

nostromo

Nostromo Array Programming Software Manual

Glossary:

- **Quick Install and Use**
- **Introduction**
- **Making a Profile**
 - Profile Editor
 - Main Screen
 - Make a Profile
 - Remapping Single Key Assignments
 - Macro Editor
 - Creating a Macro
 - Programming an Axis
 - Other Remapping/Reprogramming Options
- **Using the Profile**
 - Loadout Manager
 - Load the Profile You Just Made
- **Troubleshooting**



nostromo

Quick Install and Use

Getting Started

Your Nostromo Array Programming Software will work with any Win98, Win2000 or Win ME game. **If you are using Windows 2000, please be sure to plug in your gamepad before installing any software on the enclosed CD.**

If you are using a Mac there is no need to install any software.

Install the Software

- Installation of the Nostromo Array Programming Software on the enclosed CD will give you added functionality and programming options. You will be able to customize any Nostromo game controller for each game you play. If you wish, your Nostromo controller will work perfectly fine without installation of the software on the CD. All you have to do is plug it in and play.
- Insert your Nostromo Array Programming Software into your CD/DVD drive on your computer.
- The software will start automatically. If it doesn't, click the Start Button and Choose RUN. Click BROWSE and choose the CD Drive. Select setup.exe and click OK.
- Follow the on screen instructions to continue with the software installation.
- The first screen welcomes you to the Nostromo installation. Click Next.
- The next screen is the license agreement. Click on the appropriate spot to accept the agreement. If you do not accept the agreement installation will stop.
- The next screen asks you about the installation folder for the installation. The install will create a directory for you. Also, it is highly recommended to place shortcuts for the Profile Editor and Loadout Manager on your desktop. This will make it easier and quicker to use the software in the future. Click Next.
- In the next window, select Next to start the installation.
- After the installation is done, select Finish and proceed to installing your game controllers.

Connect the Nostromo Game Controller

- Connect your Nostromo game controller to an available USB port on your computer.
- Continue to follow the onscreen instructions to complete the installation.

Start the Software

- Start the Nostromo Array Programming Software
- Double click on  on your desktop, or find the Nostromo Array Programming Software in the Start Menu, Program Files.

Select Profile

- The Nostromo Array Programming Software comes with pre-made profiles.
- To select a profile, open the Nostromo Array Programming Software Profile Editor. Then select the Open icon in the taskbar of Open in the File Menu. This will take you to your Profile Folder where your profiles are normally stored. Select the Profile you would like to use and click Open.
- To create a new profile, select New. See Making a Profile section for additional details on creating new profiles.



nostromo

Assign Profile to Game in Loadout Manager



- Open the Loadout Manager by clicking on the  in the taskbar, your desktop or in the Start Menu/Program Files. On the left, click on the bar that shows your attached controller. Select the profile you would like to use.
- Then on the right, click Browse and find the game executable (.exe) file you would like to use. You can select the game's link on your desktop. If you don't have a link on your desktop, you can select the file by looking in the directory where you installed the game.
- For additional details on the Loadout Manager, see Using the Profile Section.

Start the Game

- You are now installed and ready to go! Congratulations. Be sure to check the options within your game to make sure you are taking advantage of all the options available.



nostromo

Introduction

The Nostromo Array Programming Software is a suite of tools that enhances your gaming experience when using the Nostromo Game Controllers.

With the Nostromo Array Programming Software you get increase functionality and customization, allowing you to remap your controller however you like depending on what games you are playing.

There are two major components to the Nostromo Array Programming Software.

- The **Profile Editor** which is used to create and change Profiles. A Profile is a collection of mappings that allow a Nostromo Game Controller to function as several input devices, such as the keyboard and mouse, at the same time.
- The **Loadout Manger** which programs the actual game controllers with a profile.

With this software, you can:

CREATE AND SAVE YOUR OWN PROFILES:

- Create customized profiles for each device
- Download/upload profiles via the internet

ASSIGN PROFILES TO SPECIFIC GAMES

- Assign profiles to your favorite games for use everytime you start that game.

REMAP OR REPROGRAM BUTTONS 3 WAYS

- Remap buttons to keyboard key presses
- Remap buttons to other buttons
- Remap buttons with macros

AXIS BANDING:

- Divide any axis into bands, or areas, and assign every band a keypress or macro.

UTILIZE THREE SHIFT STATES:

- Red, Green and Blue shift states quadruples the number of functions that can be programmed into the other buttons.



nostromo

Making A Profile

Profile Editor

The Profile Editor is the tool used to create and edit profiles. With a profile, you can program a game controller to perform several actions beyond what game controllers typically do.

Some examples of the types of actions you can program are:

- **Single Key** - make a button on the controller work like a keyboard key.
- **Macros** - record a sequence of keyboard keys and/or game controller events to be played back when a button is pushed.
- **Remap Buttons** - you can remap the buttons on the game controller to one another to achieve various effects.
- **Remap Axes** - the axis on the game controllers can be moved between joysticks or buttons as you see fit.
- **Enhanced Axis Features** - break an axis up into bands and program different functions in each band.
- **Three shift modes** - each game controller can have three shift buttons that quadruple the number of functions that can be programmed into the other buttons.
- **Mouse** - the game controller can be programmed to function as a mouse so you can leave your hands on the controller to navigate game menus and such.

Main Screen

This figure shows the Profile Editor for the Nostromo n50 SpeedPad



nostromo

The Main Screen Consists of:

- **Views of the Device**
 - This will make clear which keys you are programming.
- **Menu Bar & Tool Bar**
- **Mode Bar**
 - This will allow you to select between Red, Green and Blue modes.
- **Controller Selection Corner**
 - This will allow owners of multiple Nostromo devices to easily switch back and forth between controllers when programming.
- **Function Assignment Hardpoints**
 - These are the button or axis identifiers, such as “Button 01”, where you click to open your programming windows.

Make a Profile

This section will explain how to create a profile using the profile editor. In general, creating a Profile consists of three functions, **Remapping Single Key Assignments, Creating Macros and Program Axis**

1. To begin, Click on Start, then Programs, then Nostromo then Profile Editor. This will display the Main Screen of the Profile Editor.
 2. Left-Click on the Hardpoint labeled **Button 01**
 3. Select **Single Key** from the pop-up menu. This will bring up the Single Key Assignment Screen
-

Remapping Single Key Assignments

This screen is used to select a single key to assign to one of the buttons on a Nostromo Game Controller.

When a single key is assigned to a button, pushing the button is the same as pressing that key on the keyboard.

If this is the first time you have assigned a single key to one of the hardpoints, the screen will look similar to this:



nostromo

At this point, press a key on the keyboard such as the space bar. Once you press the key the screen will display which key you pressed.

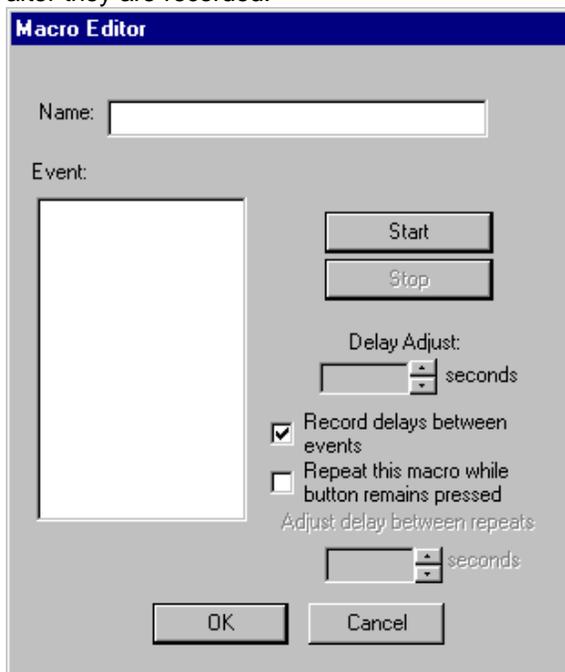
Notice that in addition to displaying the key you pressed, the edit window in the middle displays the same key name but highlighted. You can elect to keep the default name, or type your own such as 'Fire Guns':

Now you can click OK if you are happy with the current setup, or you can click Cancel to abort the key assignment altogether. You can also click 'Record Key' to record a different key on the keyboard. NOTE: if you record a new key, any name you type in the edit box will be erased.

Macro Editor

To make a macro for a specific button, select another Hardpoint and select **New Macro**. A macro is a combination of buttons that enacts a special function. Additionally in many games, you can make a macro to send messages ("cover me" or "attack", for example) with one button press.

This screen is used create macros. You can also use this screen to adjust properties of macros after they are recorded.



Event List

As you record a macro, the keystrokes and game controller events, and the delays between the events, are listed in the event list on the left.

Start

Starts the recording of a new macro.

Stop

As you probably guessed, this stops macro recording.

Delay Adjust

This control allows you to adjust the duration of a delay in the event list. Simply click on the delay in the event list and then use the up and down arrows to change it.

Record Delays Between Events



nostramo

This switch turn recording of delays on or off. A macro without recorded delays replays the events at the maximum possible rate which about 10 milliseconds between events.

Repeat This Macro While Button Remains Pressed

This switch sets the macro to repeat as long as the button it is assigned to is pressed.

Repeat Delay Adjust

This control allows you to adjust the repeat rate.

Creating a Macro

Type a new name for the macro in the Name field at the top.

Left-Click on the **Start** button to start recording keyboard events.

Using the keyboard, type in the the keypress combination of the macro you want to create. This will normally be a combination of moves to create a new move, or a phrase, like “Cover Me”, that you would use during a game..

Notice the keys you press and release are recorded in the **Event List** on the left side of the macro editor.

Left-Click on the **Stop** button to stop recording the macro.

Click on the **Ok** button. That saves your macro to the assigned button.

Note the **Delay Adjust** function allows you to adjust the time between each button press.

You can also choose to repeat the Macro while the button remains depressed. You can check the box that says “Repeat this macro while button remains depressed” and the macro will function repeatedly as long as the button is pressed.

You can even adjust the time delay between the finish and start of the macros while they are repeating with the **Adjust Delay Between Repeats** function at the bottom of the window.

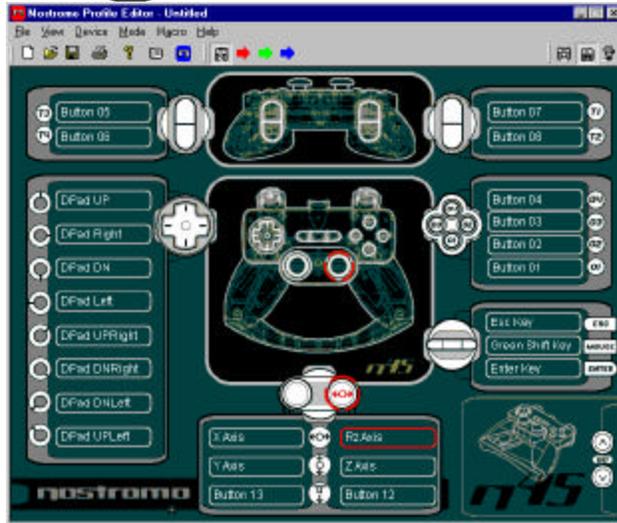
Programming an Axis

ASSIGNING FUNCTIONS TO AXES

To reassign axes or to assign functions to axis, simply left click on the Axis Hardpoint you wish to change, as in the following diagram:



nostromo

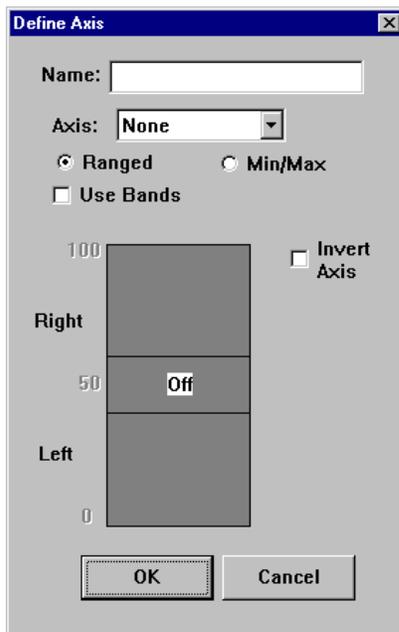


You will see the axis window open and list all the axis available to reassign. To reassign an axis, simply select the axis you want to assign to the current axis.

AXIS BANDING

Axis Banding is dividing an axis into sections, then assigning functions to the individual sections. With Axis Banding, you can transform X Axis Left into any keyboard function or macro that you create.

To use Axis Banding, left click on the Axis Hardpoint you wish to program. Then select Define Axis. You will see the following Define Axis window:



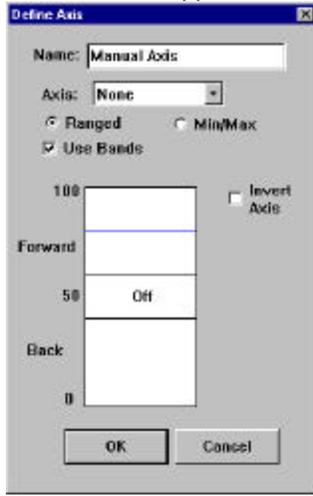
Give a name to the new functions this axis will have.

Then Select the Use Bands box



nostromo

To divide the axis, double click on the approximate range on the right or left side of the axis. You will see a line appear, as in the diagram below:



Each band that you create will be a new area that you can assign functions to.

To assign functions to bands, left click on the band you want to program. You will see a window where you can choose Single Key, New Macro, Delete Region and Off. Programming Single Key and New Macros are the same as programming functions in the profile editor.

Select Delete Region to eliminate the band. Select Off to close the band to any functionality.

ADJUSTING THE DEAD ZONE ON AN AXIS

In the Define Axis window, there is a center band labeled OFF. This is normally referred to as the dead zone. The dead zone is easily adjustable using your mouse to drag the boundaries of the band labelled OFF either inward or outward.

Other Remapping/Reprogramming Options

ASSIGNING A DIRECT INPUT BUTTON TO A BUTTON

To assign a Direct Input button to a button on a Nostromo Game Device, simply left-click on the button number you would like and select DI Button. This will open the Direct Input window. From the pull down menu select the Direct Input button which you would like to program to the selected button on the controller. You can then rename the button with the function of your choice in the in the Name window above. Select OK to remap the button.

ASSIGNING A DIRECT INPUT AXIS TO A BUTTON

To assign a Direct Input axis to a button on a Nostromo Game Device, simply left-click on the button number you would like and select DI Axis Up or DI Axis Down. This will open the Direct Input window. From the pull down menu select the Direct Input Axis which you would like to program to the selected button on the controller. You can then rename the Axis with the function of your choice in the in the Name window above. Select OK to remap the button.



nostromo

ASSIGNING A MOUSE BUTTON TO A NOSTROMO GAME CONTROLLER

To assign a Mouse Button to a button on a Nostromo Game Device, simply left-click on the button number you would like and select Mouse Button. This will open the Mouse Button window. To reassign the Left, Center or Right Mouse button, simply select the circle of the mouse button you want to assign to your selected controller button. Select OK to remap the button.

SHIFT STATES

The Nostromo Array Programming Software allows you to program 3 shift states, Red, Green and Blue. A shift state allows you to add another layer of programming to each button.

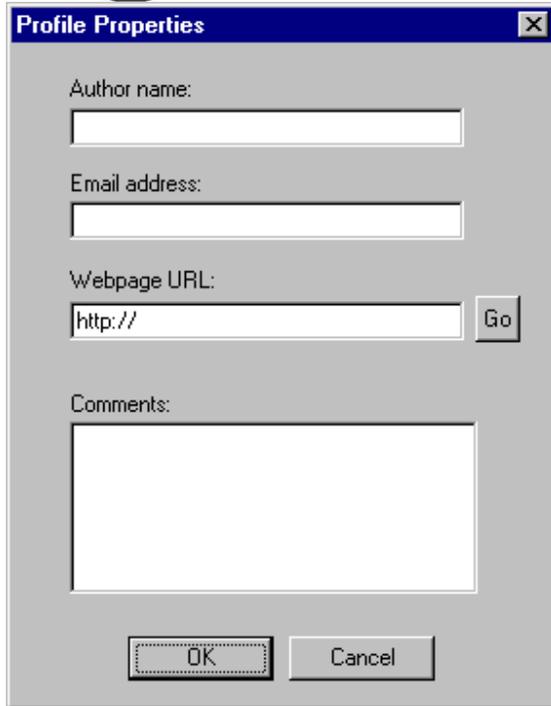
- To program shift states, you must choose one button to be the Red, Green or Blue shift button. In any shift state, that button will remain a Shift Button and cannot be remapped with a function.
- To program a key as a shift button, left click on the button you would like to program and select Red, Green or Blue Shift Key. Then select Momentary or Toggle.
 - If you select Momentary, the Shift function will only be in effect while you hold the button down. If you select Toggle, pressing the Shift button will start that Shift state and the controller will remain in that Shift state until the Shift button is pressed again.
- Once the button is assigned as a shift key, you must go to the corresponding Shift window to assign the functions in that Shift state.
- You can view different Shift state windows by clicking on the Red, Green or Blue arrows in the toolbar at the top. You can return to the original window by clicking on the gamepad icon.
- Once you are in the different Shift state windows, you can remap keys, create macros, reprogram axes just as you did in the original Shift state.
- Save your work.
- Through use of these shift states, you can quadruple the programmability of each Nostromo Game Device. This will also allow you quick access to many functions during games while giving you the flexibility of assigning shift keys to any position on your Nostromo controller.

“SIGNING” AND SHARING YOUR PROFILE

In the Profile Editor toolbar, the icon between the question mark and the Loadout Manager Icon is the Profile Properties Window. Click on that to get a window similar to the this:



nostromo



The image shows a Windows-style dialog box titled "Profile Properties". It has a blue title bar with a close button (X). The dialog contains the following fields and controls:

- Author name:** A single-line text input field.
- Email address:** A single-line text input field.
- Webpage URL:** A single-line text input field containing "http://", followed by a "Go" button.
- Comments:** A multi-line text area.
- Buttons:** "OK" and "Cancel" buttons at the bottom.

By filling in this window, you get something similar to a name tag for your profile. You can have the profile identified as yours, including your comments, email address, etc for the Nostromo community.

Once your profile is saved and identified, you can submit it to the Belkin Nostromo team by emailing the profile in an email attachment to nostromoprofiles@belkin.com for inclusion on the Belkin website. This way, you can have your unique Profile and/or Loadout file made available to other users of Nostromo Game Devices throughout the world.

When you are finished creating or editing your profiles, left click on the **File** menu on the menu bar and select **Save**.

Your profile is saved in **C:\Program Files\Belkin\Nostromo\Profiles**. If you installed to a directory other than C:\Program Files\Belkin\Nostromo, then the profile is saved in *YourInstallDirectory*\Profiles.



nostromo

Using A Profile: The Loadout Manager

The Loadout Manager is responsible for "programming" the game controllers with profiles. The Loadout Manager can be used in two ways: manual mode and automatic mode.

A **Loadout** is a set of a profiles that are assigned to the Nostromo game controllers on your system (one profile for each controller), and an associated game (or really any application). Loading that game causes the Loadout Manager to automatically load the profiles as you've set up. The idea is that you may want to have a set of profiles associated with each game you play and have the system automatically load those profiles for you as you play each game.

Loadouts are built with the Loadout Manager. You assign a profile for each controller, and select a game to associate this set of profiles with.

Manual Mode

Manual Mode is the simplest way to use the Loadout Manager. In this mode, you directly select profiles for controllers. You simply open the activator window and select a profile for each controller it shows.

Automatic Mode

In automatic mode you set up a Loadout for each game. The Loadout Manager then waits for that game to start, when it does the Loadout Manager loads all the profiles associated with that loadout.

Automatic mode has a complex initial setup, but once that is done you never need think about it again. Simply launch the game you want to play and the Loadout Manager makes sure the controllers are configured the way you want them to be.

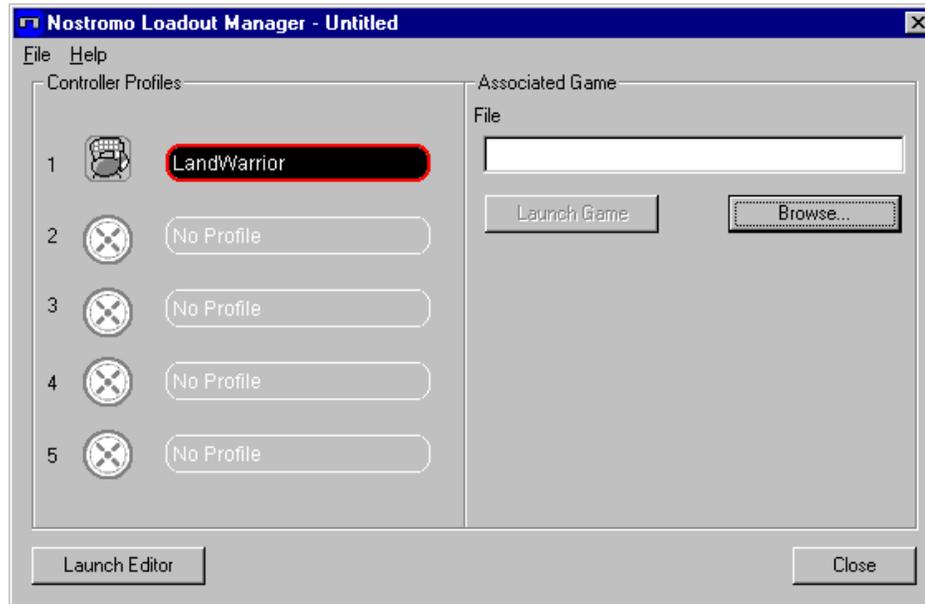


nostromo

Load The Profile You Just Made

After making a profile, you will need to activate it with a game in the Loadout Manager. To do this you simply select the controller, the profile and the game executable file. Then you can easily launch the game from within the Loadout Manager.

1. Open the Loadout Manager



If the loadout manager is currently running, there will be an icon in the system tray on the right side of the taskbar at the bottom of the desktop:\

If the Loadout Manager is not running, you can start it from the Start menu:

Start->Programs->Nostromo->Loadout Manager

1. Find the controller you want to load the profile for in the list shown. If you have more than one of a type of controller and it's not obvious which entry on the screen represents which controller simply press a couple of buttons on the controller and the image representing that particular one will light up.
2. Click on the profile button for that controller. Select **Load Profile...** from the menu. This will bring up the typical file selection window.
3. Find the profile you want, select it, and click Ok.
4. On the right half of the Loadout Manager, click Browse to select the executable (.exe) file of the game you want to play. You can do this by selecting the shortcut for the game on your desktop if you have one there. If you do not, you can find the file in the directory where you installed your game.



nostrómo

TROUBLESHOOTING

When I start the game with the loadout manager there is no response or control from my Nostromo game controller:

- Check the status in the Game Controller Icon in the Control Panel (click Start, Control Panel, Game Controllers). Make sure the controller is listed in the game controller panel and the status is listed as OK.
 - In your game, make sure the keyboard is selected as the default controller.
 - Make sure your controller cable is connected properly.
 - In the Windows Control Panel/Game Controllers Window, make sure the window shows the name of your Nostromo controller and OK. If you don't see this line, or if it says "not connected", unplug the controller and uninstall the software and drivers. Then reboot, re-install the software and plug in the controller. If you are using Windows 2000 be sure to plug in the controller first.
 - Make sure your button assignment is what you think it is.
-

After using the Loadout Manager, Windows is acting erratically, as if a keyboard button was constantly pressed.

- If you are using the n50 SpeedPad, center the throttle wheel. The throttle wheel is not auto-centering, so if there is a function assigned to the forward position of the throttle in automatic mode, the computer will recognize that function as being constantly pressed.
 - To eliminate this situation, keep the throttle wheel centered when not playing, or assign that function to another button.
 - Another way to alleviate the situation is to assign the function to the throttle position, not as a button press but as a macro, because a macro will register the pressing and unpressing of that function.
-

The button functions are not what they should be in the profile I am using:

- Check to see if the original keyboard assignments within the game options have been changed. If the original keyboard key assignments in the game have changed, it will effect your Profile, because your profile functions are based on keyboard functions.
-

In Windows 2000, the Nostromo drivers did not load and the controller is only being recognized as a HID Device.

- In **Windows 2000**, the controllers **MUST BE PLUGGED IN BEFORE AND WHILE INSTALLING THE SOFTWARE ON THE CD**
 - Unplug the controller.
 - Uninstall any Nostromo software, including device drivers
 - Restart the computer
 - Plug in the Nostromo Game Device you want to use. Allow the device to install without the Nostromo Software Interface CD
 - While the controller is still plugged in, install the software interface and drivers on the CD.
-

The Game freezes

- Restart your computer



nostrómo

The Gamepad is not in the Windows Control Panel

- Unplug your gamepad, uninstall the software and drivers. Then reboot, re-install the software and plug in the pad. If you are using Windows 2000 be sure to plug in the gamepad first.

If you are still having problems, contact Belkin Tech Support at the following numbers. First make sure that the problem you are having is related to the Nostromo game controllers and the Nostromo Array Programming Software and is not an issue with the game you are playing. If you are having problems with the game please contact the game publisher directly.

Belkin Tech Support

<http://www.belkin.com/support/tech/>

Phone: 800-223-5546, extension 2263
310-898-1100, extension 2263

Fax: 310-604-2089

Email: techsupp@belkin.com

European Tech Support:

00 800 223 55 460

eurosupport@belkin.com

Australian Tech Support

Toll Free 1800 666 040

New Zealand Tech Support

Toll Free 0800 441 913

