PSX2NeoGeo V2 User Manual
By Retroelectronik
www.r2tronik.com

Retroelectronik PSX2NeoGeo pad adapter V2

Autofire adjust pot (from 1 to 100 shots per second)

PSX PS1 PS2 Input pad

Led Light

NeoGeo Output

Mapping button, each button from the pad can be mapped easily

It's plug and play,simply plug your PSX Playstation or Playstation pad from a side and the other side about all superguns / SNK NeoGeo AES , CD , MVS systems* .

General features from V1 :

– **Autofire can be activated on all 6 buttons**

New features from V2 :

– **New Input Mapping , you can customize your mapping on all 6 buttons**

– **New Output Mapping to be 100% compliant with all superguns and all SNK NeoGeo systems***

– **New adjust pot to adjust Autofire from 1 to 100 shots/second**

– **No versatile memory,you'll always recover your Input/Output Mappings until you change them .**

The new V2 adapter is easy to use and the most versatile pad adapter ever released !

* Please note that if you want to play on an original SNK NEO GEO AES / CD system, you will need to use for example a NEO GEO Controller extension cable as the db15 included on the neogeo AES is not really standard as it needs a longer female connector to connect.

History :

The 2Neogeo pad adapters V1 has been designed first to improve compatibility of retroelectronik MAK Superguns ; that way peoples were able to play with it using Sega Genesis / megadrive pads, Nintendo SuperNES pads,Saturn pads and SONY Playstation/Playstation 2 pads, not only with expensive and rare NeoGeo pads .
Moreover it was offering a 6 buttons extension mode and the ability to easily place any of the 6 buttons available in autofire.

V2 Improvements :

The new V2 release now also includes a simple yet powerfull input mapping. Using it you'll be able to configure each button at the place you want. It also includes a pot to adjust the autofire from 1 to 100 shots per second. Last but not least it has 3 output modes, the first one (default output) to fit Retroelectronik's superguns pinouts (Pro gamer, essential and Basic), the second one to fit the neogeo CD pinouts and the last one to fit most other Branded supergun pinout.

Input Mapping :

The mapping input let you change all buttons and place them wherever you want.

To change the mapping,just press the mapping button more than 2 seconds ;
The Led is going then to do a short blink once to ask you which is the button A/1, press a button.
The Led is now going to blink twice to ask you which is the button B/2, press a button.
The Led is now going to blink three times to ask you which is the button C/3, press a button.

It will blink 4 times to ask you button D/4 and so on until the button 6 ; it will then blink once more to indicate that your new mapping is saved and ready to be used .

The mapping can be changed as much as you want.

The default mapping out of the box is :

Autofire :

By default,buttons aren't in Autofire mode .

To swap any or multiple button(s) into autofire mode,just press start and this (these) button(s) during 1.5 seconds or more.

Do the same to remove the autofire mode for any button

Using the potentiometer you can also adjust the autofire mode from 1 to 100 shots / second depending on the game you're playing to

Mapping Outputs :

Output Mappings available :

1- All Retroelectronik Superguns (ProGamer and Essential)
2- SNK NeoGeo CD / MVS consolized
3- Other superguns

Swap between Output Mappings :

By default,the output mapping is the Retroelectronik's one (1).

To swap between the Outputs mapping,just press the mapping button once and less than 2 seconds. The LED light will blink once, twice or three times to indicate the new current mapping used.

The mapping output concerns only the NeoGeo pad pinouts output ;

Why a mapping Output ? :

The original NeoGeo pad pinout from SNK was designed to handle 4 buttons + Start (and select concerning NeoGeo CD and MVS PCBs) while Superguns like the Pro gamer and the essential are able to handle 6 buttons + Start and a button for coin.

So the standard was clear concerning directions , 4 buttons and start but confusing concerning extra buttons (the 2 extra buttons , select and coin).

So to fit the original standard from and extra ones used to place all extra buttons,the PSX2NeoGeo can handle 3 mapping outputs

The default one is used by NeoGeo AES consoles and Retroelectronik's Superguns including the Pro Gamer

To swap between mapping outputs you just have to press the integrated button . Then the light will blink to the new mapping (once for the first mapping, twice for the second one,etc...), press the button once more to go to the next mapping.

Pinout for Left, Right, Up, Down, A/1, B/2, C/3, D/4 and Start are common for all output mapping
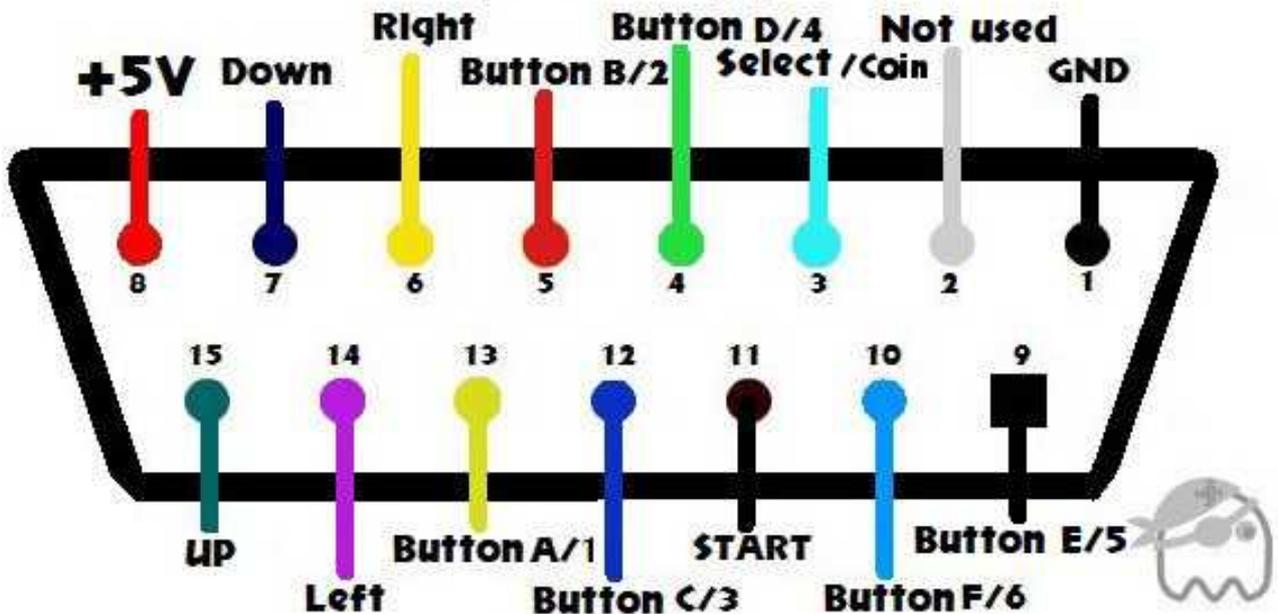
Output Mapping availables :

Output Mapping 1 (NeoGeo AES Superguns Retroelectronik Pro Gamer , Essential):
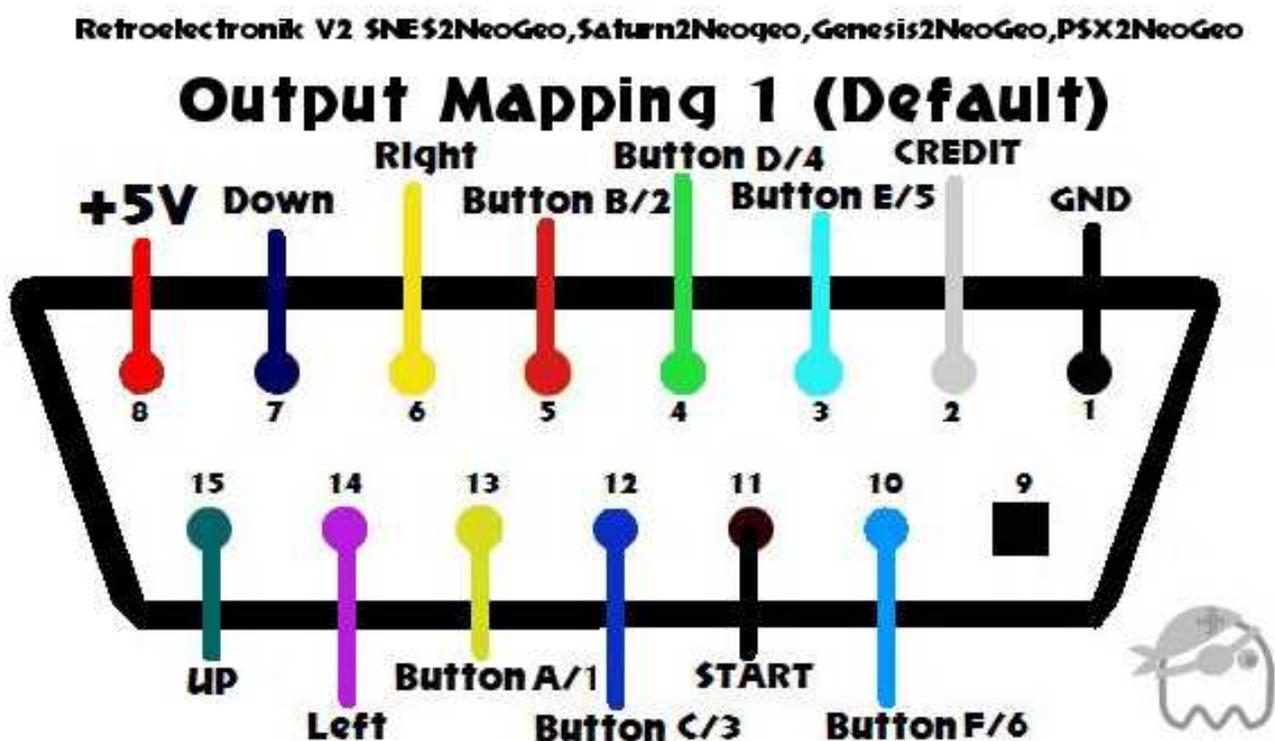
Output Mapping 2 (SNK NeoGeo MVS , NeoGeo CD) :

Output Mapping 3 (Other MAK Superguns) :
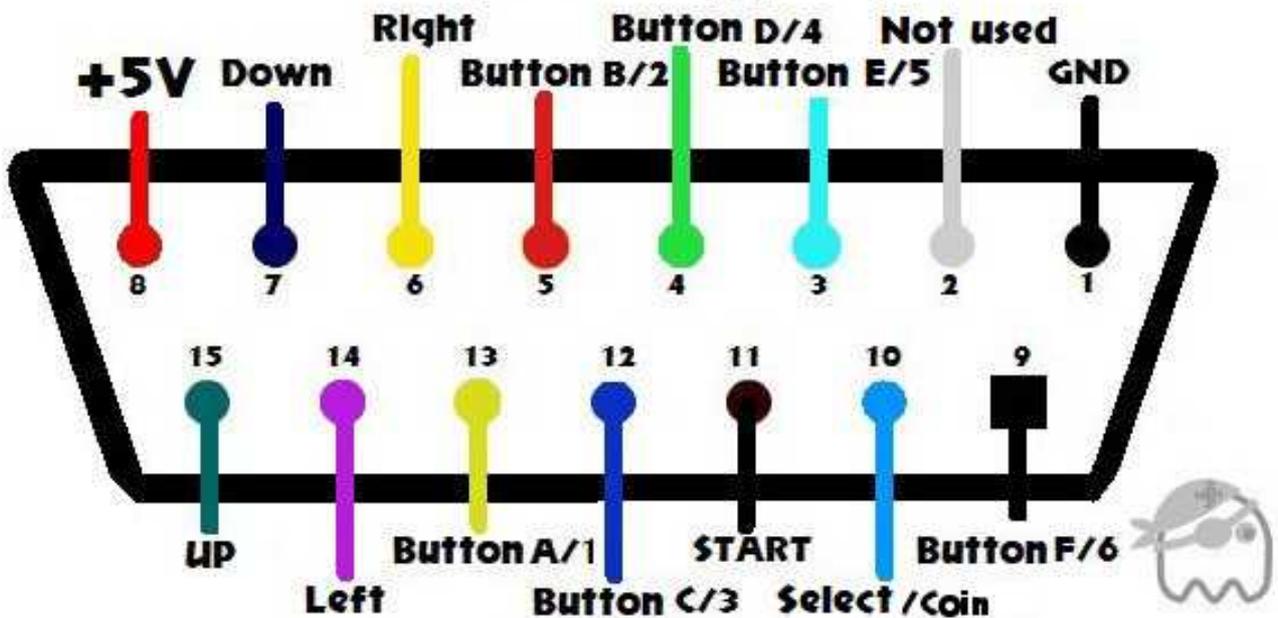
Other products from the same family :

Snes2NeoGeo V2

Megadrive/Genesis2NeoGeo V2

Saturn2NeoGeo

PSX2NeoGeo V2 for Playstation PSX and Playstation 2 pads