



## Introducing Microsoft SideWinder Force Feedback Wheel

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

### Microsoft SideWinder Force Feedback Wheel



Your driving games have never been more intense. With the SideWinder Force Feedback Wheel, and a force-feedback game, you'll feel every rut, oil slick, skid, and crash.

In addition, the SideWinder Force Feedback Wheel features a revolutionary design, maximum comfort, and advanced programmability.

In non-force feedback games, the SideWinder Force Feedback Wheel works as a conventional game controller but provides several additional features:

- Digital mode enhances wheel performance for games running under Windows 95 or later.
- Eight programmable buttons on the wheel enable you to use additional game actions under Windows 95 or later.

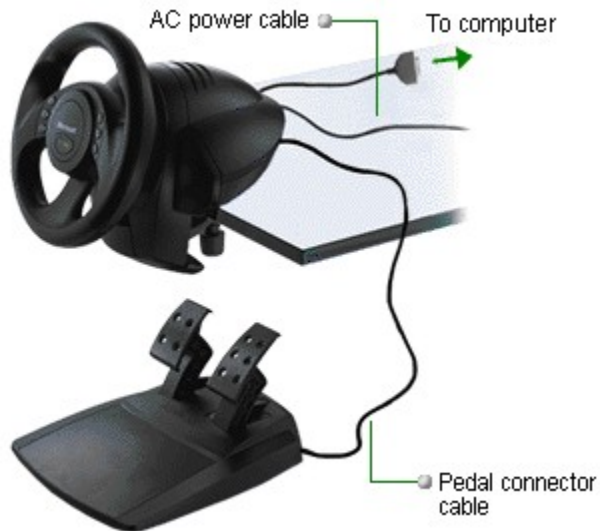


Related Topics

## Set up the SideWinder Force Feedback Wheel

### To set up the SideWinder Force Feedback Wheel

- 1 Attach the steering wheel to a desk or table.
- 2 Connect the pedals to the steering wheel console.
- 3 Connect the steering wheel to your computer and AC power.



## Attach the steering wheel to a table or desk

The steering wheel attaches to a table or desk with an adjustable clamp that can accommodate table thicknesses between  $\frac{5}{8}$  inch (1.6 cm) and  $1\frac{3}{8}$  inches (3.5 cm).

### To attach the steering wheel

- 1 With the quick release lever unlocked (perpendicular to table top) and the bolt unscrewed, slide the wheel and console onto your desk or table.
- 2 Push the console in (toward the table) until the back of the console is flush with the front edge of the table. If necessary, slide the console left or right on the table top so that it's in a comfortable position for game play.
- 3 Turn the bolt clockwise until it touches the underside of the desk or table. Then, turn the bolt one full turn **counterclockwise** to allow for clamp activation.
- 4 Push the quick release lever forward (toward the underside of the table) until it locks into place.

### Notes

- If your table or desktop is less than  $\frac{5}{8}$  inch (1.6 cm) thick, insert a spacer between the underside of the table and the bolt until the desk or table is at least  $\frac{5}{8}$  inch (1.6 cm) thick.
- Do not attach the steering wheel to a table that is greater than  $1\frac{3}{8}$  inches (3.5 cm) thick. If you do so, it is possible that the torque exerted by the quick release lever will break the clamp mechanism when you lock it in place.
- To remove the steering wheel from the tabletop, pull back on the quick release lever to unlock it, and then slide the wheel and console off the table or desk. (You do not have to loosen the bolt.)



Related Topics

## Connect the pedals to the steering wheel

### To connect the pedals to the steering wheel console

- 1 Place the pedals on the floor underneath your table or desk, positioning them within comfortable reach for game play.
- 2 Insert the pedal unit's 4-pin connector into the 4-pin port labeled "Pedals" on the back of the steering wheel console. (**Do not plug the pedals directly into your computer.**)

### Notes

- You can use the Force Feedback Wheel with or without the pedals, depending on your gaming needs.
- Some games do not work with pedals, in which case you may be able to assign pedal functionality to the wheel's trigger controls with the SideWinder Game Controller Profiler.



Related Topics

## Connect the steering wheel to your computer and AC power

In most cases, you don't have to turn off your computer before connecting your game controller; however, if your sound card does not support this functionality, turn your computer off before proceeding.

- 1 Locate the 15-pin game port on the back of your computer. Typically, it's found on your sound card, next to the ports for the microphone and speakers.
- 2 Insert the game controller's 15-pin connector into the game port on your computer, and make sure it's plugged in securely.
- 3 Locate the AC power port, labeled "Power," on the back of the steering wheel console.
- 4 Insert the AC adapter's power cable into the AC power port on your game controller.
- 5 Plug the AC adapter into an AC wall outlet.

### Notes

- **The 12V, 1.3A AC adapter provided with this product is a UL-approved Class 2 transformer or a TUV-approved SELV limited power source and can be used to connect either the SideWinder Force Feedback Pro or the SideWinder Force Feedback Wheel to a power source. Use only the adapter that is supplied with your SideWinder force feedback game controller to connect to a power source.**
- If you have another card on your computer that has a 15-pin port (such as a network card), make sure you don't connect your SideWinder game controller to it or you could damage your computer and your game controller.
- Make sure that the wall outlet is near your game controller, and is easily accessible.
- The air vents on the top and rear of the steering wheel console act as a cooling system for the wheel's motor. To prevent the wheel from overheating, do not block the air vents while operating the wheel.
- To use force feedback, your game port must be located on your sound card, your sound card must have external MIDI enabled, and you must have a compatible force-feedback game.




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Related Topics

## Test the wheel's controls

You can check to make sure that the steering wheel's buttons, foot pedals, and steering wheel movement are working correctly with your computer in **Control Panel: Game Controllers**.


- 1 Click here  to open **Control Panel: Game Controllers**.
- 2 In the list of game controllers in the **Controller** column, select the SideWinder Force Feedback Wheel, and then click **Properties**.
- 3 Click the **Test** tab and press the button on your SideWinder Force Feedback Wheel that you want to test. If the corresponding light on the screen lights up when you press a button, then that button is working correctly.
- 4 Test the Force Feedback Wheel by moving the steering wheel left and right. If the image of the wheel on the screen moves when you turn the wheel, then the steering wheel is working correctly.



Related Topics

## Test the wheel's forces

The SideWinder Force Feedback Wheel includes several built-in forces that allow you to test the functionality of force effects even if you don't have a force feedback game. If you're experiencing problems with a game, you can also use test forces to determine whether the problem is occurring with the game or with the steering wheel.

- 1 Click here  to open **Control Panel: Game Controllers**.
- 2 In the **Controller** list, select **Microsoft SideWinder Force Feedback Wheel**, and then click **Properties**.
- 3 Click the **Test Forces** tab.
- 4 Make sure force feedback is turned on. The light on the **Force button** on the steering wheel's hub should be lit. If it's not, press the **Force** button.
- 5 Grasp the steering wheel and press one of the buttons to feel the corresponding force. You should feel a different force for each of the buttons.

### Notes

- If the forces are absent, sluggish, intermittent, or seem delayed, you can click the **Information** tab and then the **Troubleshoot Force Feedback** button to start the troubleshooter.
- If you have the force level set to Low, some of the sample forces may not be discernible. If this happens, set the Force level to Medium or High on the Settings page, and then re-test the force.




Related Topics



## Set the force strength for your game

Use **Control Panel: Game Controllers** to set the level of force feedback felt at the steering wheel while playing your game.


- 1 Click here  to open **Control Panel: Game Controllers**.
- 2 In the **Controller** list, select **Microsoft SideWinder Force Feedback Wheel**, and then click **Properties**.
- 3 Click the **Settings** tab.
- 4 Click and drag the **Force Feedback** slider to the **Off**, **Low**, **Med**, or **High** position, depending on the amount of steering wheel force you want when playing your game.



Related Topics

## Set the wheel's return-to-center force

Use the properties of the **Control Panel: Game Controllers** to set how hard you have to turn the steering wheel to move it from its center position.

- 1 Click here  to open **Control Panel: Game Controllers**.
- 2 In the **Controller** list, select **Microsoft SideWinder Force Feedback Wheel**, and then click **Properties**.
- 3 Click the **Settings** tab.
- 4 Click and drag the **Return to Center** slider to the **Off**, **Low**, **Med**, or **High** position, depending on the amount of resistance you want to feel at the steering wheel when playing your game. Select **Low** if you want the Wheel to offer minimum resistance to your hand movement, or select **High** for maximum resistance.



Related Topics

## Set up your game for the SideWinder Force Feedback Wheel

In some games, you may need to change the wheel's settings in order to take full advantage of SideWinder Force Feedback Wheel features. If your game:

- Sends force effects to the y-axis, use the **Settings** page in **Control Panel: Game Controllers** to re-route y-axis forces to the x-axis. The SideWinder Force Feedback Wheel only senses forces that are played through the x-axis.
- Can use separate controls for throttle and brake, and then choose **Separate** (rudder/throttle) for your pedal configuration on the **Settings** page of the Profile Editor.



Related Topics

## Wheel and pedal calibration

The SideWinder Force Feedback Wheel and pedals are automatically calibrated when you:

- Install the SideWinder Game Controller Software 3.0.
- Restart your computer.

### Important

To ensure that the correct center position is used, don't touch the steering wheel, or depress the pedals when starting your computer.

### Notes

- Some games may prompt you to recalibrate the wheel or pedals. If necessary, calibrate SideWinder Force Feedback Wheel or pedals according to your game's instructions.
- Check **Control Panel: Game Controllers** to make sure that the status for Microsoft SideWinder Force Feedback Wheel is "OK" and that it is assigned as Controller 1. Otherwise, automatic calibration settings will not be used.

Click here  to open the **Control Panel: Game Controllers**.



Related Topics

## Overview of the SideWinder Force Feedback Wheel controls

To see a brief description of a control, click the control in the picture.



### Note

- Using the SideWinder Game Device Software, you can record and assign keyboard actions to SideWinder Force Feedback Wheel's A, B, C, X, Y, and Z buttons (Buttons 1-6) and the triggers (Buttons 7 and 8) with the Game Controller Profiler.

Click here  to open the Game Controller Profiler.

## The steering wheel (A, B, C, X, Y, and Z) buttons

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



### Note

- The number of buttons you can use depends on your game. See the manual that came with your game to find out how many steering wheel buttons your game uses and how each button in the game functions.
- You can use the SideWinder Game Controller Profiler to map a game action to each of these buttons.

Click here  to open the Game Controller Profiler.

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 Related Topics


## The triggers

Games use the triggers in different ways. Check your game manual or press the triggers during a game to see how they work in that game.



### Note

- You can use the SideWinder Game Controller Profiler to map a game action to each trigger. Some games will allow you to map brake and accelerator functions to these controls.

Click here  to open the Game Controller Profiler.

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 Related Topics

## The Force button

This button toggles force feedback on and off. When the button is 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.



### Note

- When you first plug the steering wheel in, forces are off by default. Press the force button to turn forces on. Forces will also automatically be turned off whenever you power your computer down or unplug the wheel's power supply.
- When you use the wheel with forces turned off, the return-to-center spring will not function, since it is a force.



Related Topics



## The pedals

The pedals work as determined by your game. In most games, the right pedal controls throttle (acceleration) and the left pedal controls braking. Check your game's manual or use the pedals during the game to see how they function in that game.



### Note

- If your game can use separate controls for throttle and brake, then choose **Separate** (rudder/throttle) for your pedal configuration on the **Settings** page of the Profile Editor. This setting enables the game to respond when you press the left and right pedals simultaneously.
- When using the default setting, **Combined as Y**, the game will not respond to simultaneous pressing of the left and right pedals.




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Related Topics


## Nothing happens in my game when I move the steering wheel

If your SideWinder Force Feedback Wheel isn't affecting actions in your game, try the following:

- Make sure that your Wheel is connected securely to the 15-pin game port on your computer. If your computer has a 15-pin network card, make sure that neither the wheel, nor the pedals (or any game controller) is not connected to it.
- Check to see if your SideWinder Force Feedback Wheel is assigned as Controller 1.


 I want to check and set the controller number.

- Check to see if the SideWinder Force Feedback Wheel controls are working correctly.

 I want to test my wheel controls.

If your Wheel buttons work correctly in **Control Panel: Game Controllers**, your game may not be compatible with the SideWinder Force Feedback Wheel or you may need to go into your game to turn on the wheel. Check the SideWinder Force Feedback Wheel Readme file for a list of games that were known to be incompatible with the wheel 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.

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

 I want to check my game port configuration.

- Make sure that the AC adapter is connected securely to the wall socket, and to the AC adapter port on the back of the wheel.
- Make sure 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 MIDI-enabled game port
  - Frames-capable browser such as Internet Explorer 3.0a or later or Netscape Navigator 3.0 or later
- If your computer has a turbo switch, move the switch to the "on" position.

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 Related Topics

## I'm not getting any forces with the movements in my game


If your SideWinder Force Feedback Wheel isn't providing force feedback in response to your game but your game is responding to wheel movement and button presses, there may be a problem with the force feedback feature.

You can try to solve this problem by:

- Making sure that the AC adapter is plugged into your Wheel and into the wall socket.
- Making sure the Wheel's **Force** button is lit, which signifies that forces are turned on.
- Making sure that your Wheel is connected securely to the 15-pin game port on your computer.
- Checking to see if your Wheel is working correctly with the built-in forces.


 I want to check the forces in my Wheel.

If the built-in forces work correctly, you may need to check the MIDI settings on your sound card. You can use the Force Feedback Troubleshooter to check the MIDI settings. To do this, click the **Information** tab and then click the **Troubleshoot Force Feedback** button and follow the instructions.

Click here  to open the Force Feedback Troubleshooter.

- Making sure that your game is force feedback enabled. If your game doesn't include the force feedback feature, the SideWinder Force Feedback Wheel operates in a manner similar to a SideWinder digital game controller.

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 Related Topics

## Some of the steering wheel buttons don't work in my game


The number of buttons you can use depends on your game. Not all of the SideWinder Force Feedback Wheel buttons work for all games. See your game's manual to find out how many buttons the game uses, and how each button works.

If your game uses one or more of the steering wheel buttons and these buttons aren't working on the wheel:


- Make sure that the SideWinder Game Controller Software 3.0 is installed.
- Check to see if the SideWinder Force Feedback Wheel controls are working correctly.

 I want to test my wheel controls.

- Check to see if your SideWinder Force Feedback Wheel 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. For more information about game port issues, see the SideWinder Force Feedback Wheel Readme file.


 I want to check my game port configuration.

### Note

You can also use the SideWinder Game Controller Profiler to map keystrokes and macros to each button, the Wheel, and the triggers.

Click here  to open the Game Controller Profiler.


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 Related Topics

## Steering wheel movement seems sluggish or intermittent

A delayed or intermittent response by the steering wheel to forces in your game may indicate an improper setting of the DMA mode required for certain sound cards.

You can check and set the DMA mode by:

- 1 Clicking here  to open the Multimedia Properties window.
- 2 Click the **Advanced** tab.
- 3 In the **Multimedia devices** window, double-click **Audio Devices**.
- 4 Select the listed audio device, click **Properties**, then click **Settings**.
- 5 If there is a **Use single-mode DMA** check box, select it.
- 6 Click **OK**.



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



