

Quick Tutorial for SEGA Supermodel 3 and 2 player with litchtknarre and Vjoy2 plug in

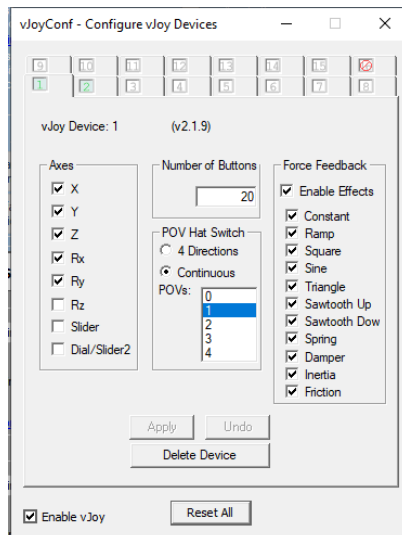
Note that i use 2 official wii controllers and a generic \$5 usb light bar

follow the tutorial on setting up Vjoy. (see link below.

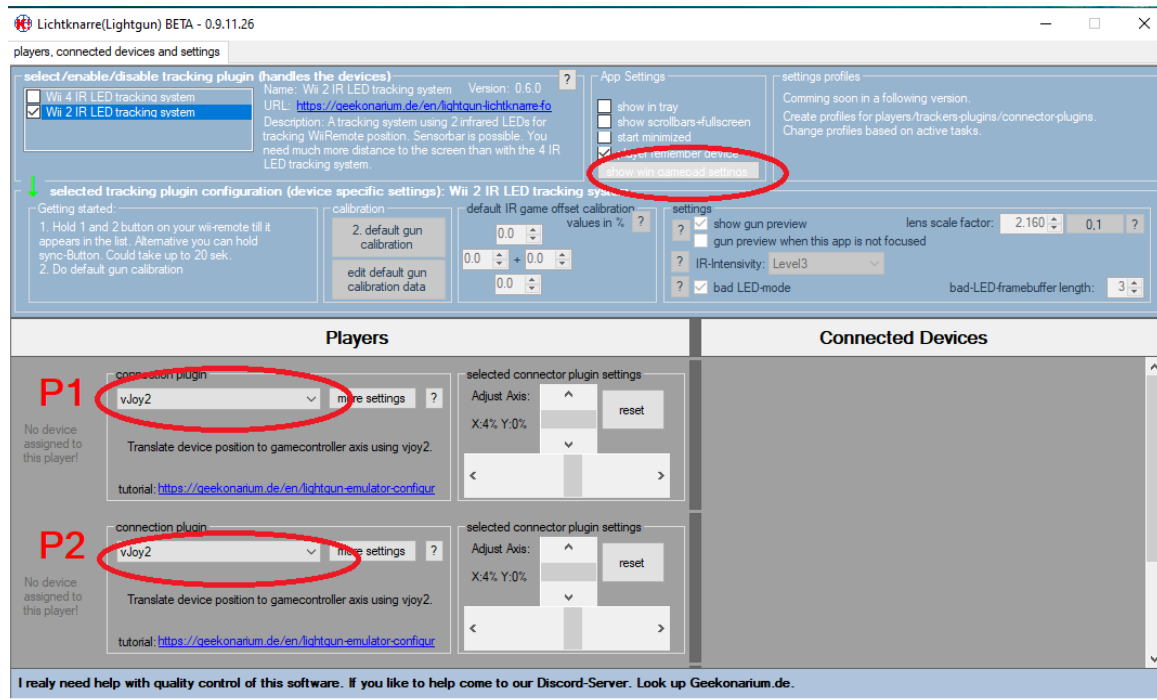
<https://geekonarium.de/en/vigem-lightgun-emulator-configuration/#usertutorials>

If you are still having trouble, this is what worked for me.

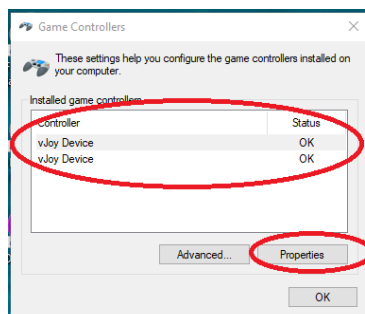
Open your Vjoy configuration EXE and change all settings to the ones provided. Make sure enable Vjoy is checked in the bottom left.



Open the litchtknarre app and set all players to Vjoy then go to the show Win gamepad settings tab.



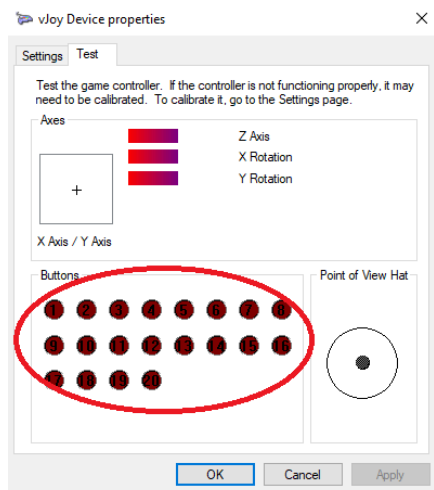
From here you can see your Vjoy devices (Wii controllers) and any other devices you may have. It is recommended to remove any other devices as they may interfere with emulators. You can now select your input and click properties to test all the inputs



Once in the menu you can press the buttons on the controller to make sure all the buttons and cursor are working as well as know what button on your remote corresponds with the number in VJoy. When pressing a button the number will light up on the screen.

Note you may have to complete calibration for the cursor. Click the settings tap and follow the prompts for calibration.

I personally made an Index on a note pad with the Vjoy numbers corresponding with the buttons pressed on the Wii controller to reference when you are setting up controls.



From here everything should be working.

Now open your model 3 folder and open the CFG folder and access the INI file once here you will set your controls to the corresponding Vjoy device in the order they are shown on the Win gamepad settings. Note when i originally made this tutorial my Vjoy inputs were 1 and 3 on the list. Yours have the possibility of being different. Set your start and coin for player 1 and 2 for your given Vjoy device as shown below.

```
Supermodel - Notepad
File Edit Format View Help
PortOut =1971
AddressOut =127.0.0.1

; Common
InputStart1 = "KEY_1,JOY1_BUTTON1"
InputStart2 = "KEY_2,JOY3_BUTTON1"
InputCoin1 = "KEY_3,JOY1_BUTTON10"
InputCoin2 = "KEY_4,JOY3_BUTTON10"
InputServiceA = "KEY_5,JOY1_BUTTON5,JOY3_BUTTON5"
InputServiceB = "KEY_7,JOY1_BUTTON6,JOY3_BUTTON6"
InputTestA = "KEY_6,JOY1_BUTTON3,JOY3_BUTTON3"
InputTestB = "KEY_8,JOY1_BUTTON4,JOY3_BUTTON4"

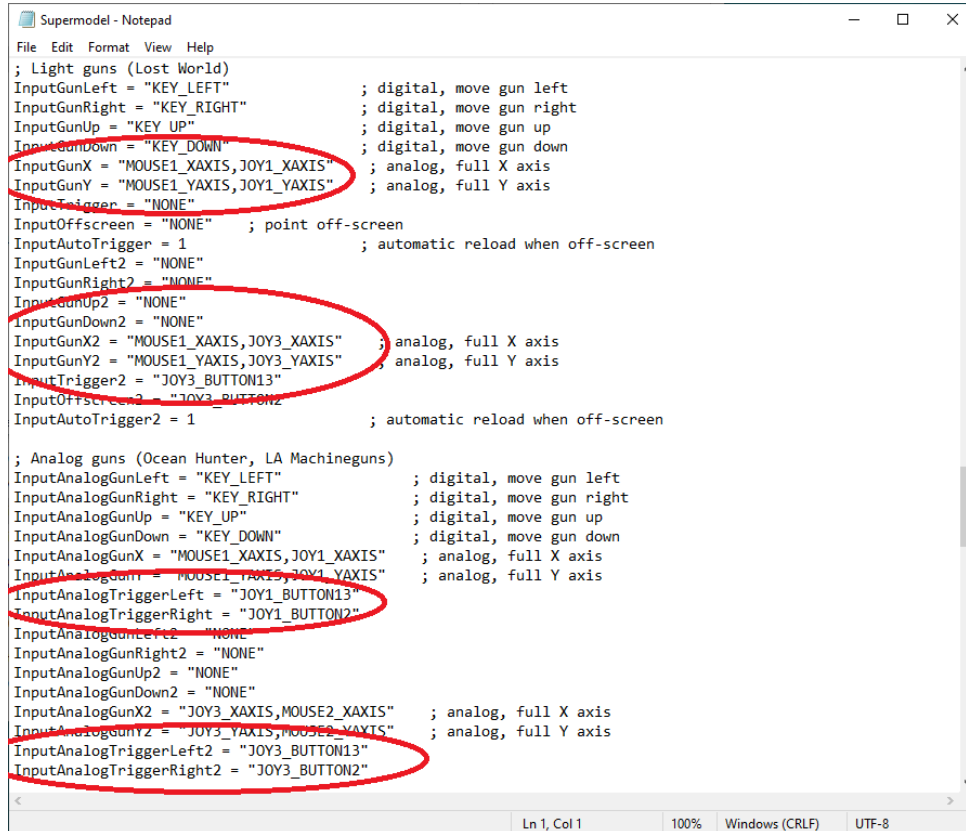
; 4-way digital joystick
InputJoyUp = "KEY_UP,JOY1_UP"
InputJoyDown = "KEY_DOWN,JOY1_DOWN"
InputJoyLeft = "KEY_LEFT,JOY1_LEFT"
InputJoyRight = "KEY_RIGHT,JOY1_RIGHT"
InputJoyUp2 = "JOY3_UP"
InputJoyDown2 = "JOY3_DOWN"
InputJoyLeft2 = "JOY3_LEFT"
InputJoyRight2 = "JOY3_RIGHT"

; Fighting game buttons
InputPunch = "KEY_A,JOY1_BUTTON1"
InputKick = "KEY_S,JOY1_BUTTON2"
InputGuard = "KEY_D,JOY1_BUTTON3"
InputEscape = "KEY_F,JOY1_BUTTON4"
InputPunch2 = "JOY3_BUTTON1"
InputKick2 = "JOY3_BUTTON2"
InputGuard2 = "JOY3_BUTTON3"
InputEscape2 = "JOY3_BUTTON4"

; Spikeout buttons
InputShift = "KEY_A,JOY1_BUTTON1"
InputBeat = "KEY_S,JOY1_BUTTON2"
InputCharge = "KEY_D,JOY1_BUTTON3"
```

Once this is done scroll down until you get to the JP and LA machine gun settings from here change your "Input Gun X and Y to the ones shown in the picture Notethat the mouse axis is not necessary unless there is the potential that you may use a mouse in game and that your Joy numbers may be different than what is shown.do this for both Gun1 and 2

For me the only way i was able to get the guns to fire was by setting the analog inputs for left and right trigger in the analog gun section to the buttons i wanted. From here hit save and exit out

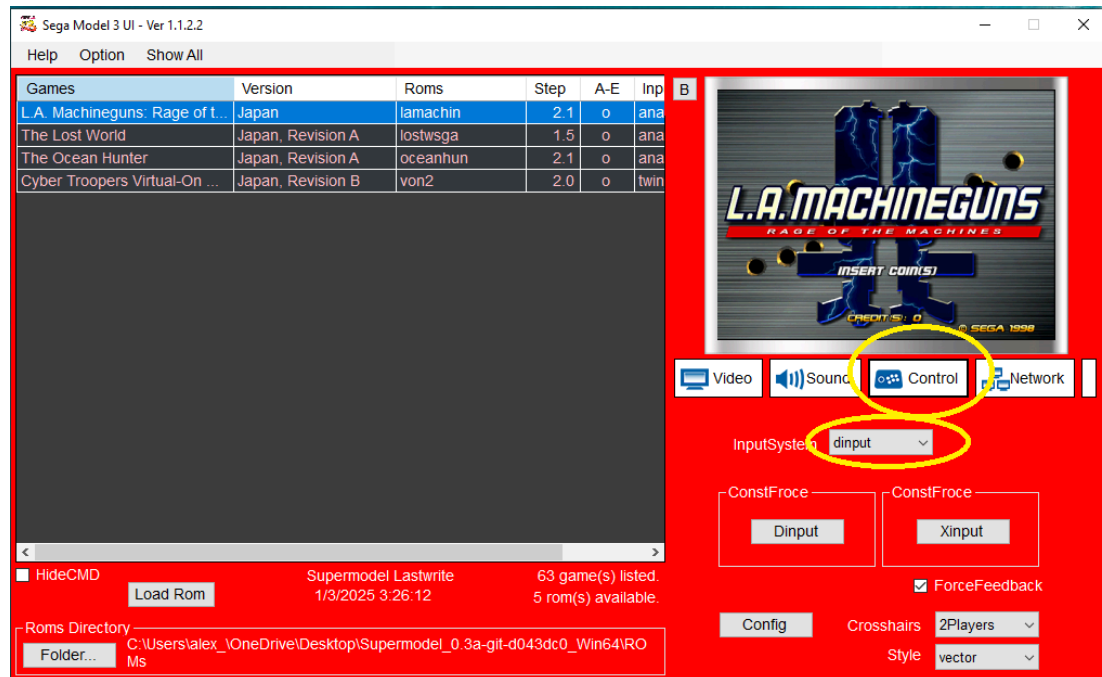


```
Supermodel - Notepad
File Edit Format View Help
; Light guns (Lost World)
InputGunLeft = "KEY_LEFT"           ; digital, move gun left
InputGunRight = "KEY_RIGHT"          ; digital, move gun right
InputGunUp = "KEY_UP"                ; digital, move gun up
InputGunDown = "KEY_DOWN"            ; 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"

Ln 1, Col 1    100%    Windows (CRLF)    UTF-8
```

Now your controls should be set. Open your Supermodel EXE and click controls and set your Input system to dinput



From here everything should be working. If for some reason it is still not working try changing your Joy number in the INI file until you have a response from the controller while playing the game.

Hopefully this helps someone. Happy shooting!!!!