IPAC



ULTIMARC
Ultimate Arcade Controls

your external keyboard, made of anything conductive

aka the makey makey on steroids :)

The I-PAC2 has 32 inputs which are all programmable and are marked as 2 joysticks, 8 buttons each, plus coin1, coin2, start1, start2 and MAME control keys. Any inputs can be assigned as a shift key to access an alternate code set. I-PAC is the ONLY keyboard encoder where each input inputs has it's own dedicated microprocessor pin. No interaction or delays, vital for multi-button games such as fighting games. I-PAC is much more than a keyboard encoder! Pins can be configured as mouse buttons or game controller buttons, plus power and volume control. I-PAC is the ONLY keyboard encoder which emulates a USB keyboard and yet breaks through the USB simultaneously-pressed-switch limit of 6 switches (plus ctrl,alt,shift) which afflicts all USB keyboard devices. I-PAC is the ONLY device to have a shift function which allows ANY input to be assigned to a shifted secondary keycode and the shift button can have it's own function too so no need for a dedicated extra control panel button. I-PAC is the ONLY device to have a self-test LED which not only gives an instant visible check of your installation but also can indicate which connection (if any) is causing a problem. I-PAC retains it's programming after power off. Not all keyboard encoders do this!

read up on specs here or here:

https://www.ultimarc.com/control-interfaces/i-pacs/i-pac4-board/
download custon software:

https://www.ultimarc.com/download.html

mapping:

INPUT	NORMAL CODES	CODES WITH SHIFT (hold 1 player start)
COIN 1	5	
COIN 2	6	
START 1	1	
START 2	2	ESC
1 RIGHT	R arrow	Tab
1 LEFT	L arrow	Enter
1 UP	U arrow	Key Below ESC (Volume, gamma, etc)
1 DOWN	D arrow	P (pause)
1 SW 1	L-ctrl	5 (Coin A)
1 SW 2	L-alt	
1 SW 3	space	
1 SW 4	L-shift	
1 SW 5	Z	
1 SW 6	X	
1 SW 7	C	
1 SW 8	V	
1 A	P	
1 B	ENTER	
START 1	1	
START 2	2	Esc
2 RIGHT	G	
2 LEFT	D	
2 UP	R	
2 DOWN	F	
2 SW 1	A	
2 SW 2	S	
2 SW 3	Q	
2 SW 4	W	

INPUT	NORMAL CODES	CODES WITH SHIFT (hold 1 player start)
2 SW 5	I	
2 SW 6	K	
2 SW 7	J	
2 SW 8	L	
2 A	TAB	
2 B	ESC	

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