Introducing the Microsoft SideWinder game pad

Congratulations on your purchase from the Microsoft SideWinder family of game controllers!

Microsoft SideWinder game pad

Features:

- Play any game that is compatible with Windows 95 and works with a standard joystick.   You can also play a game in an MS-DOS window under Windows 95 or later.

- Connect up to four SideWinder game pads together for group play. Check your game manual to see if your game works with this feature.

- Connect a Microsoft SideWinder game controller, or another game controller to your SideWinder game pad, so you don't need to disconnect one controller when you want to use the other.

Note

To use an other game controller connected to the SideWinder game pad, the green light on the game pad must be off, indicating the Pass-through mode.   If the light is on, press the Mode button once to turn it off so that you can use the controller connected to the game pad.

Related Topics

Connect another game controller to your SideWinder game pad

You can connect another type of game controller, such as a Microsoft SideWinder Precision Pro joystick, to the game port   on your SideWinder game pad.   To switch back and forth between controllers, press the Mode button on your SideWinder game pad.

To connect another game controller to your SideWinder game pad

1   Connect your SideWinder game pad to the 15-pin game port on the back of your computer, and ensure that it's inserted securely.   Typically, your game port will be located on your sound card, next to the place where you plug in your speakers, microphone, or headset.

2   Insert the other game controller's connector into the connector, located below the cord and under the removable cover, on the SideWinder game pad.

Important

• If you have a network card on your computer, make sure that you don't connect the game pad (or any game controller) to the 15-pin network port.

To use the other game controller

1   Make sure that the green light on the SideWinder game pad is off.   If it's not, press the Mode button on the SideWinder game pad once to turn it off and place the game pad in pass-through mode.

2   Make sure the controller is configured correctly in Windows using Control Panel: Game Controllers (most games require that your game controller be configured as Controller 1.)   If you plugged a Microsoft SideWinder game controller into the game pad, it's configured automatically to Controller 1 as soon as you press the Mode button.

   Depending on your game, you may be able to configure the controller connected to your game pad as something other than Controller 1 in Control Panel: Game Controllers.   In that case, you won't have to reconfigure the controller each time you switch from the SideWinder game pad.   However, some games require that any controller be configured as Controller 1 for full functionality during game play.

Notes

• To use a joystick or other game controller connected to the SideWinder game pad, the green light on the game pad must be off, indicating the Pass-through mode.   If the light is on, press the Mode button once to turn it off so

that you can use the controller connected to the game pad.

- You can't use the SideWinder game pad and the other game controller at the same time.

- If you've connected multiple SideWinder game pads together in a chain, you can't connect another type of game controller to the end of the chain (any other game controller must be connected to the first and only SideWinder game pad).

 Related Topics

Connect multiple SideWinder game pads to your computer

Your game may allow two or more people to play at once on separate SideWinder game pads. (Check your game's manual for information on multi-player options.) If so, you can connect up to four SideWinder game pads to your computer by connecting them to each other in a chain.

To connect multiple SideWinder game pads

1 Connect the first SideWinder game pad to the 15-pin game port on the back of your computer. Make sure the game pad connector is inserted fully into the game port. In most cases, your game port will be located on your sound card, next to the place where you plug in your speakers, microphone, or headphones.

2 Insert the connector of the second SideWinder game pad into the connector, located below the cord and under the removable cover of the first game pad.

Repeat step two, plugging a third game pad into the second game pad, and so on. You can connect up to four SideWinder game pads together.

Notes

- If you have a network card on your computer, make sure that you don't connect the game pad (or any game controller) to the 15-pin network port.

- When you connect multiple SideWinder game pads, all of the game pad lights are on automatically.

- You can only use multiple SideWinder game pads with games that work with this feature.

- You can use the Test page in Control Panel: Game Controllers to make sure that all of your SideWinder game pads are connected properly and all buttons are working.
  Click here   to open Control Panel: Game Controllers.

Related Topics

Test the game pad's buttons

You can check to make sure that the D-pad, the buttons, and the triggers of your game pad are working properly with your computer.   Use the Control Panel: Game Controllers to do this.

1   Click here   to open the Control Panel: Game Controllers.
2   In the **Controller** list, click the SideWinder game pad, and then click **Properties.**
3   Click **Test.**
4   Press the button on your SideWinder game pad that you want to test.   If the same button lights up on the picture of the game pad on the screen, your SideWinder game pad is connected properly.

Note

If you have more than one SideWinder game pad connected to your computer, they all appear as pictures on the screen, and you can test the buttons on each game pad at the same time.

   Related Topics

Control Panel: Game Controllers says my game pad isn't connected

Make sure that:

- The green light on your SideWinder game pad is on.   If the light is off, press the Mode button once.

- Your SideWinder game pad is connected to the 15-pin game port on your computer.   Make sure the game pad connector is properly inserted into the game port.

- Windows is configured properly for your game port.

I want to check my game port configuration.
Restart your computer without any game pads connected, and then connect and test each one in turn.

- If you have several game pads connected in a chain, and Game Controllers says one or more of them is not connected, restart your computer without any game pads connected, and then connect and test each one in turn.

To test your game pads:

1   Unplug all of your game pads, turn off your computer, and then start your computer again.

2   Click **Start,** point to Settings, and then click **Control Panel.**

3   Double-click **Game Controllers.**

4   Plug in a SideWinder game pad, select it from the **Controllers** list, and then click **Properties.**

5   Click **Test** and make sure that all of the game pad's buttons are working properly.

6   Continue plugging in your game pads (up to four in a chain), testing each game pad's buttons to see if they're working.

Important

If your computer has a network card, do not connect a game pad (or any game controller) to the 15-pin network port.

Related Topics

I connected multiple SideWinder game pads together, but they're not working

If you have two or more SideWinder game pads connected together and you are having trouble, try the following:

- Make sure that the first SideWinder game pad is properly inserted into the 15-pin game port on your computer.   Then make sure that the other SideWinder game pads are connected securely to each other.   If your computer has a network card, do not connect a game pad (or any game controller) to the 15-pin network port.

- Make sure that you have the following hardware and operating system:

    - Personal computer with Pentium 90 or higher processor

    - Microsoft Windows 95 or later Windows operating system

    - 16 MB of RAM

    - 15 MB of available hard-disk space

    - Quad-speed CD-ROM drive

    - Super VGA, 256-color monitor

    - Sound Blaster compatible sound card with game port

    - Frames-capable browser such as Internet Explorer 3.0a or later or Netscape Navigator 3.0 or later (to view the online *Introduction to SideWinder Game Controllers*)

- Check to see if the SideWinder game pad controls are working correctly.

▭ I want to test my game pad controls.

If your game pad controls work correctly in Control Panel: Game Controllers, your game may not be compatible with the SideWinder game pad. Check the SideWinder Game Pad Readme file for a list of games that were known to be incompatible with the game pad at the time this software was released.   Check your game's manual or the game publisher's Web site to see if they provide information about how to configure the game for different brands of game controllers. To open the Readme, go to **SideWinder Central,** click **More Information**, and then click the SideWinder game pad Readme in the **SideWinder Reference** window.

Click here ▨ to open **SideWinder Reference.**

- Check to see if your SideWinder game pad is assigned as Controller 1.

▭ I want to check and set the controller number.

- Check to see if Windows is configured correctly for your game port.

▭ I want to check my game port configuration.

▭ Related Topics

My game pad isn't working with my game

If you're having trouble getting the SideWinder game pad to control your game, try the following:

- Make sure that the green light on your SideWinder game pad is on.   If the light is off, press the Mode button once.
- Make sure that your game pad is connected securely to the 15-pin game port on your computer.   If your computer has a 15-pin network card, make sure your game pad (or any game controller) is not connected to it.
- If your computer has a turbo switch, move the switch to the "on" position.
- Make sure that you have the following hardware and operating system:
    - Personal computer with Pentium 90 or higher processor
    - Microsoft Windows 95 or later operating system
    - 16 MB of RAM
    - 15 MB of available hard-disk space
    - Quad-speed CD-ROM drive
    - Super VGA, 256-color monitor
    - Sound Blaster compatible sound card with game port
    - Frames-capable browser such as Internet Explorer 3.0a or later or Netscape Navigator 3.0 or later(to view the online *Introduction to SideWinder Game Controllers*)
- Check to see if the SideWinder game pad's controls are working correctly.

🔲 I want to test my game pad controls.
If your game pad controls work correctly in Control Panel: Game Controllers, your game may not be compatible with the SideWinder game pad. Check the SideWinder Game Pad Readme file for a list of games that were known to be incompatible with the game pad at the time this software was released.   Check your game's manual or the game publisher's Web site to see if they provide information about how to configure the game for different brands of game controllers. To open the Readme, go to **SideWinder Central,** click **More Information,** and then click the SideWinder Game Pad Readme from the **SideWinder Reference** window.

Click here   🔲   to open **SideWinder Reference.**

- Check to see if your SideWinder game pad is assigned as controller number 1.

🔲 I want to check and set the Controller number.

- Check to see if Windows is configured correctly for your game port.

🔲 I want to check my game port configuration.

🔲 Related Topics

My profile isn't working in my game

Make sure that:

- The green light on your SideWinder game pad is on.   If the light is off, press the Mode button once.

- You've activated the profile in the Game Controller Profiler Activator screen.   A profile is active if it has a check mark to the left of its name in the list of profiles.
  Click here   to open the Game Controller Profiler.
- There is not an **X** on the Game Controller Profiler taskbar icon.   If there is an **X,** right-click the icon and choose **Resume** on the shortcut menu to enable any active profiles.

For more information about your SideWinder profiles, see the Game Controller Profiler Help file, which is available from **SideWinder Reference.**

  Related Topics

My game froze while I was using my game pad

If your game freezes or starts working in slow motion while you're using your SideWinder game pad, make sure that:

- Your SideWinder game pad is inserted securely into the 15-pin game port on your computer.   If you've connected multiple SideWinder game pads together, make sure that all game pads are connected securely.   If your computer has a network card, make sure you don't connect the game pad (or any game controller) to the 15-pin network connector.

- The green light on your SideWinder game pad is on.   If the light is off, and your game pad has a Mode button, press the Mode button once.

- If you have connected multiple SideWinder game pads together, make sure the light on each SideWinder game pad is on. When you connect more than one SideWinder game pad, the lights on all of the game pads are automatically on.   If the light on any of the SideWinder game pads is off, there may be a problem with that game pad.   In that case, contact your game pad retailer.

 Related Topics

Overview of the SideWinder game pad controls

To see a brief description of a game pad control, click on the control or its label in the picture.

Note

- You can also use the SideWinder Game Controller Profiler and the **M** button to map up to two game actions to the game pad's buttons and triggers.

Click here to open the Game Controller Profiler.

 Related Topics

D-Pad (Directional pad)

The Directional Pad (D-pad) lets you move in up to eight directions in your game: up, down, left, right, and in the four diagonal directions.   For example, in a baseball game, the D-pad might move your batter left, right, forward, and back inside the batter's box.

Check your game's manual or press the D-Pad during a game to see how the D-Pad works in your game and whether it works with all eight directions.   (In some games, you may not be able to use the diagonal directional points.)
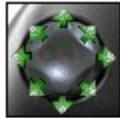
- You can also use the SideWinder Game Controller Profiler and the **M** button to map up to two game action to the D-Pad's direction points.

Click here   to open the Game Controller Profiler.

 Related Topics

Start button

In some games, you can use this button to start (or re-start) the game.   Check your game manual or press Start during a game to see if it works in that game. You can also use the SideWinder Game Controller Profiler to map the game's start command to this button.

- Start is a shiftable button: you can map an additional game action to **M** + Start.

Click here [image] to open the Game Controller Profiler.

[image] Related Topics

Mode button

Press the Mode button to switch between the SideWinder game pad's two modes.

Light ○
Mode button ○

Microsoft

- **Digital Overdrive**

  If the green light on the game pad is on, your SideWinder game pad is in Digital Overdrive mode and ready to go. You can use your game pad only in this mode.

- **Pass-through**

  If the green light on the game pad is off, your SideWinder game pad is in Pass-through mode.   In this mode, you can use another game pad or joystick connected to your SideWinder game pad.

Notes

- If you have two or more SideWinder game pads connected together, all of the game pads' lights are automatically on.   If the light on one of the game pads is off, then there may be a problem with that game pad.   In that case, contact your game pad retailer.

- You cannot use the SideWinder game pad and another type of game controller at the same time.   The game pad must be in Pass-through mode for the other controller to work in the game.   In Pass-through mode, the game pad will not work in the game.

- Some games do not allow you to switch between game controllers during game play.   Check your game's manual to see if you can switch controllers during that game.

- When you switch to Pass-through mode to play with another controller, you must configure the other controller as Controller 1 in Control Panel: Game Controllers.   (This is not necessary when you switch between the SideWinder game pad and another SideWinder digital game controller, because SideWinder game controllers are automatically configured as Controller 1 when selected as the active controller.)

🔲   I want to check and set the controller number.

🔲   Related Topics

M button

You can use the **M** button in one of two ways:

1   Map it to button 10 in your game's Options or Configuration screen (if your game allows custom button assignments.)

2   As a "shift" button.   With the SideWinder Game Controller software, you can program two game action to most of the game pad's controls.   For example, in a first person shooter game, you could map the *cycle weapons* command to Button A, and the *cycle ammo* command to Shift + Button A.

Notes

- To use the action that's programmed to a shifted button, hold down the **M** button while pressing that button.   In the example above, pressing Shift + A would cycle ammo, and pressing button A alone would cycle weapons.

- The controls labeled with an **M** in the above picture are shiftable:

Related Topics

Buttons A, B, C, X, Y, Z, and the triggers

Games use these buttons in different ways, and some games use only a few of them by default.   Check your game manual or press a button during a game to see how it works.

- You can also use the SideWinder Game Controller Profiler and the **M** button to map up to two game action to each of these buttons.

Click here ▢ to open the Game Controller Profiler.

▢ Related Topics

THIS FILE CONTAINS DEFINITIONS SHARED BY ALL TYPES OF GAME CONTROLLERS AND IS COMPILED INTO THE INDIVIDUAL HELP FILES.

analog mode

In analog mode, SideWinder 3D Pro works much like a conventional analog joystick with the addition of the SideWinder 3D Pro joystick's optical tracking system, which maximizes reliability and eliminates drift.

SideWinder 3D Pro automatically functions in analog mode when:

- Your game is running under Microsoft MS-DOS or Microsoft Windows version 3.1 (including an MS-DOS window in Windows 3.1).

  -or-

- You haven't installed the SideWinder Game Controller Software.

  -or-

- Microsoft SideWinder 3D Pro isn't selected in the Windows 95 Game Controller Properties window.

base buttons

Games use these buttons in different ways, and some games use only a few of them by default.   Check your game manual or press a button during a game to see how it works.

Button A

Button A corresponds to button 1 (usually, the joystick trigger) on a standard joystick.   Check your game manual to see how your game uses button A.

Button B

Button B corresponds to button 2 on a standard joystick.   Check your game manual to see how your game uses button B.

Button C

Button C works like this:

- If your game is designed for Windows 95, button C corresponds to joystick button 3.   Check your game manual to see how your game uses button C.
- If you play your game in an MS-DOS window under Windows 95, button C does nothing.

Button X

Button X works like this:

- If your game is designed for Windows 95, button X corresponds to joystick button 4.
- If you play your game in an MS-DOS window under Windows 95, button X corresponds to joystick button 3.

Check your game manual to see how your game uses button X.

Button Y

Button Y works like this:

- If your game is designed for Windows 95, button Y corresponds to joystick button 5.
- If you play your game in an MS-DOS window under Windows 95, button Y corresponds to joystick button 4.

Check your game manual to see how your game uses button Y.

Button Z

Button Z works like this:

- If your game is designed for Windows 95, button Z corresponds to joystick button 6.   Check your game manual to see how your game uses button Z.
- If you play your game in an MS-DOS window under Windows 95, button Z does nothing.

Button A

Button A on the wheel corresponds to button 1 in a game.   Check your game manual to see how your game uses button A.

Button B

Button B on the wheel corresponds to button 2 in a game.   Check your game manual to see how your game uses button B.

Button C

Button C on the wheel corresponds to button 3 in a game.   Check your game manual to see how your game uses button C.

Button X

Button X on the wheel corresponds to button 4 in a game.   Check your game manual to see how your game uses button X.

Button Y

Button Y works like this:

- If your game is designed for Windows 95, button Y corresponds to joystick button 5.
- If you play your game in an MS-DOS window under Windows 95, button Y does nothing.

Check your game manual to see how your game uses button Y.

Button Z

Button Z works like this:

- If your game is designed for Windows 95, button Z corresponds to joystick button 6.   Check your game manual to see how your game uses button Z.
- If you play your game in an MS-DOS window under Windows 95, button Z does nothing.

calibrate

The process of manually setting your joystick's center position and range of motion, throttle range of motion, rudder range of motion, and directions for the point-of-view (POV) hat switch.

Microsoft SideWinder digital game controllers are calibrated automatically.   To calibrate a standard joystick, use Game Controller Properties in the Windows Control Panel.

Control Panel: Game Controllers

Control Panel: Game Controllers allows you to check the operational status of your game controller(s) as well as add new controllers to, and remove game controllers from, your computer.   You can follow the instructions provided on the properties page to perform these operations.

Click the **Properties** button to display the property sheets (Test, Information, and so on) for the selected controller.

Click the **Advanced** tab to assign controller numbers to your game controllers.

controller

A term used by most games to describe the device that controls the game.

For example, you could select a joystick, a game pad, a keyboard, or a mouse as the controller for a particular game.   Check your game's manual for information on how to select a controller.

D-Pad (Directional pad)

The button on your SideWinder game pad or SideWinder Freestyle Pro (in sensor off mode) lets you move in up to eight different directions within your game: up, down, left, right, and in the four diagonal directions.   When you use the SideWinder Freestyle Pro in sensor on mode, this button works as a Point of View (hat) switch.

Check your game manual to see if your game works with all eight directions.

digital mode

Digital mode uses new technology to provide optimal speed, precision, and performance.   In addition, the optical tracking system maximizes reliability and eliminates drift.

SideWinder digital game controllers automatically function in digital mode when:

- Your game is running with Windows 95 or later (including an MS-DOS window in Windows 95).

- The SideWinder Game Controller Software is installed.

- Your SideWinder game controller is selected as Controller 1 in **Control Panel: Game Controllers.**.

Digital Overdrive

Digital Overdrive allows you to use the game pad, rather than any controllers that are attached to it.   When your SideWinder game pad is in Digital Overdrive mode, the green light on the game pad is lit, and any other game controllers plugged in to the game pad are not connected through to your computer.

Force button

This button toggles force feedback on and off.   When lit, forces are active.   To turn forces on and off, press the **Force** button. When forces are off, the wheel works like a standard steering wheel controller in your game.

game action

A game action is something that a character or vehicle does in a game in response to a key or button you press on your keyboard, mouse, or other game controller.   For example, jump, crouch, fire, change views, kick, and punch, are all game actions. When you use the SideWinder Game Controller Profiler, a game action can also be a combination or series of events that your character or vehicle does in the game when you press a button on your game controller.   For example, you could create a game action that consists of the moves "Kick, kick, punch, crouch" for a hand-to-hand combat game, or a game action that consists of the moves "Look left, look right, look forward" for a driving game.

You assign game actions to buttons on your game controller by entering the game's command for that action in the Profile Editor Record page.

game port

A connector, usually on your sound card, into which you plug your game controller.

Also the connector located under the cord and behind the removable panel on the SideWinder game pad. This game port allows you to connect:

- Up to three more SideWinder game pads.   (You connect them in a chain.)
- One other game controller to the first SideWinder game pad.

handle buttons

The four buttons on the handle correspond buttons 1-4 on a conventional joystick.   Games use these buttons in different ways, and some games use only a few of them by default.   Check your game manual or press a button during a game to see how it works.

hat switch

The hat switch gives you directional control with a touch of your thumb.   While the hat switch works differently in different games, typically, it controls game actions such as:

- Point of view
- Ship direction
- Plane altitude
- Side-to-side or up and down movement in 3D games

The internal motion sensor

The SideWinder Freestyle Pro free-motion controller packs two game-playing experiences into one device:

Turn the motion **sensor on** (green light) and immerse yourself in the action.   Just tilt the controller in the direction you want to go and you're there.   The motion sensor moves you forward, back, side-to-side, and diagonally in your game.

Turn the **sensor off** for a traditional game pad gaming experience. Use the eight direction points on the D-pad to navigate in your game.

The sensor is on by default, but it's easy to switch it on and off by pressing the Sensor button.

joystick switch

The joystick switch affects how the SideWinder 3D Pro controls operate.   The switch is located at the back of the joystick below the cord.

If your game is set up to use:

- A SideWinder 3D Pro joystick, then the switch can be in either position.
- A CH Flightstick Pro series joystick, then move the switch to position 1 (single-dot).
- A ThrustMaster joystick, then move the switch to position 2 (double-dot).

keystroke-to-button assignment

If you typically perform a move in your game using one or two keys on the keyboard, you can assign that keystroke to a button on your SideWinder game controller, thereby creating a "keystroke-to-button assignment."

left trigger

The left trigger works like this:

- If your game is designed for Windows 95, the left trigger corresponds to joystick button 7.   Check your game manual to see how your game uses the left trigger.

- If you play your game in an MS-DOS window under Windows 95, the left trigger does nothing.

left trigger

The left trigger works like this:

- If your game is designed for Windows 95, the left trigger corresponds to joystick button 7.   Check your game manual to see how your game uses the left trigger.
- If you play your game in an MS-DOS window under Windows 95, the left trigger does nothing.

light

The green light on the SideWinder game pad indicates the current game pad mode:

- If the light is on, the game pad is in Digital Overdrive mode and ready to play.
- If the light is off, your game pad is in Pass-through mode.   This means you can use a controller attached to your SideWinder game pad, but not the game pad itself.

M button

You can use the **M** button in one of two ways:

1   Map it to button 10 in your game's Options or Configuration screen (if your game allows custom button assignments.)

2   As a "shift" button.   With the SideWinder Game Controller software, you can program two game actions to most of the game pad's controls.   For example, in a first person shooter game, you could map the *cycle weapons* command to Button A, and the *cycle ammo* command to Shift + Button A.

To use the action that's programmed to a shifted button, hold down the **M** button while pressing that button.   In the example above, pressing Shift + A would cycle ammo, and pressing button A alone would cycle weapons.

Mode button

Press the Mode button to switch between the following two modes:

- Digital Overdrive

  If the green light on the game pad is on, your SideWinder game pad is in Digital Overdrive mode and is ready to use.

- Pass-through

  If the green light on the game pad is off, your SideWinder game pad is in Pass-through mode.   This means you can use a controller attached to your game pad, but not the game pad itself.

Pass-through mode

The mode on your SideWinder game pad that allows you to use controllers attached to your game pad, instead of the game pad itself.

When your SideWinder game pad is in Pass-through mode, the light on the game pad is off.

profile

A profile is a file that contains a set of game actions and settings that you define for your game controller to customize its performance in a game.   That way, you don't have to configure your game every time you play it. Just activate a game's profile, and the Profiler uses your settings when you start the game.

Profiles can include:

- **Keystrokes**   If your game uses fewer than eight game controller buttons, and you use keystrokes for moves in your game such as CTRL+T to fire torpedoes, you can assign keystrokes to the unused buttons on your game controller.
- **Macros** You can also assign a sequence of SideWinder game controller button presses to another button on your game controller.
- **Settings**   Depending on which SideWinder game controller you're using, you may be able to change how the controller responds in a game by adjusting settings such as Dead Zone and Range of Motion.

right trigger

The right trigger works like this:

- If your game is designed for Windows 95, the right trigger corresponds to joystick button 8.   Check your game manual to see how your game uses the right trigger.
- If you play your game in an MS-DOS window under Windows 95, the right trigger does nothing.

right trigger

The right trigger works like this:

- If your game is designed for Windows 95, the right trigger corresponds to joystick button 8.   Check your game manual to see how your game uses the right trigger.
- If you play your game in an MS-DOS window under Windows 95, the right trigger does nothing.

Sensor button

This button toggles the internal motion sensor on and off. The light tells you whether the internal motion sensor is on or off.

- When the light is **green** (dim), the sensor is on.
- When the light is **red** (bright), the sensor is off.

By default, the sensor is on.   To turn the sensor off, press the Sensor button.

shifted state

When used with the SideWinder Game Controller Software and when playing games that work with this feature, most SideWinder game controllers can have two game actions assigned to each button.   By pressing the shift button on the game controller, the other buttons operate in their "shifted state" to provide access to the second set of game actions.   Use the Profile Editor to assign game actions to the buttons on your game controller.

Start button

In some games, you can use this button to start (or re-start) the game.   Check your game manual (or press Start during a game) to see if it works in that game.   You can also use the SideWinder Game Controller Profiler to map the game's start command (or another game action) to this button.

Shift button

You can use the shift button in one of two ways:

1   Map it to button 10 in your game's Options or Configuration screen (if your game allows custom button assignments.)

2   As a "shift" button.   With the SideWinder Game Controller software, you can program two game actions to most of your game controllers buttons.   For example, in a first person shooter game, you could map the *cycle weapons* command to Button A and the *cycle ammo* command to Shift + Button A.

To use the action that's programmed to a shifted button, hold down the Shift button while pressing that button.   In the example above, pressing Shift + A would cycle ammo, and pressing button A alone would cycle weapons.

throttle

The throttle controls incremental game actions.   While the throttle works differently in different games, typically it's used to:

- Adjust thrust
- Adjust throttle
- Change altitude