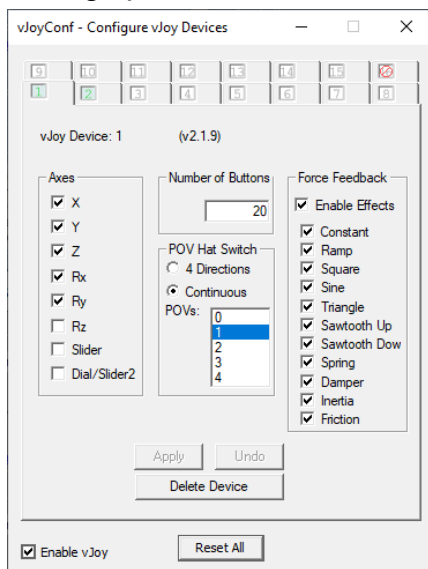


Alright so this is a short tutorial on what worked for me to get 2 player Model 3 emulator working with lichtknarre application and vjoy2 plug in.

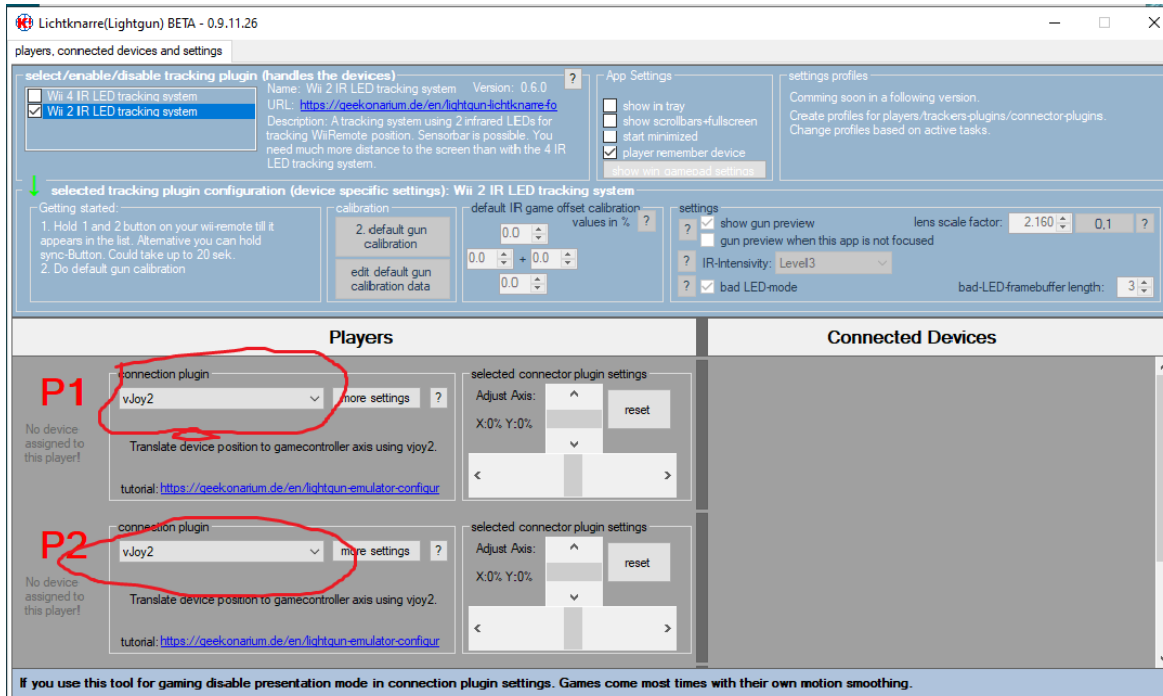
First off start with following the install and follow the instructions for calibrating your wii motes and then following the tutorial provided

<https://geekonarium.de/en/vjoy-lightgun-emulator-configuration/>

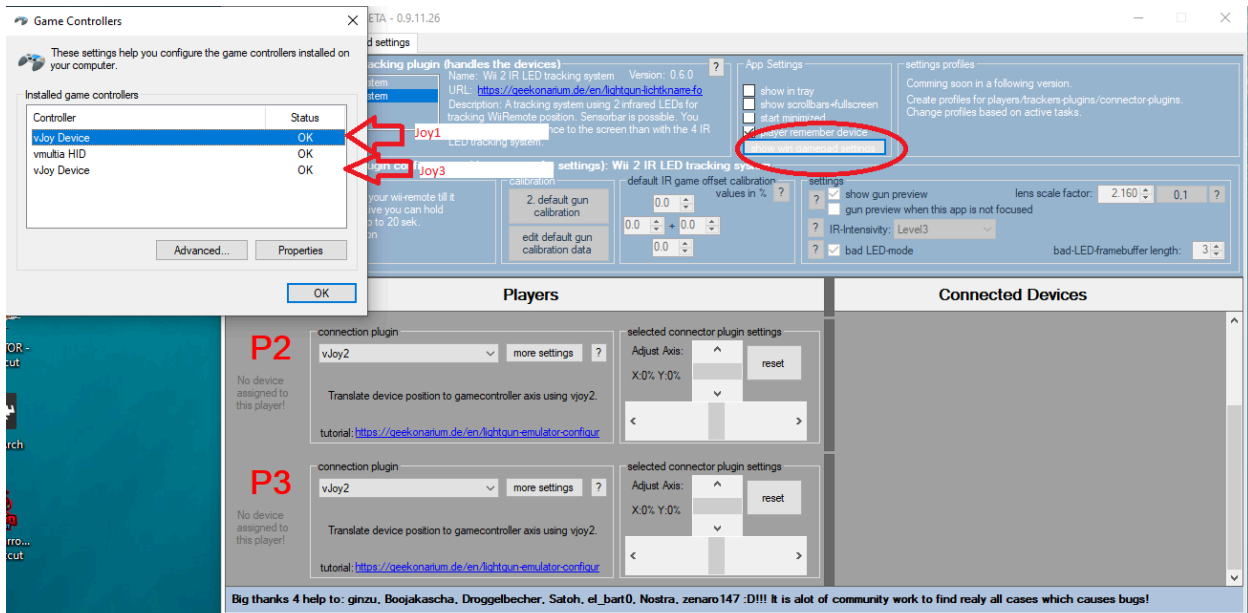
Start with setting up Vjoy2 go to your start menu and type in vjoy if you don't have easy access to it move it to your desktop and open the cfg file and change every thing to the settings provided.



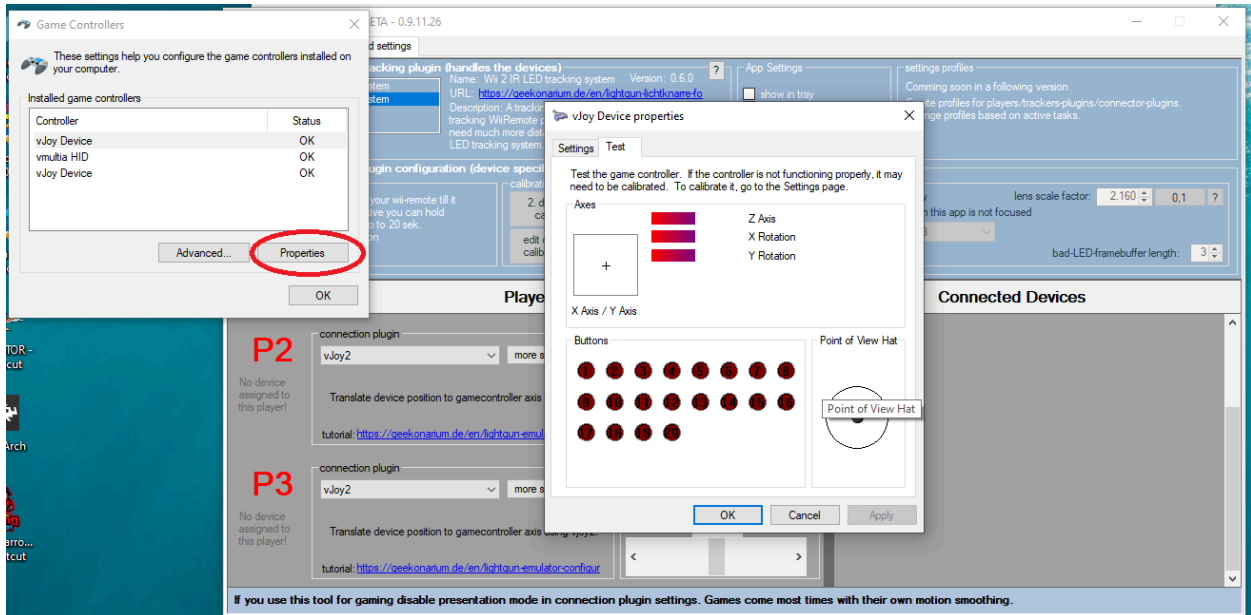
Next make sure all players in lichtknarre are set to vjoy for some reason i have a player 3 in mine and that had to be set to vjoy to make player 2 work



Next is to find out where your vjoys inputs are set in Windows by pressing the “show win game pad settings” mine are joy1 and joy3



From here you can open up the properties for each input then check the button mapping for the controller by pressing the buttons on your wiimotes/nunchucks to find out what button numbers in vjoy are matching with the buttons on your wiimote the button presses will light up on the screen. i made a note pad that i could reference to know off hand what buttons in needed to put in for each input on Model3 INI



I did not have to calibrate mine but if you do go to the settings tab and calibrate your joy input follow the prompts on the screen.

From here we will move to Model 3. Open up your model 3 folder and go to the CFG folder and open your INI and change your settings to what i have provided .Note that your Joy number MUST reference your numbers that your Vjoy inputs are in the “show win game pad settings” tab of lichtknarre. From there you can now map your trigger buttons to whatever you desire as well as coin and start buttons.also note that it may be different for everyone else but the shoot and reload buttons only changed for me under the analog settings of the INI.

```

Supermodel - Notepad
File Edit Format View Help
; light guns (Lost World)
InputGunLeft = "KEY_LEFT"           ; digital, move gun left
InputGunRight = "KEY_RIGHT"          ; digital, move gun right
InputGunUp = "KEY_UP"                ; digital, move gun up
InputGunDown = "KEY_DOWN"            ; digital, move gun down
InputGunX = "MOUSE1_XAXIS,JOY1_XAXIS" ; analog, full X axis
InputGunY = "MOUSE1_YAXIS,JOY1_YAXIS" ; analog, full Y axis
InputTrigger = "NONE"
InputOffscreen = "NONE"             ; point off-screen
InputAutoTrigger = 1                ; automatic reload when off-screen
InputGunLeft2 = "NONE"
InputGunRight2 = "NONE"
InputGunUp2 = "NONE"
InputGunDown2 = "NONE"
InputGunX2 = "MOUSE1_XAXIS,JOY3_XAXIS" ; analog, full X axis
InputGunY2 = "MOUSE1_YAXIS,JOY3_YAXIS" ; analog, full Y axis
InputTrigger2 = "JOY3_BUTTON13"
InputOffscreen2 = "JOY3_BUTTON2"
InputAutoTrigger2 = 1                ; automatic reload when off-screen

; Analog guns (Ocean Hunter, LA Machineguns)
InputAnalogGunLeft = "KEY_LEFT"      ; digital, move gun left
InputAnalogGunRight = "KEY_RIGHT"     ; digital, move gun right
InputAnalogGunUp = "KEY_UP"           ; digital, move gun up
InputAnalogGunDown = "KEY_DOWN"       ; digital, move gun down
InputAnalogGunX = "MOUSE1_XAXIS,JOY1_XAXIS" ; analog, full X axis
InputAnalogGunY = "MOUSE1_YAXIS,JOY1_YAXIS" ; analog, full Y axis
InputAnalogTriggerLeft = "JOY1_BUTTON13"
InputAnalogTriggerRight = "JOY1_BUTTON2"
InputAnalogGunLeft2 = "NONE"
InputAnalogGunRight2 = "NONE"
InputAnalogGunUp2 = "NONE"
InputAnalogGunDown2 = "NONE"
InputAnalogGunX2 = "JOY3_XAXIS,MOUSE2_XAXIS" ; analog, full X axis
InputAnalogGunY2 = "JOY3_YAXIS,MOUSE2_YAXIS" ; analog, full Y axis
InputAnalogTriggerLeft2 = "JOY3_BUTTON13"
InputAnalogTriggerRight2 = "JOY3_BUTTON2"

```

Next we can open Model 3 change your controller input to DINPUT and you should be good to go from here.

The screenshot shows the Sega Model 3 UI. On the left is a table of games, and on the right is a control configuration panel. The 'Control' tab is selected, and the 'InputSystem' dropdown is set to 'dinput'. Below this, there are buttons for 'Dinput' and 'Xinput', with 'Dinput' being the active selection. At the bottom, there are buttons for 'Config', 'Crosshairs', and '2Players', along with a 'Style' dropdown set to 'vector'.

Games	Version	Roms	Step	A-E	Inp
L.A. Machineguns: Rage of t...	Japan	lamachin	2.1	o	ana
The Lost World	Japan, Revision A	lostwsga	1.5	o	ana
The Ocean Hunter	Japan, Revision A	oceanhun	2.1	o	ana
Cyber Troopers Virtual-On ...	Japan, Revision B	von2	2.0	o	twin

I hope this helps anyone that needs it as i spent a decent amount of time figuring this out. Please note that i am no expert and that this is just what worked for me. Happy Playing everyone!!!!!!