



TILT BOARD



Motion Sensing Upgrade for the Xbox 360 Controller

Button 1



a) Quick Press: on/off.

Press the button briefly to switch the control from the OEM stick to tilt, and vice versa.

This is useful so that you can switch between modes quickly, as you will not want to use the tilt during all games or all the time during certain games.

the analog stick will be disabled when the tiltboard is in use. It is not necessary to remove power to the controller to do this.

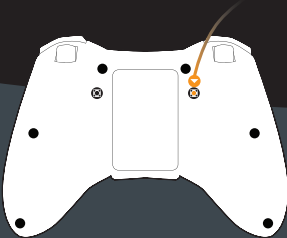
b) Long Press: invert Y Axis.

Pressing the button for a long press (1 second) will invert the Y axis.

This is true whether you are using the tilt or the stick. This means that when you tilt the controller down, you would go up, and vice versa.

This is purely up to your preference. Please note that the invert is separate for both the tilt and the stick control. If you invert the Y axis on the stick it will not invert the Y axis on the tilt.

Button 2



a) Quick Press: Sets the tilt sensitivity.

To use this feature, tilt the controller to the position that you want to be the "maximum" setting for full tilt.

For example, if you want to have a broad range of motion vertically then you might hold the controller vertically (90 degrees) while pressing this button.

If you wanted to have very fine control, you would hold the controller at approximately 30 degrees and press the button.

For most people, using the controller with a broad range of

motion to start out is a good idea, as you get used to motion-based control.

Then, as you become more comfortable with this new method of control, you can make the controller more sensitive.

Please note that this sensitivity is set on both axis and is separate.

Therefore, you can set a wide sensitivity for turning right and left, but a narrow sensitivity for moving up and down.

b) Long Press: Relaxed Mode.

By default, the controller must be held perfectly flat and level to go "straight" toward the "horizon" in the game.

There are times that you would not want to hold the controller flat to go "straight".

For example, if you want to lean back in a chair and relax while playing a game.

If you are relaxing in a chair, and naturally holding the controller at an angle, you can use button #2 to reset the horizon to whatever angle you are naturally holding the controller.

After doing this, you do not have to hold the controller flat to go straight.