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

Click to add a new game controller.

Click to remove the selected game controller.

Click to test, configure, or calibrate this game controller.

Lists the controller IDs for each game controller you have installed. You can change the ID that each game controller is assigned to.

Lists the game controllers installed on your system.

Lists the controller IDs and the game controllers currently assigned to each ID.

Click this after you select a controller ID to change the game controller assigned to it.

Choose a port driver from this list for your game controller port if it requires one.

Clear box if you are having modem trouble while playing games online.

Lists game controllers both by type (2-button flight yoke) and by product name (Microsoft SideWinder 3D Pro). If possible, choose the specific product name of your game controller.

If your game controller product name or type is not listed, click **Add Other** to install drivers for it or click **Custom** to create your own.

Click here if your game controller isn’t on the list of controllers.

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

Specifies how many buttons your game controller has.

Select one of these options if your game controller is more than a simple joystick.

Specifies that you have a controller for flight-simulator programs.

Specifies that you have a touch-directional controller that moves in eight directions and usually has two to four buttons.

Specifies that your controller has a steering wheel and gas and brake pedals.

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 **Controller** list on the **Game Controllers** dialog box.

Select a game controller to assign to this controller ID.

Some games require the game controller to be assigned to device ID 1.

Lists game controllers both by type (2-button flight yoke) and by product name (Microsoft SideWinder 3D Pro). If possible, choose the specific product name of your game controller.

Shows the range of motion for axes 1 and 2. Follow the instructions in the **Calibration Information** area to calibrate your game controller’s range of motion for axes 1 and 2 (usually X and Y).

Shows the range of motion for axis 3. Follow the instructions in the **Calibration Information** area to calibrate your game controller’s range of motion for axis 3.

Shows the range of motion for axis 4. Follow the instructions in the **Calibration Information** area to calibrate your game controller’s range of motion for axis 4.

Shows the range of motion for axis 5. Follow the instructions in the **Calibration Information** area to calibrate your game controller’s range of motion for axis 5.

Shows the range of motion for axis 6. Follow the instructions in the **Calibration Information** area to calibrate your game controller’s range of motion for axis 6.

Shows the position of your point-of-view (POV) hat as you move it up, left, right, and down. Follow the instructions in the **Calibration Information** area to calibrate your game controller’s POV hat.

Select **Rudder** if your game controller has a rudder or pedals, or if you have attached a separate rudder or pedals, to ensure they will work in your games.

Click this to calibrate your game controller. Calibrating sets the range of motion for the axes of your game controller. If your game controller has a point-of-view (POV) hat, you can also calibrate that feature.

Shows the range of motion for axes 1 and 2. Follow the instructions in the **Calibration Information** area to calibrate your game controller’s range of motion for axes 1 and 2 (usually X and Y).

Shows the range of motion for axis 3. Follow the instructions in the **Calibration Information** area to calibrate your game controller’s range of motion for axis 3.

Shows the range of motion for axis 4. Follow the instructions in the **Calibration Information** area to calibrate your game controller’s range of motion for axis 4.

This text gives each step of the calibration process.

Use to test the range of motion for axes 1 and 2. Try to reach all four corners of the test box. If axes 1 and 2 do not respond correctly, try recalibrating the game controller.

Use to test the range of motion for axis 3. Try to reach the top and bottom of the test box. If axis 3 does not respond correctly, try recalibrating the game controller.

Use to test the range of motion for axis 4. Try to reach the top and bottom of the test box. If axis 4 does not respond correctly, try recalibrating the game controller.

Use to test the range of motion for axis 5. Try to reach the top and bottom of the test box. If axis 5 does not respond correctly, try recalibrating the game controller.

Use to test the range of motion for axis 6. Try to reach the top and bottom of the test box. If axis 6 does not respond correctly, try recalibrating the game controller.

Use to test your game controller's point-of-view (POV) hat, if it has one. To test the POV hat, move it up, left, right, and down. If it does not respond correctly, try recalibrating your game controller.

Tests your game controller's buttons. Press each of them one at a time. Button number assignments are determined by your game controller's manufacturer.

Press this button, or ENTER, after each step of calibrating the POV hat.

Returns to the previous step in the calibration process. The current axis remains either uncalibrated or defaults to old calibration values.

Moves to the next control to calibrate, skipping the current calibration step. The current axis remains either uncalibrated or defaults to old calibration values.

Press this button, or ENTER, after each step of calibrating the POV hat.

Returns to the previous step in the calibration process. The current axis remains either uncalibrated or defaults to old calibration values.

Moves to the next control to calibrate, skipping the current calibration step. The current axis remains either uncalibrated or defaults to old calibration values.

To calibrate your game controller

1. Click here to display the **Game Controllers** dialog box.
2. If you have more than one game controller, select the one you want to configure in the **Game Controllers** list.
3. Click **Properties**, and then click the **Settings** tab.
4. If your game controller has a rudder or pedals, select **Rudder**.

   This ensures you will be able to use the extra control in your games.
5. Click **Calibrate**, and then follow the instructions on your screen.

Notes

- You can also open the **Game Controllers** dialog box by clicking **Start**, pointing to **Settings**, clicking **Control Panel**, and clicking **Game Controllers**.
- Click here to start the Add New Hardware wizard if you have not yet installed your joystick.

To fix online games problems with your joystick

If you have a Standard Gameport as your game driver, and you are having trouble playing games online:

1 Click here to display the **Game Controllers** dialog box.

2 Click the **Advanced** tab.

3 Select the **Poll with interrupts enabled** check box, and click **OK**.

Note

- You can also open the **Game Controllers** dialog box by clicking **Start**, pointing to **Settings**, clicking **Control Panel**, and clicking **Game Controllers**.