

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

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

Using your game controller safely



Some studies suggest that long periods of repetitive motion coupled with an improper computing environment and incorrect habits may be linked to certain types of physical discomfort or injury. These include Carpal Tunnel Syndrome (CTS), tendinitis, tenosynovitis, and de Quervain's tendinitis. Take frequent breaks while using your game controller. If you feel aching, numbing, or tingling in your arms, wrists, or hands, consult a qualified health professional.

Using your force feedback game controller safely



Some studies suggest that long periods of repetitive motion coupled with an improper environment and incorrect habits may be linked to certain types of physical discomfort or injury. These include Carpal Tunnel Syndrome (CTS), tendinitis, and tenosynovitis. Take frequent breaks while using the force feedback game controller. If you feel aching, numbing, or tingling in your arms, wrists, or hands, consult a qualified health professional.

Warning

Some studies suggest that long periods of exposure to vibrating hand tools coupled with an improper environment, incorrect habits or individual factors may be linked to hand-arm vibration syndrome (HAVS), also called vibration-induced white finger (VWF) or Raynaud's syndrome. To help avoid this condition, take frequent breaks of at least 10 minutes per hour, keep hands and body warm, avoid using a tight hand grasp, and maintain neutral postures of wrist, elbow, and shoulder. If you feel numbing and/or tingling in your fingers or if your fingers appear to be a pale or ashen color, consult a qualified health professional.

END USER LICENSE AGREEMENT FOR MICROSOFT SOFTWARE

IMPORTANT—READ CAREFULLY: Be sure to carefully read and understand all of the rights and restrictions described in this Microsoft End-User License Agreement ("EULA"). You will be asked to review and either accept or not accept the terms of the EULA. This software will not install on your computer unless or until you accept the terms of this EULA.

Your click of the "accept" button is a symbol of your signature that you accept the terms of the EULA.

For your reference, you may print the text of the EULA from this page now, or refer to the copy of this EULA that can be found in the Help file of this SOFTWARE. You may also receive a copy of this EULA by contacting the Microsoft subsidiary serving your country, or write: Microsoft Sales Information Center/One Microsoft Way/Redmond, WA 98052-6399.

This EULA is a legal agreement between you (either an individual or a single entity) and Microsoft Corporation for the Microsoft software accompanying this EULA, which includes the accompanying computer software, and may include associated media, printed materials and any "online" or electronic documentation ("SOFTWARE"). By installing the SOFTWARE, you agree to be bound by the terms of this EULA. If you do not agree to the terms of this EULA, you may not install or use the SOFTWARE.

SOFTWARE PRODUCT LICENSE

The SOFTWARE is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. The SOFTWARE is licensed, not sold.

1. GRANT OF LICENSE. This EULA grants you the following rights:

Software. You may install and use one copy of the SOFTWARE on a single computer in conjunction with use of a Microsoft SideWinder Game Device.

Storage/Network Use. You may also store or install a copy of the SOFTWARE on a storage device, such as a network server, used only to install or run the SOFTWARE on your other computers over an internal network; however, you must acquire and dedicate a license for each separate computer on which the SOFTWARE is installed or run from the storage device, and each such computer must use a Microsoft SideWinder Game Device in conjunction with the SOFTWARE. A license for the SOFTWARE may not be shared or used concurrently on different computers.

2. RESTRICTIONS:

- You must maintain all copyright notices on all copies of the SOFTWARE.
- **Limitations of Reverse Engineering, Decompilation and Disassembly.** You may not reverse engineer, decompile, or disassemble the SOFTWARE, except and only to the extent that such activity is expressly permitted by applicable law notwithstanding this limitation.
- **Rental.** You may not rent or lease or lend the SOFTWARE.
- **Software Transfer.** You may permanently transfer all of your rights under this EULA, provided you retain no copies, you transfer all of the SOFTWARE (including all component parts, the media and printed materials, any upgrades, this EULA and, if applicable, the Certificate of Authenticity) along with the applicable SideWinder Game Device, **and** the recipient agrees to the terms of this EULA. If the SOFTWARE portion is an upgrade, any transfer must include all prior versions of the SOFTWARE.
- **Support Services.** Microsoft may provide you with support services related to the SOFTWARE ("Support Services") Use of Support Services is governed by the Microsoft policies and programs described in the user manual, in "online" documentation, and/or other Microsoft-provided materials. Any supplemental software code provided to you as a part of Support Services shall be considered part of the SOFTWARE and subject to the terms of this EULA. With respect to technical information you provide to Microsoft as part of the Support Services, Microsoft may use such information for its business purposes, including for product support and development. Microsoft will not utilize such technical information in a form that personally identifies you.

3. TERMINATION. Without prejudice to any other rights, Microsoft may terminate this EULA if you fail to comply with the terms and conditions of this EULA. In such event, you must destroy all copies of the SOFTWARE and all of its component parts.

4. COPYRIGHT. All title and copyrights in and to the SOFTWARE (including but not limited to any images, photographs, animations, video, audio, music, text and "applets," incorporated into the SOFTWARE), the accompanying printed materials, and any copies of the SOFTWARE, are owned by Microsoft or its suppliers.

5. U.S. GOVERNMENT RESTRICTED RIGHTS. The SOFTWARE and documentation are provided with RESTRICTED

RIGHTS. Use, duplication, or disclosure by the Government is subject to restrictions as set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clause at DFARS 252.227-7013 or subparagraphs (c)(1) and (2) of the Commercial Computer Software—Restricted Rights at 48 CFR 52.227-19, as applicable. Manufacturer is Microsoft Corporation/One Microsoft Way/Redmond, WA 98052-6399.

6. DISCLAIMER OF WARRANTIES. MICROSOFT AND ITS SUPPLIERS PROVIDE THE SOFTWARE "AS IS" AND WITH ALL FAULTS, AND HEREBY DISCLAIM ALL OTHER WARRANTIES AND CONDITIONS, EITHER EXPRESS, IMPLIED OR STATUTORY, INCLUDING BUT NOT LIMITED TO ANY (IF ANY) IMPLIED WARRANTIES OR CONDITIONS OF MERCHANTABILITY, OF FITNESS FOR A PARTICULAR PURPOSE, OF LACK OF VIRUSES, AND OF LACK OF NEGLIGENCE OR LACK OF WORKMANLIKE EFFORT. ALSO, THERE IS NO WARRANTY OR CONDITION OF TITLE, OF QUIET ENJOYMENT, OR OF NONINFRINGEMENT. THE ENTIRE RISK ARISING OUT OF THE USE OR PERFORMANCE OF THE SOFTWARE IS WITH YOU.

7. EXCLUSION OF ALL DAMAGES. TO THE MAXIMUM EXTENT PERMITTED BY APPLICABLE LAW, IN NO EVENT SHALL MICROSOFT OR ITS SUPPLIERS BE LIABLE FOR ANY CONSEQUENTIAL, INCIDENTAL, DIRECT, INDIRECT, SPECIAL, PUNITIVE, OR OTHER DAMAGES WHATSOEVER (INCLUDING, WITHOUT LIMITATION, DAMAGES FOR ANY INJURY TO PERSON OR PROPERTY, DAMAGES FOR LOSS OF PROFITS, BUSINESS INTERRUPTION, LOSS OF BUSINESS INFORMATION, FOR LOSS OF PRIVACY FOR FAILURE TO MEET ANY DUTY INCLUDING OF GOOD FAITH OR OF REASONABLE CARE, FOR NEGLIGENCE, AND FOR ANY PECUNIARY OR OTHER LOSS WHATSOEVER) ARISING OUT OF OR IN ANY WAY RELATED TO THE USE OF OR INABILITY TO USE THE SOFTWARE, EVEN IF MICROSOFT OR ANY SUPPLIER HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. THIS EXCLUSION OF DAMAGES SHALL BE EFFECTIVE EVEN IF ANY REMEDY FAILS OF ITS ESSENTIAL PURPOSE.

8. LIMITATION AND RELEASE OF LIABILITY. The SOFTWARE was provided to you at no charge and Microsoft has included in this EULA terms that disclaim all warranties and liability for the SOFTWARE. To the full extent allowed by law, YOU HEREBY RELEASE MICROSOFT AND ITS SUPPLIERS FROM ANY AND ALL LIABILITY ARISING FROM OR RELATED TO ALL CLAIMS CONCERNING THE SOFTWARE OR ITS USE. If you do not wish to accept the SOFTWARE under the terms of this EULA, do not install the SOFTWARE. No refund will be made because the SOFTWARE was provided to you at no charge.

9. GOVERNING LAW. If you acquired the SOFTWARE in the United States of America, the laws of the State of Washington, U.S.A will apply to this contract. If you acquired this SOFTWARE outside of the United States of America, then local law may apply.

10. QUESTIONS. Should you have any questions, or if you desire to contact Microsoft for any reason, please contact the Microsoft subsidiary serving your country, or write: Microsoft Sales Information Center/One Microsoft Way/Redmond, WA 98052-6399.

Introducing the SideWinder Game Controller Software

Your SideWinder game controller includes a powerful combination of gaming software to help you customize your game controller for your games. With the SideWinder Game Controller Software, you can:



Control Panel: Game Controllers

Use **Control Panel: Game Controllers** to configure and test your SideWinder game controllers.



Game Controller Profiler

Use the Game Controller Profiler to create game-specific settings (called "profiles") for your games, customize your SideWinder game controller's response in a game, and store and manage your game profiles.



SideWinder Central

Use SideWinder Central to access:

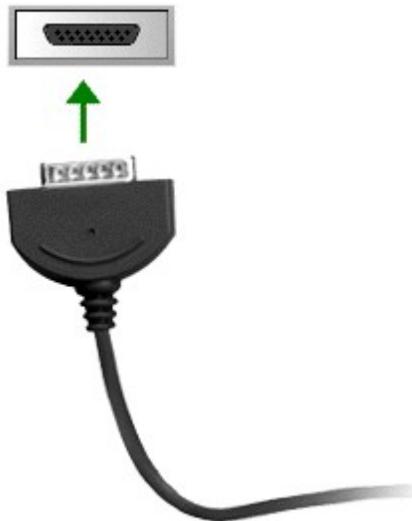
The Game Controllers and Game Controller Profiler software

An introduction to SideWinder Game Controllers

SideWinder game controllers Online User's Guides, Readme files, and other reference information.

Connect the game controller to a game port

In most cases, you do not need to turn your computer off before you connect your game controller. However, some sound cards do not support this functionality. In this case, you should turn off your computer before connecting. (You can print out this Help topic before shutting the computer down.)



To connect your game controller to a game port

- 1 Locate the 15-pin game port on your computer. 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 headset.
- 2 Insert the game controller's game port connector into the game port on your computer, and make sure it's plugged in securely.

Notes

If you have another 15-pin card (such as a network card) in your computer, make sure that you don't connect the game controller to it.

If you have more than one game port on your computer, your game controller might not function properly. If this occurs, remove or disable one of the game ports. Consult your game port or computer manual for more information.

- You can use the **Test** button in **Control Panel: Game Controllers** to make sure that your SideWinder game controller is connected properly and all buttons and controls are working.

Click here  to open **Game Controllers**.

- If you have a SideWinder joystick, open **Game Controllers**, in the Windows Control Panel after connecting the joystick. Make sure that your SideWinder game controller is assigned as **Controller 1** and that its status

is "OK." Otherwise, automatic calibration settings will not be used.

 I want to check and set the controller number.

- You can connect both a SideWinder USB game controller and SideWinder game port game controller to your computer and use them at the same time. However, when you plug a SideWinder game controller into a game port, **Game Controllers** automatically assigns it to **Controller 1**. If your SideWinder USB game controller is already connected and using ID 1, it will no longer appear in **Control Panel: Game Controllers**. If this occurs, open **Control Panel: Game Controllers**, re-add your SideWinder USB game controller, and then click the **Advanced** tab and assign it to a Controller ID other than ID 1.

 [Related Topics](#)

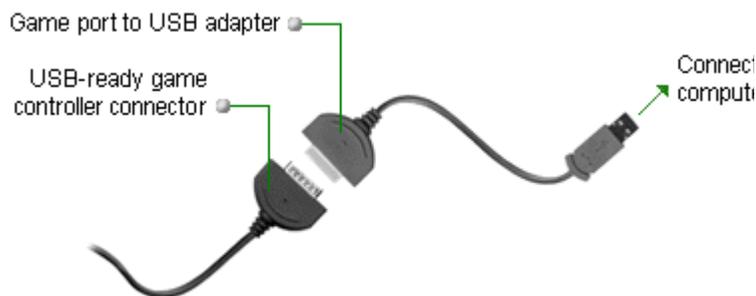
Connect the game controller to a USB port

(for USB-ready PCs and game controllers only)

It's not necessary to turn off your computer before connecting your game controller to a USB port.

To connect the game controller to a USB port

- 1 Locate the USB (Universal Serial Bus) port on your computer, monitor, keyboard, or USB hub.
- 2 Insert the game controller's game-port connector into the game port side of the game port-to-USB adapter cable.
- 3 Insert the USB side of the adapter into the USB port on your computer, monitor, keyboard, or USB hub. Make sure it's plugged in securely.



Notes

If your SideWinder game controller is USB-ready, a game port-to-USB adapter is included in the box.

To use a SideWinder game controller connected to a USB port, you must be running Windows 98 or later.

The game port-to-USB adapter included in the package works with SideWinder USB-ready game controllers only. Do not use the adapter to connect other controllers to your computer or you may damage both your game controller and your computer.

If you have a SideWinder joystick, open **Game Controllers**, in the Windows Control Panel after connecting the joystick. Make sure that the joystick is assigned as **Controller 1** and that its status is "OK." Otherwise, automatic calibration settings will not be used.

 I want to check and set the controller number.

You can use the **Test** button in **Control Panel: Game Controllers** to make sure that your SideWinder game controller is connected properly and all buttons and controls are working.

Click here  to open **Game Controllers**.

You can connect both a SideWinder USB game controller and SideWinder game port game controller to your computer and use them at the same time. However, when you plug a SideWinder game controller into a game port, **Game Controllers** automatically assigns it to **Controller ID 1**. If your SideWinder USB game controller is already connected and using ID 1, it will no longer appear in **Control Panel: Game Controllers**. If this occurs, open **Control Panel: Game Controllers**, re-add your SideWinder USB game controller, and then click the **Advanced** tab and assign it to a Controller ID other than ID 1.

 Related Topics

My other game controller isn't working

Many games require your game controller to be assigned as Controller 1 using the Windows Control Panel. If you're switching between two Microsoft SideWinder digital game controller, such as between a joystick and a game pad, this happens automatically. However, if you switch between any other game controller and a SideWinder digital game controller, you need to manually reassign the other device as Controller 1 each time you switch.

To change your controller assignment to Controller 1

- 1 Click here  to open **Control Panel: Game Controllers**.
- 2 Click the **Advanced** tab.
- 3 Under the **Controller IDs** column, click the line number that corresponds to the controller number you want to use, usually line **1**, then click **Change**.
- 4 In the **Game Controllers** list, select the game controller to which you want to assign a controller number.

Notes

- If your game controller still isn't working, check the manual that came with your controller for additional information or contact your retailer.
- If your SideWinder game controller doesn't appear in the list, you'll need to reinstall the SideWinder Game Controller Software.
- Also, you can remove unwanted game controllers from the list in the Game Controllers properties window by selecting it and clicking the Remove button.

 Related Topics

My game controller is listed as "not connected" in Control Panel: Game Controllers

If your SideWinder game controller is listed as "not connected" in **Control Panel: Game Controllers**, check the following:

- If your game controller is connected to the computer through a SideWinder game pad, the game pad is in the pass-through (light out) mode. If the light is on, press the Mode button on the game pad.
- Make sure your game controller is properly connected to your computer.
 - If you've connected your game controller to a **game port**, make sure that the game port connector is plugged securely into the game port on your computer.

Connecting your SideWinder game controller to a game port.

- If you've connected your game controller to a **USB port**, make sure that the game controller's game port connector is plugged securely in to the game port-to-USB adapter and the game port-to-USB adapter is plugged securely in to the USB port on your computer, keyboard, monitor, or USB hub.

Connecting your SideWinder game controller to a USB port.

- If your game controller is connected properly, check your game port or USB port configuration.

 [Click here to check your game port configuration.](#)

 [Click here to check your USB port configuration.](#)

 [Related Topics](#)

Game Controllers does not appear in the Control Panel

If Game Controllers doesn't appear in the Control Panel, this is most likely because your game port is not configured properly.



[Click here to check your game port configuration.](#)



[Related Topics](#)

Check your game port configuration

- 1 Click the **Start** button, point to **Settings**, click **Control Panel**, and then double-click **System**.
- 2 Click the **Device Manager** tab.
- 3 Click **View devices by type**.
- 4 In the list of devices, double-click **Sound, video, and game controllers** to expand the list.

Is there a red X or a yellow exclamation point (!) next to Gameport Joystick?



Yes



No



Related Topics

Your game port is correctly configured for Windows

If you're still having problems, check your sound card or game card manual or contact your computer retailer.



Related Topics

Check if another device is conflicting with the game port

- 1 Click **Gameport Joystick**, and then click **Properties**.
- 2 Click the **General** tab, and make sure the **Original Configuration** check box is selected.
- 3 Click the **Resources** tab, and make sure that the **Conflicting device list** says "No conflicts."

If a conflict exists, your computer is not set up correctly. You can use the Windows Hardware Conflict Troubleshooter to try and resolve the conflict. To open the troubleshooter, click **Start, Help**, and then select "If you have a hardware conflict" in the **Troubleshooting** section of the Contents.

For additional information, see the manual that came with your sound card or game card, or contact your computer retailer.



Related Topics

Check your USB port configuration

First, make sure that your USB port appears in the **Device Manager**.

- 1 Click the **Start** button, point to **Settings**, click **Control Panel**, and then double-click **System**.
- 2 Click the **Device Manager** tab.
- 3 Click **View devices by type**.
- 4 In the list of devices, double-click **Universal serial bus controller** to expand the list. Check to see if there is a USB Host Controller and USB Root Hub listed.

Are the USB Host Controller and USB Root Hub listed?



Yes



Yes, but there is a red X or yellow ! next to it



No

Next, check to see if your SideWinder USB game controller appears in **Device Manager**.

- 1 In the list of devices, double-click **Sound, video, and game controllers** to expand the list.
- 2 Check to see if your SideWinder USB game controller is listed.

Is your SideWinder USB game controller listed?



Yes



Yes, but there is a red X or yellow ! next to one or both of them



No

Note

In order to use your SideWinder game controller with a USB port, you must be running Windows 98.



Related Topics

My USB Host Controller and USB Root Hub are listed in Device Manager

If your USB Host Controller or USB Root Hub appears in **Device Manager**, and there is not an **X** or a **!** next to it, it is properly configured for Windows. To complete this procedure, you should also make sure that your SideWinder USB game controller appears in **Device Manager**.

What do you want to do?



Go back and check for my SideWinder USB game controller



Quit Help

A red X or yellow ! appears next to my USB Host Controller or USB Root Hub in Device Manager

If there is a red **X** or a yellow **!** next to USB Host Controller or USB Root Hub in **Device Manager**, this is most likely due to a hardware conflict. See the manual that came with your computer or contact your computer manufacturer for more information on configuring your USB port.

My USB Host Controller or USB Root Hub is not listed in Device Manager

If there is no USB Host Controller or USB Root Hub listed in **Device Manager**, it is most likely due to one of the following:

- Your USB port is not enabled. Check the manual that came with your computer or consult your computer retailer for information about enabling your USB port.
- You are not running Windows 98.

USB game controller is listed in Device Manager

If your SideWinder USB game controller appears in **Device Manager** and there is not an **X** or a **!** next to it, then it is configured properly for Windows.

A red X or a yellow ! appears next to my SideWinder USB game controller

If there is a red **X** or a yellow **!** next to your SideWinder USB game controller in **Device Manager**, this is most likely due to a hardware conflict. See the manual that came with your computer or contact your computer manufacturer for more information on troubleshooting hardware conflicts.

My SideWinder USB Game Controller is not listed in Device Manager

If your SideWinder USB game controller is not listed in **Device Manager**, try the following:

- 1 Unplug your USB game controller from your computer, monitor, keyboard, or USB hub.
- 2 Restart your computer.
- 3 Plug your SideWinder USB game controller back in to the USB port.

If you continue to experience problems, call Technical Support. For Technical Support contact information, see the "Technical Support" section of this Help file.

My game controller doesn't work in MS-DOS mode ("real mode")

Other than the SideWinder 3D Pro, SideWinder game controllers are digital-only controllers. Only games that run under Windows 95 or later, or in an MS-DOS window under Windows 95 or later will work with digital game controllers.

My game doesn't recognize the game controller I plugged in while a game was in progress

Some games do not recognize game controllers that are connected after the game has already been started. To change or add a game controller, exit your game, connect the game controller or controllers you want to use for the session, and then re-start your game.



Related Topics

I'm having trouble using my game controller in Pass-through mode

If your game controller is connected to the computer through a SideWinder game pad and you're having trouble using the connected game controller, try the following:

- Make sure that the game pad is in the Pass-through (light out) mode. If the light is on, press the Mode button on the game pad. If the light is on, then the game pad is the active controller and the attached game controller will not work. (This does not apply to other SideWinder game pads. You can connect up to four game pads at once.)

Recalibrate your game controller or restart the game. Some games will not recognize a second game controller when you switch from a SideWinder game pad to the second controller during game play.

The SideWinder game pad doesn't work with Pass-through mode for add-on devices such as throttles, pedals, and so on. Check the manual for your add-on device to see if it needs to be connected directly to your computer. For example, the ThrustMaster Rudder Control System's manual specifically states that it should be connected directly to the computer. Therefore, the ThrustMaster will not work with the SideWinder game pad in Pass-through mode.

In some cases, you may have trouble using a SideWinder Force Feedback game controller in Pass-through mode. If you've connected a SideWinder Force Feedback Pro or SideWinder Force Feedback Wheel to a SideWinder game pad, and your joystick or wheel isn't working, try connecting the force feedback game controller directly to your computer.



Related Topics

Uninstall the SideWinder Game Controller Software

Uninstalling the SideWinder Game Controller software removes the SideWinder game controller drivers, the Online User's Guides, the Readme files, and the Game Controller Profiler.

- If your SideWinder Game Controller is connected to a game port, you will not be able to use your SideWinder game controller unless you reinstall the SideWinder Game Controller software.
- If your SideWinder Game Controller is connected to a USB port, you will still be able to use your game controller once the software is removed. However, you will be unable to use SideWinder Game Controller Profiler customization features.

To uninstall the SideWinder Game Controller software

- 1 Click the **Start** button, point to **Programs**, point to **Microsoft Hardware**, and then point to **SideWinder Game Controllers**.
- 2 Click **Uninstall SideWinder Game Controllers**.

Notes

- Uninstalling the SideWinder Game Controller Software 3.0 does not remove any profiles so that any profiles you've created will be available if you re-install the SideWinder Game Controller software. If you want to delete your profiles, you can do so by deleting the **Profiles** folder from the <C:>\Program Files\Microsoft Hardware\Game Controllers directory, where <C:> is the name of the drive to which you installed the SideWinder Game Controller software.
- The SideWinder Game Controller software Uninstall program does not remove DirectX software even if it was installed during Setup. The DirectX software may be needed by other programs (such as games) on your system. If you're sure you no longer need the DirectX software, you can remove it using the following procedure.

To uninstall the DirectX software

- 1 Click the **Start** button, point to **Settings**, and then click **Control Panel**.
- 2 Double-click **Add/Remove Programs**.
- 3 Click **DirectX Drivers**, and then click **Add/Remove**.

Assign a controller number to your game controller

Certain games require that your game pad be assigned to a specific controller number, usually Controller 1.

- 1 Click here  to open the Game Controller Properties.
- 2 Click the **Advanced** tab.
- 3 Under the **Controller ID's** column, click the line number that corresponds to the controller number you want to use, usually line **1**, then click **Change**.
- 4 In the **Game Controllers** list, select the SideWinder game controller to which you want to assign a controller number.

Notes

- Most games require the controller identification number to be set to Controller 1. If your game controller isn't responding, you may need to set the identification number for that controller to Controller 1.
- If you've connected a Microsoft SideWinder game controller to a Microsoft SideWinder game pad, the controller you're using (either the game pad or the joystick) is automatically assigned to Controller 1.
- If you use another PC game controller after using the Microsoft SideWinder game pad, the controller may not work unless you reassign that controller to Controller 1.
- Games that work with multiple SideWinder game pads use Controller 1 for the first game pad, Controller 2 for the second game pad, and so on (up to Controller 4, if four game pads are connected). The game assigns a number to each game pad automatically.

Using your game controller with MS-DOS-based games

You can play MS-DOS based games with a SideWinder game controller but, you must run the game in an MS-DOS box under Windows, and you will not be able to use all of the game controller's buttons.

The following table shows how each SideWinder game controller button corresponds to the game's button configuration in both Windows and MS-DOS-based games.

SideWinder game controller button	Games designed for Windows	Games designed for MS-DOS
A	Button 1	Button 1
B	Button 2	Button 2
C	Button 3	Not functional
X	Button 4	Button 3
Y	Button 5	Button 4
Z	Button 6	Not functional
Left trigger	Button 7	Not functional
Right trigger	Button 8	Not functional

The number of SideWinder game pad buttons that work also depends on the number of SideWinder game pads connected, as follows:

Number of Game Pads	Buttons that can work with your game
1	A, B, X, Y
2	A and B
3 or 4	A and B (on the first two game pads; additional game pads won't work.)

Notes

- Some MS-DOS-based games require you to choose either a joystick or a game pad in the setup program. In such cases, the SideWinder game controller may respond better if you choose "joystick" rather than "game pad."
- If your game works with a standard two-button joystick, only Buttons A (usually the trigger in a joystick game) and B (usually button 2 in a joystick game) will work.



Related Topics

Using your game controller with MS-DOS-based games

You can play MS-DOS based games with a SideWinder game controller but, you must run the game in an MS-DOS box under Windows, and you will not be able to use all of the game controller's buttons.

The following table shows how each SideWinder game controller button corresponds to the game's button configuration in both Windows and MS-DOS-based games.

SideWinder game controller button	Games designed for Windows	Games designed for MS-DOS
Button 1 (handle button)	Button 1	Button 1
Button 2 (handle button)	Button 2	Button 2
Button 3 (handle button)	Button 3	Button 3
Button 4 (handle button)	Button 4	Button 4
Button A (base button)	Button 5	Not functional
Button B (base button)	Button 6	Not functional
Button C (base button)	Button 7	Not functional
Button D (base button)	Button 8	Not functional

Notes

- If you're using a SideWinder Force Feedback Pro, force feedback will not work for games played in MS-DOS mode.

If your game works with a standard two-button joystick, only Buttons 1 (the joystick trigger) and 2 will work.



Related Topics

Using your game controller with MS-DOS-based games

You can play MS-DOS based games with a SideWinder game controller but, you must run the game in an MS-DOS box under Windows, and you will not be able to use all of the game controller's buttons.

The following table shows how each SideWinder game controller button corresponds to the game's button configuration in both Windows and MS-DOS-based games.

SideWinder game controller button	Games designed for Windows	Games designed for MS-DOS
A	Button 1	Button 1
B	Button 2	Button 2
C	Button 3	Button 3
X	Button 4	Button 4
Y	Button 5	Not functional
Z	Button 6	Not functional
Left trigger	Button 7	Not functional
Right trigger	Button 8	Not functional

Notes

- Some MS-DOS-based games require you to choose either a joystick or a game pad in the setup program. In such cases, the SideWinder game controller may respond better if you choose "joystick" rather than "game pad."



Related Topics

United States radio and TV interference regulations

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

The Microsoft hardware device(s) that accompanies this software can radiate radio frequency (RF) energy. If not installed and used in strict accordance with the instructions given in the printed documentation, the device may cause harmful interference with radio and TV reception. Any cable that is connected to the device must be a shielded cable that is properly grounded.

Your Microsoft hardware device has been tested, and it complies with the limits for a Class B computing device in accordance with the specifications in Part 15 of the U.S. Federal Communications Commission (FCC) rules. These limits are designed to provide reasonable protection against harmful RF interference in a residential installation. There is, however, no guarantee that RF interference will not occur in a particular installation.

To determine if your hardware device is causing interference to other radio-communication devices, disconnect the device from your computer. If the interference stops, it was probably caused by the device. If the interference continues after you disconnect the hardware device, turn the computer off and then on again. If the interference stopped when the computer was off, check to see if one of the input/output (I/O) devices or one of the computer's internal accessory boards is causing the problem. Disconnect the I/O devices one at a time and see if the interference stops.

If this hardware device does cause interference, try the following measures to correct it:

- Relocate the radio or TV antenna until the interference stops.
- Move the hardware device farther away from the radio or TV, or move it to one side or the other of the radio or TV.
- Plug the computer into a different power outlet so that the hardware device and radio or TV are on different circuits controlled by different circuit breakers or fuses.
- If necessary, ask your computer dealer or an experienced radio-TV technician for more suggestions. You may find helpful information in the booklet "The Interference Handbook" (1995), published by the FCC. The booklet is available from the Compliance and Information Bureau of the FCC (1-888-CALL FCC) and on their website at <http://www.fcc.gov/cib/>.

Note

Any changes or modifications not expressly approved by Microsoft could void the user's authority to operate this device.

{button ,AL('fcc')} Related Topics

Canadian interference-causing equipment regulations

This Class B digital apparatus complies with ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

[Related Topics](#)

Patents

These products may include one or more of the following listed patents.

Product	U.S. Patent Numbers	International Patent Numbers
Microsoft SideWinder game pad	Patents Pending.	Patents Pending.
Microsoft SideWinder joystick(s)	D366,655	Taiwan: ND-049778 and other Patents Pending.
	D366,475	Germany: M9,504,786 Great Britain: 2,047,977 Ireland: 10,891 and other Patents Pending.
	D372,709	Germany: M9,509971.9 Great Britain: 2,052,472 Taiwan: ND-052380 and other Patents Pending.
	D371,773	Great Britain: 2,052,473 Taiwan: ND-052381 and other Patents Pending.
	Additional US Patents Pending.	

