About WingMan Profiler

WingMan Profiler allows you to customize your WingMan gaming device's behavior for a particular game. You will most likely only need to use WingMan Profiler rarely, because WingMan Profiler preconfigures most games for you.

How does WingMan Profiler work?

WingMan Profiler includes game profiles for most popular games, including first-person action games, flight sims, and driving games. When you install WingMan Profiler, the software searches your computer for installed games and WingMan gaming devices. Profiles for each installed game are visible when you open WingMan Profiler. You can select a WingMan gaming device in WingMan Profiler to see the settings for that particular game using that device.

What can I do in WingMan Profiler?

You can use WingMan Profiler to
- Print a graphical game layout, displaying the command associated with each control
- Print a device layout, displaying control labels
- Launch games
- Exchange game profiles with others using import and export options
- Modify a game profile

When should I modify a game profile?

In WingMan Profiler, you can modify the game profile if
- You decide that you would prefer to use different control assignments for a particular game (for example, if you use your device left-handed, or in some other distinct manner).
 Note: If your game uses the DirectX interface to associate the game with the device, you can make control assignments directly within the game, rather than in WingMan Profiler.
- You have a game installed on your system for which WingMan Profiler does not include a preconfigured game profile.

 Note: This will rarely be the case, as WingMan Profiler includes profiles for most popular games.
- You install a new game that has appeared more recently than the latest WingMan Profiler release. In that case, you can download the game profile from Logitech's World Wide Web site. Or, if you wish, you can create your own profile for the game.

{button ,AL(`aboutcyber2;aboutwffm;aboutthunder;aboutwingcomm;aboutwingext;aboutwingforce;aboutwingforce3d;aboutwingform1;aboutwingformforce;aboutwingpad;aboutwingwar;createprofile;disforce;openwp;viewlayout',0,`',`')}   See Also

Adding (Mapping) a Button Command   {button ,JI(`>about',`GP_Tips_for_Adding_a_New_Command')}   <u>Tips</u>

1. In the WingMan Profiler main window, make sure the desired device and game are selected. (See the help topic "Viewing a Game Layout and a Device Layout.")

2. In the Button list, click any <u>button command.</u> The Button menu is displayed.

3. Click Select Assignment, then click New Command in the submenu that displays. The Edit Command dialog box is displayed.

4. Type a name for the command.

5. Click Options. The Record Command Options dialog box is displayed.

6. Optional: Click the Record Pauses check box before you begin recording to check it. If you check this box, your pauses between keystrokes will be recorded as part of the command.

7. Optional: Use The Repeat Rate Slider to assign a <u>repeat rate</u> to the command.

8. Click OK to close the dialog box. The Edit Command dialog box is redisplayed.

9. Click Record.

10. Use your keyboard to record the keystrokes you wish to map to the command. Record keystrokes in the order in which you press them when using the keyboard to play the game. As you record the command, the command details are displayed in the details box.

11. If you make a mistake, click Stop, then click Record to begin re-recording the command.

12. When you are finished recording the command, click Stop.

13. <u>Click OK to close the dialog box.</u>

{button ,AL(`addaxis;addhat;assncmd;delcmd;delcommassn;editbutton;mapaxishat;viewlayout',0,`',`')} <u>See Also</u>

Adding a POV Command   {button ,JI(`>about',`GP_Tips_for_Adding_a_New_Command')}   <u>Tips</u>

1. In the WingMan Profiler main window, make sure the desired device and game are selected. (See the help topic "Viewing a Game Layout and a Device Layout.")

2. In the POV list, click any <u>POV command.</u> The POV menu is displayed.

3. Click Select Assignment, then click New POV Assignment in the submenu that appears. The Edit Assignment Dialog Box is displayed.

4. Type a name for the POV.

5. In the button grid, click the button for the first direction to which you wish to assign a command.

6. Choose a command from the drop-down list.

    or

    Map a new command, or edit an existing command's mapping. See the help topic "Mapping an Axis or POV Command."

7. Repeat steps 5 and 6 for the other directions.

8. <u>Click OK to close the dialog box.</u>

{button ,AL(`addaxis;assncmd;delcmd;delcommassn;editaxishat;edithat;mapaxishat;mapbutton;viewlayout',0,`',`')}   <u>See Also</u>

Adding an Axis Command   {button ,JI(`>about',`GP_Tips_for_Adding_a_New_Command')}   <u>Tips</u>

1. In the WingMan Profiler main window, make sure the desired device and game are selected. (See the help topic "Viewing a Game Layout and a Device Layout.")

2. In the Axis list, click any <u>axis command.</u> The Axis menu is displayed.

3. Click Select Assignment, then click New Axis Assignment in the submenu that appears. The Edit Assignment Dialog Box is displayed.

4. Type a name for the axis.

5. In one of the axis direction boxes, choose a command from the drop-down list.

    or

    Map a new command, or edit an existing command's mapping. See the help topic "Mapping an Axis or POV Command."

6. Repeat step 5 for the other direction.

7. Click OK to close the dialog box.

{button ,AL(`addhat;assncmd;delcmd;delcommassn;diffaxis;editaxis;editaxishat;editdead;mapaxishat;mapbutton;viewlayout',0,`',`')}
        <u>See Also</u>

Assigning a Command to a Control   {button ,JI(`>about',`GP_Tips_for_Assigning_a_Command_to_a_Control')}   <u>Tips</u>

1.   In the WingMan Profiler main window, make sure the desired device and game are selected. (See the help topic "Viewing a Game Layout and a Device Layout.")

2.   In the Button list, Axis list, or POV list, click the command for the control assignment that you wish to change.

     Note: To see which <u>command</u> is assigned to a <u>control,</u> move the cursor over the command in the Button list, Axis list, or POV list. A callout line is shown between the command and the control.

     The Button menu, Axis menu, or POV menu is displayed.

3.   Click Select Assignment. A submenu of all available commands is displayed.

4.   Click the command you wish to assign to the control.

     The menu is removed and the Button list, Axis list, or POV list is updated to show the new command assignment.
{button ,AL(`addaxis;addhat;createprofile;delcmd;delcommassn;mapbutton;viewlayout',0,`',`')}   <u>See Also</u>

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Creating a New Game Profile   {button ,JI(`>about',`GP_Tips_for_Creating_a_New_Game_Profile')}   <u>Tips</u>

1. In the WingMan Profiler main window, click on the Profile menu.

2. Select New. The "Locate Profile" wizard is displayed, showing a list of all <u>game profiles</u> currently on the system.

At this point you can either download a game profile from the Logitech web site, or create a game profile from scratch.

To download a game profile from the Logitech web site

1. In the "Locate Profile" wizard, select the Use Existing Profile radio button.

2. Click Import via Internet. The "Connect to the Internet" wizard appears. Skip to step 5.

    or

    Click Import via File. The Import dialog box is displayed.

3. Select the folder in which the game profile is currently stored.

4. Select the game profile in the file name box, then click Import. The "Locate Profile" wizard is redisplayed, with the new game profile now selected in the list.

5. If you are importing a game profile via the Internet, follow the steps in the "Connect to the Internet" wizard. After the game profile has been downloaded, the "Locate Profile" wizard is redisplayed with the new game profile now selected in the list.

6. Click Next. The wizard searches for the game's <u>executable file</u> on your computer.

7. If the wizard cannot find the game's executable file, click Browse to locate the file, or enter the file's <u>path</u> statement.

8. Click Finish. The new profile is added, and the WingMan Profiler main window is redisplayed.

To create your own game profile

1. In the "Locate Profile" wizard, select Create from Scratch, then click Next.

2. Type a name for the profile in the name box.

3. Click Browse to locate your game's executable file. Alternatively, you may enter the file's path statement if you know.

4. Select an icon from the icon box. Click the scroll bar to see more icons.

5. Click Finish. The new profile is created, and the WingMan Profiler main window is redisplayed.

{button ,AL(`aboutwp;addaxis;addhat;assncmd;delprofile;importpro;mapbutton;restoreprofile;update;viewlayout',0,`',`')}   <u>See Also</u>

Deleting a Command   {button ,JI(`>about',`GP_Tips_for_Deleting_a_Command')}   <u>Tips</u>

1. In the WingMan Profiler main window, make sure the desired device and game are selected. (See the help topic "Viewing a Game Layout and a Device Layout.")

2. In the Button list, Axis list, or POV list, click the <u>button command,</u> <u>axis command,</u> or <u>POV command</u> you wish to delete. The Button menu, Axis menu, or POV menu is displayed.

3. Click Delete [Name], where [Name] is the name of the button command, axis command, or POV command. A message appears asking you to confirm the deletion.

4. Click Yes. The command is deleted.

Note: You can also delete a command in the Commands dialog box, which you use to edit axis and POV command mapping. See the help topic "<u>Editing an Existing Axis or POV Comm</u>and's Mapping" for more information.
{button ,AL(`addaxis;addhat;assncmd;delcommassn;delprofile;editaxishat;mapbutton;update;viewlayout',0,`',`')}   <u>See Also</u>

**Deleting a Command Assignment
from a Control**

{button ,JI(`>about',`GP_Tips_for_Deleting_a_Command_Assignment_from_a_Control')}   Tips

1. In the WingMan Profiler main window, make sure the desired device and game are selected. (See the help topic "Viewing a Game Layout and a Device Layout.")

2. In the Button list, Axis list, or POV list, click the command for the control assignment that you wish to delete.

    Note: To see which command is assigned to a control, move the cursor over the command in the Button list, Axis list, or POV list. A callout line is shown between the command and the control.

    The Button menu, Axis menu, or POV menu is displayed.

3. Click Restore Default.

    The menu is removed and the Button list, Axis list, or POV list is updated to show the name of the control instead of the command.

{button ,AL(`addaxis;addhat;createprofile;delcmd;delprofile;mapbutton;viewlayout',0,`',`')}   See Also

Deleting a Game Profile   {button ,JI(`>about',`GP_Tips_for_Deleting_and_Restoring_Game_Profiles')}

<u>Tips</u>

1. In the WingMan Profiler main window, make sure the desired device and game are selected. (See the help topic "Viewing a Game Layout and a Device Layout.")

2. Click the Edit menu. The Edit menu is displayed.

3. Select Delete. A message appears, asking you to confirm the deletion.

4. Click Yes. The game profile is deleted.

{button ,AL(`aboutwp;addaxis;addhat;assncmd;createprofile;delcmd;delcommassn;exportpro;mapbutton;restoreprofile;viewlayout',0, `',`')}   <u>See Also</u>

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Commands Dialog Box

Use this dialog box to organize commands. You can edit, delete, or create commands to assign to axis or POV directions. All of the current commands in the selected profile are shown in this dialog box. Clicking New or Edit in this dialog box displays the Edit Command dialog box, which you use to create a command or edit an existing command.

{button ,AL(`addaxis;addhat;editaxis;editaxishat;edithat;mapaxishat',0,`',`')}   See Also

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Edit Assignment Dialog Box (Axis)

Use this dialog box to add a new axis or edit an existing axis. In this dialog box, you can specify the axis name and a command for each direction of the axis. From here, you can also access another dialog box that lets you record a new command, or edit an existing command's mapping.

{button ,AL(`addaxis;editaxis;editaxishat;mapaxishat',0,`',`')} <u>See Also</u>

//do not translate!

Edit Assignment Dialog Box (POV)

Use this dialog box to add a new POV or edit an existing POV. In this dialog box, you can specify the POV name and a command for each direction of the POV. From here, you can also access another dialog box that lets you record a new command, or edit an existing command's mapping.
{button ,AL(`addhat;editaxishat;edithat;mapaxishat',0,`',`')}   See Also

//do not translate!

Edit Command Dialog Box

Use this dialog box to add a new command or edit an existing command's mapping. You can specify the command name and record the command. From here, you can also access another dialog box that lets you select a <u>repeat rate</u> and other options for the command.
{button ,AL(`addaxis;addhat;editaxishat;mapaxishat;mapbutton',0,`',`')} <u>See Also</u>

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Properties Dialog Box (Axis)

Use this dialog box to modify axis sensitivity and dead zone for the currently-selected axis. You can also assign the mapping of another axis to the selected axis in this dialog box.

{button ,AL(`addaxis;diffaxis;editdead',0,`',`')}   See Also

Record Command Options Dialog Box

Use this dialog box to set options before you begin recording a command. You can click the Record Pauses check box before you begin recording to have pauses between keystrokes recorded as part of the command. You can also use the Repeat Rate slider to assign a repeat rate to the command.
{button ,AL(`addaxis;addhat;editaxishat;mapaxishat;mapbutton',0,`',`')} <u>See Also</u>

Disabling Automatic Game Profile Load
Upon Launch   {button ,JI(`>about',`GP_Tips_for_Launching_a_Game')}   <u>Tips</u>

Do one of the following:

1.   On the Windows Taskbar, <u>right-click</u> the WingMan Profiler icon ( ). A menu is displayed.
2.   Click Apply Profile on Game Launch. A submenu is displayed.
3.   Click Off. A mark is displayed next to Off. When you next launch any game, the profile for that game is not loaded into the driver.
4.   To re-enable automatic game profile load after you have disabled it, click Apply Profile on Game Launch again, then click On in the submenu. A mark is placed next to On. When you next launch a game, the profile for that game is automatically loaded into the driver.

or

1.   In the WingMan Profiler main window, click the <u>Options menu.</u> The Options menu is displayed.

2.   Click Apply Profile To Game.

3.   The checkmark next to that menu item is removed. When you next launch a game, the profile for the game will not be loaded.

4.   To re-enable automatic game profile loading after you have disabled it, repeat the steps above. The checkmark will reappear and a profile will be loaded the next time you launch a game.

{button ,AL(`delprofile;disableicon;launchgame;openwp;restoreprofile',0,`',`')}   <u>See Also</u>

Disabling Force Feedback   {button ,JI(`>about',`GP_Tips_for_Disabling_Force_Feedback')}   <u>Tips</u>

1.   In the WingMan Profiler main window, make sure the desired device is selected. (See the help topic "Viewing a Game Layout and a Device Layout.")

2.   Click the <u>Device button.</u> The Device menu is displayed.

3.   Click Enable Force Feedback. The mark next to Enable Force Feedback is removed, and the device no longer uses <u>force feedback.</u>

4.   <u>To re-enable force feedback, click Enable Force</u> Feedback again.

{button ,AL(`aboutwingforce;aboutwingforce3d;aboutwingformforce;aboutwingformforcegt;viewlayout',0,`',`')}   <u>See Also</u>

Disabling the WingMan Profiler Icon in the Taskbar

1.	On the Windows Taskbar, <u>right-click</u> the WingMan Profiler icon ( ) . A menu is displayed.
2.	Click Hide Tray Icon.
	The icon is disabled until you select Show Tray Icon from the system menu of Profiler.
{button ,AL(`createprofile;disablepro;displaygc;launchgame;openwp',0,`',`')}	<u>See Also</u>

Displaying the Windows Game Controllers Panel

{button ,JI(`>about',`GP_Tips_for_Displaying_the_Windows_Game_Controller_Properties')}   Tips

Do one of the following:

1.   On the Windows Taskbar, right-click the WingMan Profiler icon ( ). A menu is displayed.
2.   Click Game Controllers.

or

1.   In WingMan Profiler, click the Device menu.

2.   Click Game Controllers.

The Windows Game Controllers panel is displayed with the General tab shown.
{button ,AL(`createprofile;disableicon;disablepro;launchgame;openwp',0,`',`')}   See Also

Editing Axis Command Options

{button ,JI(`>about',`GP_Tips_for_Renaming__Remapping__and_Editing_Options_for_Axis_Commands')}   <u>Tips</u>

1. In the WingMan Profiler main window, make sure the desired device and game are selected. (See the help topic "Viewing a Game Layout and a Device Layout.")

2. In the Axis list, click the <u>axis command</u> you wish to modify. The Axis menu is displayed.

3. Click Edit [Axis Name], where [Axis Name] is the name of the axis. The Edit Assignment Dialog Box is displayed.

4. Optional: Change the name of the axis.

5. Optional: In one of the axis direction boxes, choose a command from the drop-down list.

    or

    Map a new command, or edit an existing command's mapping. See the help topic "Mapping an Axis or POV Command."

6. Optional: Repeat step 5 for the other direction.

7. Click OK to close the dialog box.

{button ,AL(`addaxis;assncmd;createprofile;diffaxis;editbutton;editdead;edithat;mapaxishat;viewlayout',0,`',`')}   <u>See Also</u>

**Editing Axis Sensitivity and
Dead Zone Effect**

{button ,JI(`>about',`Tips_for_Modifying_Axis_Sensitivity_and_Dead_Zone_Effect')}   Tips

1.   In the WingMan Profiler main window, make sure the desired device and game are selected. (See the help topic "Viewing a
     Game Layout and a Device Layout.")

2.   In the Axis list, click the axis command you wish to modify. The Axis menu is displayed.

3.   Click Axis Properties. The Properties dialog box is displayed.

4.   Choose an axis sensitivity level.

5.   Choose a dead zone effect.

6.   Click OK to close the dialog box.

{button ,AL(`addaxis;assncmd;createprofile;diffaxis;editaxis;editaxishat;mapaxishat;viewlayout',0,`',`')} See Also

Editing Button Command Options

{button ,JI(`>about',`GP_Tips_for_Renaming__Remapping__and_Editing_Options_for_Button_Commands')}   Tips

1. In the WingMan Profiler main window, make sure the desired device and game are selected. (See the help topic "Viewing a Game Layout and a Device Layout.")

2. In the Button list, click the button command you wish to modify. The Button menu is displayed.

3. Click Edit [Command Name], where [Command Name] is the name of the button command. The Edit Command dialog box is displayed.

4. Optional: Change the name of the button.

5. Optional: To change command options, click Options. The Record Command Options dialog box is displayed.

6. Optional: Click The Record Pauses Check box before you begin recording to check it. If you check this box, your pauses between keystrokes will be recorded as part of the command.

7. Optional: Use The Repeat Rate Slider to assign a repeat rate to the command.

8. Click OK to close the dialog box. The Edit Command dialog box is redisplayed.

9. Optional: To re-record the command, click Record.

10. Use your keyboard to record the keystrokes you wish to map to the command. Record keystrokes in the order in which you press them when using the keyboard to play the game. As you record the command, the command details are displayed in the details box.

11. If you make a mistake, click Stop, then click Record to begin re-recording the command.

12. When you are finished recording the command, click Stop.

13. Click OK to close the dialog box.

{button ,AL(`assncmd;createprofile;editaxis;edithat;mapbutton;viewlayout',0,`',`')}   See Also

Editing POV Command Options

{button ,JI(`>about',`GP_Tips_for_Renaming__Remapping__and_Editing_Options_for_Hat_Switch_Commands')}   Tips

1. In the WingMan Profiler main window, make sure the desired device and game are selected. (See the help topic "Viewing a Game Layout and a Device Layout.")

2. In the POV list, click the POV command you wish to modify. The POV menu is displayed.

3. Click Edit [POV], where [POV] is the name of the POV. The Edit Assignment Dialog Box is displayed.

4. Optional: Change the name of the POV.

5. Optional: In the button grid, click the POV direction to which you wish to reassign a command.

6. Optional: Choose a different command from the drop-down list.

    or

    Map a new command, or edit an existing command's mapping. See the help topic "Mapping an Axis or POV Command."

7. Optional: Repeat steps 5 and 6 for the other directions.

8. Click OK to close the dialog box.

{button ,AL(`addhat;assncmd;createprofile;editaxis;editaxishat;editbutton;mapaxishat;viewlayout',0,`',`')}   See Also

**Editing an Existing Axis or POV
Command's Mapping**   {button ,JI(`>about',`Tips_for_Mapping_a_Command')}   <u>Tips</u>

1. In the WingMan Profiler main window, make sure the desired device and game are selected. (See the help topic "Viewing a Game Layout and a Device Layout.")

2. In the Axis list or POV list, click an assigned axis or POV command, then click Edit [Command Name], where [Command Name] is the name of the axis or POV.

    The Edit Assignment dialog box is displayed.

3. Click Edit Command. The Command dialog box is displayed.

4. Click a command in the list. The details of the selected command are shown in the Command Contents box.

    Note: Click Delete to delete the selected command.

5. Click Edit. The Edit Command dialog box is displayed.

6. Optional: Change the name of the command.

7. Optional: To change command options, click Options. The Record Command Options dialog box is displayed.

8. Optional: Check the Record Pauses check box before you begin recording. If you check this box, your pauses between keystrokes will be recorded as part of the command.

9. Optional: Use The Repeat Rate Slider to assign a <u>repeat rate</u> to the command.

10. Click OK to close the dialog box. The Edit Command dialog box is redisplayed.

11. Optional: To re-record the command, click Record.

12. Use your keyboard to record the keystrokes you wish to map to the command. Record keystrokes in the order in which you press them when using the keyboard to play the game. As you record the command, the command details are displayed in the details box.

13. If you make a mistake, click Stop, then click Record to begin re-recording the command.

14. When you are finished recording the command, click Stop.

15. Click OK to close the dialog box. The Commands dialog box is redisplayed with the new command details shown in the Command Contents box.

{button ,AL(`addaxis;addhat;assncmd;delcmd;diffaxis;editaxis;editaxishat;editdead;edithat;mapaxishat;viewlayout',0,`',`')}   <u>See Also</u>

Exporting a Game Profile to a File {button ,JI(`>about',`GP_Tips_for_Importing_and_Exporting_Game_Profiles')}
Tips

1. In the WingMan Profiler main window, make sure the desired device and game are selected. (See the help topic "Viewing a Game Layout and a Device Layout.")

2. Click the Profile menu. The Profile menu is displayed.

3. Select Export. The Export to File dialog box is displayed.

4. Select the folder in which you want to store the exported game profile.

5. Type a name for the game profile, or use the default name supplied.

6. Click Save. The game profile is exported to the specified file.

{button ,AL(`assncmd;createprofile;delprofile;exportpro;importpro;restoreprofile;update;viewlayout',0,`',`')}   See Also

Importing a Game Profile{button ,JI(`>about',`GP_Tips_for_Importing_and_Exporting_Game_Profiles')}
<u>Tips</u>

1. In the WingMan Profiler main window, make sure the desired device is selected. (See the help topic "Viewing a Game Layout and a Device Layout.")

2. Click the <u>Profile menu.</u> The Profile menu is displayed.

3. Select Import. The Import from File dialog box is displayed.

4. Select the folder in which the game profile is currently stored.

5. Select the game profile in the file name box, then click Import. The <u>game profile</u> is imported and its layout is displayed in WingMan Profiler.

{button ,AL(`assncmd;createprofile;delprofile;exportpro;restoreprofile;update;viewlayout',0,`',`')}   <u>See Also</u>

Launching a Game   {button ,JI(`>about',`GP_Tips_for_Launching_a_Game')}   <u>Tips</u>

1. On the Windows Taskbar, <u>right-click</u> the WingMan Profiler icon ( ). A menu is displayed.
2.   Click Launch a Game, then choose a game from the submenu that appears. The game is opened using the current profile for that game.

or

1. In the WingMan Profiler main window, click the <u>Select A Game button.</u> The Select A Game menu is displayed.

2. Select the name of the game you want to launch from the menu that displays. The Play button will now show the name of the game you want.

3.   <u>Click the Play button. The game is opened, using</u> the current profile for that game.

{button ,AL(`createprofile;disableicon;disablepro;displaygc;openwp',0,`',`')}   <u>See Also</u>

**Mapping an Axis or POV
Command**   {button ,JI(`>about',`Tips_for_Mapping_a_Command')}   <u>Tips</u>

1.   In the WingMan Profiler main window, make sure the desired device and game are selected. (See the help topic "Viewing a Game Layout and a Device Layout.")

2.   In the Axis list or POV list, click an unassigned axis or POV command, click Select Command, then click New Axis or New POV.

     or

     Click an assigned axis or POV command, then click Edit [Command Name], where [Command Name] is the name of the axis or POV.

     The Edit Assignment dialog box is displayed.

3.   Click Edit Command. The Command dialog box is displayed.

4.   Click New. The Edit Command dialog box is displayed.

5.   Type a name for the command.

6.   Click Options. The Record Command Options dialog box is displayed.

7.   Optional: Click the Record Pauses check box before you begin recording to check it. If you check this box, your pauses between keystrokes will be recorded as part of the command.

8.   Optional: Use the Repeat Rate slider to assign a <u>repeat rate</u> to the command.

9.   Click OK to close the dialog box. The Edit Command dialog box is redisplayed.

10. Click Record.

11. Use your keyboard to record the keystrokes you wish to map to the command. Record keystrokes in the order in which you press them when using the keyboard to play the game. As you record the command, the command details are displayed in the details box.

12. If you make a mistake, click Stop, then click Record to begin re-recording the command.

13. When you are finished recording the command, click Stop.

14. Click OK to close the dialog box. The Commands dialog box is redisplayed with the new command selected and its details shown in the Command Contents box.

{button ,AL(`addaxis;addhat;assncmd;delcmd;diffaxis;editaxis;editaxishat;editdead;edithat;mapaxishat;viewlayout',0,`',`')}   <u>See Also</u>

Opening WingMan Profiler

Do one of the following:

1.   On the Windows Taskbar, <u>right-click</u> the WingMan Profiler icon ( ). A menu is displayed.
2.   Click Logitech WingMan Profiler.

or

▶   On the Windows Start menu, click Programs, then Logitech, then Profiler, then the WingMan Profiler icon.

<u>The WingMan Profiler main window is displayed with</u> the last selected game profile shown.
{button ,AL(`aboutwp;createprofile;disableicon;disablepro;launchgame;print;viewlayout',0,`',`')}   <u>See Also</u>

//do not translate!

Printing a Game Layout or a
Device Layout   {button ,JI(`>about',`GP_Tips_for_Printing_a_Game_Layout_or_Device_Layout')}
Tips

1.   In the WingMan Profiler main window, make sure the desired device and game are selected. (See the help topic "Viewing a Game Layout and a Device Layout.")

2.   To print the Game Layout for the currently selected profile, click on the Profile menu. The Profile menu will appear.

3.   Select Print Game Layout, then click OK. The Print dialog box is displayed.

4.   Click OK.

      Or

1.   In the WingMan Profiler main window, make sure the desired device and game are selected. (See the help topic "Viewing a Game Layout and a Device Layout.")

2.   To print the Device Layout for the currently selected device, click on the Device menu. The Device menu will appear.

3.   Select Print Game Layout, then click OK. The Print dialog box is displayed.

4.   Click OK.

{button ,AL(`aboutwp;createprofile;viewlayout',0,`',`')}   See Also

Restoring a Game Profile   {button ,JI(`>about',`GP_Tips_for_Deleting_and_Restoring_Game_Profiles')}
<u>Tips</u>

1.   In the WingMan Profiler main window, make sure the desired device and game are selected. (See the help topic "Viewing a Game Layout and a Device Layout.")

2.   Click the Edit menu. The Edit menu is displayed.

3.   Click Restore Defaults. A message appears asking you to confirm the restoration.

4.   Click Yes to restore the Profile to the original configuration as provided by Logitech.

{button ,AL(`createprofile;delprofile;exportpro;importpro;update;viewlayout',0,`',`')}<u>See Also</u>

Tips for Adding a New Command

Is it necessary to add a new command?

No. The game profile contains all commands in the game. Each command is assigned to the button, axis, or POV best suited for effective game play.

For most games, the preconfigured commands in the game profile should meet your needs. However, you can add a custom command to your game at any time.

Is it necessary to map a command to each direction of the axis or POV?

To answer this question, it is important that you understand how axis and POV commands work. Because an axis has two directions (X axis and Y axis), it requires a command for each direction. Like an axis, a POV has multiple directions, and therefore requires a command for each direction. POVs have four or eight direction commands. Axis and POV commands are called combination commands.

If you edit the command mapping for one direction of an axis or POV command, you should edit the command mapping for the other direction(s) as well. If you do not, WingMan Profiler will use the default command(s) mapped to the other direction(s). This may or may not prove advantageous in combination with the command you have mapped to the first direction.

What is involved in adding a command?

When you add a command, you add the following:

Button, axis, or POV names. Note that for axes and POVs, these names are different from the name of the specific command assigned to each direction of the axis or POV.

Command mapping for a button command, an axis direction, or a POV direction. You can change the mapping of a current direction to invoke a different command. For example, you might change the mapping of "Fire Left" from [Ctrl-key + A-key] to [Ctrl-key + B-key]. (When you remap a command, you can also change repeat rate for the command.)

> **Note:** For axis and POV directions, you can select an existing command, rather than mapping a new command for the direction.

Tips for Assigning a Command to a Control

Is it necessary to assign commands to controls on my WingMan device?

No. For each WingMan gaming device installed on your computer, the game profile for each game contains recommended device control assignments for commonly-used commands. When you select a game and a device in WingMan Profiler, these assignments are displayed in the WingMan Profiler main window.

If you decide that you would prefer to use different settings for a particular game (for example, if you use your gaming device left-handed, or in some other distinct manner), you can assign a different command to a particular control.

Can I make device control assignments directly within the game?

Yes, in some games. If your game uses the DirectX interface to associate the game with the device, you can make device control assignments directly within the game, rather than in WingMan Profiler.

Tips for Creating a New Game Profile

When should I create a new game profile?

Use WingMan Profiler to create a new game profile if

You have a game installed on your system for which WingMan Profiler does not include a preconfigured game profile.

Note: This will rarely be the case, as WingMan Profiler includes profiles for most popular games.

You install a new game that has appeared more recently than the latest WingMan Profiler release. In that case, you can use the "Locate Profile" wizard to download the game profile from the Logitech web site. Or, if you wish, you can create your own profile for the game.

Note: You must have the game already installed on your computer before you use this wizard.

Tips for Deleting a Command

If I delete a command, does that mean I will no longer be able to perform that command when I play the game?

No. After you delete a command, you will still be able to perform the command using the keystrokes, mouse clicks, and gaming device control movements associated with the command, but you will no longer be able to perform it using a single device <u>button,</u> <u>axis</u> direction, or <u>POV</u> direction.

Once I delete a command, can I still use its associated control on my device?

Yes. If you delete a command associated with a button, axis, or POV, later you can create a new command and assign it to the <u>control.</u> You can also assign another existing command to the control.

Can I delete commands for buttons, axis, and POVs?

Yes. You can delete either a <u>single command</u> or a <u>combination command.</u>

Is there any other way to delete a command besides using the Delete command in the Button list, Axis list, POV list?

Yes. You can also delete a command in the Commands dialog box, which is displayed when you edit the command mapping for an axis or POV.

If I delete a command in the Button list, Axis list, POV list, or Commands dialog box, will that command still be available in other areas of the game profile?

No. Once you delete a command in one list, or in the Commands dialog box, the command is no longer available in that particular <u>game profile.</u>

Tips for Deleting a Command Assignment from a Control

When would I want to delete a command assignment from a control?

When you delete a <u>command</u> assignment from a <u>control,</u> you completely remove the command assignment for that control, leaving the control unassigned to any command. This might be useful, for instance, if you wanted to create an entirely new game profile for a particular game.

What if I just want to use a different command assignment for the control?

You can change the command assignment for any control from one command to another. See the help topic "Assigning a Command to a Control."

Tips for Deleting and Restoring Game Profiles

Which game profiles can I delete?

You can delete a customized <u>game profile</u> if you find it no longer serves your needs. For example, if you import a game profile sent to you by a friend, then decide you no longer need it, you can delete it.

Note: Make sure you no longer need the profile. Once you delete a customized profile, you cannot restore it.

Can I delete a default profile?

No. When WingMan Profiler is installed, it creates a database of default profiles for each installed game on your system. When you update WingMan Profiler by adding profiles for recently-installed games, WingMan Profiler adds a copy of the game profiles for these games to the database.

When you begin to customize a game profile, WingMan Profiler automatically makes a copy of it for you to customize and saves it in a user profile database. The default profile is still in the original database. Default game profiles cannot be deleted, and can be restored into WingMan Profiler at any time.

How do I restore a profile?

WingMan Profiler includes a Restore Default Profile command that lets you restore the default profile for the currently-selected profile. Again, note that you cannot restore a customized profile once you delete it.

Tips for Disabling Force Feedback

When should I disable force feedback?

You might want to disable force feedback if you find it distracting in a particular game, or if the game does not support force feedback.

Do all devices have force feedback?

No. Some WingMan devices include the force feedback feature, but many do not. If a device has force feedback, the Enable Force Feedback command appears in the Device menu when that device is selected. If the device does not have force feedback, the Enable Force Feedback command does not appear.

Tips for Displaying the Windows Game Controllers Panel

What do I use the Game Controllers panel for?

Using the Game Controllers panel, you can

Install a new WingMan gaming device on your system
Remove a gaming device from the system
Select a different controller ID for your WingMan gaming device

Tips for Editing Axis Command Options

Is it necessary to modify axis command options?

No. WingMan Profiler provides game profiles for the majority of commercially available games. The profiles have an ideal command assignment for each device control (including axis command assignments if the device has one or more axes). However, WingMan Profiler allows you to modify a command if you wish.

Is it necessary to edit the command for each direction of the axis?

To answer this question, it is important that you understand how axis commands work. Because an axis has two directions (X axis and Y axis), it requires a command for each direction. You can edit the two different direction commands separately for a single axes.

If you edit the command mapping for one direction of an axis command, you should edit the command mapping for the other direction as well. If you do not, WingMan Profiler will use the default command mapped to the other direction. This may or may not prove advantageous in combination with the command you mapped to the first direction.

What is involved in editing an axis command?

You can modify the following components of an axis command:

The assigned name of the axis. For example, you could change "Horiz Axis" to "Run Horiz Axis," as long as "Run Horiz Axis" is not currently defined as a command.

The assigned command for an axis direction. You can select a different, existing command.

Command mapping for an axis direction. You can change the mapping of a current direction to invoke a different command. For example, you might change the mapping of "Run Left" from [Ctrl-key + A-key] to [Ctrl-key + B-key]. (When you remap a command, you can also change repeat rate for the command.)

How do I edit axis sensitivity and dead zone?

You use the Axis Properties to edit axis sensitivity and dead zone effect. See the help topic "Editing Axis Sensitivity and Dead Zone" for more information.

Is there anything else I can do to edit an axis?

You can change the mapping of one axis to another axis's mapping. See the help topic "Using a Different Axis's Mapping" for more information.

Tips for Editing Button Command Options

Is it necessary to modify button command options?

No. WingMan Profiler provides game profiles for the majority of commercially available games. The profiles have an ideal command assignment for each device control (including buttons). However, WingMan Profiler allows you to modify a command if you wish.

What is involved in editing a button command?

You can modify the following components of a button command:

The assigned name of the command. For example, you could change "Fire Away" to "Fire Missiles," as long as "Fire Missiles" is not currently defined as a command.

Command mapping. You can change the mapping to invoke a different command. For example, you might change the mapping of "Fire Away" from [Ctrl-key + A-key] to [Ctrl-key + B-key]. (When you remap a command, you can also change repeat rate for the command.)

Tips for Editing POV Command Options

Is it necessary to modify POV command options?

No. WingMan Profiler provides game profiles for the majority of commercially available games. The profiles have an ideal command assignment for each device control (including POV command assignments if the device has one or more POVs). However, WingMan Profiler allows you to modify a command if you wish.

Is it necessary to edit the command for each direction of the POV?

To answer this question, it is important that you understand how POV commands work. Like an axis, a POV has multiple directions, and therefore requires a command for each direction. POVs have four or eight direction commands. You can edit the different direction commands separately for a single POV.

If you edit the command mapping for one direction of a POV command, you should edit the command mapping for the other directions as well. If you do not, WingMan Profiler will use the default commands mapped to the other directions. This may or may not prove advantageous in combination with the command you mapped to the first direction.

What is involved in editing a POV command?

You can modify the following components of a POV command:

The assigned name of the POV command. For example, you could change "Views" to "Look Around POV," as long as "Look Around POV" is not currently defined as a command.

The assigned command for a POV direction. You can select a different, existing command.

Command mapping for a POV direction. You can change the mapping of a current direction to invoke a different command. For example, you might change the mapping of "Look Left" from [Ctrl-key + A-key] to [Ctrl-key + B-key]. (When you remap a command, you can also change repeat rate for the command.)

What if my device has more than one POV?

Some devices, such as WingMan Interceptor, have multiple POVs. You configure each POV separately.

Tips for Importing and Exporting Game Profiles

Where do I get game profiles to import?

You can import a <u>game profile</u> created by someone else. For example, a friend who also uses WingMan Profiler may create a profile you like for a particular game. Your friend can export the profile from WingMan Profiler on his or her system, then e-mail it to you or give it to you on a disk. You can then import it into WingMan Profiler on your system.

When I export a game profile, where does it go?

You can export a game profile from your system to give to someone else. You can export a game profile to a folder on your hard drive or to a floppy disk.

How do I recognize game profiles on my system?

Game profiles have a file extension of .WGP or .LES. Only .WGP or .LES files can be imported into WingMan Profiler, and when you export a game profile, it is automatically saved with the .LES extension.

Tips for Launching a Game

How do I launch a game using WingMan Profiler?

You can launch a game from

Within WingMan Profiler
The WingMan Profiler icon on the Windows Taskbar

When you launch a game using one of the above methods, only games for which WingMan Profiler has a game profile are available. If WingMan Profiler does not have a profile for the game you want to play, see the help topic "Creating a New Game Profile."

Can I still use conventional methods for launching a game?

Yes. You can also launch a game using conventional methods for opening a file, such as

Using the Start menu
Selecting the game's executable file in a folder
Selecting the game's program icon on your Windows desktop

See the Windows help file for more information about these methods.

Does WingMan Profiler always load a game profile, regardless of how I launch the game?

Yes. By default, the associated WingMan game profile is loaded when you launch any game on your system (provided WingMan Profiler has a profile for the game). The profile is loaded regardless of which of the above methods you use for launching the game.

What if I want to play the game without using the game profile?

You can disable the automatic game profile load feature either from within WingMan Profiler or from the Windows Taskbar. See the help topic "Disabling Automatic Game Profile Load Upon Launch."

Tips for Mapping an Axis or POV Command

Is it necessary to remap a command?

No. The game profile contains all commands in the game. Each command is assigned to the button, axis, or POV best suited for effective game play.

For most games, the preconfigured commands in the game profile should meet your needs. However, you can add a custom command to your game at any time.

Is it necessary to map a command to each direction of the axis or POV?

To answer this question, it is important that you understand how axis and POV commands work. Because an axis has two directions (X axis and Y axis), it requires a command for each direction. Like an axis, a POV has multiple directions, and therefore requires a command for each direction. POVs have four or eight direction commands. Axis and POV commands are called combination commands.

If you edit the command mapping for one direction of an axis or POV command, you should edit the command mapping for the other direction(s) as well. If you do not, WingMan Profiler will use the default command(s) mapped to the other direction(s). This may or may not prove advantageous in combination with the command you mapped to the first direction.

What is the difference between editing an existing command's mapping and mapping a new command?

Editing an existing axis or POV command's mapping and mapping a new axis or POV command are essentially the same. The only differences are that

When you edit an existing command, you can modify one part of the existing command, such as repeat rate, without re-recording the entire command.

When you map a new command, you start from scratch by naming the command and then recording it. You may also assign a repeat rate to the new command.

Tips for Modifying Axis Sensitivity and Dead Zone Effect

Is it necessary to change axis sensitivity and dead zone effect?

No. For many games, you may find that the default <u>axis sensitivity</u> and <u>dead zone</u> work for you. If you are not getting the response you expect when you use the axis to perform a command, you may want to try a different sensitivity level or dead zone setting.

When I change the axis sensitivity and dead zone effect, does it affect the commands assigned to both axis directions?

Yes. Changing either of these settings affects both directions of the <u>axis command.</u>

Tips for Printing a Game Layout or Device Layout

How to I determine which layout to print?

It depends on the information for which you want to have a printout.

A **game layout** shows a picture of the <u>gaming device,</u> displaying which <u>command</u> is assigned to each device <u>control.</u>

A **device layout** also shows a picture of the device, but labels the device controls with control names, such as Button1 or X-Axis.

Tips for Updating WingMan Profiler

Why is it necessary to update WingMan Profiler?

The computer gaming industry is continually generating new games and updating old ones. WingMan Profiler makes it easy to keep abreast of these changes by allowing you to download easily new and updated game profiles from Logitech's World Wide Web site. When updating WingMan Profiler, a wizard guides you through a simple process for updating game profiles and, if necessary, updating the WingMan Profiler application and/or drivers.

How often should I update WingMan Profiler?

Update WingMan Profiler if you install a new game that has appeared more recently than the latest WingMan Profiler release. Logitech's World Wide Web site will most likely contain a game profile for the game as soon as it is released on the market.

If I update my game profiles, does WingMan Profiler overwrite my customized profiles with new default profiles for the same game?

No. When you customize a game profile, the custom profile is saved automatically, separate from the original profile provided by WingMan Profiler for that game. Therefore, customized profiles are not overwritten when you update game profiles, even if the update contains a newer profile for a game for which you have customized the game profile. In that case, you have the option of using either the customized profile or the new profile from the update.

Tips for Using a Different Axis's Mapping

What is the effect of using a different axis's mapping?

Making this change causes the axis you are changing to perform the commands currently associated with the other axis. For example, if you change the throttle mapping to that of the X axis, you will now be able to use the throttle to perform the commands currently associated with the X-axis.

Why would I want to change an axis's mapping to another axis's mapping?

You might use this feature if you want to use an axis in a unique manner. For example, you could change the throttle mapping so that you could use the throttle to move forward and backward, rather than to accelerate and decelerate, which is the action commonly associated with a throttle.

Tips for Viewing a Game Layout and a Device Layout

Why is it important to view a game layout and a device layout?

Before modifying, adding, or reassigning commands, you must select a game and a gaming device in the WingMan Profiler main window. When you select a game and a device, an illustration of the selected device is shown. The game profile for the selected game, played with the selected device, is displayed.

Viewing a game layout and device layout is often the only thing you will need to do in WingMan Profiler.

What does the layout show?

The layout provides easy reference to buttons, axes, and POVs on your WingMan gaming device, showing the command assigned to each control.   Button commands are listed in the Button list; axis commands are listed in the Axis list, and POV commands are listed in the POV list. If there is no command assigned to a control, the name of the control is displayed in the list.

You can move the cursor over different areas of the layout to see which command is assigned to which control.

Updating WingMan Profiler   {button ,JI(`>about',`GP_Tips_for_Updating_WingMan_Profiler')}   <u>Tips</u>

1. In the WingMan Profiler main window, make sure the desired device and game are selected. (See the help topic "Viewing a Game Layout and a Device Layout.")

2. Click the Help menu. The Help menu appears.

3. Select WingMan Online. The WingMan Online submenu appears.

4. Select Update Profiler Via Internet.

5. The "Connect to the Internet" wizard is displayed.

6. Follow the steps in the wizard to update WingMan Profiler.

{button ,AL(`aboutwp;assncmd;createprofile;delprofile;importpro;viewlayout',0,`',`')}   <u>See Also</u>

Using a Different Axis's Mapping   {button ,JI(`>about',`GP_Tips_for_Using_a_Different_Axis_s_Mapping')}   <u>Tips</u>

1. In the WingMan Profiler main window, make sure the desired device and game are selected. (See the help topic "Viewing a Game Layout and a Device Layout.")

2. In the Axis list, click the <u>axis command</u> you wish to modify. The Axis menu is displayed.

3. Click Axis Properties. The Properties dialog box is displayed.

4. Change the mapping to that of a different axis. For example, you might want to change the <u>throttle</u> mapping to that of the X axis instead, if you want to use the throttle to perform the commands currently associated with the X-axis.

5. Click OK to close the dialog box.

{button ,AL(`addaxis;assncmd;createprofile;diffaxis;editaxis;editaxishat;editdead;mapaxishat;viewlayout',0,`',`')}   <u>See Also</u>

**Viewing a Game Layout and
a Device Layout**

{button ,JI(`>about',`GP_Tips_for_Viewing_a_Game_Layout_and_a_Device_Layout')}   Tips

1.   In the WingMan Profiler main window, click the Select A Device button. A submenu of available gaming devices is displayed.

2.   Select a device from the submenu. An illustration of the selected gaming device is displayed, and its name is shown as the Device button label.

     Note: If you only have one WingMan gaming device attached to your computer, this device is selected by default.

3.   Click the Select A Game button.

4.   Select a game profile from the submenu that displays.

     Note: Every game installed on your computer is listed in the submenu, provided that either WingMan Profiler has a game profile for the game (the usual case) or you have manually created a profile for the game.

     The illustration is updated with the game layout for the selected game.

5.   To see what command is assigned to a control, move the cursor over the control in the illustration. A callout line is shown between the command and the control.

6.   To see which control a command is assigned to, move the cursor over the command in the Button list, the Axis list, or the POV list. A callout line is shown between the command and the control.

{button ,AL(`aboutwp;addaxis;addhat;assncmd;createprofile;delcmd;delcommassn;delprofile;diffaxis;editaxis;editaxishat;editbutton;editdead;edithat;exportpro;importpro;mapaxishat;mapbutton;print;restoreprofile;update',0,`',`')}   See Also

Choose an existing command for this axis direction from the drop-down list.

This button shows the command assigned to this axis. This button is labeled with the name of the currently-assigned command. If no command is assigned, the button label is the name of the axis. Click this button to assign a command to this axis, edit or delete the currently-assigned command, create a new axis command, or remove the current command assignment from this axis.

A line from this button to the device illustration shows where this axis is on the device.

Choose a different axis's mapping from the drop-down list. For example, you might want to change the throttle mapping to that of the X axis instead, if you want to use the throttle to perform the commands currently associated with the X-axis.

Type the name you want to give the axis in this box.

Use this slider to set the level of control you wish to have over axis behavior. Sensitivity includes such factors as speed, acceleration, and centering (a state in which, when you let go of the joystick, both its axes revert to the center). A higher level of sensitivity gives you very precise control over the axis, but it may not be as easy to maneuver the axis as when you use a lower sensitivity level.

Click the button for the direction to which you wish to assign a command.

This button shows the command assigned to this button control. This button is labeled with the name of the currently-assigned command. If no command is assigned, the button label is the name of the button control. Click this button to assign a command to this button control, edit or delete the currently-assigned command, create a new button command, or remove the current command assignment from this button control.

A line from this button to the device illustration shows where this button control is on the device.

Click this button to close the dialog box without saving any changes you have made.

Type the name you want to give the command in this box.

This list shows all of the commands in the currently-selected game profile. From this list, you can select a command to edit or delete.

Choose either a low, medium, or high dead zone effect. The dead zone determines how far you will have to move the joystick before getting axis feedback. The dead zone reduces the sensitivity of the joystick near the center point. The larger the dead zone, the farther you will have to move the joystick to get a response from your game character.

Click this button to delete the currently-selected command.

This box shows the command details as you record them.

This box shows the details of the currently-selected command.

Click this button to open the Commands dialog box, where you can create a new command to assign to the axis or POV direction, edit an existing command, or delete a command.

Click this button to open the Edit Command dialog box, where you can edit the currently-selected command.

Use this button to launch a game. This button is labeled with the name of the currently-selected game.

Use this button to open the WingMan Profiler online help file.

Click this button to view online help for this dialog box.

Click this button to select another default controller.

Click this button to open the Edit Command dialog box, where you can create a new command.

Click this button to close the dialog box and save any changes you have made.

Click this button to open the Record Command Options dialog box, where you can select a repeat rate and other options for the command.

Choose an existing command for this POV direction from the drop-down list.

This button shows the command assigned to this POV. This button is labeled with the name of the currently-assigned command. If no command is assigned, the button label is the name of the POV. Click this button to assign a command to this POV, edit or delete the currently-assigned command, create a new POV command, or remove the current command assignment from this POV.

A line from this button to the device illustration shows where this POV is on the device.

Type the name you want to give the POV in this box.

Click this button to begin recording the keystrokes you wish to map to the command. Record keystrokes in the order in which you press them when using the keyboard to play the game.

Once you begin recording, the label of this button changes from Record to Stop. Click Stop when you are finished recording the command, or if you make a mistake and wish to re-record the command.

Check this box before you begin recording if you want WingMan Profiler to include pauses between keystrokes in the command details.

Use the slider to select a repeat rate. The repeat rate is the rate at which a specific command is reproduced upon a single use of the control to which the command is assigned. For example, if the game you are playing supports a variable repeat rate for the Fire command, you can configure your gaming device to fire multiple rounds each time you press the Fire button.

This area describes the part of the dialog box to which the mouse is currently pointing. As you move the mouse cursor over the dialog box, this description changes.

Device button

The top button in the button column in the top left corner of the WingMan Profiler main dialog box.

Game button

The second button from the top in the button column in the top left corner of the WingMan Profiler main dialog box. The Game button's label is the name of the currently-selected game.

POV

A button on some WingMan gaming devices that lets you control direction with a touch of your thumb. For an eight-way POV, you can configure either four or eight different directions. For each direction, you assign a command; the combined effect of these four or eight commands is called a POV command.

You can configure the POV differently for different games. For example, you might use the POV to fire forward while using the stick to move from side to side (strafing), to cycle through secondary viewpoints, or to change targeting position.

Some devices, such as WingMan Interceptor, have multiple POVs. You configure each POV separately.

POV command

An action you perform by using a POV during game play. Without a gaming device, POV commands are performed using a combination of keystrokes and mouse clicks.

If your WingMan gaming device has a POV, POV commands are assigned to it. Because a POV has either four or eight directions, it requires a command for each direction. The combined effect of the four or eight commands is called a POV command.

Some devices, such as WingMan Interceptor, have multiple POVs. You configure each POV separately.

SpinControl

A rudder-like feature of the WingMan Warrior gaming device that lets you spin instantly in a tight 360-degree circle while simultaneously performing actions with the joystick. As well as providing excellent control for 3D action games, the SpinControl is beneficial as a steering wheel in driving games, or as a traditional rudder in flight sims.

axis

A bi-directional device control, such as a motion control handle, managed by an axis command. Because an axis has two directions, it requires a command for each direction; the combined effect of these two commands is called an axis command.

You can edit the two different directions separately for a single axis command.

Throttles, spinners, pedals, steering wheels, and other bi-directional controls behave similarly to axes.

axis command

An action you perform by using an axis during game play. Without a gaming device, axis commands are performed using a combination of keystrokes and mouse clicks. An axis command can also include such options as repeat speed for keystrokes, and sensitivity and dead zone.

If your WingMan gaming device has one or more axes or other bi-directional controls, axis commands are assigned to them. Because an axis has two directions (X axis and Y axis), it requires a command for each direction. The combined effect of the two commands is called an axis command.

axis sensitivity

A setting that determines the level of control you wish to have over axis behavior. Sensitivity includes such factors as speed, acceleration, and centering (a state in which, when you let go of the joystick, both its axes revert to the center). A higher level of sensitivity gives you very precise control over the axis, but it may not be as easy to maneuver the axis as when you use a lower sensitivity level.

button

A single device control, such as a button or trigger. Single commands (also called button commands) are assigned to buttons.

button command

An action you perform during game play using a button. Without a gaming device, button commands are performed using a combination of keystrokes and mouse clicks.

Button commands are assigned to buttons on your WingMan gaming device.

Button commands are also referred to as single commands.

combination command

An action you perform during game play using either an axis (or other bi-directional control) or a POV. Without a gaming device, combination commands are performed using a combination of keystrokes and mouse clicks. A combination command can also include such options as repeat speed for keystrokes, and sensitivity and dead zone for axes.

If your WingMan gaming device has one or more axes, other bi-directional controls, or POVs, combination commands are assigned to them. Because an axis has two directions (X axis and Y axis), it requires a command for each direction. Like an axis, a POV has multiple directions, and therefore requires a command for each direction. POVs have four or eight direction commands.

The combined effect of the two, four, or eight commands is called an axis command or a POV command. Collectively, axis commands and POV commands are referred to as combination commands.

command

An action you perform during game play using gaming device controls. Without a gaming device, most commands are performed using a combination of keystrokes and mouse clicks. A command can also include such options as repeat speed for keystrokes, and sensitivity and dead zone for axes.

WingMan Profiler is used to assign commands to WingMan gaming device controls.

control

A button, axis, POV, or other feature on a WingMan gaming device that you use to perform a command.

dead zone

An area that determines how far you will have to move the joystick before getting axis feedback. The dead zone reduces the sensitivity of the joystick near the center point. The larger the dead zone, the farther you will have to move the joystick to get a response from your game character.

This feature is advantageous, for example, if you move straight ahead by pushing the joystick forward. In this case, the dead zone assures that even if you move the joystick slightly right or left, it will not alter your forward progression.

You can set the dead zone at a level that feels comfortable for you.

executable file

The file that is selected to start a program. Executable files have either a .COM, .EXE, or .BAT extension.

force feedback

A feature of some WingMan devices that produces a physical response in the device when you use it to play a game. For example, in a device with force feedback, using the trigger would produce a "kickback" effect, similar to what you might feel if you were using a gun's trigger.

game profile

The unique setup WingMan Profiler uses for a particular game played with a particular WingMan gaming device. The game profile contains all of the commands in the game. For each available WingMan gaming device, the profile also contains recommended device control assignments for commonly-used commands.

Using WingMan Profiler, you can customize the game profile for any game.

gaming device

A joystick, gamepad, or similar device you use to play games.

motion control handle

A device control that provides left/right, forward/backward, and up/down movement, plus rotation around these three directions or axes.

path statement

A descriptive line that indicates which directories the system should search for executable files.

pedal

A bi-direction device control on WingMan steering wheels that gives you the ability to manage any incremental game command, such as thrust, throttle, or intensity. A pedal is managed by two commands. Because a pedal has two directions, it requires a command for each direction; the combined effect of these two commands is called an axis command.

You can edit the two different direction commands separately for a single pedal.

repeat rate

The rate at which a specific command is reproduced upon a single use of the control to which the command is assigned. For example, if the game you are playing supports a variable repeat rate for the Fire command, you can configure your gaming device to fire multiple rounds each time you press the Fire button.

right-click

A mouse click using the right-most mouse button. Right-clicks are often used to open shortcut menus or other auxiliary menus in an application.

If you are using the mouse left-handed, on the left side of your keyboard, use the left-most mouse button for a right-click.

single command

An action you perform during game play using a button. Without a gaming device, single commands are performed using a combination of keystrokes and mouse clicks.

Single commands are assigned to buttons on your WingMan gaming device.

Single commands are also referred to as button commands.

strafe

To move an action figure from side to side while firing continuously.

throttle

A bi-directional device control on some WingMan gaming devices (such as WingMan Extreme Digital, WingMan Warrior, WingMan Force, and WingMan Interceptor) that gives you the ability to manage any incremental game command, such as thrust, throttle, altitude, or intensity. A throttle is managed by two commands. Because a throttle has two directions, it requires a command for each direction; the combined effect of these two commands is called an axis command.

You can edit the two different direction commands separately for a single throttle.

On a steering wheel, a throttle is referred to as a pedal.

The Default button in the Specific Game Settings window and in the Global Device Settings window is used to restore all of the settings to the original settings provided by Logitech.

**Restoring Default Device Settings
for Specific Games**

{button ,JI(`>about',`GP_Tips_for_Restoring_Default_Controller_Settings_Globally_or_for_Specific_Games')}   <u>Tips</u>

1.   In the WingMan Profiler main window, make sure the desired device and game are selected. (See the help topic "Viewing a Game Layout and a Device Layout.")

2.   Click on the Edit menu and select Specific Game Settings. The Specific Game Settings window will appear.

3.   Click on the Defaults button. This will restore settings to those provided by Logitech.

4.   Click the OK button to confirm the modification, or click the Cancel button to return to the non-default settings.
{button ,AL(`RestoreDefaultSettingsGlobal;ChangeControllerSettingsGame;ChangeControllerSettingsGlobal',0,`',`')}   <u>See Also</u>

Restoring Default Global Device Settings

{button ,JI(">about","GP_Tips_for_Restoring_Default_Controller_Settings_Globally_or_for_Specific_Games")}   Tips

1. In the WingMan Profiler main window, make sure the desired device is selected. (See the help topic "Viewing a Game Layout and a Device Layout.")

2. Click on the Device menu and select Global Device Settings. The Global Device Settings window will appear.

3. Click on the Defaults button. This will restore settings to those provided by Logitech.

4. Click the OK button to confirm the modification, or click the Cancel button to return to the non-default settings.

{button ,AL(`RestoreDefaultSettingsGame;ChangeControllerSettingsGame;ChangeControllerSettingsGlobal',0,`',`')}   See Also

//do not translate!

**Changing Controller Settings
for a Specific Game**

{button ,AL("tipsacceleration;tipsborderspringstrength;tipsborderspringsize;tipscombinedpedals;tipsrestoringsettings;tipsoveralleffect sstrength;tipscenteringspring;tipscenteringspringstrength;tipsmousemode",0,"","about")}   <u>Tips</u>

1. In the WingMan Profiler main window, make sure the desired device and game are selected. (See the help topic "Viewing a Game Layout and a Device Layout.")

2. Click on the Edit menu and select Specific Game Settings. The Specific Game Settings window will appear.

3. Put a checkmark one or more of the boxes labeled Use Special Force Feedback Device Settings, Use Special WingMan Force Feedback Mouse Settings, and Use Special Steering Wheel Settings. Doing this makes certain adjustments active.

4. Make changes in the desired areas as needed.

5. To accept the changes, click the OK button.

6. To discard the changes, click the Cancel button.

7. To restore all settings to the state as provided by Logitech, click the Defaults button.

{button ,AL(`ChangeControllerSettingsGlobal;RestoreDefaultSettingsGame;RestoreDefaultSettingsGlobal',0,`',`')}   <u>See Also</u>

//do not translate!

Changing Controller Settings Globally

{button ,JI(">about","GP_Tips_for_Restoring_Default_Controller_Settings_Globally_or_for_Specific_Games")}   Tips

1.   In the WingMan Profiler main window, make sure the desired device is selected. (See the help topic "Viewing a Game Layout and a Device Layout.")

2.   Click on the Devices menu and select Global Device Settings. The Global Device Settings window will appear.

3.   Make changes in the desired areas as needed.

4.   To accept the changes, click the OK button.

5.   To discard the changes, click the Cancel button.

6.   To restore all settings to the state as provided by Logitech, click the Defaults button.

{button ,AL(`ChangeControllerSettingsGame;RestoreDefaultSettingsGame;RestoreDefaultSettingsGlobal',0,`',`')}   See Also

Changing Overall Effects Strength
for a Specific Game   {button ,JI(">about","GP_Tips_for_Adjusting_Overall_Effects_Strength")}   <u>Tips</u>

1.   In the WingMan Profiler main window, make sure the desired device and game are selected. (See the help topic "Viewing a Game Layout and a Device Layout.")

2.   Click on the Edit menu and select Specific Game Settings. The Specific Game Settings window will appear.

3.   Put a checkmark the box labeled Use Special Force Feedback Device Settings.

4.   Move the Overall Effects Strength slider as needed.

5.   To accept the changes, click the OK button.

6.   To discard the changes, click the Cancel button.

7.   To restore all settings to the state as provided by Logitech, click the Defaults button.
{button ,AL(`ChangeOverallEffectsStrengthGlobal;ChangeCenteringSpringGlobal;ChangeCenteringSpringGame;ChangeControllerSettingsGlobal;ChangeControllerSettingsGame',0,`',`')}   <u>See Also</u>

Changing Overall Effects Strength
Globally   {button ,JI(">about","GP_Tips_for_Adjusting_Overall_Effects_Strength")}   <u>Tips</u>

1.   In the WingMan Profiler main window, make sure the desired device is selected. (See the help topic "Viewing a Game Layout and a Device Layout.")

2.   Click on the Devices menu and select Global Device Settings. The Global Device Settings window will appear.

3.   Move the Overall Effects Strength slider as needed.

4.   To accept the changes, click the OK button.

5.   To discard the changes, click the Cancel button.

6.   To restore all settings to the state as provided by Logitech, click the Defaults button.

{button ,AL(`ChangeOverallEffectsStrengthGame;ChangeCenteringSpringGlobal;ChangeCenteringSpringGame;ChangeControllerSettingsGlobal;ChangeControllerSettingsGame',0,`',`')}   <u>See Also</u>

Enabling and Changing
Centering Spring Strength
for a Specific Game   {button ,JI(">about","GP_Tips_for_Adjusting_Centering_Spring_Strength")}   <u>Tips</u>

1.   In the WingMan Profiler main window, make sure the desired device and game are selected. (See the help topic "Viewing a Game Layout and a Device Layout.")

2.   Click on the Edit menu and select Specific Game Settings. The Specific Game Settings window will appear.

3.   Put a checkmark the box labeled Enable Centering Spring.

4.   Move the Centering Spring Strength slider as needed.

5.   To accept the changes, click the OK button.

6.   To discard the changes, click the Cancel button.

7.   To restore all settings to the state as provided by Logitech, click the Defaults button.

{button ,AL(`ChangeCenteringSpringGlobal;ChangeOverallEffectsStrengthGame;ChangeOverallEffectsStrengthGlobal;ChangeControllerSettingsGame;ChangeControllerSettingsGlobal',0,`',`')}   <u>See Also</u>

Enabling and Changing
Centering Spring Strength Globally   {button ,JI(">about","GP_Tips_for_Adjusting_Centering_Spring_Strength")}   <u>Tips</u>

1.   In the WingMan Profiler main window, make sure the desired device is selected. (See the help topic "Viewing a Game Layout and a Device Layout.")

2.   Click on the Devices menu and select Global Device Settings. The Global Device Settings window will appear.

3.   Ensure the box labeled Enable Centering Spring is checked.

4.   Move the Centering Spring Strength slider as needed.

5.   To accept the changes, click the OK button.

6.   To discard the changes, click the Cancel button.

7.   To restore all settings to the state as provided by Logitech, click the Defaults button.
{button ,AL(`ChangeCenteringSpringGame;ChangeOverallEffectsStrengthGame;ChangeOverallEffectsStrengthGlobal;ChangeControllerSettingsGame;ChangeControllerSettingsGlobal',0,`',`')}   <u>See Also</u>

**Selecting a Global Mouse Mode Setting
for the WingMan Force Feedback Mouse**   {button ,JI(">about","GP_Tips_for_Selecting_a_Mouse_Mode")}   <u>Tips</u>

1. In the WingMan Profiler main window, make sure the WingMan Force Feedback Mouse is the selected controller. (See the help topic "Viewing a Game Layout and a Device Layout.)

2. Click on the Device menu and select Global Device Settings. The Global Device Settings window will appear.

3. Click on the arrow in the pop down menu labeled Mouse Mode.

4. Select the Mouse Mode you prefer. (If you selected Joystick Mode, you will have to use your other mouse for the next step.)

5. Click the OK button to accept the change, click Cancel to close the Window without making the change, or click Defaults to return to the Mouse Mode preset by Logitech.

    Or

1. If "Use hotkey to toggle mode is enabled," press the hotkey combination to cycle through the different modes.

    Note: The modes cycle through in the following order: Absolute with Acceleration, Absolute, Relative, Joystick, Absolute with Acceleration…, beginning with the present mode.

{button ,AL(`SelectMouseModeGame;ChangeMouseAccelerationGame;ChangeMouseAccelerationGlobal;ChangeMouseBorderSpringStrengthGame;ChangeMouseBorderSpringStrengthGlobal;ChangeMouseBorderSpringSizeGame;ChangeMouseBorderSpringSizeGlobal;ChangeControllerSettingsGame;ChangeControllerSettingsGlobal',0,`',`')} <u>See Also</u>

**Selecting a Game Specific Setting for
the WingMan Force Feedback Mouse**   {button ,JI(">about","GP_Tips_for_Selecting_a_Mouse_Mode")}   <u>Tips</u>

1.   In the WingMan Profiler main window, make sure the WingMan Force Feedback Mouse is the selected controller. (See the help topic "Viewing a Game Layout and a Device Layout.)

2.   Click on the Edit menu and select Specific Game Settings. The Specific Game Settings window will appear.

3.   Ensure that "Use Special WingMan Force Feedback Mouse Settings" is enabled.

4.   Click on the arrow in the pop down menu labeled Mouse Mode.

5.   Select the Mouse Mode you prefer. (If you selected Joystick Mode, you will have to use your other mouse for the next step.)

6.   Click the OK button to accept the change, click Cancel to close the Window without making the change, or click Defaults to return to the Mouse Mode preset by Logitech.

{button ,AL(`SelectMouseModeGlobal;ChangeMouseAccelerationGame;ChangeMouseAccelerationGlobal;ChangeMouseBorderSpringStrengthGame;ChangeMouseBorderSpringStrengthGlobal;ChangeMouseBorderSpringSizeGame;ChangeMouseBorderSpringSizeGlobal;ChangeControllerSettingsGame;ChangeControllerSettingsGlobal',0,`',`')} <u>See Also</u>

Changing Acceleration for a Specific Game   {button ,JI(">about","GP_Tips_for_Setting_Acceleration")}   <u>Tips</u>

1.   In the WingMan Profiler main window, make sure the desired device and game are selected. (See the help topic "Viewing a Game Layout and a Device Layout.")

2.   Click on the Edit menu and select Specific Game Settings. The Specific Game Settings window will appear.

3.   Put a checkmark in the box labeled Use Special WingMan Force Feedback Mouse Settings.

4.   Move the Acceleration slider as needed.

5.   To accept the changes, click the OK button.

6.   To discard the changes, click the Cancel button.

7.   To restore all settings to the state as provided by Logitech, click the Defaults button.

{button ,AL(`ChangeMouseAccelerationGlobal;SetMouseModeGame;SetMouseModeGlobal;ChangeMouseBorderSpringStrengthGame;ChangeMouseBorderSpringStrengthGlobal;ChangeMouseBorderSpringSizeGame;ChangeMouseBorderSpringSizeGlobal;ChangeControllerSettingsGame;ChangeControllerSettingsGlobal',0,`',`')}   <u>See Also</u>

Changing Acceleration Globally   {button ,JI(">about","GP_Tips_for_Setting_Acceleration")}   <u>Tips</u>

1.   In the WingMan Profiler main window, make sure the WingMan Force Feedback Mouse is selected. (See the help topic "Viewing a Game Layout and a Device Layout.")

2.   Click on the Devices menu and select Global Device Settings. The Global Device Settings window will appear.

3.   Move the Acceleration slider as needed.

4.   To accept the changes, click the OK button.

5.   To discard the changes, click the Cancel button.

6.   To restore all settings to the state as provided by Logitech, click the Defaults button.

{button ,AL(`ChangeMouseAccelerationGame;SetMouseModeGame;SetMouseModeGlobal;ChangeMouseBorderSpringStrengthGame;ChangeMouseBorderSpringStrengthGlobal;ChangeMouseBorderSpringSizeGame;ChangeMouseBorderSpringSizeGlobal;ChangeControllerSettingsGame;ChangeControllerSettingsGlobal',0,`',`')}   <u>See Also</u>

Changing Border Spring Effect
for a Specific Game   {button ,JI(">about","GP_Tips_for_Setting_Border_Spring_Strength")}   <u>Tips</u>

1.   In the WingMan Profiler main window, make sure the desired device and game are selected. (See the help topic "Viewing a Game Layout and a Device Layout.")

2.   Click on the Edit menu and select Specific Game Settings. The Specific Game Settings window will appear.

3.   Put a checkmark the box labeled Use Special WingMan Force Feedback Mouse Settings.

4.   Move the Border Spring Effect slider as needed.

5.   To accept the changes, click the OK button.

6.   To discard the changes, click the Cancel button.

7.   To restore all settings to the state as provided by Logitech, click the Defaults button.

{button ,AL(`ChangeMouseBorderSpringStrengthGlobal;ChangeMouseAccelerationGame;ChangeMouseAccelerationGlobal;SetMouseModeGame;SetMouseModeGlobal;ChangeMouseBorderSpringSizeGame;ChangeMouseBorderSpringSizeGlobal;ChangeControllerSettingsGame;ChangeControllerSettingsGlobal',0,`',`')}   <u>See Also</u>

Changing Border Spring Effect Globally   {button ,JI(">about","GP_Tips_for_Setting_Border_Spring_Strength")}   <u>Tips</u>

1.   In the WingMan Profiler main window, make sure the WingMan Force Feedback Mouse is selected. (See the help topic "Viewing a Game Layout and a Device Layout.")

2.   Click on the Devices menu and select Global Device Settings. The Global Device Settings window will appear.

3.   Move the Border Spring Effect slider as needed.

4.   To accept the changes, click the OK button.

5.   To discard the changes, click the Cancel button.

6.   To restore all settings to the state as provided by Logitech, click the Defaults button.

{button ,AL(`ChangeMouseBorderSpringStrengthGame;ChangeMouseAccelerationGame;ChangeMouseAccelerationGlobal;SetMouseModeGame;SetMouseModeGlobal;ChangeMouseBorderSpringSizeGame;ChangeMouseBorderSpringSizeGlobal;ChangeControllerSettingsGame;ChangeControllerSettingsGlobal',0,`',`')}   <u>See Also</u>

**Changing Border Spring Size
for a Specific Game**   {button ,JI(">about","GP_Tips_for_Setting_Border_Spring_Size")}   <u>Tips</u>

1.   In the WingMan Profiler main window, make sure the desired device and game are selected. (See the help topic "Viewing a Game Layout and a Device Layout.")

2.   Click on the Edit menu and select Specific Game Settings. The Specific Game Settings window will appear.

3.   Put a checkmark the box labeled Use Special WingMan Force Feedback Mouse Settings.

4.   Move the Border Spring Size slider as needed.

5.   To accept the changes, click the OK button.

6.   To discard the changes, click the Cancel button.

7.   To restore all settings to the state as provided by Logitech, click the Defaults button.

{button ,AL(`ChangeMouseBorderSpringSizeGlobal;ChangeMouseBorderSpringStrengthGame;ChangeMouseBorderSpringStrength Global;ChangeMouseAccelerationGame;ChangeMouseAccelerationGlobal;SetMouseModeGame;SetMouseModeGlobal;ChangeCo ntrollerSettingsGame;ChangeControllerSettingsGlobal',0,`',`')}   <u>See Also</u>

Changing Border Spring Size Globally   {button ,JI(">about","GP_Tips_for_Setting_Border_Spring_Size")}   <u>Tips</u>

1.   In the WingMan Profiler main window, make sure the WingMan Force Feedback Mouse is selected. (See the help topic "Viewing a Game Layout and a Device Layout.")

2.   Click on the Devices menu and select Global Device Settings. The Global Device Settings window will appear.

3.   Move the Border Spring Size slider as needed.

4.   To accept the changes, click the OK button.

5.   To discard the changes, click the Cancel button.

6.   To restore all settings to the state as provided by Logitech, click the Defaults button.
{button ,AL(`ChangeMouseBorderSpringSizeGame;ChangeMouseBorderSpringStrengthGame;ChangeMouseBorderSpringStrengthGlobal;ChangeMouseAccelerationGame;ChangeMouseAccelerationGlobal;SetMouseModeGame;SetMouseModeGlobal;ChangeControllerSettingsGame;ChangeControllerSettingsGlobal',0,`',`')}   <u>See Also</u>

Enabling Report Combined Pedals
in a Specific Game   {button ,JI(">about","GP_Tips_on_Setting_Report_Combined_Pedals")}   <u>Tips</u>

1.   In the WingMan Profiler main window, make sure the desired device and game are selected. (See the help topic "Viewing a Game Layout and a Device Layout.")

2.   Click on the Edit menu and select Specific Game Settings. The Specific Game Settings window will appear.

3.   Put a checkmark in the box labeled Use Special Steering Wheel Settings.

4.   Put a checkmark in the box labeled Report Combined Pedals.

5.   To accept the changes, click the OK button.

6.   To discard the changes, click the Cancel button.

7.   To restore all settings to the state as provided by Logitech, click the Defaults button.

{button ,AL(`EnableCombinedPedalsGlobal;ChangeControllerSettingsGame;ChangeControllerSettingsGlobal',0,`',`')}   <u>See Also</u>

Enabling Report Combined Pedals   {button ,JI(">about","GP_Tips_on_Setting_Report_Combined_Pedals")}   <u>Tips</u>

1. In the WingMan Profiler main window, make sure the desired device is selected. (See the help topic "Viewing a Game Layout and a Device Layout.")

2. Click on the Devices menu and select Global Device Settings. The Global Device Settings window will appear.

3. Ensure the box labeled Report Combined Pedals is checked.

4. To accept the changes, click the OK button.

5. To discard the changes, click the Cancel button.

6. To restore all settings to the state as provided by Logitech, click the Defaults button.

{button ,AL(`EnableCombinedPedalsGame;ChangeControllerSettingsGame;ChangeControllerSettingsGlobal',0,`',`')}   <u>See Also</u>

Tips for Setting Acceleration

How do I determine whether to change Acceleration in the Specific Game Settings window or in the Global Device Settings window?

Changes made in the Global Device Settings Window affect all profiles. Changes in the Specific Game Settings window only affect the Profile that is active when you make the change.

What Effect does the Slider Position have on Mouse Movement?

When in Relative or Absolute with Acceleration Mode, the farther the slider is to the right, the farther the mouse will go proportionally as the speed with which you move it increases.

Tips for Setting Border Spring Strength

How do I determine whether to change Border Spring Strength in the Specific Game Settings window or in the Global Device Settings window?

Changes made in the Global Device Settings Window affect all profiles. Changes in the Specific Game Settings window only affect the Profile that is active when you make the change.

What Effect does the Slider Position have?

The farther the slider is to the right, the greater the resistance you feel as the mouse reaches its travel limits.

Tips for Setting Border Spring Size

How do I determine whether to change Acceleration in the Specific Game Settings window or in the Global Device Settings window?

Changes made in the Global Device Settings Window affect all profiles, applications, and the operating system. Changes in the Specific Game Settings window only affect the Profile that is active when you make the change.

What Effect does the Slider Position have on Mouse Movement?

The farther the slider is to the right, the farther from the limits of physical mouse travel the Border Spring Effect begins.

Tips on Setting Report Combined Pedals

When should I enable Combined Pedals?

Some driving games only work with Combined Pedals. In this mode, the pedals are reported as a single axis. Many arcade-style games are this way. When should I disable Combined Pedals? Disabling Combined Pedals reports the Accelerator as the z axis and the Brake as the r axis. This allows the pedals to be given separate characteristics in the game. Many racing simulation games support this mode.

How do I determine whether to change Combined Pedals in the Specific Game Settings window or in the Global Device Settings window?

Changes made in the Global Device Settings Window affect all profiles, applications, and the operating system. Changes in the Specific Game Settings window only affect the Profile that is active when you make the change.

Tips for Restoring Default Controller Settings Globally or for Specific Games

How do I determine which settings to restore?

If the change you want to make only applies to a few games, make the change in the Specific Game Settings window. If the change is one that you wish to make for all games, restore defaults in the Global Device Settings window.

Tips for Adjusting Overall Effects Strength

How do I determine whether to change Overall Effects Strength in the Specific Game Settings window or in the Global Device Settings window?

Changes made in the Global Device Settings Window affect all profiles. Changes in the Specific Game Settings window only affect the Profile that is active when you make the change.

What effect does the position of the slider have?

The 0% position effectively eliminates force feedback sensations. The 100% position provides exactly the strength of force designed in by the game developer. Setting the slider at less than 100% scales the forces down proportionately. Positions over 100% increase low-level forces proportionately.

Tips for Enabling Centering Spring

How do I determine whether to Enable Centering Spring in the Specific Game Settings window or in the Global Device Settings window?

Changes made in the Global Device Settings Window affect all profiles. Changes in the Specific Game Settings window only affect the Profile that is active when you make the change.

Tips for Adjusting Centering Spring Strength

How do I determine whether to change Centering Spring Strength in the Specific Game Settings window or in the Global Device Settings window?

Changes made in the Global Device Settings Window affect all profiles. Changes in the Specific Game Settings window only affect the Profile that is active when you make the change.

What effect does the position of the slider have?

The 0% position effectively eliminates force feedback sensations. The 100% position provides exactly the strength of force designed in by the game developer. Setting the slider at less than 100% scales the forces down proportionately. Positions over 100% increase low-level forces proportionately.

Tips for Selecting a Mouse Mode

When do I use Absolute with Acceleration Mode?

Use this mode most of the time. It works well in the operating system, in many games, and in most applications. It supports force feedback in games written to support the WingMan Force Feedback Mouse. It also supports force feedback in the operating system, on the WWW, and in applications when FEELit Desktop is running.

When do I use Absolute Mode?

Use this mode only if you find it necessary to do so for compatibility with a particular game.

When do I use Relative Mode?

Use this mode only for basic mouse compatibility with some games that do not support force feedback.

When do I use Joystick Mode?

Use this mode in games that provide force feedback only with DirectX. As a general rule, if you know a game was released in 1999 or later and supports force feedback, try it in Absolute with Acceleration Mode first. If force feedback light on the mouse isn't illuminated, toggle to Joystick mode. Joystick mode does not allow the WingMan Force Feedback Mouse to function as a normal mouse. You should toggle to a different mode before exiting the game, or if you need to use a menu within the game.

How do I Set the Mode for a Particular Game Once and For All.

Create a profile for that game. Then, set the mouse mode you want for that Profile in the Specific Game Settings window.

When this box is checked, it force feedback devices have a centering spring force even in games that do not provide it.

This adjusts the stiffness of the centering spring strength in force feedback devices.

This adjusts the amount of resistance you feel in the mouse as it reaches the limits of its physical travel on the base.

This adjusts the distance from the limits of the mouse's physical travel that you begin to feel the Border Spring Effect.

This changes the way pedals motion is interpreted by games.

A check in this box enables you to override the Global Force Feedback Settings for the currently selected game profile.

A check in this box enables you to override the Global Device Settings with regard to the WingMan Force Feedback Mouse for the currently selected game profile.

A check in this box enables you to override the Global Steering Wheel Settings for the currently selected game profile.

This slider enables you to adjust the intensity of force feedback effects.

This sets the behavior of the WingMan Force Feedback Mouse in the selected Profile.

This sets the global behavior of the WingMan Force Feedback Mouse in in games, applications, and the operating system.

This enables you to change Force Feedback Mouse modes by pressing a key combination.

This mode provides the same cursor-motion-to-mouse-motion ratio regardless of how quickly the mouse is moved.

This mode provides the best overall behavior.

This mode works in games using DirectX to provide force feedback.

This mode provides basic compatibility with some games that do not provide force feedback.

This adjusts the amount of extra movement the cursor makes as you move the mouse faster in Relative or Absolute with Acceleration modes.

About WingMan Interceptor

WingMan Interceptor is designed to provide the precision and control you need for serious flight simulations and fast-paced action games.

WingMan Interceptor features:

	Award-winning grip, with palm rest and smooth, single centering

spring, that lets you fly or shoot with comfort and deadly accuracy

	Proprietary NET-2 digital magnetic encoding technology that delivers

incredible precision

	Nine programmable buttons, including a two-way switch under the

trigger designed for fast access to counter-measures

	Three hat switches that can be independently programmed for eight-

way or four-way use

	Button positioning and hat switch shape designed for fast identification

and usage

	Cool jet engine base design, providing stability, style and easy access

to the bullet-shaped throttle and four base-mounted buttons

	Broadly-compatible game port interface

{button ,AL(`aboutcyber2;aboutwffm;aboutthunder;aboutwingcomm;aboutwingext;aboutwingforce;aboutwingforce3d;aboutwingform1;aboutwingformforce;aboutwingformforcegt;aboutwingpad;aboutwingrumble;aboutwingsforce3d;aboutwingwar;aboutwp;displaygc;print;seldevid',0,`',`')} <u>See Also</u>

About CyberMan 2

Logitech's CyberMan 2 is an advanced digital game controller of arcade quality, based on optical technology originally developed for a NASA space mission.

CyberMan 2 features:

_____

realistic navigation through virtual worlds

_____
_____
_____
_____
_____

speed

_____

box games

Six degrees of freedom (X, Y, and Z axes; pitch, yaw, and roll) for

Eight programmable buttons
Two-handed, digital 3D game controller
Rubber "puck" control that can be raised, lowered, turned, and twisted
VR (Virtual Reality)-ready
Added realism in a broad variety of games currently on the market
Optical/digital interface means no problems with drift, calibration, or

Compatibility with Windows 95 (Direct Input) and Windows 95/DOS

{button ,AL(`aboutcyber2;aboutwffm;aboutthunder;aboutwingcomm;aboutwingext;aboutwingforce;aboutwingforce3d;aboutwingform1;aboutwingformforce;aboutwingformforcegt;aboutwingpad;aboutwingrumble;aboutwingsforce3d;aboutwingwar;aboutwp;displaygc;print;seldevid',0,`',`')} See Also

About WingMan Extreme Digital

The WingMan Extreme precision joystick provides a sculpted grip, quick-action, rubber coated trigger and buttons, and other key design features that give you an edge in competitive games.

WingMan Extreme features:
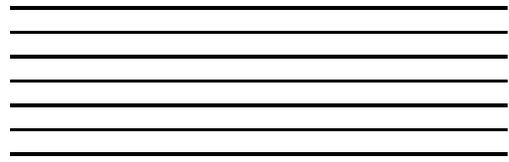
Fast, accurate digital technology
Full-digital capability through a standard game port
Award-winning sculpted grip and new hand rest
Reinforced trigger and hat switch that stand up to abuse
Six programmable buttons
Super-heavy, steel-weighted base
Radial throttle system that allows you to adjust your speed without taking your eyes off the screen

Compatibility with Windows 95 and DOS-box supported games
100% WingMan Extreme and CH Flightstick Pro analog compatibility in DOS games

{button ,AL(`aboutcyber2;aboutwffm;aboutthunder;aboutwingcomm;aboutwingext;aboutwingforce;aboutwingforce3d;aboutwingform1;aboutwingformforce;aboutwingformforcegt;aboutwingpad;aboutwingrumble;aboutwingsforce3d;aboutwingwar;aboutwp;displaygc;print;seldevid',0,`',`')} See Also

About WingMan Extreme Digital 3D

The WingMan Extreme 3D precision joystick provides Z-dimensional full rudder control without rudder pedals, a sculpted grip, quick-action, rubber coated trigger and buttons, and other key design features that give you an edge in competitive games.

WingMan Extreme Digital 3D features:

Fast, accurate digital technology
Full rudder control via twistable stick
Full digital capability through a standard game port
Award-winning sculpted grip and new hand rest
Reinforced trigger and hat switch that stand up to abuse
7 programmable buttons
Super-heavy, steel-weighted base
Radial throttle system that allows you to adjust your speed without

taking your eyes off the screen

Compatibility with Windows 98, Windows 2000, and DOS-box

supported games
{button ,AL(`aboutcyber2;aboutwffm;aboutthunder;aboutwingcomm;aboutwingext;aboutwingforce;aboutwingforce3d;aboutwingform1;aboutwingformforce;aboutwingformforcegt;aboutwingpad;aboutwingrumble;aboutwingsforce3d;aboutwingwar;aboutwp;displaygc;print;seldevid',0,`',`')} See Also

About WingMan Force

With revolutionary force feedback technology, designed originally for high-end surgical and military simulators, WingMan Force brings new levels of realism to action and flight simulation games.

WingMan Force features:

Cable-drive technology, based on I-FORCE (R) from Immersion Corporation, that delivers up to 300 vibrations per second, allowing you to feel the gentle buzz of a laser pistol, the slippery leaves of a jungle floor, and the concussive waves of an exploding MIG, without any backlash or gear shuddering

Award-winning grip, with palm rest and ideally placed buttons, that lets you fly or shoot with comfort and deadly accuracy

Digitally programmable fast-action trigger, wheel throttle, eight-way hat switch, three grip buttons and five left-hand base buttons

Smoothly-contoured and weighted base that provides great stability, perfect for high-intensity, two-handed gaming

Consistent spring force designed to provide control during intricate maneuvers but to minimize fatigue during long flights and fire-fights

Excellent force feedback effects in games providing force feedback via DirectX 5.0 or later

Serial interface for compatibility with older machines

USB connection for 300 times faster communications than that of any other force feedback joystick

{button ,AL(`aboutcyber2;aboutwffm;aboutthunder;aboutwingcomm;aboutwingext;aboutwingforce;aboutwingforce3d;aboutwingform1;aboutwingpad;aboutwingrumble;aboutwingsforce3d;aboutwingwar;aboutwp;disforce;displaygc;print;seldevid',0,`',`')} See Also

About WingMan Formula

Just as racing drivers need the right car and set-up to win consistently, racing gamers need a great system, WingMan Formula, in order to finish in the "points" every time.

WingMan Formula features:

---

comfort and control for long races

---

you to put the car right where you want it

---

you running at full speed

---

and paddle shifters

---

cornering

---

hard cornering

---

of the road ahead

Steering wheel based on genuine racing steering wheels, providing

An excellent centering spring with a bell-shaped force curve, allowing

European-style, steering wheel-mounted paddle shifters to help keep

Digitally programmable, steering wheel hub-mounted buttons (four)

Realistic brake and gas pedals, with different spring forces for faster

Dual mounting clamps and a steel drive shaft for reliability even during

Dead pedal foot rest for added comfort
Low-profile console cowling for realistic detail, giving you a clear view

Easy to install, no assembly required

{button ,AL(`aboutcyber2;aboutwffm;aboutthunder;aboutwingcomm;aboutwingext;aboutwingforce;aboutwingforce3d;aboutwingform1;aboutwingformforce;aboutwingformforcegt;aboutwingpad;aboutwingrumble;aboutwingsforce3d;aboutwingwar;aboutwp;displaygc;print;seldevid',0,`',`')} See Also

About WingMan Formula Force

Get the feel of your favorite race tracks with the cable-drive force feedback sensations of WingMan Formula Force.

WingMan Formula Force features:

Realistic racing system using the same high-tech force feedback system used in WingMan Force

Lifelike feel: you'll sense the road, grass, curbs, sand, g-forces, and your opponent's side pod as you speed around the track faster and faster

Steering wheel based on genuine racing steering wheels, providing comfort and control for long races

European-style, steering wheel-mounted paddle shifters to help keep you running at full speed

Digitally programmable, steering wheel hub-mounted buttons (4) and paddle shifters

Realistic brake and gas pedals, with different spring forces for faster cornering

Dual mounting clamps and a steel drive shaft for reliability even during hard cornering

Serial interface for compatibility with older computers
USB connector for the fastest, most precise feel of any computer racing system

{button ,AL(`aboutcyber2;aboutwffm;aboutthunder;aboutwingcomm;aboutwingext;aboutwingforce;aboutwingforce3d;aboutwingform1;aboutwingformforce;aboutwingformforcegt;aboutwingpad;aboutwingrumble;aboutwingsforce3d;aboutwingwar;aboutwp;disforce;displaygc;print;seldevid',0,`',`')} See Also

About WingMan Force Feedback Mouse

Force feedback for all gamers? An evolutionary step in pointing device design, combining high-resolution mouse and force feedback technology, WingMan Force Feedback Mouse brings new levels of realism to game playing.

WingMan Force Feedback Mouse features:

Based on the FEELit™ technology from Immersion® Corporation.
Brings life-like sensations in all kinds of games, including first-person, real-time strategy, role-playing, adventure, sports, simulation, strategy, war, hunting, classics, puzzles and edutainment titles.
Not just for gamers! Tactile feedback effects in business software increase user's productivity. Feel the bumps as your mouse cursor rolls over buttons and menu commands.
Supports force feedback effects for online gaming over the Internet.
Smoothly-contoured and weighted base that provides great stability, perfect for high-intensity gaming
Excellent force feedback effects in games providing force feedback via DirectX 5.0 or later using Immersion's FFC (Feel Foundation Classes)
USB connection for 300 times faster communications than that of any other serial-based mouse

{button ,AL(`aboutcyber2;aboutwffm;aboutthunder;aboutwingcomm;aboutwingext;aboutwingforce;aboutwingforce3d;aboutwingform1;aboutwingformforce;aboutwingformforcegt;aboutwingpad;aboutwingrumble;aboutwingsforce3d;aboutwingwar;aboutwp;disforce;displaygc;print;seldevid',0,`',`')} See Also

About WingMan Gamepad

Designed for comfort and control during extended play, WingMan Gamepad offers the buttons, triggers, arrangement of controls, and programmability you need for success in your favorite games.

WingMan Gamepad features:

New, comfortable design, enabling easy button access and reduced

fatigue during long gaming sessions

Six action buttons in the standard "Sega/Microsoft layout," ensuring

ease-of-use and compatibility

Two fast action triggers
An integrated Game Port connector, enabling multi-player capability

and simultaneous connection to a joystick

Macro, Select and Start buttons, as well as the action buttons and

triggers, offering compatibility and full programmability

Great looking industrial design
An analog/digital interface that offers instant response and smooth

action in both Windows 95 and DOS games

Plug-and-play design for fast and easy installation

{button ,AL(`aboutcyber2;aboutwffm;aboutthunder;aboutwingcomm;aboutwingext;aboutwingforce;aboutwingforce3d;aboutwingform1;aboutwingformforce;aboutwingformforcegt;aboutwingpad;aboutwingrumble;aboutwingsforce3d;aboutwingwar;aboutwp;displaygc;print;seldevid',0,`',`')} See Also

About WingMan Gamepad Extreme

Gotta move? Logitech WingMan Gamepad Extreme senses your movement to control pitch and roll. Just tilt the controller in the direction you want to go; Wingman Gamepad Extreme's integrated digital accelerometer does the rest. Designed for comfort and control during extended play, WingMan Gamepad Extreme offers a kinetic arcade-like experience for the active gamer. Of course, Logitech Wingman Gamepad Extreme gives you all the buttons, triggers, arrangement of controls, and programmability you need for success in your favorite games.

WingMan Gamepad Extreme features:

Internal motion sensor, solid-state accelerometer technology senses your x and y axis motion.

6 action buttons in the standard "Sega/Microsoft layout," ensuring ease-of-use and compatibility

2 fast action triggers

Dual integrated Game Port and USB (Universal Serial Bus) connectors, enabling multi-player capability and simultaneous connection to a joystick

Macro, Start, and Sensor off buttons, as well as the action buttons, D-pad, and triggers, offering compatibility and full programmability

Great looking industrial design, fits your hand enabling easy button access and reduced fatigue during long gaming sessions

An analog/digital control interface that offers instant response and smooth action in both Windows and DOS games

Plug-and-play design for fast and easy installation

Logitech Game Profiler technology, web-site support, plenty of pre-configured game profiles.

{button ,AL(`aboutcyber2;aboutwffm;aboutthunder;aboutwingcomm;aboutwingext;aboutwingforce;aboutwingforce3d;aboutwingform1;aboutwingformforce;aboutwingformforcegt;aboutwingpad;aboutwingrumble;aboutwingsforce3d;aboutwingwar;aboutwp;displaygc;print;seldevid',0,`',`')} See Also

About ThunderPad Digital

ThunderPad Digital combines the deadliest precision with speed and power in an exceptionally designed gaming device.

ThunderPad Digital features:

Fast, accurate, digital technology
Eight programmable buttons
Directional pad that lets you move instantly in eight directions
Six standard function buttons and two turbo setting buttons for use in native DOS games

Programmability through a standard game port
Two-device, dual player capability using a standard Y cable (cable not included)

Easy, Plug and Play installation
Sleek shape that feels solid without being bulky
Extra-long cable

{button ,AL(`aboutcyber2;aboutwffm;aboutthunder;aboutwingcomm;aboutwingext;aboutwingforce;aboutwingforce3d;aboutwingform1;aboutwingformforce;aboutwingformforcegt;aboutwingpad;aboutwingrumble;aboutwingsforce3d;aboutwingwar;aboutwp;displaygc;print;seldevid',0,`',`')} See Also

About WingMan Warrior

Logitech WingMan Warrior is a double-fisted, precision joystick that provides 360-degree independent aiming and intuitive movement.

WingMan Warrior features:

360-degree SpinControl technology that lets you pivot 360 degrees and get out of tight spots

Two-handed control, allowing you to keep one hand on the trigger and the other on the SpinControl knob

Connection through the serial port, providing instant digital response when you move the joystick (or use the game port connector for standard joystick compatibility)

Four-way view hat switch so you can jump, look up and down, crouch, or change weapons with a click of your thumb

Quick-action trigger and rubber-encased buttons

Throttle control to adjust spin sensitivity (or use as a standard throttle when Warrior is used in standard joystick mode)

Independent aiming and navigation, allowing you to maneuver realistically

Sturdy design

WingMan Extreme-compatibility for flight or driving simulations and other games that support a standard joystick

{button ,AL(`aboutcyber2;aboutwffm;aboutthunder;aboutwingcomm;aboutwingext;aboutwingforce;aboutwingforce3d;aboutwingform1;aboutwingformforce;aboutwingformforcegt;aboutwingpad;aboutwingrumble;aboutwingsforce3d;aboutwingwar;aboutwp;displaygc;print;seldevid',0,`',`')} See Also

About WingMan Force 3D

The WingMan Force 3D joystick provides force feedback technology in a compact and affordable design.   The joystick is intended to be used with the many joystick controlled games now available with force feedback support.   The joystick allows you to feel the action in flight, combat, and space simulation games, car and motorcycle racing games, action and sports games, and other types of games.

WingMan Force 3D features:

Force feedback technology implemented with compact motor and gear-drive mechanisms

Versatile grip handle for comfort and control with different grip positions
Twist handle feature that provides convenient rudder control on the joystick

Twist handle lock mechanism that allows the twist function to be turned on or off with the turn of a screw

Seven programmable buttons that are all within easy reach
Eight-way hat switch that allows you to select from eight points of view
Thumb sweep design on the handle buttons that allows you to quickly access four buttons and the hat switch with a short sweep of your thumb

High precision throttle that uses a unique non-slip design for maximum control over power settings

Weighted stable base that uses a larger base size, weight plates, and rubber feet to help keep the joystick where you want it

USB connection for ease of installation

{button ,AL(`aboutcyber2;aboutwffm;aboutthunder;aboutwingcomm;aboutwingext;aboutwingforce;aboutwingform1;aboutwingformforce;aboutwingformforcegt;aboutwingpad;aboutwingrumble;aboutwingsforce3d;aboutwingwar;aboutwp;disforce;displaygc;print;seldevid',0,`',`')} See Also

About WingMan RumblePad

The WingMan RumblePad provides vibration feedback and dual analog control in a compact and affordable design.   The gamepad is intended to be used with the many gamepad controlled games now available with or without force feedback support.   The gamepad allows you to feel the action in many types of games including, but not limited to: flight, combat, space simulation, racing, action and sports games.

WingMan RumblePad features:

Sophisticated dual motor technology to provide maximum vibration feedback

Comfortable grip for precision and control
Two ultra - accurate and responsive analog sticks
Eight programmable buttons that are all within easy reach
Eight-Way directional pad that works as a hat switch in dual analog mode

High precision throttle that uses a unique non-slip design for maximum control over power settings

USB connection for ease of installation

WingMan RumblePad has a mode button to switch between Flight Simulation Mode and Sports Action mode.

Flight Simulation Mode (mode LED is green) :-

movement is controlled by the left joystick in X and Y axis directions
the rudder is controlled by the right joystick in the X direction
the D-Pad controls an eight way POV view from the cockpit
the throttle controls the engine speed

Sports/Action Mode (mode LED is red) :-

cursor movement is controlled by the D-Pad
the left joystick controls the POV

For more information please visit our website at www.logitech.com or www.wingmangamers.com.

{button ,AL(`aboutcyber2;aboutwffm;aboutthunder;aboutwingcomm;aboutwingext;aboutwingforce;aboutwingforce3d;aboutwingform1;aboutwingformforce;aboutwingformforcegt;aboutwingsforce3d;aboutwingpad;aboutwingwar;aboutwp;disforce;displaygc;print;seldevid',0,`',`')} See Also

About WingMan Formula Force GP

This steering wheel provides force feedback technology in a compact and affordable design.   The steering wheel and pedals system is intended to be used with the many driving games now available with force feedback support.   The steering wheel allows you to feel the road, curbs, grass, gravel, collisions, and if you're not careful - the wall.   The force feedback effects vary depending on the game, but each effect adds a new level of realism to the driving experience.

WingMan Formula Force GP features:

Force feedback technology implemented with a powerful motor and gear-drive mechanism

Custom round wheel shape that is crafted from actual racing wheel designs.   The wheel includes rubber grip sections to provide a comfortable grip and excellent control while driving fast

Four programmable buttons that can be used to change camera views, check view points, and to control a horn, wipers, lights, and even firing mechanisms.   The buttons are conveniently located to allow easy access without taking your hands off the wheel

Small console size to minimize the amount of desk or table space that must be used

Dual clamps that can be adjusted to fit most desks and tables.   The clamps are designed to hold tight during even the most intense driving.   The clamps can be easily adjusted with two finger screws located on the top of the console

Gas and brake pedals that have been custom designed to provide greater realism and precision with the acceleration and braking control.   The pedals are shaped differently to provide a unique feel for each type of control

Weighted pedals base with rubber feet to help keep the pedals from moving around during intense driving action

USB connection for ease of installation

{button ,AL(`aboutcyber2;aboutwffm;aboutthunder;aboutwingcomm;aboutwingext;aboutwingforce;aboutwingforce3d;aboutwingform1;aboutwingformforce;aboutwingpad;aboutwingrumble;aboutwingsforce3d;aboutwingwar;aboutwp;disforce;displaygc;print;seldevid',0,`',`')} See Also

About WingMan Strike Force 3D

The WingMan Strike Force 3D is Logitech's premier force feedback joystick, which delivers powerful and ultra-realistic forces. The force feedback system has been precision-engineered with larger motors so you can feel more power and realism with weapon recoils, missile launches, collisions, and many other effects.   The joystick is intended to be used with the many joystick controlled games now available with force feedback support.

WingMan Strike Force 3D features:

Premium force feedback system
Wheel button to quickly select and fire weapons.   Can be programmed as three separate buttons.   (See special section for more details.)
Twist handle feature that provides convenient rudder control on the joystick
Twist handle lock mechanism that allows the twist function to be turned on or off with the turn of a screw
Two 8-way hat switches
Nine programmable buttons on the handle and base for maximum control.   Includes trigger and wheel button
Shift-button option that allows you to program any button as a shift button and double the functionality of other buttons
Quick and easy thumb access to 3 buttons and 2 hat switches with unique Thumb Sweep design
High-precision throttle that uses a non-slip design for maximum control over speed settings
USB connection for ease of installation

This wheel button is a unique feature that provides an alternative method to perform button presses.   The wheel button is configured to have the functionality of three separate and independent joystick buttons. The three button functions are labeled as buttons 7, 8, and 9 on the joystick.

Button 7 is activated by pressing down on the wheel button.
Button 8 is activated by rotating the wheel forward by one notch movement.
Button 9 is activated by rotating the wheel backward by one notch movement.

Please note that each wheel notch movement corresponds to a press and release button activation.   Therefore, if the wheel is rotated forward by two notch movements, this would act as two Button 8 activations.   If the wheel is rotated forward by ten notch movements, this would act as ten Button 8 activations.

Changes in wheel rotation direction are quickly acted upon as a different button activation.   This will cause any previous button activations that may be in the queue to be cleared out.   For example, if the wheel had been rotated forward by ten notch movements and then rotated backward by one notch movement, the ten Button 8 activations would start to get processed until the backward movement was detected.   Once the backward movement was detected, a Button 9 activation would be processed and any remaining Button 8 activations would be cleared out.

Below are some suggested uses of the wheel button:

Quickly select and fire weapons.   Rotate the wheel forward and backward to select weapons and then press down to fire.
Target next enemy aircraft, previous enemy aircraft, and closest enemy aircraft.   Rotate the wheel forward for next enemy, rotate backward for previous enemy, and press down to target closest enemy.
Change gears in racing games.   Rotate the wheel forward one notch to shift up and rotate backward one notch to shift down.

Hat switch number 2 (labeled "H2" on the joystick) is configured to report as eight independent buttons.

Button 10	H2 north
Button 11	H2 east
Button 12	H2 south
Button 13	H2 west
Button 14	H2 north east
Button 15	H2 south east
Button 16	H2 south west

Button 17   H2 north west

For more information please visit our website at www.logitech.com or www.wingmangamers.com.
{button ,AL(`aboutcyber2;aboutwffm;aboutthunder;aboutwingcomm;aboutwingext;aboutwingforce;aboutwingforce3d;aboutwingform1
;aboutwingformforce;aboutwingformforcegt;aboutwingpad;aboutwingrumble;aboutwingwar;aboutwp;disforce;displaygc;print;seldevid'
,0,`',`')} See Also