

MC Cthulhu

Thank you for ordering a Multi-Console ('MC' for short) Cthulhu. The MC Cthulhu control board is a game controller emulator. Right out of the packaging, the MC Cthulhu will work as a game controller on PC USB systems as well as the Playstation 3 console. By correctly installing one of the supported console's cords to the board, the MC Cthulhu can also be made to work Playstation, Playstation 2, Sega Saturn, Gamecube (including Wii VC titles and disc based titles that support the Gamecube controller), Original Xbox, TurboGrafx-16/PC-Engine, Nintendo Entertainment System/Famicom, and Super Nintendo Entertainment System/Super Famicom. Other consoles may be added in the future, so always check for new versions of the firmware to be released.

Before continuing, it is very important that you take a moment to test the Cthulhu before installing it into your stick. This is a very easy process. All you need to do is grab an 'A to B' USB cable, and plug it into a PC. If you have a cable that has one end to plug into your PC's USB jacks, and the other end plugs into your Cthulhu jack, then you have the proper cable. On a Windows based machine, bring up the Control Panel applet dealing with Game Controllers. The easiest way to do this is to click on 'Start', click on 'Run', and in the box that appears, type in "control joy.cpl" and click 'Ok'. Shortly after plugging the Cthulhu in, you should see the Cthulhu appear in the applet as "Cthulhu Multiconsole Controller". If so, then your board is working properly and is ready to be installed in your arcade stick.

Please take a moment to look over the board diagram on the opposite side of this sheet. You will see labels on the diagram for each of the screw terminal points on the board. Please familiarize yourself with the naming convention of the play buttons. '1P' refers to the 'first punch' button, usually called Jab. This should be the leftmost button in the top row. '2K' refers to the 'second kick' button, usually called Forward. This should be the second button from the left in the bottom row. Since most people will be using a 6 or 8 button layout on their sticks, this should help you easily wire up each button and direction to the board with minimum fuss. On a PS3, the buttons are laid out in the default arrangement used by Street Fighter 4 and Super Street Fighter 4.

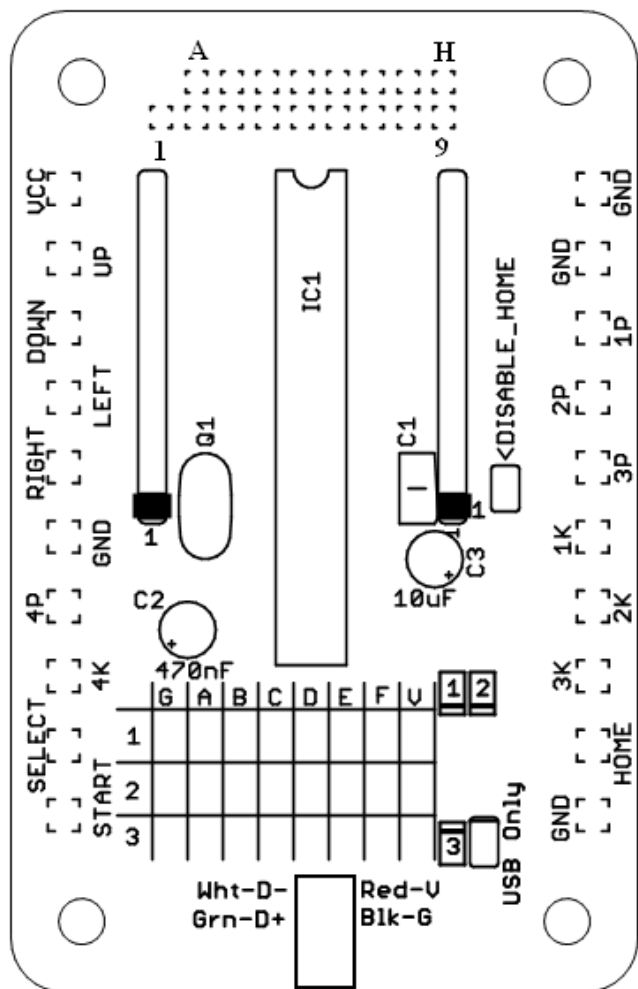
Each one of your pushbuttons will have either two or three metal prongs on them. If your buttons use three prongs (example: Happ Competition or Ultimate buttons), then only use the two prongs marked COM ('common') and NO ('normally open'). The pin marked NC ('normally closed') should never be used. Once you know which two prongs to use, wiring is simple. One prong should be connected to the matching button line on the Cthulhu, like '1P'. The other prong should be connected to Ground, marked GND on the Cthulhu.

WARNING: The line labeled VCC is the power line. The ONLY time you should be messing with that is if you are using a powered stick (Perfect360, Sanwa Flash, Suzo Inductive, etc.) or more advanced modifications such as installing LEDs. If you don't know what to do with it, leave it alone. If that power line comes into contact with a ground (GND) point, the board will not operate and you run the serious risk of blowing a fuse on your PC motherboard or Playstation 3 console. Unless you know exactly what you're doing, leave it alone.

There are many details about the MC Cthulhu you may require, such as newer firmware revisions and instructions on how to install console cables for the various supported consoles. You can always check the Cthulhu thread on Shoryuken.Com, or the Support section of GodLikeControls.Com, for more information.

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<http://www.godlikecontrols.com>
<http://shoryuken.com/f177/official-cthulhu-chimp-thread-162026/>



Labels on left and right of board are for normal wiring of stick and directions:

- 1P: 1st Punch: 'jab'. Reported to PS3 as 'square' button
- 2P: 2nd Punch: 'strong'. Reported to PS3 as 'triangle' button
- 3P: 3rd Punch: 'fierce'. Reported to PS3 as 'R1' button
- 4P: 4th Punch: Reported to PS3 as 'L1' button
- 1K: 1st Kick: 'short'. Reported to PS3 as 'X' button
- 2K: 2nd Kick: 'forward'. Reported to PS3 as 'circle' button.
- 3K: 3rd Kick: 'roundhouse'. Reported to PS3 as 'R2' button
- 4K: 4th Kick: Reported to PS3 as 'L2' button
- START: Reported to PS3 as 'Start' button
- SELECT: Reported to PS3 as 'Select' button
- HOME: Reported to PS3 as 'PS' button. Brings up in game menu.

GND: Ground. The common wire to all of your buttons and directions should go here. There are four different spots to choose from that are all connected on the board, so use whichever one(s) you want, even all four if you like.

If you do not want to use a dedicated Home button, you can tell the board to make the Start+Select button combination bring up the in game menu. To do this, either short the 'DISABLE_HOME' pads on the board itself together with solder, solder a wire between the 'HOME' terminal and any 'GND' point, or if you are using screw terminals, use a small piece of wire to connect the 'HOME' terminal to any 'GND' terminal.

This board is fully common ground, so can be used in dual pcb setups. The tight two rows of unlabeled points (labeled A-H and 1-9 in the image above, but unlabeled on the board itself) can be used as extra places to access the signal lines for making a dual pcb setup. The pinout and recommended connection to a MadCatz360 pad is below. This is an advanced mod, and NO help will be available to do this:

A - VCC. Connect to the spot the red wire from the 360 USB cable went

- B - D-pad Down
- C - Ground. Connect to the spot the black wire from the 360 USB cable went
- D - Select
- E - D-pad Right
- F - Roundhouse/3rd Kick. Recommend at RT.
- G - Fierce/3rd Punch. Recommend RB.
- H - Jab/1st Punch.

- 1 - D-pad Up
- 2 - 4th Punch. Recommend LB.
- 3 - D-pad Left
- 4 - 4th Kick. Recommend LT
- 5 - Start
- 6 - 2nd Kick/Forward.
- 7 - 1st Kick/Short
- 8 - 2nd Punch/Strong
- 9 - Home/Guide