

QMOTIONS-BASEBALL™

**FULL MOTION GAME CONTROLLER
FOR PC**



USER MANUAL

QMotions Baseball™ User's Manual for PC
For use in conjunction with QMotions-Baseball Home Plate
Model Number: **QMO2PC00**

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Contents

4	Introduction
4	Parts List
5	IMPORTANT SAFETY PRECAUTIONS
6	LEGAL DISCLAIMER
7	Assembly
8	Battery Installation
11	Playing the Game
11	Configuring the Home Plate to Work with the Game
14	Game Tuning
16	Using the Base Buttons on the Home Plate
17	Swinging the Bat
18	Important Note to Remember While Swinging the Included Bat
22	Executing a Bunt
23	Switching Offense/Defense with Two Players
24	Troubleshooting

QMotions-Baseball™

Full Motion Game Controller for PC

Introduction

Congratulations! You are the owner of the newest, most sophisticated, state-of-the-art home Baseball game in its class, QMotions-Baseball™ Full Motion Game Controller for PC.

This user manual is a guide to help you setup the QMotions-Baseball™ Full Motion Game Controller. For additional instructions and game specifics please refer to the EA Sports™ MVP Baseball™ user manual.

Before You Begin

Please read and follow these instructions carefully before using your QMotions-Baseball™ Full Motion Game Controller. Please follow the directions, warnings and precautions detailed on each page.

Failure to follow the instructions may result in damage to your QMotions-Baseball™ Full Motion Game Controller, to the included bat, or possibly cause injury and/or damage to your self, other people and/or property.

QMotions, Inc. will not be held responsible for any damage or injury as a result of not following the safety precautions of this manual, or for any misuse of the product.



Home Plate

Bat Sleeve

Parts List

- (A) Home Plate for PC with USB cable
- (B) Bat Sleeve
- (C) Included Bat (not shown)

Important Safety Precautions

1. **DO NOT USE THE QMOTIONS-BASEBALL™ FULL MOTION GAME CONTROLLER IN SUCH A WAY THAT PLAYERS ARE CLOSE TO WALLS, WINDOWS, OBJECTS, OTHER PLAYERS OR BYSTANDERS.**
2. **DO NOT USE ANY BAT OTHER THAN THE ONE INCLUDED WITH THE PRODUCT.**
3. **BEFORE STARTING TO PLAY MAKE SURE THAT THE BAT SLEEVE IS SNUG ON THE INCLUDED BAT. FREQUENTLY CHECK THE FIXED NYLON STRAP AS WELL AS THE ADJUSTABLE VELCRO STRAP AND RETIGHTEN IF NECESSARY. IF EITHER OF THESE ARE LOOSE THE ATTACHED BAT SLEEVE CAN COME OFF THE INCLUDED BAT AND COULD INJURE OR DAMAGE PERSONS AND OR PROPERTY.**
4. **NEVER ALLOW ANYONE TO STAND DIRECTLY IN FRONT, BEHIND OR AROUND YOU WHEN YOU ARE SWINGING THE BAT.**
5. **ALLOW CHILDREN TO USE THE QMOTIONS-BASEBALL™ FULL MOTION GAME CONTROLLER ONLY UNDER ADULT SUPERVISION.**
6. **BE CAREFUL NOT TO HIT THE HOME PLATE WITH THE BAT. CHOPPING DOWN ON THE HOME PLATE OR STEPPING HARD ON THE UNIT COULD CAUSE IRREPAIRABLE DAMAGE TO THE HOME PLATE HOUSING AND ELECTRONICS WITHIN THE UNIT AND VOID THE WARRANTY.**
7. **BEFORE TAKING A FULL SWING, PRACTICE WITH SHORT EASY SWINGS TO BE SURE YOU ARE ABLE TO HOLD ON TO THE BAT AND THAT YOU CLEAR ANY OBSTACLES AS YOU SWING.**
8. **SWING GENTLY UNTIL YOU ARE CONFIDENT OF YOUR ABILITY. DO NOT SWING HARD. SUCCESSFUL PLAY IS A MATTER OF TIMING YOUR SWING TO BE ABLE TO HIT THE BALL. SUCCESSFUL PLAY IS NOT DEPENDENT UPON HOW HARD YOU SWING THE BAT.**
9. **CONFIRM THAT YOUR SWING IS CLEAR OF ALL SURROUNDING OBJECTS AND PLAYERS BEFORE A PLAY IS BEGUN.**
10. **YOU ARE SOLELY RESPONSIBLE FOR THE USE AND MAINTENANCE OF THE INCLUDED BASEBALL BAT USED IN CONJUNCTION WITH THE QMOTIONS-BASEBALL BAT SLEEVE.**

With the QMotions-Baseball™ Full Motion Game Controller set up according to the instructions and in a safe location, you're ready to play.

Reminder:

When you are not using the QMotions-Baseball™ Full Motion Game Controller, store the entire assembly indoors to prevent weather damage.

Do not use your QMotions-Baseball™ Full Motion Game Controller in the rain. Our warranty does not cover water damage.

Legal Disclaimer

- **AS WITH ALL SPORTS, THERE IS A RISK INVOLVED IN USING THE QMOTIONS-BASEBALL™ FULL MOTION GAME CONTROLLER. THE QMOTIONS-BASEBALL™ FULL MOTION GAME CONTROLLER IS DESIGNED FOR USE IN CONJUNCTION WITH THE INCLUDED BAT AND CAN BE DANGEROUS. INJURY OR DEATH MAY RESULT FROM CARELESSNESS OR MISUSE.**
- **ALL PERSONS WHO USE THE QMOTIONS-BASEBALL™ FULL MOTION GAME CONTROLLER DO SO AT THEIR OWN RISK. DO NOT USE THE QMOTIONS-BASEBALL™ FULL MOTION GAME CONTROLLER UNLESS YOU FEEL CONFIDENT ABOUT SWINGING THE INCLUDED BASEBALL BAT WITHOUT CAUSING INJURY TO YOURSELF OR OTHERS AND/OR DAMAGE TO PROPERTY.**
- **QMOTIONS, INC. ITS DEALERS, DISTRIBUTORS, AGENTS, AND EMPLOYEES ARE NOT RESPONSIBLE AND WILL NOT BE HELD LIABLE FOR ANY INJURY OR DAMAGE SUSTAINED BY ANY PERSONS, PROPERTY OR PRODUCT EQUIPMENT ARISING OUT OF THE USE OR MISUSE OF THE QMOTIONS-BASEBALL™ FULL MOTION GAME CONTROLLER.**
- **SWINGING THE INCLUDED BASEBALL BAT OR ACTUATING THE HOME PLATE BUTTONS SHOULD NEVER CAUSE PAIN OR DISCOMFORT. IN THE EVENT ANY PAIN OR DISCOMFORT ARISES, YOU SHOULD IMMEDIATELY STOP USING THE QMOTIONS-BASEBALL™ FULL MOTION GAME CONTROLLER AND CONSULT A PHYSICIAN PRIOR TO RESUMING ANY SUCH USE.**

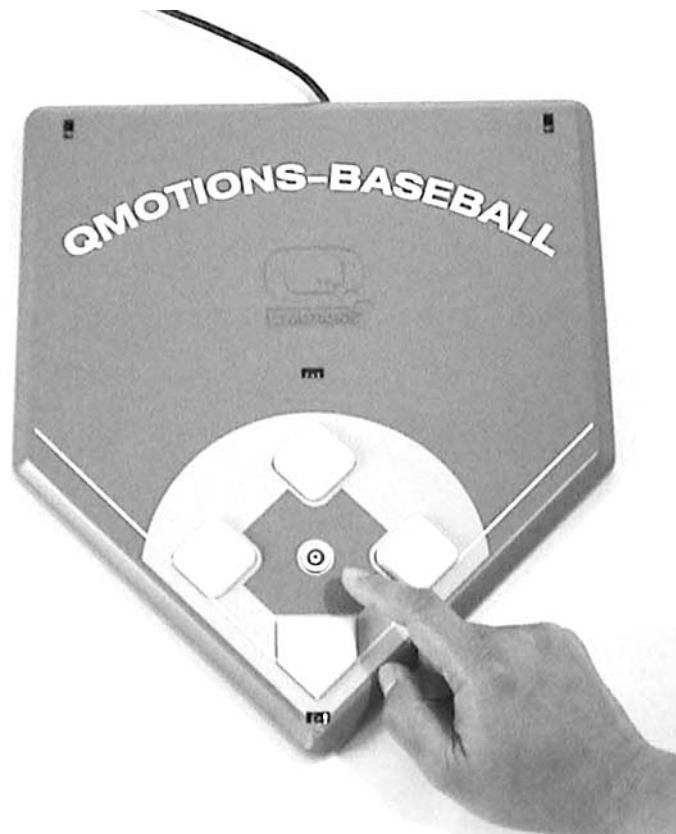
Screen shots taken from EA SPORTS™ MVP BASEBALL™ 2004.
EA SPORTS™ MVP BASEBALL™ 2004 and 2005 is a registered trademark of
Electronic Arts Inc.

Assembly

- a. Plug in the Home Plate's USB connector into the USB port of your computer.

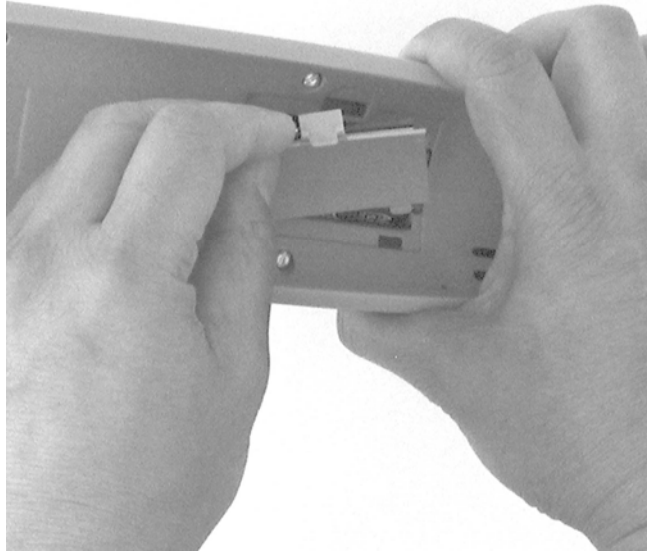


- b. The power indicator light should light. Check your USB connection if the power indicator is not lit.



Battery Installation

- a. Open the battery cover located at the bottom of the bat sleeve.



- b. Insert four (4) new AA batteries (not included). Follow the polarity indicated in the battery compartment. Replace the battery cover.



- c. Check if the bat sleeve is receiving power from the batteries by depressing the on/off switch. The power indicator light should light up after the on/off switch is depressed.

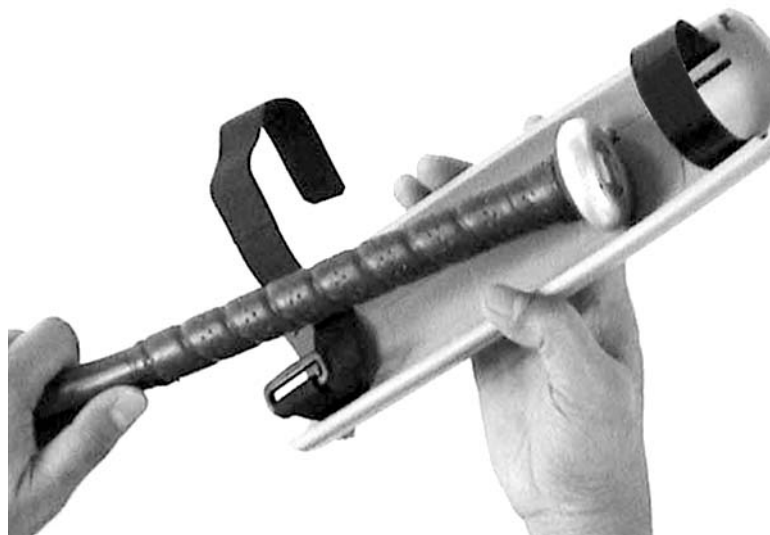


Note: To prevent the batteries from draining when the bat sleeve is not in use, don't forget to turn it off by depressing the on/off switch. Under normal use battery life is from 3 to 4 hours.

- d. Insert the bat handle of the included bat into the fixed nylon strap of the bat sleeve as shown in the following image. Slide the bat sleeve away from the handle of the included bat until it cannot move further up the bat.

WARNING:

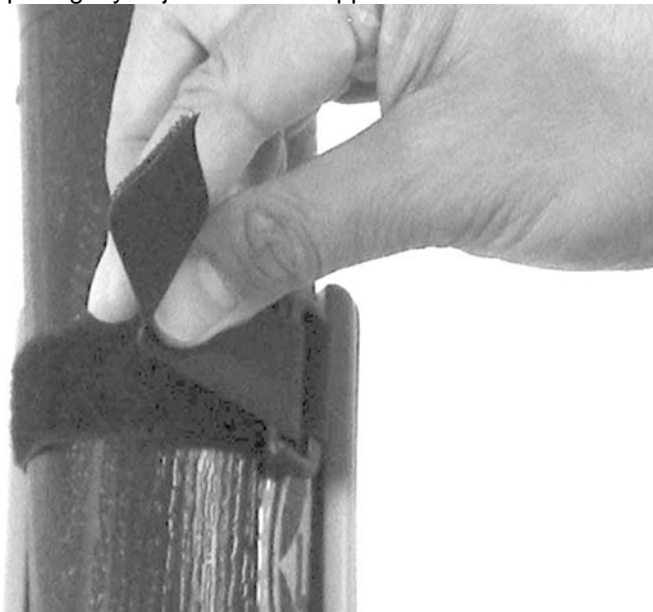
Do not use any Baseball bat other than the one included in the QMotions-Baseball™ Full Motion Game Controller system.



- e. Check that the fixed nylon strap of the bat sleeve fits tightly unto the tapered portion of the included bat.



- f. Fasten the adjustable Velcro strap of the bat sleeve to the included Baseball bat. Make sure that the Velcro strap is tightly adjusted and wrapped around itself and not dangling.



WARNING:

Check the tightness of both straps frequently during game play. Failure to do so may result in the bat sleeve coming off the included Baseball bat which may result in injury or damage to persons and/or property.

Playing the Game

QMotions-Baseball™ is designed to work with the EA Sports™ MVP Baseball™ game. There will be other baseball games that the product will support in the future. A list of these games and firmware updates to support them will be available soon. Please access http://www.qmotions.com/about_QMotions-Baseball/updates.aspx from time to time for update availability.

Configuring the Home Plate to work with the EA SPORTS™ MVP Baseball™ game

IMPORTANT: The following steps must be done to ensure that the QMotions-Baseball™ Full Motions Game Controller will function properly.

1. Start the game.



2. For EA SPORTS MVP Baseball 2004 disregard this step and continue to step 3.
For EA SPORTS MVP Baseball 2005 after clicking "Start"

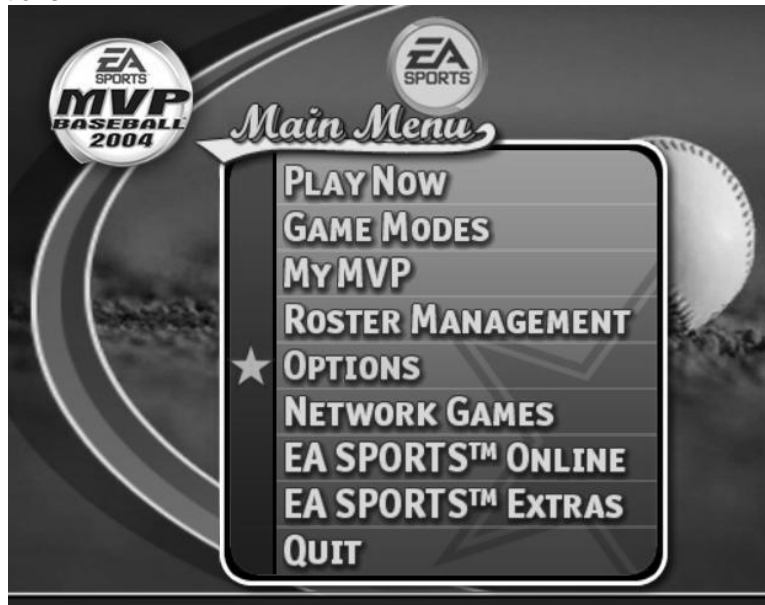
1. select My MVP
2. select My MVP Options
3. continue to step 6

3. Go to the Main Menu.
4. Select Game Modes.

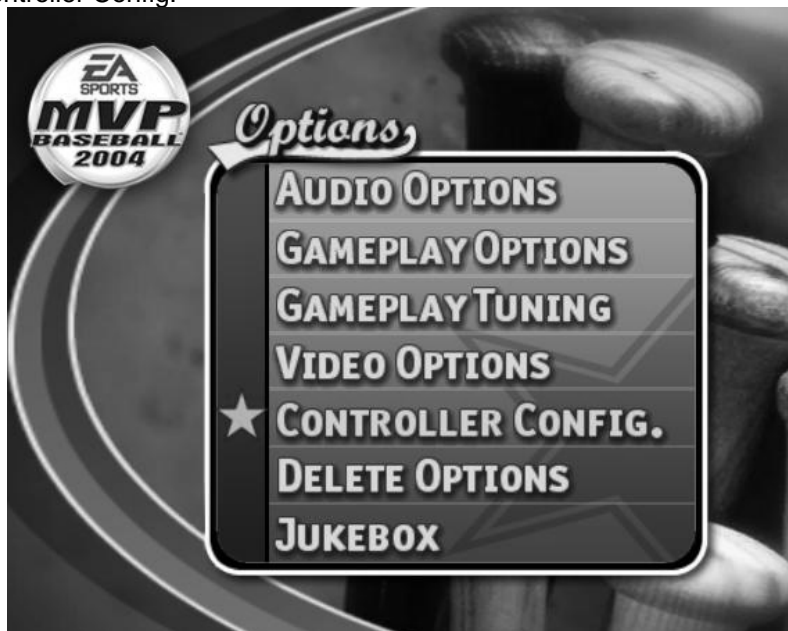


Note: Screen shots taken from EA SPORTS™ MVP BASEBALL™ 2004 and 2005.
EA SPORTS™ MVP BASEBALL™ 2004 is a registered trademark of Electronic Arts Inc.

5. Select Options.



6. Select Controller Config.

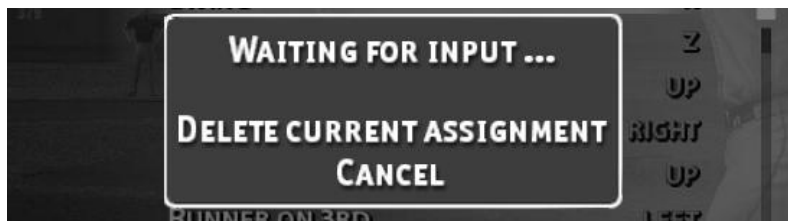


7. To make the changes click on the game function in the left hand column of the Keyboard 1 profile. A "WAITING FOR INPUT" message will appear. At this point press the key for the character which should be assigned to the function as outlined below.

For example, to change the character controlling the swing click on "SWING" in the left hand column of the Keyboard 1 profile. A "WAITING FOR INPUT" message will appear. At this point press "Z" on your keyboard.

- a. **SWING** change to "Z"
- b. **BUNT** change to "X"
- c. **RUN TO 1ST** change to "4"
- d. **RUN TO 2ND** change to "1"
- e. **RUN TO 3RD** change to "2"
- f. **RUN TO HOME** change to "3"

Important: During game play Keyboard 1 should always be assigned to the team at bat.



7. Accept and Save the changes.
8. Select "Back" to go back to the main menu

Game Tuning

Playing the game and making it realistic is dependent upon each individual. But because of the way in which the QMotions-Baseball™ Full Motion Game Controller works it is advisable to tune the game as shown below. If you are not satisfied with the following suggestions or need assistance to set up your baseball game for single or multiplayer use, please refer to the games' user manual for additional game specifics.

- A. Start the game.



- B. For EA SPORTS MVP Baseball 2004 disregard this step and continue to step D.
For EA SPORTS MVP Baseball 2005 after clicking "Start"

- select My MVP
- select My MVP Options
- continue to step D

- C. From the Main Menu select Options.



D. From the Options menu select Gameplay Tuning.



E. On the Gameplay Tuning screen change the following settings to “-50”:

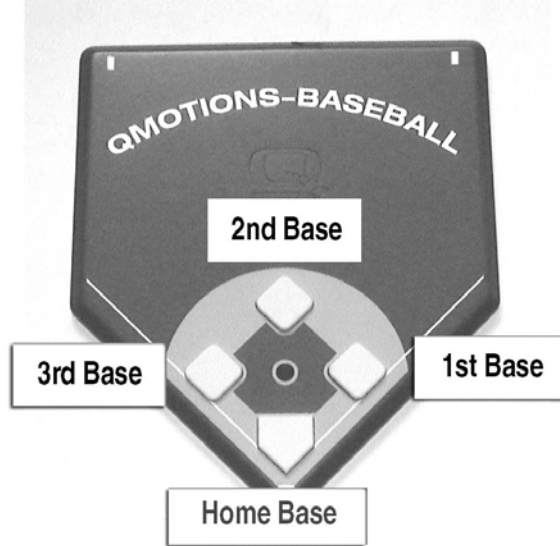
- Pitch Speed
- User Pitcher Fatigue
- CPU Pitcher Fatigue



F. Accept and Save the changes.

G. Select “Back” to go back to the main menu.

Using the Base Buttons on the Home Plate



Pressing certain Home Plate “base” buttons or combination of buttons will effect game actions as shown in the tables below. The Home Plate buttons are designed to be pressed by foot action.

Game results are determined by the EA Sports™ MVP Baseball™ game. For questions regarding game play refer to the EA Sports™ MVP Baseball™ user manual.

CAUTION: Do not press the Home Plate buttons with excessive force. Do not stand on the buttons or on the Home Plate.

Batting

HOME PLATE BUTTONS	ACTION
2nd base before the pitch	Increase chances of a fly ball
Home base before the pitch	Increase chances of ground ball

Base Running

HOME PLATE BUTTONS	ACTION
1st and 2nd base simultaneously	Steal 1st to 2nd
2nd and 3rd base simultaneously	Steal 2nd to 3rd
Home and 1st base simultaneously	Advance all runners
Home and 3rd base simultaneously	Retreat all runners

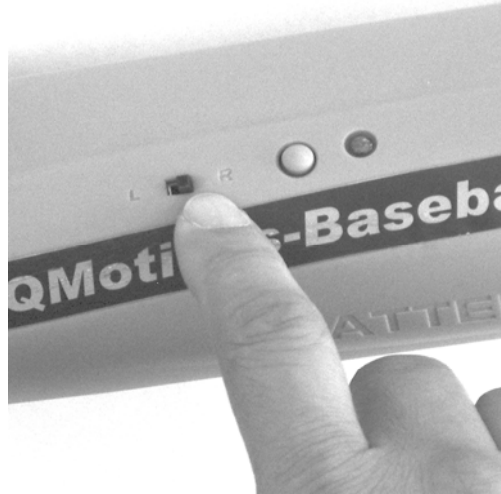
Swinging the bat

Once the game has been set up, turn on the Bat Sleeve to begin game play.

1. Activate the bat sleeve by pressing the power switch. The power indicator light should come on.



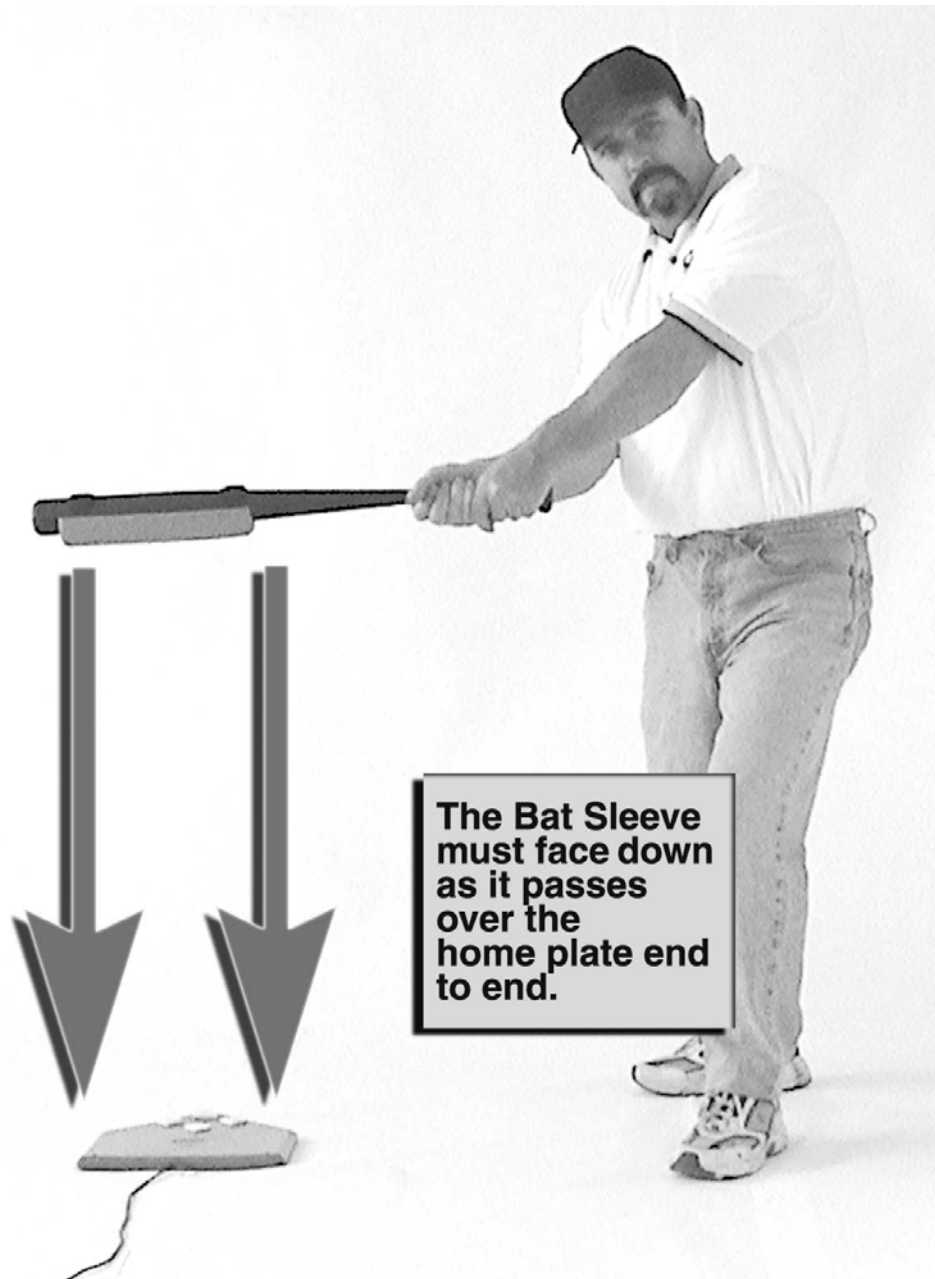
2. Slide the selector switch according to which side the user will swing from: **(R)** for right handed or **(L)** for left handed.



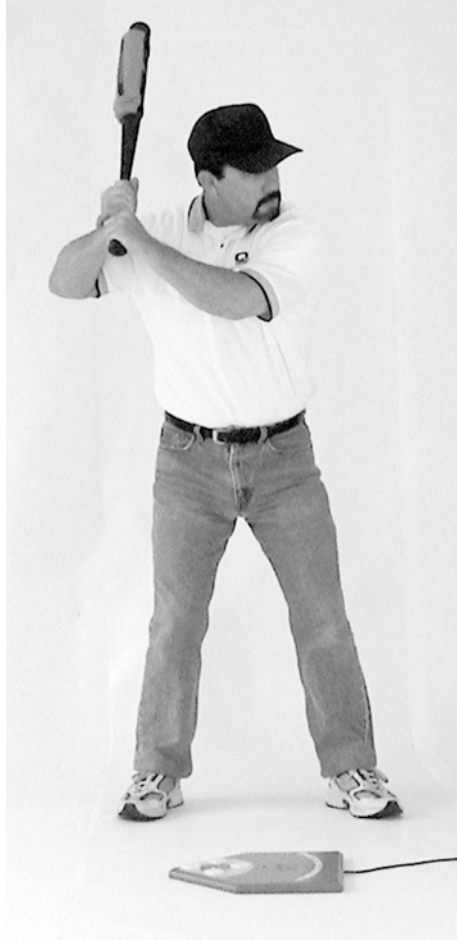
3. Find a flat location for the Home Plate. It should be placed away from any windows, walls, objects, other players or bystanders. The area should allow enough room to swing the bat freely without endangering people or property.

IMPORTANT NOTE TO REMEMBER WHILE SWINGING THE BAT:

With the bat in hand and arms stretched out as you swing, make sure that the bat sleeve passes directly over the Home Plate covering it end to end. If not the swing may not be detected.



4. As you initiate the swing, the bat sleeve should be over your shoulder.



Ready

CAUTION: Before you start swinging make sure that you are clear of any bystanders or breakable objects.

5. Do not make unnecessary movements with the bat when you are preparing to swing. For example, do not repeatedly pass the bat over the Home Plate (wagging) before the pitcher throws the ball.

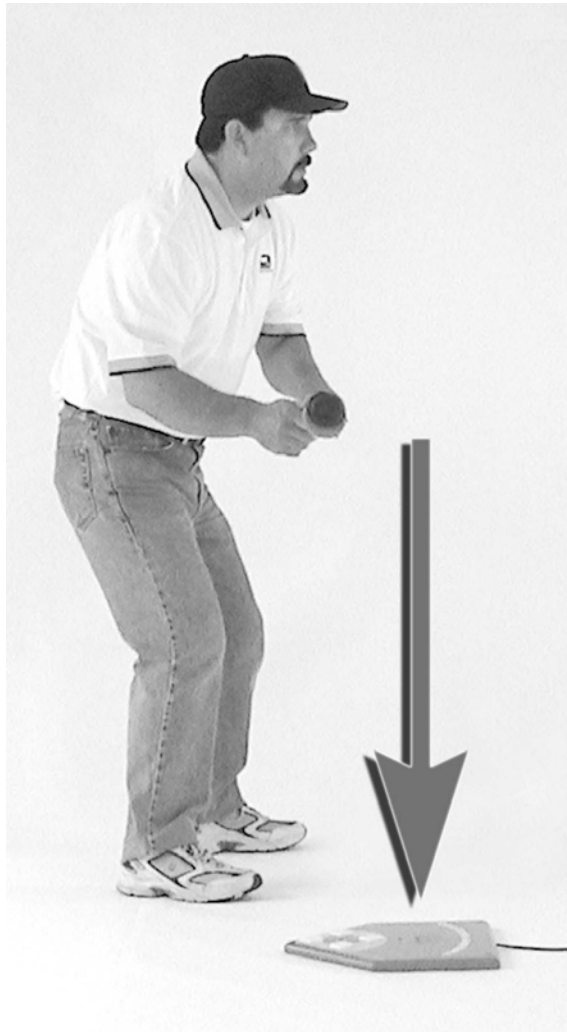
6. While going through the motion of the swing the bat sleeve should be facing down over the Home Plate.



Swing Motion

Executing a Bunt

When you wish to bunt, the bat sleeve should be facing down over the rear half of the Home Plate and held steady.



Bunt

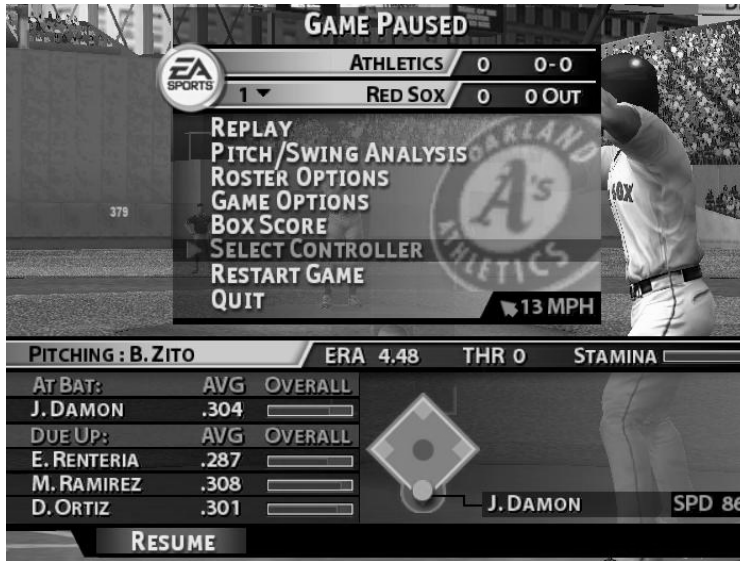
Switching Offense/Defense with Two Players

During the course of two-player game play it will be necessary to switch assignment of the QMotions Home Plate in order that both players are able to use the QMotions-Baseball Full Motion Controller when up to bat. Players will need to switch controller assignments between innings so that the team that is up to bat is assigned to Keyboard 1.

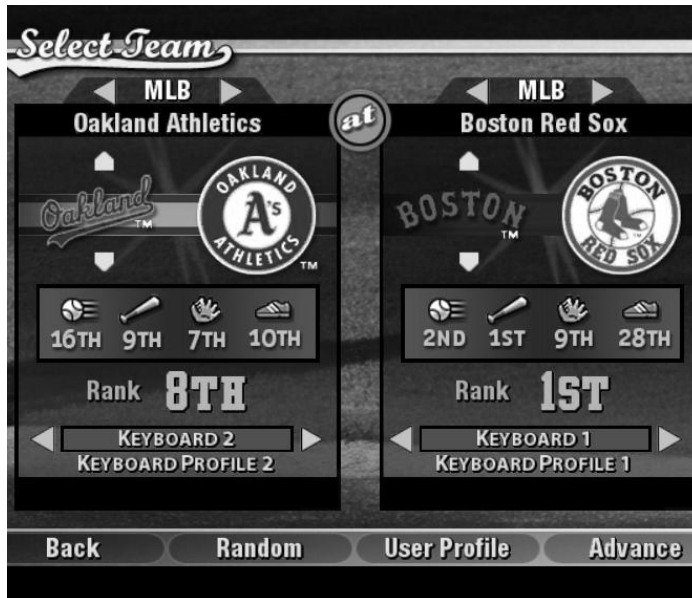
Remember: The QMotions Game controller is on Keyboard 1. Always assign Keyboard 1 to the team that is up to bat.

To switch controller assignments:

1. Within the game press "ESC" on your keyboard.
2. Click on "Select Controller".



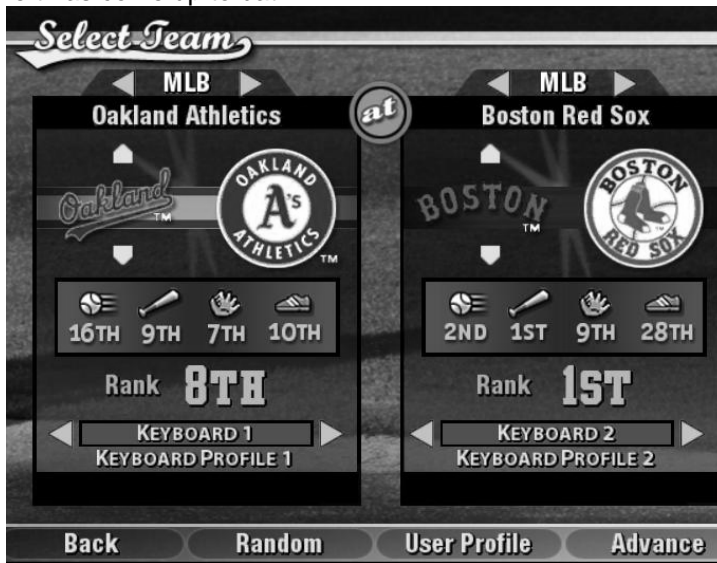
The image below shows keyboard assignments before a switch is made.



3. In order to change to which team Keyboard 1 is assigned it will be necessary to choose "CPU" temporarily to the team originally assigned to Keyboard 1.



4. Assign Keyboard 1 to the team that was originally on Keyboard 2. Then assign Keyboard 2 to the team that was temporarily assigned to "CPU". In this example the team on the left has come up to bat.



5. Click "Accept" or "Advance" to resume the game.

Troubleshooting

1. **Problem:** The power indicator light on the Home Plate is not on.
Solution:
 - a. Check for loose connections on the USB plug from your PC to the Home Plate.
 - b. Press the on/off switch on the Home Plate.

2. **Problem:** The batter swings or bunts even when I am not swinging or bunting.
Solution:
 - a. Ensure that the batter is clear of obstacles or walls.
 - b. Do not make any unnecessary movement before the pitch.
 - c. Do not tap the Home Plate with the included bat before the pitch.
 - d. Do not place the Home Plate close to your monitor or TV.
 - e. Before the pitch be in the ready to swing position.

3. **Problem:** The player does not swing.
Solution:
 - a. Is the bat sleeve turned on?
 - b. Check the batteries on the bat sleeve and replace the batteries if needed.
 - c. The bat sleeve should face down towards and over the Home Plate

4. **Problem:** The power indicator light on the Home Plate is not lit.
Solution: Re-plug the USB cable to your PC's USB port,

7. **Problem:** I swung the bat after a pitch but the batter in the game did not swing.
Solution: Always start a swing with the bat above your shoulder and follow through with the bat sleeve facing down and covering the Home Plate.

8. **Problem:** I need assistance to play the EA Sports™ MVP Baseball™ game.
Solution: Refer to the EA Sports™ MVP Baseball™ game user manual.

Note: If you have any questions concerning QMotions-Baseball™, please email us at customerservice@qmotions.com or call us at 951-786-9834. We are available Monday to Friday from 9 a.m. to 5 p.m. PST.

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