

United States radio and TV interference regulations

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

The Microsoft hardware device(s) which accompanies this software can radiate radio frequency (RF) energy. If not installed and used in strict accordance with the instructions given in the printed documentation, the device may cause harmful interference with radio and TV reception. Any cable that is connected to the device must be a shielded cable that is properly grounded.

Your Microsoft hardware device has been tested, and it complies with the limits for a Class B computing device in accordance with the specifications in Part 15 of the U.S. Federal Communications Commission (FCC) rules. These limits are designed to provide reasonable protection against harmful RF interference in a residential installation. There is, however, no guarantee that RF interference will not occur in a particular installation.

To determine if your hardware device is causing interference, disconnect the device from your computer. If the interference stops, it was probably caused by the device. If the interference continues after you disconnect the hardware device, turn the computer off and then on again. If the interference stopped when the computer was off, check to see if one of the input/output (I/O) devices or one of the computer's internal accessory boards is causing the problem. Disconnect the I/O devices one at a time and see if the interference stops.

If your computer does cause interference, try the following measures to correct it:

- Relocate the radio or TV antenna until the interference stops.
- Move the computer farther away from the radio or TV, or move it to one side or the other of the radio or TV.
- Plug the computer into a different power outlet so that the computer and radio or TV are on different circuits controlled by different circuit breakers or fuses.
- If necessary, ask your computer dealer or an experienced radio-TV technician for more suggestions. You may find helpful information in the booklet "The Interference Handbook" (1993), published by the FCC. The booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402. The stock number is 004-000-00493-1.

Note

Any changes or modifications not expressly approved by Microsoft could void the user's authority to operate this device.

{button ,AL(`fcc`)} Related Topics

Canadian interference-causing equipment regulations

This Class B digital apparatus meets all requirements of the Canadian Interference-Causing Equipment Regulations.

Cet appareil numérique de la classe B respecte toutes les exigences du règlement sur le matériel brouilleur du Canada.

{button ,AL(`fcc')} Related Topics

Patents

These products may include one or more of the following listed patents.

Product	U.S. Patent Numbers	International Patent Numbers
Microsoft SideWinder game pad	Patents Pending.	Patents Pending.
Microsoft SideWinder joystick(s)	D366,655	Taiwan: ND-049778 and other Patents Pending.
	D366,475	Germany: M9,504,786 Great Britain: 2,047,977 Ireland: 10,891 and other Patents Pending.
	D372,709	Germany: M9,509971.9 Great Britain: 2,052,472 Taiwan: ND-052380 and other Patents Pending.
	D371,773	Great Britain: 2,052,473 Taiwan: ND-052381 and other Patents Pending.
	Additional US Patents Pending.	

THIS FILE CONTAINS DEFINITIONS SHARED BY ALL TYPES OF GAME DEVICES AND IS COMPILED INTO THE INDIVIDUAL HELP FILES.

analog mode

In analog mode, SideWinder 3D Pro works much like a conventional analog joystick with the addition of the SideWinder 3D Pro joystick's optical tracking system that maximizes reliability and eliminates drift.

SideWinder 3D Pro automatically functions in analog mode when:

- Your game is running under Microsoft MS-DOS or Microsoft Windows version 3.1 (including an MS-DOS window in Windows 3.1).
-or-
- You haven't installed the SideWinder 3D Pro software.
-or-
- Microsoft SideWinder 3D Pro isn't selected in the Windows 95 Game Controller Properties window.

Button A

Button A corresponds to button 1 (usually, the joystick trigger) on a standard joystick. Check your game manual to see how your game uses button A.

Button B

Button B corresponds to button 2 on a standard joystick. Check your game manual to see how your game uses button B.

Button C

Button C works like this:

- If your game is designed for Windows 95, button C corresponds to joystick button 3. Check your game manual to see how your game uses button C.
- If you play your game in an MS-DOS window under Windows 95, button C does nothing.

Button X

Button X works like this:

- If your game is designed for Windows 95, button X corresponds to joystick button 4.
- If you play your game in an MS-DOS window under Windows 95, button X corresponds to joystick button 3.

Check your game manual to see how your game uses button X.

Button Y

Button Y works like this:

- If your game is designed for Windows 95, button Y corresponds to joystick button 5.
- If you play your game in an MS-DOS window under Windows 95, button Y corresponds to joystick button 4.

Check your game manual to see how your game uses button Y.

Button Z

Button Z works like this:

- If your game is designed for Windows 95, button Z corresponds to joystick button 6. Check your game manual to see how your game uses button Z.
- If you play your game in an MS-DOS window under Windows 95, button Z does nothing.

calibrate

The process of manually setting your joystick's center position and range of motion, throttle range of motion, rudder range of motion, and directions for the point-of-view (POV) hat switch.

The Microsoft SideWinder game pad and Microsoft SideWinder 3D Pro joystick are calibrated automatically. To calibrate a standard joystick, use Game Controller Properties in the Windows Control Panel.

controller

A term used by most games to describe the device that controls the game.

For example, you could select a joystick, a game pad, a keyboard, or a mouse as the controller for a particular game. Check your game's manual for information on how to select a controller.

digital mode

Digital mode uses new technology to provide optimal speed, precision, and performance. In addition, the optical tracking system maximizes reliability and eliminates drift.

SideWinder 3D Pro automatically functions in digital mode when:

- Your game is running with Windows 95 (including an MS-DOS window in Windows 95).
- The SideWinder 3D Pro software is installed.
- SideWinder 3D Pro is selected in the Windows 95 Game Controller Properties in the Windows Control Panel.

Digital Overdrive

Digital Overdrive allows you to use the game pad itself, rather than any devices that are attached to it. When your SideWinder game pad is in Digital Overdrive mode, the green light on the game pad is on, and any other game devices plugged in to the game pad are not connected through to your computer.

D-Pad (Directional pad)

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

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

game action

A keystroke, button press, or a combination of keystrokes and button presses, that cause a specific action to take place in your game. You can record a game action and assign it to a button on your game device to greatly simplify game play.

game port

A connector, usually on your sound card, into which you plug your game device.

Also the connector located under the cord and behind the removable panel on the SideWinder game pad. This game port allows you to connect:

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

Game Controller Properties

The Game Controller Properties window allows you to check the operational status of your game device(s) as well as add new devices to, and remove game devices from, your computer. You can follow the instructions provided on the properties page to perform these operations.

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

Click the **Advanced** tab to assign controller numbers to your game devices.

ideal setup

Your Microsoft SideWinder game device is designed to give you the ultimate game-playing experience. To take full advantage of the SideWinder game device features:

- Install the SideWinder Game Device Software 2.0.
- Use your SideWinder game device with Windows-based games specifically designed to work with SideWinder game devices.

You can use your SideWinder game device without the SideWinder Game Device Software 2.0 and compatible games, but you will not be able to use all of the included features.

joystick switch

The joystick switch, located on the back side of the joystick, affects how the controls on the SideWinder 3D Pro operate when in the analog mode. If your game is set up to use:

- A SideWinder 3D Pro joystick, then the switch can be in either position.
- A CH Flightstick Pro series joystick, then move the switch to position 1.
- A Thrustmaster joystick, then move the switch to position 2.

keystroke-to-button assignment

If you typically perform a move in your game using one or two keys on the keyboard, you can assign that keystroke to a button on your SideWinder game device, thereby creating a “keystroke-to-button assignment.”

left trigger

The left trigger works like this:

- If your game is designed for Windows 95, the left trigger corresponds to joystick button 7. Check your game manual to see how your game uses the left trigger.
- If you play your game in an MS-DOS window under Windows 95, the left trigger does nothing.

light

The green light on the SideWinder game pad indicates the current game pad mode:

- If the light is on, the game pad is in Digital Overdrive mode and ready to play.
- If the light is off, your game pad is in Pass-through mode. This means you can use a device attached to your SideWinder game pad, but not the game pad itself.

M button

The M button on your game pad can be used in either of two ways, depending on how your game uses this button:

- As a ninth button

In addition to the six game pad buttons and the two triggers, the M button may operate in a game, as a ninth button, to be used as directed in the game.

- As a shift button

Some games modify the functions of buttons A, B, C, X, Y, Z, or the left or right trigger by assigning a second game action to each, for a total of 16. That is, you can assign a game action to the unshifted state and also to the shifted state of each button. The Shift State command on the available with the Profile Editor's View menu allows you to view the game actions that are assigned to the shifted state of the buttons.

To play a game action assigned to one of the "shifted" buttons, hold down the M button and then press the game pad button (A, B, C, X, Y, Z, or the left or right trigger) that you assigned to the action.

Mode button

Press the Mode button to switch between the following two modes:

- Digital Overdrive

If the green light on the game pad is on, your SideWinder game pad is in Digital Overdrive mode and is ready to use.

- Pass-through

If the green light on the game pad is off, your SideWinder game pad is in Pass-through mode. This means you can use a device attached to your game pad, but not the game pad itself.

Pass-through mode

The mode on your SideWinder game pad that allows you to use devices attached to your game pad, instead of the game pad itself.

When your SideWinder game pad is in Pass-through mode, the light on the game pad is off.

players and player number

Each game device is assigned a unique controller number; for example, the first game pad or joystick connected to your computer will be controller number 1.

To allow several players at one time, the player using a particular game device assumes the number of that device. So, if you are using game controller number 1, you are player number 1.

profile

A group of personalized settings for a particular game device. Use profiles to specify how the buttons on your game device work in a particular game, or in similar games. Profiles can include:

- Keyboard moves. If your game allows fewer than eight game device buttons, and you use the keyboard for moves in your game, such as CTRL+T to fire torpedoes, you can eliminate the keyboard by assigning these moves to the extra buttons on your game pad or joystick.
- Button presses. For SideWinder game pads, you can assign a sequence of game pad button presses to a single game pad button.

right trigger

The right trigger works like this:

- If your game is designed for Windows 95, the right trigger corresponds to joystick button 8. Check your game manual to see how your game uses the right trigger.
- If you play your game in an MS-DOS window under Windows 95, the right trigger does nothing.

shifted state

When used with the SideWinder Game Device Software and when playing games that work with this feature, most SideWinder game pads and joysticks can have two game actions assigned to each button. By pressing the shift button on the game device, the other buttons operate in their "shifted state" to provide access to the second set of game actions. Use the Profile Editor to assign game actions to the buttons on your game device.

Start button

With your game software running, press the Start button to start (or restart) the game. The Start button works only with games that include this feature for SideWinder game pads.

Start menu

To reach the program group for your SideWinder game device, point to Programs, then Microsoft Hardware, then SideWinder Game Devices.

handle buttons

Four buttons on the handle correspond to conventional joystick buttons. Different games use these buttons in different ways, but most games use button 1 (the trigger) to fire weapons.

You can use the other handle buttons to

- Load weapons
- Select weapons
- Assign targets
- Switch cockpit options

base buttons

The SideWinder joystick has four base buttons that give you additional game command from the joystick for games running under Windows 95. Different games use these buttons in different ways. See the manual that comes with your game to find out the actions associated with each of these buttons.

hat switch

The hat switch gives you directional control with a touch of your thumb. Different games use the hat switch in different ways.

You can use the hat switch to

- Change point of view
- Change ship direction
- Change plane altitude

dial

The dial gives you command over game features that are adjustable.

You can use the dial to

- Adjust thrust
- Adjust throttle
- Change altitude

slider

The slider gives you command over game features that are adjustable.

You can use the slider to

- Adjust thrust
- Adjust throttle
- Change altitude

shift button

The shift button on your joystick can be used in one of two ways, depending on how your game uses this button:

- As a ninth button, in addition to the four handle buttons and four base buttons.
- As a shift button

Some games modify the functions of handle and base buttons by assigning a second game action to each, for a total of 16. To play a game action assigned to one of the "shifted" buttons, hold down the shift button, and then press the handle or base button assigned to the action.

shift button

The shift button on your game pad can be used in one of two ways, depending on how your game uses this button:

- As a ninth button in addition to the six game pad buttons and the two triggers.
- As a shift button

Some games modify the functions of the game pad buttons and triggers by assigning a second game action to each, for a total of 16. To play a game action assigned to one of the “shifted” buttons, hold down the shift button, and then press the button or trigger assigned to the action.

joystick switch

The joystick switch affects how the SideWinder 3D Pro controls operate. The switch is located at the back of the joystick below the cord.

If your game is set up to use:

- A SideWinder 3D Pro joystick, then the switch can be in either position.
- A CH Flightstick Pro series joystick, then move the switch to position 1 (single-dot).
- A Thrustmaster joystick, then move the switch to position 2 (double-dot).

For help on using your SideWinder game device, click the appropriate button below:



SideWinder Game Pad



SideWinder 3D Pro



SideWinder Precision Pro



SideWinder Force Feedback Pro

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Check your game port configuration

- 1 Click the **Start** button, point to **Settings**, click **Control Panel**, and then double-click **System**.
- 2 Click the **Device Manager** tab.
- 3 Click **View devices by type**.
- 4 In the list of devices, double-click **Sound, video, and game controllers** to expand the list.

Is there a red X or a yellow exclamation point (!) next to Gameport Joystick?

{button ,JI(`>trbl`,`ALL_CkPortConflict`)} Yes

{button ,JI(`>trbl`,`ALL_NoConflict`)} No

{button ,AL(`testing;test`)} Related Topics

Check if another device is conflicting with the game port

- 1 Click **Gameport Joystick**, and then click **Properties**.
- 2 Click the **General** tab, and make sure the **Original Configuration** check box is selected.
- 3 Click the **Resources** tab, and make sure that the **Conflicting device list** says "No conflicts."

If a conflict exists, your computer is not set up correctly. You can use the Windows Hardware Conflict Troubleshooter to try and resolve the conflict. To open the troubleshooter, click **Start, Help**, then select "If you have a hardware conflict" in the **Troubleshooting** section of the Contents.

For additional information, see the manual that came with your sound card or game card, or contact your computer retailer.

{button ,AL(`testing;test')} Related Topics

Your game port is correctly configured for Windows


If you're still having problems, check your sound card or game card manual, or contact your computer retailer.

{button ,AL(`testing;test')} Related Topics

My other game device isn't working

Many games require that your game device be assigned as Controller 1 using the Windows Control Panel. If you're switching between two Microsoft SideWinder digital game devices, such as between a joystick and a game pad, this happens automatically. However, if you switch between any other game device and a SideWinder digital game device, you need to manually reassign the other device as Controller 1 each time you switch.

To change your device assignment to Controller 1

- 1 Click here  to open the Game Controller Properties.
- 2 In the list of game devices in the **Controller** column, select the game device you want to assign as Controller 1.
- 3 Click the **Advanced** tab.
- 4 Under the **Controller IDs** column, click the line number that corresponds to the controller number you want to use, usually line **1**, then click **Change**.
- 5 In the **Game Controllers** list, select the game device to which you want to assign a controller number.

Notes

- If your game device still isn't working, check the manual that came with your controller for additional information, or contact your retailer.
- If your SideWinder game device doesn't appear in the list, you'll need to reinstall the SideWinder Game Device Software.

{button ,AL(`testing;test')} Related Topics

Uninstall the SideWinder Game Device Software 2.0

Uninstalling the SideWinder game device software removes the SideWinder device drivers, the Online User's Guides, the Readme files, the Profile Editor, and the Profile Activator. If you uninstall the SideWinder software, you will not be able to use your SideWinder game device unless you reinstall.

Follow these instructions to remove **all** of the SideWinder Game Device Software 2.0 from your hard disk and return your system settings to their defaults.

- 1 Click the **Start** button, point to **Settings**, and then click **Control Panel**.
- 2 Double-click **Add/Remove Programs**.
- 3 Click **SideWinder Game Device Software**, and then click **Add/Remove**.

Note

Uninstalling the SideWinder Game Device Software 2.0 does not remove any profiles.

Connect the game device to your computer

- 1 Locate the 15-pin game port on the back of your computer. In most cases, your game port will be located on your sound card, next to the place where you plug in your speakers, microphone, or headset.
- 2 Insert the SideWinder game device connector into the game port on your computer, and make sure it's plugged in securely.



Important

If you have a 15-pin network card in your computer, make sure that you don't connect the game device to it.

