

## Introducing Microsoft SideWinder Force Feedback Pro

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

### Microsoft SideWinder Force Feedback Pro



The SideWinder Force Feedback Pro enhances the game-playing experience by letting you "feel" the actions taking place in your force feedback game. In addition, the SideWinder Force Feedback Pro features a revolutionary design, maximum comfort, and advanced programmability.

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

- A "shift" button expands the number of programmable joystick buttons from eight to sixteen in many games.
- 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.

## Connect the joystick to your computer and AC power


- 1 Locate the 15-pin game port on the back of your computer. Typically, it's 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 input socket (round) on your game controller.
- 4 Insert the round, DIN-type, plug on the end of the AC adapter into the AC input socket on your game controller.
- 5 Plug the AC adapter into an AC wall outlet.

## Notes

- **Important:** If you have a 15-pin network card in your computer, make sure that you don't connect the game controller to it.
- **The 12V, 1.3A AC adapter provided with this product is either a UL-approved Class 2 transformer or a TUV-approved SELV limited power source. Use only the adapter that is supplied with the game controller to connect to a power source.**
- Make sure that the wall outlet is near your game controller and is easily accessible.
- To use force feedback, your game port must be located on your sound card and your sound card must have MIDI enabled.

## Test your joystick's forces

The SideWinder Force Feedback Pro 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 if the problem is occurring with the game or with the joystick.

- 1 Use Control Panel: Game Controllers to test a variety of forces provided with your joystick.  
Click here  to open Control Panel: Game Controllers.
- 2 In the **Controller** list, select **Microsoft SideWinder Force Feedback Pro**, and then click **Properties**.
- 3 Click the **Test Forces** tab.
- 4 Grasp the joystick handle and press one of the handle buttons or base buttons to feel the corresponding force. You should feel a different force for each of the buttons.
- 5 Press the shift button to access a second set of test forces and repeat step 4.


### Notes

- If the forces are absent, sluggish, intermittent, or seem delayed, click the **Information** tab and then the **Troubleshoot Force Feedback** button to start the troubleshooter.
- A sensor located within the joystick handle prevents the handle from moving unless you grasp it. This feature prevents the joystick handle from moving when not being held.
- If you have the force level set to Low, some of the sample forces may not be discernible (for example, "Car Engine Idle.") 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

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

### Notes

- Turning Force Feedback off also affects the return to center setting, since return to center is a force.
- As you move the joystick farther away from the center position, force feedback effects become weaker. Forces that appear weak when the joystick handle is at the center position may disappear as you move the handle farther away from center.



Related Topics

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

- 1 Use the properties of the Control Panel: Game Controllers to set how hard you have to push on the handle to move it from its center position.

Click here  to open the Control Panel: Game Controllers.

- 2 In the **Controller** list, select **Microsoft SideWinder Force Feedback Pro**, and then click **Properties**.
- 3 Click the **Settings** tab.
- 4 Click and drag the **Return to Center** slider to the **Soft**, **Med**, or **Rigid** position, depending on the amount of handle resistance you want to feel when playing your game. Select **Soft** if you want the joystick to offer minimum resistance to your hand movement, or select **Rigid** for maximum resistance.

### Notes

- Turning Force Feedback off also affects the return to center setting, since return to center is a force.



Related Topics

## Joystick calibration

SideWinder Force Feedback Pro is 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 for the joystick, don't touch the joystick handle when starting your computer.

### Notes

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

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



Related Topics

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

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

- Prompts you to select a specific joystick and SideWinder Force Feedback Pro is not listed, choose ThrustMaster or CH Flightstick Pro.
- Allows the joystick to control more than back-and-forth (y axis) and side-to-side (x axis) movement, such as controlling a throttle or rudder. See the manual that comes with your game for help configuring the game to make the throttle 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 throttle and joystick rotation operate as the second joystick axis (X2 = rotation, Y2 = throttle).

### 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 Force Feedback Pro controls

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



### 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.




## The handle buttons

The four buttons on the handle correspond to conventional joystick 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.

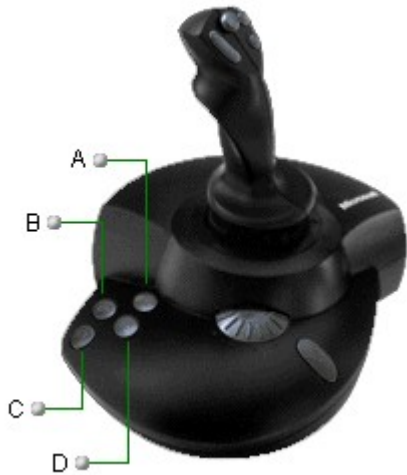


- You can also use the SideWinder Game Controller Profiler and the Shift button to map up to two game actions to each of these buttons.

Click here  to open the Game Controller Profiler.

## 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 and the Shift button to map up to two game actions to each of these buttons.

### Note

- The number of buttons you can use depends on your game. Games designed for conventional two-button or four-button joysticks might not work with the SideWinder Force Feedback Pro base buttons. See the manual that came with your game to find out how many joystick buttons your game uses and how each button functions.

Click here  to open the Game Controller Profiler.

## The 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 the game pad's controls. For example, in a first person shooter game, you could map the cycle weapons command to Button A, and the cycle ammo command to Shift + Button A.



### Notes

- To use the action that's programmed to a shifted button, hold down the Shift button while pressing that button. In the example above, pressing Shift + A would cycle ammo and pressing button A alone would cycle weapons.
- The controls labeled with the shift symbol, ⇧ in the above picture are shifttable:

## 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:

Hat switch



- Point of view
- Ship direction
- Plane altitude
- Side-to-side or up-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 also use the SideWinder Game Controller Profiler to map game actions to the hat switch direction points.

Click here  to open the Game Controller Profiler.

## The throttle

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



- Thrust
- Throttle
- Altitude

### Note

- 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.



Related Topics

## Joystick rotation

Joystick rotation gives you a third type of handle movement. Use handle 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

## Nothing happens in my game when I move my joystick


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

- Check to see if the SideWinder Force Feedback 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 SideWinder Force Feedback Pro joystick or you may need to go into your game to turn on the joystick. Check the SideWinder Force Feedback Pro Readme file for a list of games that were known to be incompatible with your joystick 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.

- Make sure that your joystick is connected securely to the 15-pin game port on your computer. If your computer has a 15-pin network card, make sure your joystick (or any game controller) is not connected to it.
- If your computer has a turbo switch, move the switch to the "on" position.
- Make sure 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 (to view the online *Introduction to SideWinder Game Controllers*)
- Check to see if your SideWinder Force Feedback 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.

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 Related Topics

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

If your SideWinder Force Feedback Pro isn't providing force feedback in response to your game but your game is responding to handle 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 your joystick is connected securely to the 15-pin game port on your computer.
- Making sure that the AC adapter is plugged into your joystick and into the wall socket.
- Making sure that your game is force feedback enabled. If your game doesn't include the force feedback feature, the SideWinder Force Feedback Pro operates in a manner similar to a SideWinder digital joystick.
- Checking to see if your joystick is working correctly with the built-in forces.



I want to check the forces in my joystick.

- 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.

Click here  to open the Force Feedback Troubleshooter.

- Checking to see if your SideWinder Force Feedback Pro joystick is assigned as Controller 1.



I want to check and set the controller number.

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



I want to check my game port configuration.



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Related Topics



## The movement of my joystick seems sluggish or intermittent

A delayed or intermittent response by the joystick to forces in your 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

