

For help on using your SideWinder game controller, click the appropriate button below:



SideWinder Game Pad



SideWinder Freestyle Free-motion Controller



SideWinder Precision Pro



SideWinder Force Feedback Pro



SideWinder 3D Pro



SideWinder Force Feedback Wheel

Test the controls on your joystick

You can check to make sure that the joystick's buttons, hat switch, and trigger are working correctly with your computer by using the Game Controller Properties. You can also test for correct operation of handle movement.

- 1 Click here  to open the Game Controller Properties.
- 2 In the list of game controllers in the **Controller** column, select the SideWinder joystick you want to test, and then click **Properties**.
- 3 Click the **Test** tab and press the hat switch or button on your SideWinder joystick that you want to test. If the corresponding light on the screen lights up when you press a joystick button, then that button is working correctly.
- 4 Test your joystick by moving the handle. If the cursor in the window traces the movement of the handle, the handle is working correctly.



Related Topics

My profile isn't working in my game

Make sure that:

- In the Profile Activator, you have activated your profile for the game controller that you are using. 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 Profile Activator.
- There is not an **X** on the Game Controller Profiler taskbar icon. If there is, right-click the icon and choose **Resume** on the shortcut menu to enable any active profiles.
- If you have connected your joystick to your computer through a SideWinder game pad, make sure that the light on the game pad is off. If the light is on, press the Mode button on the game pad.

For more information about your SideWinder joystick profiles, you can also see the Profiler Help topics, available from **SideWinder Reference**.

Click here  to open **SideWinder Reference**.

 Related Topics

My game froze while I was using my joystick

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

- Your joystick is inserted securely into the game port or USB port (for USB-ready joysticks only) on your computer. If your computer has a network card, make sure you don't connect the joystick (or any game controller) to the 15-pin network connector.
- You have a SideWinder compatible sound card. You can find a list of sound cards that are known to be incompatible in the Sound Card Compatibility Readme file, available from **SideWinder Reference**.

Click here  to open **SideWinder Reference**.

 Related Topics

The joystick handle keeps twisting on the Test page of Game Controllers after I let go.

This is normal behavior for a digital game controller and does not indicate a problem with your joystick.

I'm having trouble calibrating my joystick in my game's calibration routine.

If your game's calibration routine requires you to press a button (such as the trigger) on your game controller, the game will not "see" the button press if you have assigned an action to this button in the Game Controller Profiler.

If this occurs, use the Game Controller Profiler to program the game's default action to this button, and then try calibrating again.

Some of my joystick buttons don't work in my game

The number of buttons you can use depends on your game. Not all SideWinder joystick buttons work in all games. See your game's manual to find out how many buttons the game uses and how each button functions.

If your game uses the four base buttons and these buttons aren't working on the joystick:

- Make sure that the SideWinder Game Controller Software 3.0 is installed.
- Check to see if your SideWinder joystick is assigned as Controller 1.

 I want to check and set the controller number.

- If you've connected your joystick to a game port, check to see if Windows is configured correctly for your game port. For more information about game port issues, see your SideWinder joystick's Readme file, available from **SideWinder Reference**.

Click here  to open **SideWinder Reference**.

 I want to check my game port configuration.

- If you have a SideWinder USB-ready joystick and you've connected it to your computer's USB port, check to see if Windows is configured correctly for your USB port. For more information about USB port issues, see your SideWinder joystick's Readme file, available from **SideWinder Reference**.

 I want to check my USB port configuration.

Note

- With the SideWinder Game Controller Software, you can map game actions to your SideWinder joystick's base and handle buttons (buttons 1-8) and the hat switch.

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

