

Lists the installed game controllers and their status. If you want to test, configure, or recalibrate a controller, click its name in the list, and then click **Properties**.



Click this to add a new game controller.



Updates the information that appears in the **Game Controllers** list.



Removes the selected game controller.



[Click this to test, configure, or calibrate this game controller.](#)



Lists the controller IDs for each game controller installed on this computer. You can change the ID that each game controller is assigned to.



Lists the game controllers installed on this computer.



Lists the controller IDs and the game controllers currently assigned to each ID.



Click this to change the game controller assigned to the selected ID.



Specifies the port used for your game controller port (if it requires one).



Allows other devices, such as your modem, to interrupt the operation of your game controller. However, selecting this check box can cause a delay in the response of your game controller.

Clear this check box if your joystick isn't working properly in a game.

Select this check box if your modem does not work properly when you are playing games online or if you notice networking or other hardware problems when using your game controller.



Lists game controllers both by type (for example, 2-button flight yoke) and by product name (for example, Microsoft SideWinder 3D Pro). If possible, choose the specific product name of your game controller.

If your game controller product name or type is not listed, click **Add Other** to install drivers for it, or click **Custom** to specify the features of your controller.



Click this if your game controller is not listed and you have an installation disk. On the next dialog box, click **Have Disk** and then follow the instructions on the screen.



Click this if your game controller is not listed and you do not have an installation disk. You can specify the characteristics of your controller.



Specifies the number of axes your game controller has. Although there are exceptions, two-axis game controllers typically provide up-and-down and side-to-side motion. Three-axis game controllers generally provide a throttle control. Four-axis game controllers usually provide a throttle and a rudder.



Specifies the number of buttons on your game controller.



Specifies the type of game controller you are setting up.



Specifies that you have a game controller designed.



Specifies that you have a touch-directional game controller that moves in eight directions. This kind of game controller typically has two to four buttons.



Specifies that your game controller has a steering wheel and gas and brake pedals.



Specifies that your game controller has a point-of-view (POV) hat. A POV hat enables you to specify the position or direction from which to view an object on your screen.



Provides a space for you to type a name for this custom game controller. This name will appear in the list of available controllers installed on your computer.



Specifies that your controller is a joystick.



Displays the controller ID that you can assign to the selected game controller. Click the arrows to change the controller ID.  
Some games require the game controller to be assigned to the controller ID 1.



Displays the selected controller ID. To assign a game controller to this ID, click the controller name in the **Game Controllers** list.



Lists the available game controllers.



Shows the range of motion for axes 1 and 2. To calibrate your game controller's range of motion for axes 1 and 2 (usually X and Y), follow the instructions in the Calibration Information area.



Shows the range of motion for axis 3. To calibrate your game controller's range of motion for axis 3, follow the instructions in the Calibration Information area.



Shows the range of motion for axis 4. To calibrate your game controller's range of motion for axis 4, follow the instructions in the Calibration Information area.



Shows the range of motion for axis 5. To calibrate your game controller's range of motion for axis 5, follow the instructions in the Calibration Information area.



Shows the range of motion for axis 6. To calibrate your game controller's range of motion for axis 6, follow the instructions in the Calibration Information area.



Shows the position of your point-of-view (POV) hat as you move it up, left, right, and down. To calibrate your game controller's POV hat, follow the instructions in the Calibration Information area.



Specifies that your game controller has a rudder or pedals, or that you have attached a separate rudder or pedals. Click this to ensure that the rudder or pedals will work in your games.



Click this to calibrate your game controller. Calibrating sets the range of motion for the axes of your game controller. If your game controller has a point-of-view (POV) hat, you can also calibrate that feature.



Shows the range of motion for axes 1 and 2. To calibrate your game controller's range of motion for axes 1 and 2 (usually X and Y), follow the instructions in the Calibration Information area.



Shows the range of motion for axis 3. To calibrate your game controller's range of motion for axis 3, follow the instructions in the Calibration Information area.



Shows the range of motion for axis 4. To calibrate your game controller's range of motion for axis 4, follow the instructions in the Calibration Information area.



Describes each step of the calibration process.



Tests the range of motion for axes 1 and 2. Try to reach all four corners of the test box. If axes 1 and 2 do not respond correctly, try recalibrating the game controller.



Tests the range of motion for axis 3. Try to reach the top and bottom of the test box using the axis controller on the game controller. If axis 3 does not respond correctly, try recalibrating the game controller.



Tests the range of motion for axis 4. Try to reach the top and bottom of the test box. If axis 4 does not respond correctly, try recalibrating the game controller.



Use to test the range of motion for axis 5. Try to reach the top and bottom of the test box. If axis 5 does not respond correctly, try recalibrating the game controller.



Tests the range of motion for axis 6. Try to reach the top and bottom of the test box. If axis 6 does not respond correctly, try recalibrating the game controller.



Tests your game controller's point-of-view (POV) hat, if it has one. To test the POV hat, move it up, left, right, and down. If it does not respond correctly, try recalibrating your game controller.



Tests your game controller's buttons. Press each button on your game controller one at a time. Button number assignments are determined by your game controller's manufacturer.



Click this, or press ENTER, after each step of calibrating the POV hat.



Returns to the previous step in the calibration process. The current axis remains either uncalibrated or returns to its previous calibration values.



Moves to the next control to calibrate, skipping the current calibration step. The current axis remains either uncalibrated or returns to its previous calibration values.



Click this, or press ENTER, after each step of calibrating the POV hat.



Returns to the previous step in the calibration process. The current axis remains either uncalibrated or returns to its previous calibration values.



Moves to the next control to calibrate, skipping the current calibration step. The current axis remains either uncalibrated or returns to its previous calibration values.



Displays the drives on which new games can be installed and displays the amount of disk space that can be used by games. The percentage of disk space used by games cannot be changed on excluded drives.



Restores the default percentages of disk space that can be used by games on all drives.



Adjusts the amount of disk space that can be used by games.



Displays additional information about how to turn on and use Voice chat.



Lists the games that you can play while simultaneously talking with online friends.



**This file is not meant for browsing**



