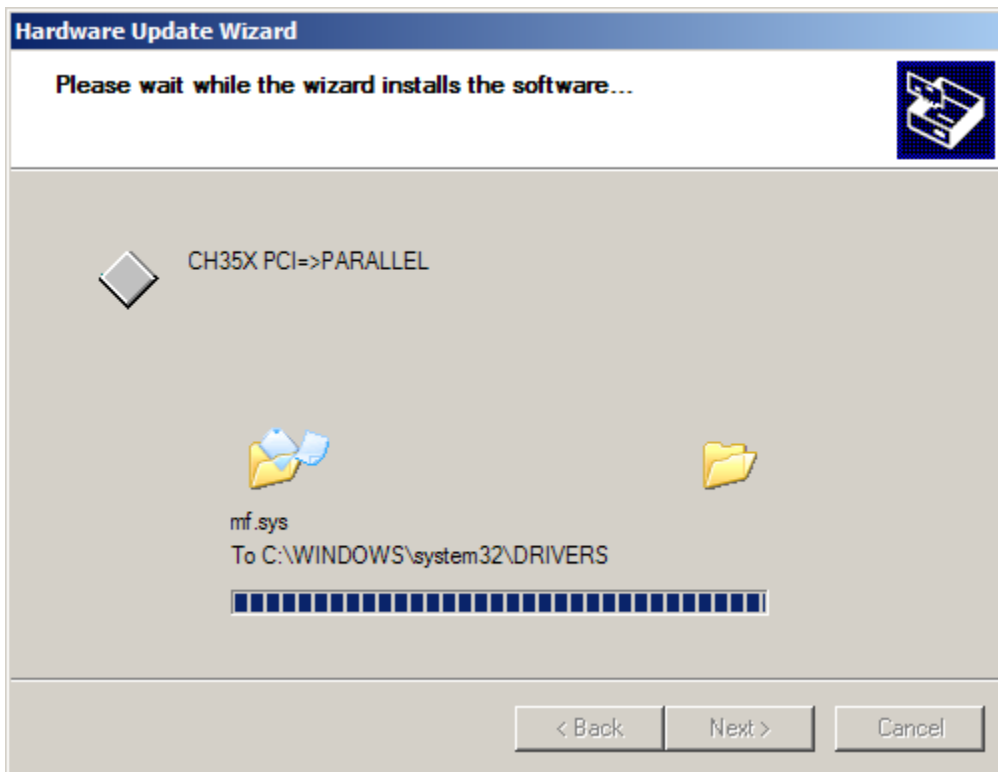
1) 对于没有打印口的台式机需要购买一块 PCI 接口的并口卡，价格一般在 50-80 元，没有打印机接口的笔记本需要购买一块并口卡（由于笔记本的扩展接口不同，并口卡至少有 2 种，一种是 ExpressCard 接口的，另外一种为 PCMCIA 接口，一般新式笔记本都是 ExpressCard 接口）。价格一般在 80-150 元。并口卡会随机携带驱动。

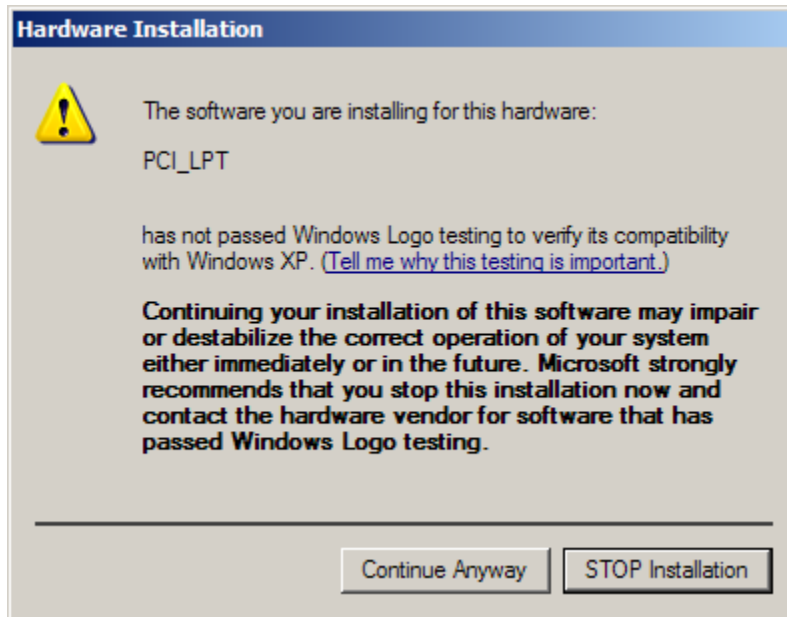
2) 关闭计算机，插入并口卡后，安装并口卡驱动



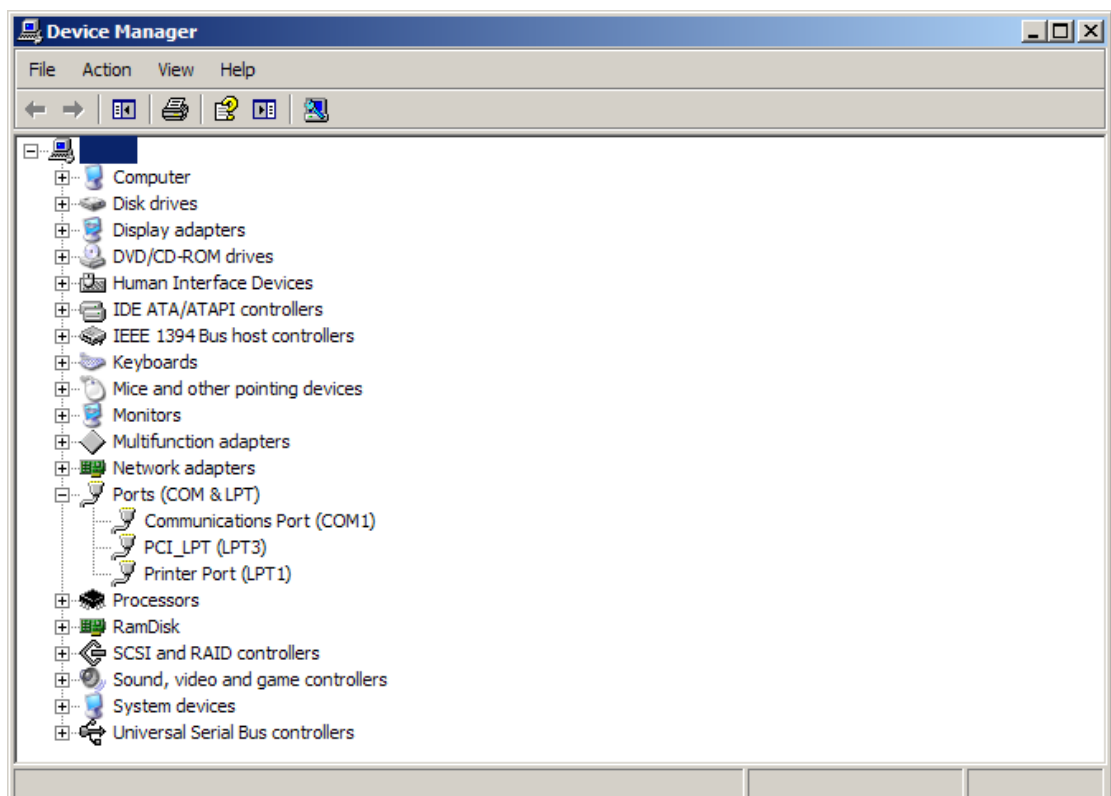
## 修改路径







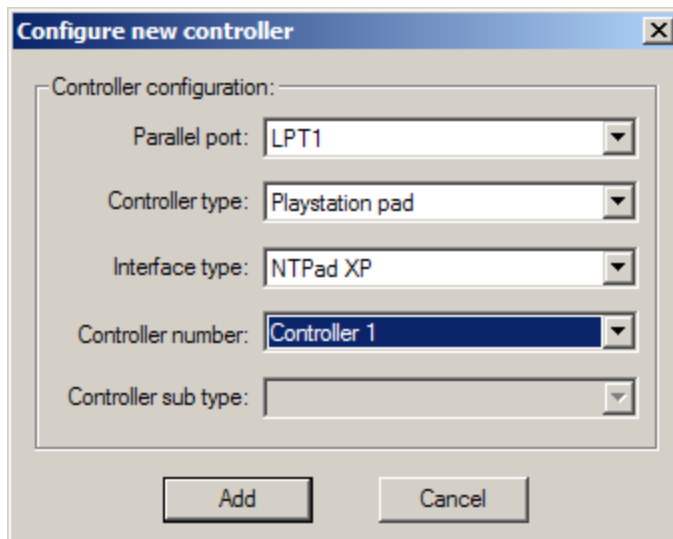
安装成功



3) 解压从网站上下载的 **PPJOY083** 程序压缩包, 并运行 **Setup.exe**

一路下一步安装完成，弹出警告窗口，选择“仍然继续”。完成 PPJOY 的安装。

- 4) 打开控制面板，运行“Paraller Port Joysticks”程序，添加配置文件，按下图设置



- 5) 选择添加的配置文件，点击 Mapping，按下列图片更改选项

**Welcome to the Joystick/Pad mapping wizard** [X]

The controller you selected uses the NTPad XP Playstation pad interface. The options below will change the default mapping for all controllers that use this interface

- Set a custom mapping for this interface type
- Modify the mapping for this interface type
- Delete mapping for this interface type

The options below allows you to override the default mapping of the LPT3: NTPad XP Playstation pad 1 controller

- Set a custom mapping for this controller
- Modify the mapping for this controller**
- Delete mapping for this controller

These options allows you to change the way buttons and axes are mapped for controllers. You can either change the mapping for all controllers on an interface type or for a specific controller only.

< Back   **Next >**   Cancel

**Define the number and type of axes, buttons and POV hats** [X]

Axes    Buttons    POV hats

Axis 1:

Axis 2:

Axis 3:

Axis 4:

Axis 5:

Axis 6:

Axis 7:

Axis 8:

Select the number of axes and buttons.  
Also select the axis type to be reported for each axis.

< Back   **Next >**   Cancel

### Configure mapping for axes

Playstation pad in digital mode

	Min		Max
X Axis	<input type="text" value="Digital 2"/> Scan		<input type="text" value="Digital 3"/> Scan
Y Axis	<input type="text" value="Digital 0"/> Scan		<input type="text" value="Digital 1"/> Scan
	<input type="text" value="nothing"/> Scan		<input type="text" value="nothing"/> Scan
	<input type="text" value="nothing"/> Scan		<input type="text" value="nothing"/> Scan
	<input type="text" value="nothing"/> Scan		<input type="text" value="nothing"/> Scan
	<input type="text" value="nothing"/> Scan		<input type="text" value="nothing"/> Scan
	<input type="text" value="nothing"/> Scan		<input type="text" value="nothing"/> Scan
	<input type="text" value="nothing"/> Scan		<input type="text" value="nothing"/> Scan

Select the analog or digital values that will be reported as axis movements.

You can also click on SCAN next to the corresponding button and then perform the action you want reported as axis movements.

< Back    Next >    Cancel

### Configure mapping for buttons

Playstation pad in digital mode

Button 1:	<input type="text" value="nothing"/> Scan	Button 9:	<input type="text" value="Digital 8"/> Scan
Button 2:	<input type="text" value="Digital 12"/> Scan	Button 10:	<input type="text" value="Digital 9"/> Scan
Button 3:	<input type="text" value="Digital 11"/> Scan	Button 11:	<input type="text" value="nothing"/> Scan
Button 4:	<input type="text" value="Digital 10"/> Scan	Button 12:	<input type="text" value="nothing"/> Scan
Button 5:	<input type="text" value="Digital 4"/> Scan	Button 13:	<input type="text" value="nothing"/> Scan
Button 6:	<input type="text" value="nothing"/> Scan	Button 14:	<input type="text" value="nothing"/> Scan
Button 7:	<input type="text" value="Digital 5"/> Scan	Button 15:	<input type="text" value="nothing"/> Scan
Button 8:	<input type="text" value="Digital 7"/> Scan	Button 16:	<input type="text" value="nothing"/> Scan

Select the analog or digital values that will be reported as button presses.

You can also click on SCAN next to the corresponding button and then perform the action you want reported as a button press.

< Back    Next >    Cancel

### Configure mapping for axes

Playstation pad in analog mode

	Min		Max
X Axis	Analog 0	Scan	
Y Axis	Analog 1	Scan	
	nothing	Scan	nothing
	nothing	Scan	nothing
	nothing	Scan	nothing
	nothing	Scan	nothing
	nothing	Scan	nothing
	nothing	Scan	nothing
	nothing	Scan	nothing

Select the analog or digital values that will be reported as axis movements.

You can also click on SCAN next to the corresponding button and then perform the action you want reported as axis movements.

< Back    Next >    Cancel

### Configure mapping for buttons

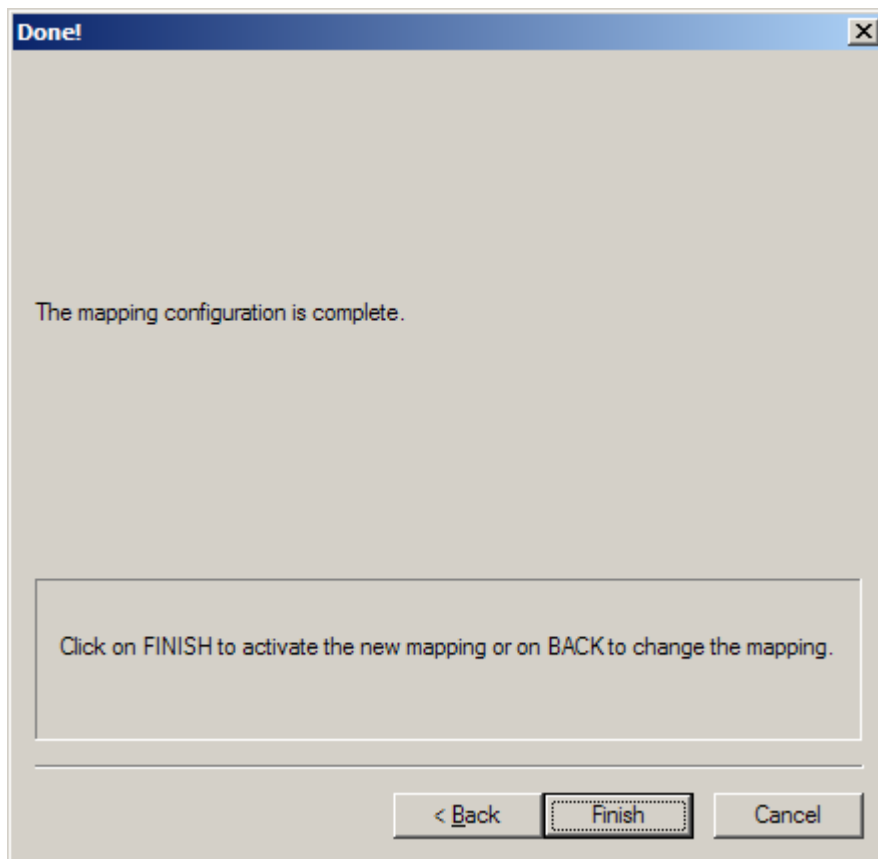
Playstation pad in analog mode

Button 1:	nothing	Scan	Button 9:	nothing	Scan
Button 2:	nothing	Scan	Button 10:	nothing	Scan
Button 3:	nothing	Scan	Button 11:	nothing	Scan
Button 4:	nothing	Scan	Button 12:	nothing	Scan
Button 5:	nothing	Scan	Button 13:	nothing	Scan
Button 6:	nothing	Scan	Button 14:	nothing	Scan
Button 7:	nothing	Scan	Button 15:	nothing	Scan
Button 8:	nothing	Scan	Button 16:	nothing	Scan

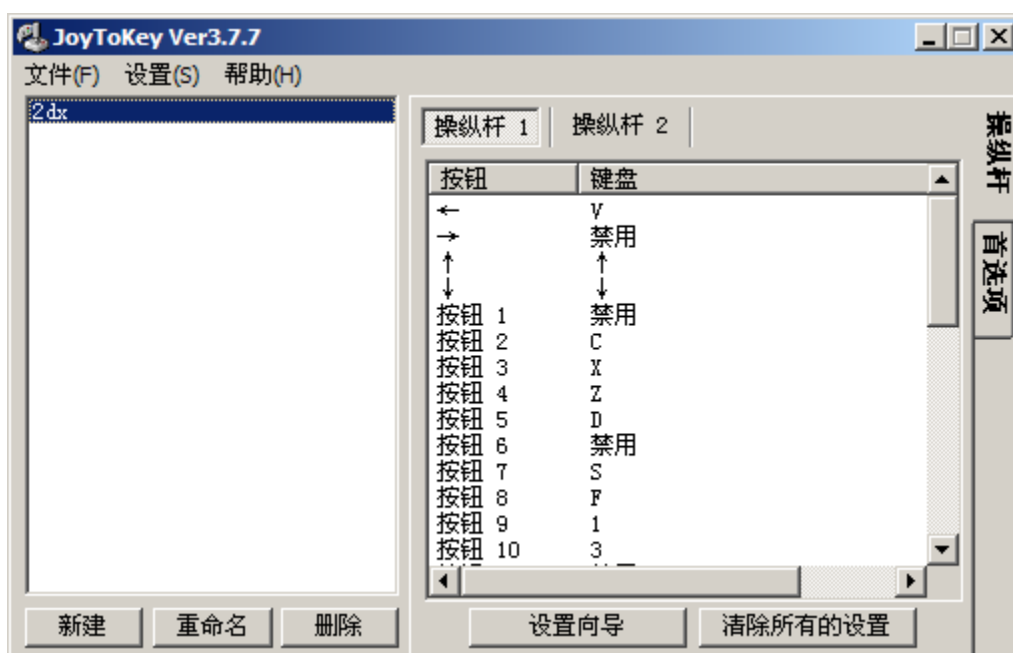
Select the analog or digital values that will be reported as button presses.

You can also click on SCAN next to the corresponding button and then perform the action you want reported as a button press.

< Back    Next >    Cancel



- 6) 解压从网站上下载的 **joytokey** 程序压缩包，并运行 JoyToKey，按照下图从键盘输入相应键位



7) 运行游戏，保持 JoyToKey 为打开状态即可，以后只需运行 JoyToKey 软件即可，不需再安装驱动程序。