

Using the claw on a Macintosh running Mac OS 9.x or Mac OS X.x

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1: Introduction:

While the Macintosh platform is not (currently) officially supported by Ferraro Design, you can still use the claw with your USB equipped Macintosh, by using third party 'drivers'.

2: Suggested utilities:

For use under Mac OS 9.x it is recommended that you use a utility called "USB Overdrive" – A demo can be downloaded from <http://www.usboverdrive.com>

An OS X version of USB overdrive is not yet available. It is currently recommended that if you wish to use the Claw on a Macintosh running Mac OS X (or higher) that you use a utility called "Game Pad Companion" – A demo can be downloaded from <http://www.carvware.com>

3: Installation and set up under Mac OS 9.x

Once you have downloaded the installer for "USB overdrive", do the following:

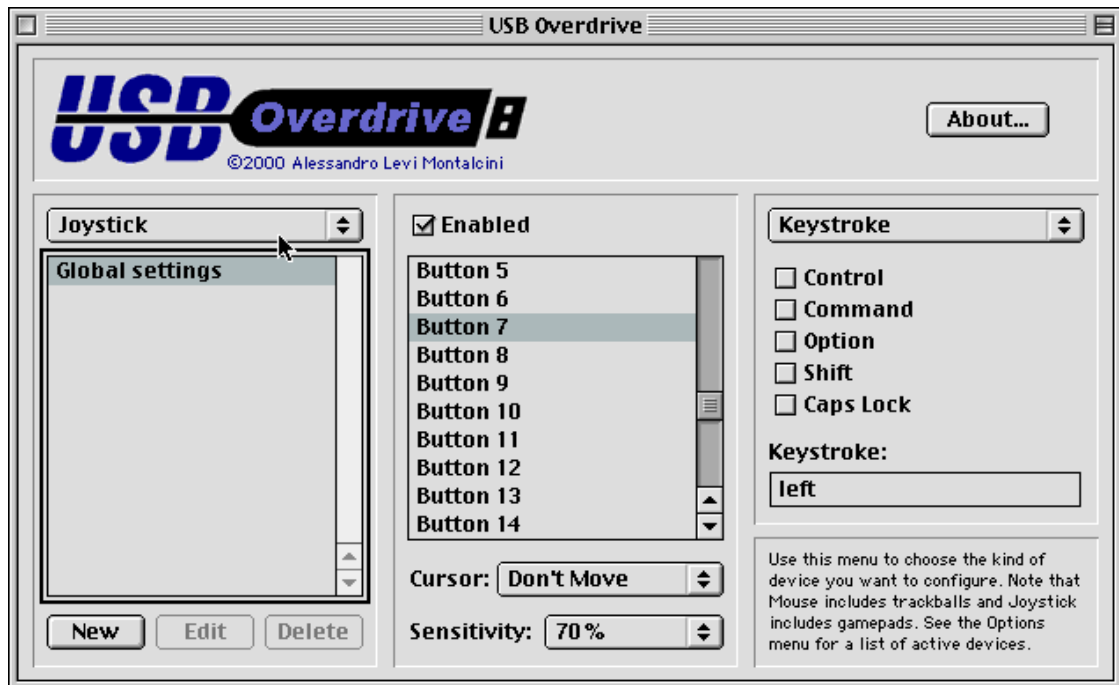
Step 1: Locate the installer file and double click on it to begin the installation process.



Step 2: Once the installer has completed it's tasks you will need to restart your Macintosh.

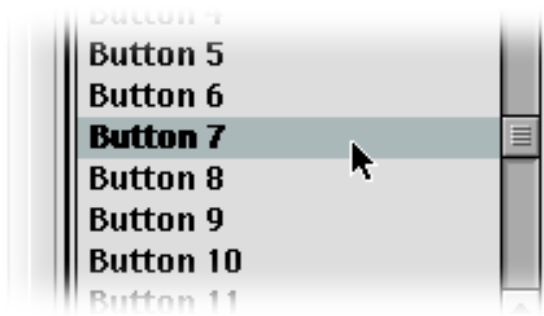


Step 3: Once your Mac has finished restarting locate the “USB Overdrive” control panel (This can be accessed from the apple menu/control panels or via the Finder at “your HD”/system folder/control panels). This is what the “USB Overdrive” [USBO] interface looks like:

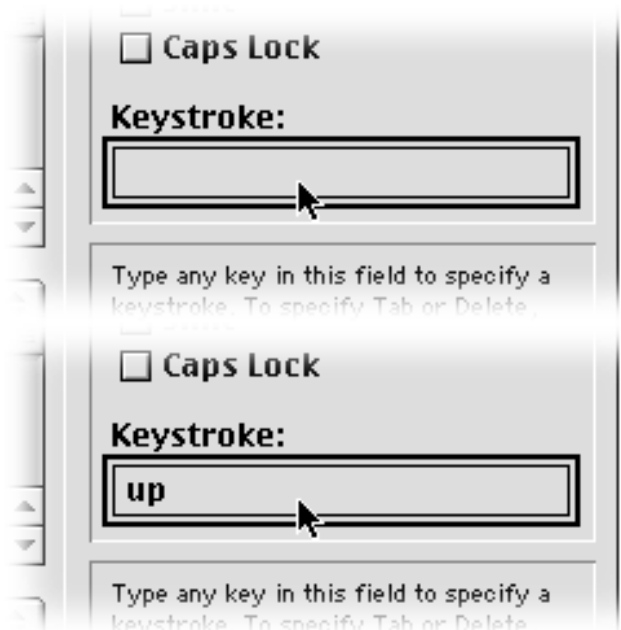


Step 4: If your Claw is not already plugged into your Macintosh, locate a free USB port and plug it in. USBO will identify the Claw as a “joystick”.

Step 5: You can now begin to configure the Claw by either pressing the button that you wish to assign a key to, or by selecting the corresponding button in the list that USBO presents in the ‘middle’ window:



Step 6: Now select the “Keystroke” window and press the keyboard key that you wish to assign to the Claw button that you selected in step 5:

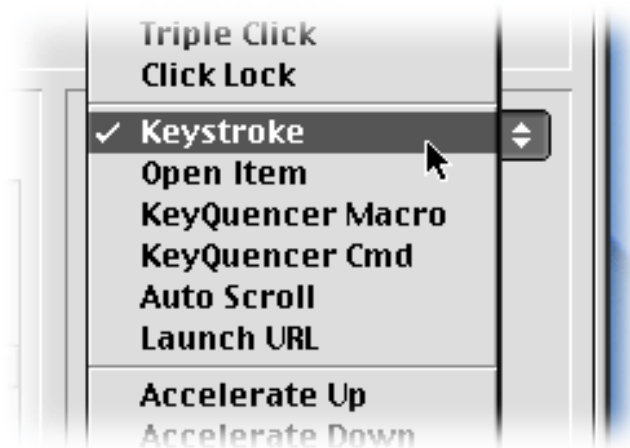


Step 8: Repeat steps 5 and 6 until all 10 of the Claws buttons have been mapped.

Step 9: Select your game of choice and start playing!



Note: You can produce more complex setting using USBO by configuring the keystroke option using the ‘keystroke’ drop down menu.



Note: You can also make up application specific profiles by clicking the ‘New’ button under the ‘left’ window.



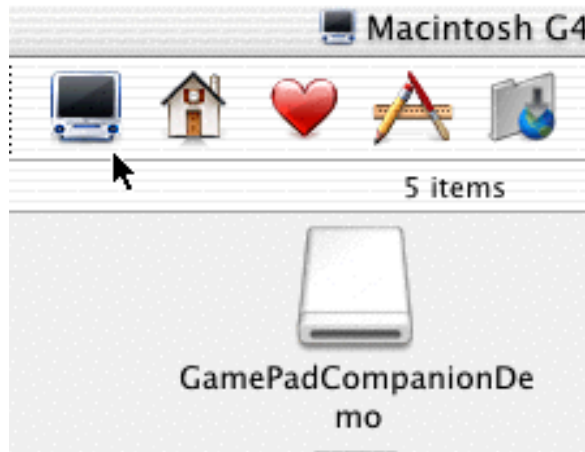
4: Installation and set up under Mac OS X.x

Once you have downloaded the utility “Game Pad Companion” do the following:

Step 1: Mount the disk image by double clicking on the .dmg file.



Step 2: Open the mounted image (this should appear either on your computers ‘desktop’ or can be located clicking on the ‘computer’ icon on a Finder windows tool bar).



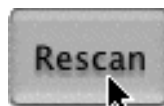
Step 3: Locate the “Game Pad Companion” or “Game Pad Companion Demo” application and drag it to the appropriate place on your hard drive. (I usually store such files in the “Utilities” folder – located in the “Applications” folder).



Step 4: Launch the “Game Pad Companion” or “Game Pad Companion Demo” application.



Step 5: If you have already plugged in the Claw “Game Pad Companion” [GPC] should identify it immediately. If you do not have the Claw plugged in [or if it is not identified by GPC in the “Choose a device to configure” pull down menu] then locate a spare USB port, plug in the device and then press the ‘rescan’ button. *If GPC still fails to recognise the Claw make sure that there are no other USB peripherals plugged into the Mac (aside from the keyboard, mouse and Claw) then press the ‘rescan’ button again.



Step 6: Once GPC has identified the Claw you can begin to configure it for use with your favourite gaming title. The easiest way is to assign the equivalent key on the keyboard to the one that you want to perform that function on the Claw. Start by clicking the “select control” button. You will be presented with the following pane:

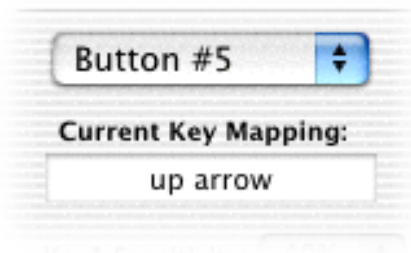


Step 7: Press the first button on the Claw that you wish to assign. The pane will retract when you do so. (Note: that the drop down menu on the left of the GPC window has now selected the matching button number (#) to the one that you just pressed).

Step 8: Now, press the “map to key” button. You will be presented with the following pane:



Step 9: Press the key on the keyboard that you want to assign to the button on the claw that you selected in step 7. The pane will retract when you do so. (Note: the cell on the left of the GPC window now shows the keyboard key that you have assigned to the Claw button displayed in the drop down menu above it.).



Step 10: Now, repeat steps 7 through to 9 until you have mapped all 10 of the Claws buttons.

Step 11: Before you can start using the Claw 'in game' you must activate GPC. Do this by pressing the "start" button.



Step 12: Select your game of choice and go for it!



Step 13: Once you have finished your gaming session you must deactivate GPC. Do this by pressing the "stop" button.



Please Note: The official PC drivers for the Claw allow the user to set game profiles, use toggle and modifier key (up to 3) and are altogether more configurable than any third party utility available at this time.