Lists the game controllers installed on your system. If you want to test, configure, or recalibrate a controller, select it, and then click **Properties**.

Updates the information displayed in the **Game Controllers** list.

Click to add a new game controller.

Click to remove the selected game controller.

Click to view Advanced Settings, where you can choose a preferred device.

Click to test or calibrate this game controller.

Click to start the Windows Troubleshooter.

Lists the controller IDs and the game controllers currently assigned to each ID, and the port in which the game controller is installed.

Indicates that a manufacturer-provided property sheet is available for this device. Clear the check box to use the system default.

Click to change the ID assigned to the selected game controller.

Choose a game port from this list to assign to your game controller.

Lists game controllers both by type (for example, 2-button flight yoke) and by product name (for example, Microsoft SideWinder [Auto Detect]). Choose the specific product name of your game controller if it is listed.

If your game controller product name or type is not listed, click **Custom** to create a game controller or install the driver software for this device.

Click to open the Add Hardware Wizard, which enables you to install the driver for your game controller if you have an installation disk.

Click to specify the characteristics of your game controller if you do not have an installation disk and the controller is not listed in the Game Controllers list.

Specifies how many axes your game controller has. Although there are exceptions, two-axis game controllers typically provide up, down, forward, and back motions. Three-axis game controllers generally provide a throttle control. Four-axis game controllers usually provide a throttle and a rudder.

Specifies that the third axis is a rudder or pedals.

Specifies that the third axis is a z-axis.

Specifies how many buttons your game controller has.

Specifies that you have a controller designed to simulate an aircraft yoke or stick.

Specifies that you have a touch-directional controller, which usually has two to four buttons.

Specifies that your controller is a steering wheel.

Specifies that your game controller has a point-of-view (POV) hat. A POV hat enables you to specify the position or direction from which to view an object on your screen.

Provides a space for you to type a name for the custom game controller. This name will appear in the list of available controllers installed on your computer.

Specifies that your controller is a joystick.

Select a controller ID to assign to the controller name in the **Game Controllers** list. Some games require the game controller to be assigned to controller ID 1.

Displays the selected controller ID. To assign a game controller to this ID, click the controller name in the **Game Controllers** list.

Lists the available game controllers. Click the controller you want to be the preferred device in legacy applications, and then click **OK**.

Specifies that your game controller has a rudder or pedals, or enables a separate rudder or pedals that you have attached.

Resets the device controls to the default settings. For USB controllers, the settings are obtained from the device itself. For other controllers, generic settings are used based on controller type.

Click to start the Device Calibrations Wizard, which sets the range of motion for the axes of your game controller.

Use to test the range of motion. If you cannot reach all four corners of the test box, try recalibrating the game controller.

Use to test the range of motion. If you cannot reach the top and bottom of the test box, try recalibrating the game controller.

Use to test your game controller's point-of-view (POV) hat. You can test up to four POV hats. The first POV hat is red, the second blue, the third black, and the fourth green. If it does not respond correctly, click the Troubleshoot button for help solving the problem.

Tests your game controller's buttons. Press each button one at a time. Your game controller's manufacturer determines button number assignments.