THIS FILE CONTAINS TOPICS THAT ARE UNIQUE TO LED ZEP (SideWinder Force Feedback Wheel)

Overview of game action recording

You can assign a game action to the following SideWinder Force Feedback Wheel buttons:

- Buttons A, B, C, X, Y, and Z (These button correspond to Buttons 1-6 in the game)
- Left and right triggers (These button correspond to Buttons 7 and 8 in the game)

Your game action can include:

- Keystrokes from your keyboard
- Button presses for any wheel button that works in your game.   For example, if a game works with only a 2-button joystick, then your game actions can include only button presses for A (equivalent to button 1 in the game) and B (equivalent to button 2).

Notes

- If you record keystrokes and button presses that don't work in your game, the game will ignore them (even though you can see them in the Keystroke or Macro Entry window).   Check your game's manual to find out which keystrokes and wheel buttons are active in that game.
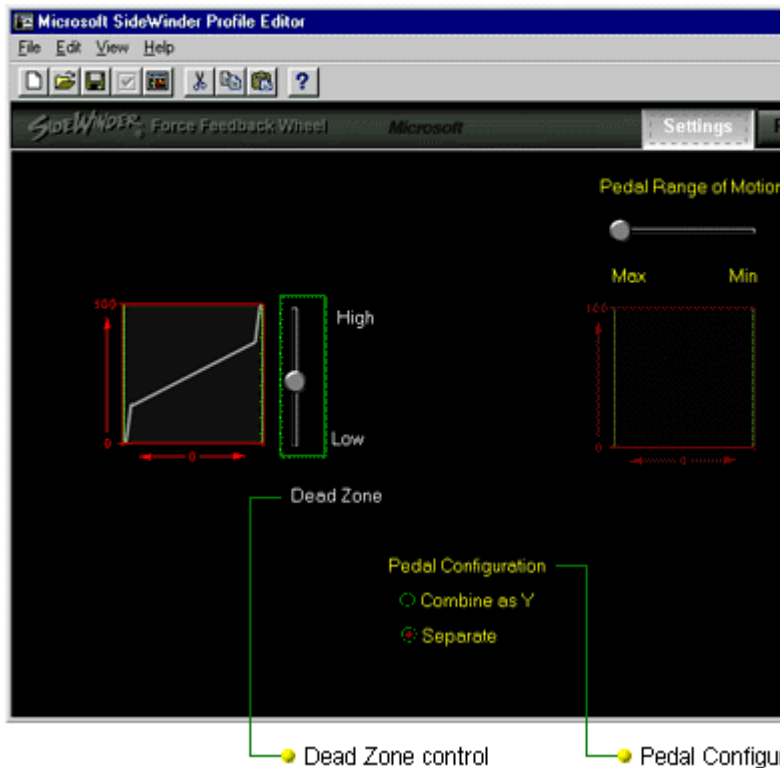
Related Topics

The SideWinder Force Feedback Wheel Settings

Use the **Settings** page to adjust how the SideWinder Force Feedback Pro responds in your games.   Before you adjust these settings, use the SideWinder Force Feedback Pro in your game for a little while to see if it performs the way you want it to.   If it doesn't, you can modify the game controller's default settings on this page.   These settings are saved in your profile for the game and will be used whenever that profile is active.

Pedal Range of M

SideWinder Force Feedback Wheel Settings Before you adjust these settings, use the SideWinder Force Feedback Wheel in your game for a little while to see if it performs the way you want it to. If it doesn't, you can modify the game controller's default settings on this page. These settings are saved in your profile for the game and will be used whenever that profile is active.

Setting	Description
Dead Zone	Use the slider to select a Dead Zone value. This setting adjusts how far you have to move the wheel from its center position before the game begins to respond to controller movement.
Pedal Configuration	This setting adjusts the how your pedals work in a game. • 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.
Pedal Range of Motion	Use the slider to adjust how much you have to push down on the pedals down before they reach maximum response. For example: • With a low range of motion, you would only need to press the accelerator pedal down slightly before you were at maximum throttle. • With a larger range of motion, you'd have to press the gas pedal down further before you reached maximum throttle.

active profile

The active profile is the profile currently set to work with a game controller connected to your system.

Each game controller can have only one active profile, although the same profile can be used by more than one game controller. For example, the player using game pad 1 and the player using game pad 2 can both use the same profile as their active profile.

Active Profile

The red check mark in the check box indicates that this profile is the active profile for the SideWinder Force Feedback Pro.   Only one profile per game controller can be active.   To activate a different profile, click the check box next to it in the **Active** column.

Active column

Use the check boxes in this column to activate and deactivate game profiles.   To activate or deactivate a profile, click the check box next to it.   A red check mark appears in the check box next to the profile that's currently active.

Available Profile list

This column lists the profiles that are currently loaded in the Activator and available for use with your game controller. You may have other profiles on your system, but until you load them into the Activator, they will not appear in the list.

Axis Swap

This setting lets you choose how the handle of your SideWinder joystick moves you in a game.   It can move side-to-side or rotate around a point-of-view.   Click either the **Twist handle to rotate in game** or **Twist handle to move left/right in game** option.

Note

Your game determines how the two axis swap settings function.   Try both settings in your game to see which one works best for your gaming style.

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, 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, 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, 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, button Z does nothing.

button presses

A button press is a game action that consists of pressing one or more of the buttons on your game controller.   (For example, buttons A B, C, X, Y, Z, triggers, or Start.)   With the Game Controller Profiler, you can assign a sequence of button presses to each of the buttons on your SideWinder game controller.

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 game controller, use **Control Panel: Game Controllers**.

Cancel

Click **Cancel** to cancel game action recording and return to the Profile Editor Recorder window.   Game actions you've entered or modified in the Game Action Recorder will not be saved.

Clear

Click **Clear** to clear the game action or actions you've entered in the Game Action Recorder box.   To clear a single game action, first select it with your pointing device, and then press Clear.

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.

Controller List

The **Controller List** shows the game controllers that are currently available on your computer.   The selected game controller is indicated by a green box that surrounds its image, in this case, the SideWinder Force Feedback Pro joystick. Click on a game controller in the list to select it and view the available profiles for that controller.

Controller window

The currently selected game controller appears in this area.

Control Panel: Game Controllers

Control Panel: Game Controllers. allows you to check the status of your game controller(s) as well as add new controllers to, and remove game controllers from, your computer.   Follow the instructions provided on the properties page to perform these operations.

Click the **Properties** button to display the property sheets (Test, Diagnostics, and so on) for the selected controller.

Click the Advanced tab to assign controller numbers to your game controllers.

Dead Zone control

This setting adjusts how far you have to move the game controller from its center position before the game beings to respond to controller movement.

- With a small dead zone, even slight movement of the game controller will result in movement in the game.
- With a large dead zone, you have to move the game controller farther from the center position to get a response in the game.

For game controllers that also have a Range of Motion setting, Dead Zone is a percentage of Range of Motion and will increase and decrease proportionally as you adjust the Range of Motion setting.

Digital Overdrive mode

The mode on your SideWinder game pad that allows you to use up to four SideWinder game pads.

When your SideWinder game pad is in Digital Overdrive mode, the green light on the game pad is "on."

D-Pad (Directional Pad) The Directional Pad functions differently depending on whether you're using the SideWinder Freestyle Pro with the sensor on or off.

- With the **sensor on**, (green, or dim light) the 8 direction points on the D-Pad work as a point-of-view control, or hat switch. You can assign game actions to the D-Pad's direction points in the Game Controller Profiler when the sensor is on.

- With the **sensor off**, (red, or bright light) use the D-Pad to navigate in your game.   The eight direction points move you up, down, left, right, and in some games, the four diagonal directions.

D-Pad (directional pad)

The button on your game pad that lets you move in up to eight different directions within your game: forward, back. left, right, and in the four diagonal directions.

Check your game manual to see if your game works with all eight directions.

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 Recorder

Use the **Game Action Recorder** to record game actions and assign them to the buttons on your game controller.   You can program either a keystroke or a macro to each of the programmable controls on your game controller.

- A **keystroke** can include up to 32 keystrokes and key combinations and does not include timing information.   Keystroke assignments are useful when you do not need to specify the duration of the game action you want to assign to your game controller.   (For example, cycle weapons.)

- A **macro** can include up to 32 keystrokes, key combinations, and other game controller button presses.   Also, macros allow you to specify the duration (time value) of each command in the game action.   Macro assignments are useful when you need to specify the exact amount of time each game action should play in your game when you press the game controller button.   (For example, a special move in a fighting 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.

Game Action Recorder

Use the **Game Action Recorder** to program game actions to a game controller button or to   view and edit game actions you've already assigned to a button on your game controller.

- In the Keystroke Recorder, enter the keystroke(s) you want to assign to this game controller button.
- In the Macro Recorder, first click **Record,** and then enter keystroke(s) and/or button press(es) you want to assign to this game controller button.

game port

The port at the back of the SideWinder game pad into which you can connect another game controller.   You can connect:

- Up to three more SideWinder game pads.   (You can connect them in a chain.)
- One other game controller to the first SideWinder game pad.

Help

Click the **Help** button to learn more about programming game actions to buttons on your game controller.

Inactive Profile

Inactive profiles are profiles that are currently loaded into the Activator and available for use with a SideWinder game controller. However, before you can use an inactive profile, you need to activate it.   A white check box appears in the **Active** column next to each inactive profile. To activate a profile, click the check box next to it.

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, or dim 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**   (red, or bright light)for a traditional game pad gaming experience. Use the 8 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.

Introduction

In the **SideWinder Central** window, click this button to start the online *Introduction to SideWinder Game Controllers*, if you have a frames-capable browser such as Internet Explorer 3.0a or later or Netscape Navigator 3.0 or later.   The Introduction provides a quick overview of your game controller's features.

keystroke

A keystroke is a single key press on your keyboard (such as A or CTRL A). You can assign a keystroke or a series of keystrokes to a button on your controller in the Game Action Recorder to make the game action associated with that keystroke happen when you press that controller button.

Keystroke Entry window

Use this window to:

- Record keystrokes you want to assign to a button on your controller.
- View, edit and delete existing game actions for a controller button.

Keystroke Recorder

Click this tab to map a keystroke or series of keystrokes to a controller button.   Use the Keystroke Recorder to program game actions when you don't need to specify a time value for the game action or actions you're recording.

Keystroke time value

The length of time that a programmed keystroke plays in your game when you press the game controller button. The Keystroke time value is determined by the speed of your hard drive, available memory, and sometimes, the game you're playing. Regardless of how long you hold a keystroke down when recording a game action, each keystroke or key combination will play back for the same amount of time in your game.

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 button 7.
- If you play your game in an MS-DOS window under Windows, 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 2 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, pressing button A alone would cycle weapons.

MS-DOS Emulation

If a game works best with a ThrustMaster or CH Flightstick Pro, you can set your SideWinder game controller to perform in the same manner as one of these joysticks by specifying that option on the Settings page. When using a profile with a USB extension (.swa, .swx), the MS-DOS Emulation control is not available.

macro

A macro is a game action or series of game actions that you assign to a button on your game controller.   Macros can include keystrokes or game controller button presses, or both.   Also, macros allow you to specify the duration (time value) of each command in a game action. You can assign a macro to a button on your controller in the Profile Editor to make that game action happen when you press that controller button.

Macro Entry window

Use this window to:

- Record keystrokes and button presses you want to assign to a button on your controller.
- View, edit and delete recorded game actions for a controller button.
- Adjust the time value of an recorded game action.

Macro Recorder

Click this tab to record a macro and assign it to a game controller button.   Use the Macro Recorder when you want to specify a time value for the game action or actions you're recording.

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.

More Information

In the **SideWinder Central** window, click this button to open **SideWinder Reference**, where you'll find the Help and Readme files for your SideWinder game controller(s).

Name column

Type a name for your game action in this column to help you remember the game action you've assigned to it.   By default, the buttons are named Button 1, Button 2, and so on, and correspond to the default button names for the game.

OK

When you're finished recording a game action for the game controller button, click **OK** to save the game action and return to the Profiler Editor Record window.   From there, you can continue programming game actions to game controller buttons, or, if you're finished recording game actions, save your profile.

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 green light is off.

Pedal Configuration

This setting adjusts the how your pedals work in a game.

- 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 simultaneoulsy.

- When using the default setting, **Combined as Y,** the game will not respond to simultaneous pressing of the left and right pedals.

Pedal Range of Motion

This setting adjusts how much push the pedals down before they reach maximum response.

For example:

- With a low range of motion, you would only need to press the accelerator pedal down slightly before you were at maximum throttle.
- With a larger range of motion, you'd have to press the gas pedal down further before you reached maximum throttle.

predefined profiles

The SideWinder Game Controller Software includes predefined profiles for use with over 100 games. These profiles are installed on your computer when you run the SideWinder Game Controller Software 3.0 Setup program. A few of these profiles appear in the **Available Profiles** column when you open the Profile Activator. You can use these profiles as is, or, modify them to suit your gaming style.

If you don't see a profile for your game, you can create one of your own. Or, check the SideWinder Web site (**www.microsoft.com/sidewinder**), where you can download additional profiles.

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 games.   That way, you don't have to configure your games every time you play. Just activate a   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.

Profile extension

The 3-character extension on the end of a profile name that associates the profile with a particular SideWinder game controller. For example, the profile *Motocross Madness.swx* is a profile for the SideWinder Freestyle Pro and the game *Motocross Madness.*

Profile Editor Help window

This window provides an overview of the game action recording process.

Programmable Action column

This column lets you view the contents of your profiles.   It indicates which game actions have been programmed to each game controller button.

To record or change the game action assignment for a button, click the cell in the **Programmable Action** column that corresponds to that button.

Programmed game actions

These symbols represent programmed game actions.   As you record keystrokes and button presses, this window displays a symbol for each keystroke and game controller button you press.   These symbols indicate:

- The buttons and keys you press on your SideWinder game controller or the keyboard, and the order you in which you press them.
- How long you press and hold a button or key.
- Whether you press buttons or keys at the same time or one after the other.
- The amount of time between button and key presses.

Programmed game actions These symbols represent programmed game actions.   As you record keystrokes, this window displays a symbol for each keyboard key you press.   These symbols represent:

- The keys you press on the keyboard.
- The order in which you press them.
- Whether you press the keys at the same time or one after the other.

Range of Motion

This setting adjusts how far you can move the game controller away from the center position before it reaches its maximum response.

For example, in a flying game:

With a minimum range of motion, you would only need to move the game controller a little bit to the right or left to turn sharply in the game.

With a medium range of motion, you'd have to move the game controller further from the center position to turn sharply in the game.

Record

Click **Record** to begin recording a macro.   When you're finished, click **Stop**.

Record Tab

Click this tab to return to the Profile Editor Record page where you can record game actions and view the game actions included in your profiles.

Profile Editor

Use this tab to select the controller button you want to program, enter names for your game actions, view the game actions in an existing profile, and open, copy, save, and rename your profiles.

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 button 8.
- If you play your game in an MS-DOS window under Windows 95, the right trigger does nothing.

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 2 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 Shift button while pressing that button.   In the example above, pressing Shift   A would cycle ammo, pressing button A alone would cycle weapons.

shifted state

When used with the Game Controller Profiler and when playing games that work with this feature, most SideWinder game pads and joysticks 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 Game Controller Profiler to assign game actions to the buttons on your game controller.

shortcut menu

Right-click the **SideWinder Game Controller Software** icon on the Windows taskbar, and then point to one of the following commands to display a shortcut menu that provides access to the following commands.

Open   Lets you select and open Profile Editor, Profile Activator, or SideWinder Central.

Edit   Lets you select and make changes to an active profile.

Deactivate Disables a profile.   To use this profile later, open the Profile Activator and make it active.

Suspend Suspends the operation of all currently-active profiles.   When profiles are suspended, an **X** appears over the Game Controller Profiler icon.

Resume   Cancels the **Suspend** command and resumes all currently-active profiles.

Unload Removes the Game Controller Software icon from the taskbar and deactivates all profiles.

Scroll arrows

Click on these arrows to move left and right in the Game Action Recorder.   (The scroll arrows are available only when your recorded game action exceeds the length of the Game Action Recorder box.)

Settings Page (Profile Editor)

Use this tab to change how your device responds in a game.   Depending on which SideWinder game controller you're using, you may be able to adjust such variables as Range of Motion, Dead Zone, and other controller-specific settings.

SideWinder Central

SideWinder Central is a command center from which you can access the SideWinder Game Controller Software components you use the most.   It contains shortcuts to the **Game Controller Profiler**, **Control Panel: Game Controllers,** the online **Introduction to SideWinder Game Controllers,** and to Help and Readme files for SideWinder game controllers.

To open **SideWinder Central,** double-click the SideWinder Game Controller Software icon in the Windows taskbar.

SideWinder Control Panel

In the SideWinder Central window, clicking this button opens **Control Panel: Game Controllers** where you can configure and test your SideWinder game controller(s).

SideWinder Software

In the **SideWinder Central** window, click this button to open the Game Controller Profiler programming software.   Use the Game Controller Profiler to create and manage custom game settings, called profiles, for your games.

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.

Status bar

This area indicates the path and file name of the selected profile.   (If no profile is active, no information is displayed in   this area.)

Status column

The **Status** column provides status information about your profiles, and the selected game controller.   In this example, the **OK** message in the **Status** column indicates that the SideWinder Force Feedback Pro joystick is connected to, and communicating properly with the computer, and that the selected profile is present.

Stop

Click **Stop** when you've finished recording the game action(s) you want to assign to this game controller button.   You can change a game action or its timing value by selecting it in the Game Action Recorder window.   Then, click **Record,** and enter the new time value, keystroke, or button press for your game action.

Time Value

The length of time (in milliseconds) that a programmed game action plays in your game when you press the game controller button.   This value corresponds to the amount of time that you held a button or key down while recording a game action in the Macro Recorder.   The Time Value appears to the right of a button or keystroke symbol in the Game Action Recorder.

Time Value control

Use this control to adjust the length of time (in milliseconds) that a programmed game action plays in your game when you press the corresponding game controller button.   Select the game action for which you want to change the time value, and then use the up and down arrows to increase or decrease the duration of that game action.