

## **4. Installation**

PeST is plugged into the Atari ST's mouse port. The PS2 mouse is plugged into the PS2 socket. That's it! We recommend a generic 2 button ball mouse be used. Do not connect or disconnect PeST with the power on.

## **5. Changing mouse speed modes**

Holding BOTH mouse buttons continuously for 10 seconds will cause setup-mode to be entered. A virtual box will be drawn on screen to indicate this. Button control will now no longer be passed onto the Atari ST.

Pressing the LEFT mouse button once, will select the next mode. A series of virtual lines will be drawn on the screen, this is the interface telling you which mode you are in. A single line drawn to the right is mode 1. A line drawn right, and then left back again, is mode 2. Mode 3 = right, left, right. Mode 4 = right, left, right, left.

While selecting modes, the mouse can be moved so that you may see the speed difference for comparison. You may continuously cycle through the modes by pressing the left mouse button until you are happy with the mode selected. It is suggested that you do this on a bare desktop with no windows open.

Pressing both mouse buttons again will exit the setup mode. Another box will be drawn on screen to indicate this. Button control is returned back to the user. Your selected speed setting will be stored in the internal eeprom and loaded on next power up.

NOTE: Higher speeds may introduce "lag". This is a bandwidth limitation of the ST mouse ports. PeST maxes out the fastest possible speeds, but it's possible some mice may output data packets faster than the ST can process them.

## **6. Mouse disconnection / reconnection facility**

In normal use it is not recommended that you interfere with the connection of the mouse, this guidance is laid down in the PS2 standard documents provided to industry. You are however free to do so with the PeST. It was noted that PC style computers can mostly recover when a keyboard or mouse is unplugged, so we wanted that facility too.

When changing or connecting a mouse while the power is on, the interface will recover within 4 seconds. We do however not recommend the changing any equipment with the power on.

## **7. Credits**

exxos for developing the hardware with assistance to beta testing and debugging.

Thanks go to Alison Challis for her hard work on the PS2 software. R.I.P Alison Challis 1974 - 2011 aged 37. We all lost a great friend and techie. You will be greatly missed by many.

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# PeST

## PS2 Mouse Interface for the Atari ST

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PeST installed.  
PeST is supplied with approx 12" of lead length.



Professionally made PCB with custom programmed micro controller.



Use any PS2 mouse and just plug into PeST!

### **PeST is the anocrym for PS2 Enumerator for the Atari ST.**

It enables any PS2 mouse to be used with the Atari ST / STF / STFM / STE / Mega / Mega STE / TT / Falcon etc.

The device is completely automatic and fully plug and play.

No drivers or software required!

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**PS2 Mouse Interface for the Atari ST**

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**Instructions**

**<http://pest.atari.org/>**

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## 1. Introduction

Thank you for your PeST Purchase. PeST has been developed to meet the requirements of Atari ST users in the year 2005, specifically that Atari mice are now in short supply and that the feel of the original device sold back in the 80's is showing its age.

PeST is the anocrym for **PS2 Enumerator** for the Atari ST. It enables any PS2 compatible mice to be used with the Atari ST / STF / STFM / STE / Mega / Mega STE / TT / Falcon.

You may use a USB to PS2 adapter to use USB mice. However, the mouse must be PS2 compatible. Generally only Microsoft mice can operate in USB or PS2 modes.

Care has been taken to ensure that no movements of the mouse are lost. In the early stages of PeST's development we tested similar interfaces offered by the competition. No two interfaces had the same feeling.

We have been spoilt in recent years by more recent operating systems, in expecting the pointer on screen to move exactly relative to the mouse being handled. This was entirely our aim in developing PeST. If we were going to use it, and if we were going to be happy with it, it had to work!

PeST is completely automatic and fully plug and play. No drivers or software are needed to use PeST with your machine!

## 2. How it works

PS2 3-byte packets of information are received from the mouse. These are analysed by a programmable computer-on-a-chip. The resulting information is translated from PS2 protocol to what the Atari's mouse port can process. Effectively our device is a PS2 to BUS mouse converter.

The computer-on-a-chip which performs the conversion has a similar amount of processing power to computers of the late 1970's. It has 2 Kbytes of ROM and about 256 bytes of RAM, with a processing speed of about 1MIPS. The program necessary to make the interface work is about 700 bytes of optimised machine code.

## 3. Product features

- **Reconnection** you can change mice without disconnecting the interface.
- **Speed** can be changed between four modes up to 400% over the original ST mouse.
- **Settings** are saved in internal rom and are never lost.
- **Compact ridged design.**
- **Extension cable** with approx 12" of length.
- **Fully Plug and Play**
- **Wide range of PS2 mouse support**
- **Low power consumption.**