



Microsoft SideWinder Force Feedback 2

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What: Microsoft® SideWinder® Force Feedback 2 is the pre-eminent joystick that features Force Feedback technology. Based on the best-selling Force Feedback Pro joystick, it delivers faster forces and features an integrated power supply, a new throttle design and a sleeker look.

Publisher: Microsoft Corp.

Format: The Microsoft Windows® 98 operating system or later; hardware connects directly to a Universal Serial Bus (USB) port

Product Availability: Late October 2000

Price: AUS\$199.00 (includes GST)
NZ\$249.00 (includes GST)

Product Overview: The Microsoft SideWinder Force Feedback 2 joystick takes PC gaming to a higher level by improving the existing “tactile feedback” in over 200 force feedback-enabled games. Gamers experience more than 100 force-feedback effects, such as the sensation of landing a 12-pound small mouth bass, or the feeling of G-force in a plane going into a loop at 10,000 feet.

Microsoft SideWinder Force Feedback 2 features custom-designed mechanics that deliver exceptional precision. With a comfortable handle and the added weight of the on-board power supply, it offers ease of use and stability for balanced gameplay.

Force Feedback 2 enables more effective gameplay through buttons that can be programmed for up to 16 different functions, and gives gamers control at their fingertips through optimized button, trigger, hat switch and throttle layout.

Features: Cutting-edge features and functions of Force Feedback 2 include the following:

- Redesigned 70-degree action throttle offers exacting control and intuitive gameplay.
- On-board power supply and 16-bit 25MHz processor deliver more than 100 lightning-fast forces for enhanced realism.
- Gamers can twist the handle for immediate rudder control and use the eight-way hat switch for instant sighting and increased gaming supremacy.
- Simultaneous thumb access of hat switch and button two results in more efficient and comfortable gameplay.
- Sidewinder Force Feedback 2 is compatible with over 200 force-feedback-enabled games currently on the market as well as all other PC titles that work with a joystick.

System

Requirements:

The following components are required for the SideWinder Force Feedback 2 joystick and the accompanying game controller software:

Pentium 166MHz or higher processor; Windows 98, Windows 2000 Professional operating system or later; 16 MB of RAM; 25 MB of available hard disk space; 4x CD-ROM drive; Super VGA, 256-color monitor; Sound Blaster-compatible game port with MIDI; Microsoft Internet Explorer 4.0 browser software (included with Windows 98) or later, or other frames-compatible browser; Internet access (connect-time charges may apply); USB port; Windows 98-based games.

Feedback forces are only enabled with games that support Microsoft Force Feedback technology and are compatible with the Microsoft DirectX® 7.0a API or later. Customers should check games for their minimum requirements; some joystick functionality is available only in supported games.

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