Introducing Microsoft SideWinder 3D Pro

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

Microsoft SideWinder 3D Pro

Features:

- Digital mode enhances joystick performance for games running under Windows.

- Analog mode provides compatibility for games running under MS-DOS.

- Eight programmable buttons on the base and handle.

- Rotation gives you an additional degree of joystick movement.   For example, in some games you can twist the handle to control a rudder or change the point of view.

Related Topics

About the SideWinder 3D Pro modes

SideWinder 3D Pro operates in both digital and analog mode.   SideWinder 3D Pro automatically uses the appropriate mode according to the following conditions:

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 3D Pro automatically functions in digital mode when:

- Your game is running under Windows 95 (including an MS-DOS window in Windows).
- The SideWinder Game Controller Software 3.0 is installed.
- The SideWinder 3D Pro is selected as Controller 1 in Control Panel: Game Controllers.

Analog mode

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

SideWinder 3D Pro automatically functions in analog mode when:

- You haven't installed the SideWinder Game Controller Software 3.0.

  -or-
- SideWinder 3D Pro isn't selected in the Control Panel: Game Controllers window.

  Click here   to open the Control Panel: Game Controllers.

  Related Topics

Joystick calibration

SideWinder 3D Pro is automatically calibrated when you:

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

Important

To ensure that the correct center position is used for the joystick, don't touch the joystick handle when starting your computer or moving the joystick switch.

Notes

- Some games may prompt you to recalibrate the joystick.   If necessary, calibrate SideWinder 3D Pro according to your game's instructions.
- Check   Control Panel: Game Controllers to make sure that the status of Microsoft SideWinder 3D Pro is "OK" and that it is assigned as Controller 1.   Otherwise, automatic calibration settings will not be used.

 Related Topics

Set up your game for SideWinder 3D Pro

In some games, you may need to change the settings or options in order to take full advantage of SideWinder 3D Pro features. If your game:

- Prompts you to select a specific joystick and SideWinder 3D Pro is not listed, choose ThrustMaster or CH Flightstick Pro. Move the SideWinder 3D Pro joystick switch to the appropriate position.

- Allows the joystick to control more than back-and-forth (x axis) and side-to-side (y axis) movement, such as controlling a throttle or rudder.   Refer to the manual that came with your game for help configuring the game to make the dial and rotation of the joystick handle operate these functions.

- Works with only the x and y axes.   Check to see if your game also works with two dual-axis joysticks.   If so, you may be able to change your game's configuration settings so that the slider and joystick rotation operate as the second joystick's axis (X2 = rotation, Y2 = slider).

Note

With the SideWinder Game Controller Profiler, you can map game actions to the joystick's base and handle buttons and the hat switch.

Click here   to open the Game Controller Profiler.

  Related Topics

Overview of the SideWinder 3D Pro controls

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

Note

• You can use the SideWinder Game Controller Profiler to map game actions to the joystick's base and handle buttons and the hat switch.

Click here to open the Game Controller Profiler.

Related Topics

Using the joystick switch

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

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).

If you're using the joystick in <u>digital mode,</u> you can use all of the SideWinder 3D Pro controls.   Otherwise, the position of the joystick switch affects the SideWinder 3D Pro controls that you can use.   For example, if you place the joystick switch in position 2 when not using the ideal setup, the slider control and base buttons won't work.

Joystick control	Works in position 1	Works in position 2
Slider	Yes	No
Hat switch	Yes	Yes
Multiple buttons pressed at once	No	Yes
Handle buttons	Yes	Yes
Base buttons	No	No
Joystick rotation	Yes	Yes

See the manual that comes with your game to find out which controls your game uses.   You may want to experiment to find out the switch position that works best with your game.

Note

The way in which the hat switch communicates with your game depends on the position of the joystick switch.   If your game uses a hat switch but the SideWinder 3D Pro hat switch isn't working, move the joystick switch to the other position.

Related Topics

The handle buttons

The four buttons on the handle correspond to 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.

You can use the SideWinder Game Controller Profiler to map game actions to each of these buttons.

Click here   to open the Game Controller Profiler.

Related Topics

The 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.   You can also use the SideWinder Game Controller Profiler to map game actions to each of these buttons.

Click here   to open the Game Controller Profiler.

___

Related Topics

The 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

Note

- Not all games use a hat switch.   Check your game manual or press the hat switch during a game to see how it works in that game.   You can use the SideWinder Game Controller Profiler to   map game actions to the hat switch direction points.

Click here   to open the Game Controller Profiler.

Related Topics

The throttle

The throttle allows you to control incremental game actions such as:

- Thrust
- Throttle
- Altitude

Notes

- The throttle works differently in each game, and not all games have throttle control.   Check your game manual or use the throttle wheel during a game to see how it works in that game.
- If your game works with throttle or thrust but the throttle isn't working in your game, move the joystick switch to position 1

Related Topics

Joystick rotation

Joystick rotation gives you a third handle movement with a flick of the wrist. Use rotation in addition to conventional x-axis (side-to-side) and y-axis (back-and-forth) joystick movement.   Different games use rotation in different ways.

You can use rotation to:

- Change point of view
- Turn an object
- Aim weapons
- Move the rudder
- Move from side to side

Note

- See your game's manual (or, twist the joystick during a game) to find out if your game works with joystick rotation and if so, how the game uses rotation.   Some games call this feature *rudder control.*

Related Topics

My joystick isn't working with my game

If nothing happens in your game when you move the joystick handle or press the buttons, try the following:

- Check to see if the SideWinder 3D Pro controls are working correctly.

▣ I want to test my joystick controls.

If your joystick buttons work correctly in Control Panel: Game Controllers, your game may not be compatible with the joystick. 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 the SideWinder 3D Pro file for a list of games that were known to be incompatible with your joystick at the time this software was released. To open the Readme, go to **SideWinder Central,** click **More Information,** and then click the SideWinder 3D Pro Readme in the **SideWinder Reference** window.

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

- Make sure your SideWinder joystick is connected securely to the 15-pin game port on your computer.   If your computer has a network card, do not connect a joystick (or any game controller) to the 15-pin network connector.

- If your computer has a turbo switch, move the switch to the "on" position.

- Move the joystick switch on the base of the joystick to the other position and then back again.

- Make sure your have the following hardware and operating system:
    - Personal computer with Pentium 90 or higher processor
    - Microsoft Windows 95 or later Windows operating system
    - 16 MB of RAM
    - 15 MB of available hard-disk space
    - Quad-speed CD-ROM drive
    - Super VGA, 256-color monitor
    - Sound Blaster compatible sound card with game port
    - Frames-capable browser such as Internet Explorer 3.0a or later or Netscape Navigator 3.0 or later (to view the online *Introduction to SideWinder Game Controllers.*)

- Check to see if your SideWinder 3D Pro joystick is assigned as Controller 1.

▣ I want to check and set the controller number.

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

▣ I want to check my game port configuration.

▣   Related Topics

The hat switch on my joystick isn't working

If your game works with a hat switch but the hat switch isn't working, move the <u>joystick switch</u> to the other position.   Moving the joystick switch changes the way the hat switch communicates with your game.

_____

 Related Topics

The throttle on my joystick isn't working

If your game works with thrust or throttle but the slider isn't working, move the joystick switch to position 1.   The throttle will not work when the joystick switch is in position 2.

Related Topics