



Happy Gear

HappyGear is a utility that will allow newer, InputSprocket-compatible devices, such as USB joysticks and steering wheels to be used with games that were designed before InputSprockets were available, that needed compatibility with 68K machines, or that don't yet work with any gaming devices.

Here are some quotes from *very* happy users:

"I think this is an exceptional piece of software design. It is easy to use and the ability to assign all keyboard functions to the device buttons, hats and switches is outstanding. Response to the joystick (via mouse movements) is smooth and responsive." - G.W.

"A very usefull piece of software for using my Logitech WingMan Formula GP with IndyCar Racing II... Thanks for writing this !!" - F.H.

"THANK YOU! I can finally run IndyCar Racing II !!" - D.G.

"My Thrustmaster Ferrari Modena Pro wheel works with PC and Mac G4 (very well indeed via HappyGear - thank you very much Mr. Austin!)" - T.G.

Some of the new Features in HappyGear 2 are:

- Quick Device Create assistant to quickly create all the device elements for your gaming device!
- Reorganized and simplified user interface!
- Configure video and sound specific for each settings file!
- Provide feedback to the system that the user is active while HappyGear is providing data! (This means: no more screen savers interrupting your programs!)
- Fixed a problem saving calibration settings.
- Added the ability to save "templates" to exchange with your friends!

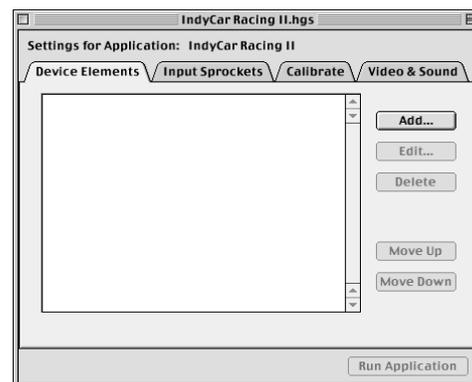
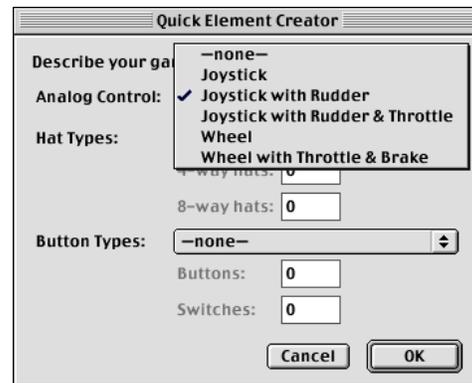
Yeah, that's great. So how does it work?

HappyGear allows users to define their own gaming device, and combine the functionality of one or more InputSprocket devices into a single device.

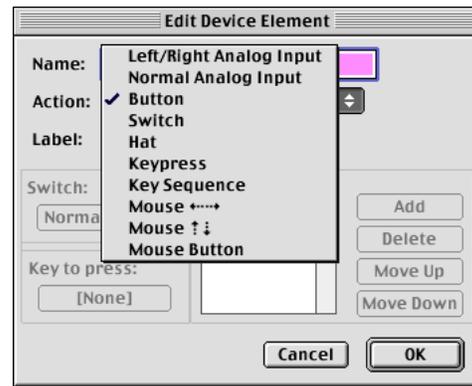
That can be used with almost any game available, whether it uses keyboard, mouse, or the pre-InputSprocket game device API, JoyManager.

HappyGear now provides a Quick Device Creator for quickly creating all the device elements that your gaming devices provide.

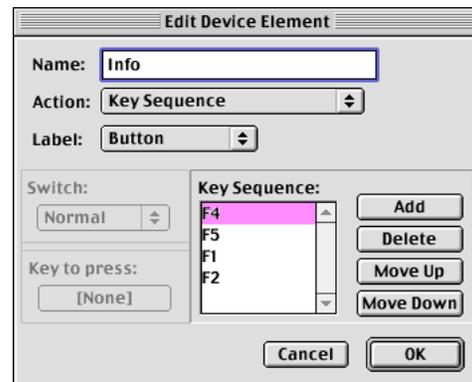
You can name each gaming device element with a name meaningful to you, the user, and then define how each element works with the program.



You have several options for how the device is to work: from providing an auto-centered analog input such as from a joystick or steering wheel, or a analog input that works from an end-to-end such as pedals or even a joystick or throttle input, to pressing keys on the keyboard for input to a program that has fixed a particular key to a particular function.



Two extremely useful features are the Switch and Key Sequence. A switch can act just like a button or keypress, or you can use the switch to act as a physical reminder of state, such as for a pause button or keystroke, where the transition from unpressed to pressed or pressed to unpressed will act the same as a single button. Now you'll know if you left the game paused or not by looking at the switch!



The second extremely useful feature is the Key Sequence. Each time you press the button, the next key in the sequence will be pressed. This can be used to cycle through various view or information screens, or through the exact weapons you want to use, if each item is a single keypress

Release Notes:

Version 2.7.1

- Added some new error diagnostic information.
- Now fully supports long file names.
- Doesn't rewrite the preferences file now if the contents would remain the same.

Version 2.7

- There was a problem with the initial release of 2.6.1 where the 2.6 installer was left in place on the server. Some people may have accidentally downloaded 2.6 instead of 2.6.1.
- Fixed a problem with the Quick Create dialog not correctly handling the emulation type popup.
- Fixed a problem when the application for a settings file was not found.
- Added "*Save as Settings Template*" to save a settings file with only the application creator, so that settings files can be exchanged between users.
- Added "*Save as Generic Template*" to save a settings file not tied to a specific application creator, so that settings files for devices can be exchanged between users.

Version 2.6.1

- Fixed a crash when clicking on the "Add" button from the main window.

- Fixed problems with editing Key Sequences.
- Was incorrectly limiting the types of a device element.

Version 2.6

- Rebuilt using CodeWarrior 8.3.
- Updated About box.
- If the JoyManager driver isn't already installed when HappyGear is launched, HappyGear will install the JoyManager driver automatically, if possible.
- Added emulation type popup to QuickCreate dialog so that it will correctly create either JoyManager or Mouse/Keyboard items.
- Fixed a problem where configuring an InputSprocket item would actually enable the device.
- Only enable items in the action types that match the type of input (analog or button).
- Updated icon.
- Fixed conflict during build of duplicate SICN resources.
- Changed to HTML-formatted release notes.

Version 2.5.1

- Fixed a corrupt resource which prevented editing a device element name.

Version 2.5

- New Quick Device Creator assistant to simplify the process of creating device elements.
- Reorganized and simplified user interface.
- Settings-specific video and sound configurations.
- Added call to notify the OS that something is happening while HappyGear is providing data so that screen savers and sleep don't automatically start.
- Fixed a problem saving calibration settings.

Version 1.3

- Updated to launch a specific copy of an application rather than use the Finder to launch by creator code. This allows for specific patch versions of the same application.
- Added the ability to handle devices where the device center isn't exactly between the low and high values.
- Fixed crash when switching from Key Sequence.

Version 1.2

- Updated JoyManager that works with multiple devices, HappyGear now will not allow you to assign an action and label that already exists in JoyManager.
- Added Mouse Movement and up to 8 Mouse Buttons.
- Added calibration of analog and mouse device elements, to resolve problems with gaming devices that can't return their whole range of motion.
- Added support for enabling and disabling Gamepads within InputSprocket.
- Added ability to run the application directly from HappyGear.

Version 1.1

- Now completely PowerPC native.
- Fixed some bugs in editing device elements.
- Now unregistered versions are more verbose about features only available in the registered version.
- Supports opening of settings documents from the Finder.

Version 1.0

- Initial release