

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

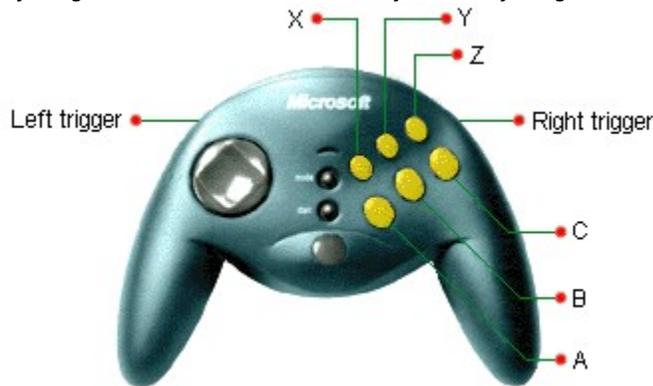
Using your gamepad safely



Some studies suggest that long periods of repetitive motion coupled with an improper computing environment and incorrect habits may be linked to certain types of physical discomfort or injury. These include carpal tunnel syndrome (CTS), tendinitis, tenosynovitis, and de Quervain's tendinitis. Take frequent breaks while using this game pad. If you feel aching, numbing, or tingling in your arms, wrists, or hands, consult a physician.

Buttons A, B, C, X, Y, Z, and the triggers

The SideWinder game pad has eight game buttons: A, B, C, X, Y, Z, and the left and right triggers. Some games use fewer than eight buttons, and the move associated with each button can differ from game to game. Check your game manual to see how many buttons your game uses and how the buttons work in that game.



The SideWinder game pad buttons correspond to buttons 1-8 on a joystick. However, for games played in an MS-DOS window under Windows, only four of the SideWinder game pad buttons are functional. The following table shows the functionality of the SideWinder buttons for games designed for Windows and MS-DOS.

SideWinder game pad button	Games designed for Windows	Games designed for MS-DOS
A	Button 1	Button 1
B	Button 2	Button 2
C	Button 3	Not functional
X	Button 4	Button 3
Y	Button 5	Button 4
Z	Button 6	Not functional
Left trigger	Button 7	Not functional
Right trigger	Button 8	Not functional

Tips

- If your game works with a standard two-button joystick, only SideWinder game pad Buttons A (usually the joystick trigger) and B (usually button 2 in a joystick game) will work.
- Using the SideWinder Game Device Software, you can record and assign button and keyboard actions to SideWinder Game Pad buttons with the Profile Editor; this is especially useful in fighting games. Click here  to open the Profile Editor.

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

D-pad (directional pad)

Use the D-pad (Directional Pad) to move in eight different directions within your game. Check your game manual to see if your game works with all eight directions. For example, in a fighting game, the D-pad might move the fighter forward and back, as well as allow your fighter to jump and crouch. In a baseball game, the D-pad might move your batter left, right, forward, and back inside the batter's box.



D-Pad

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

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 an additional button

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

- As a “shift” button

Some games use a shift button to 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. For example, you could assign button A to punch, and assign kick to button A with the shift button pressed.

The Shift State command on the Profile Editor’s File menu allows you to assign game actions assigned to the shifted state of the buttons, or view game actions already assigned to 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.

Click here  to display the Profile Editor.



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

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. Check your game's manual to see if this button works with your game, or try it in your game.



Tip

If your game doesn't specifically work with the Start button, there may be a particular keystroke that starts the game (check your game manual). If so, you can use the Profile Editor to assign that keystroke to the Start button, or to any of buttons A, B, C, X, Y, Z, or the left or right trigger. Click here  to open the Profile Editor.

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

My profile isn't working in my game

Make sure that:

- The green light on your SideWinder game pad is on. If the light is off, press the Mode button once.
- In the Profile Activator, you have activated your profile for the game device you are using. A profile is active if it has a check mark to the left of its name in the list of profiles.
Click here  to open the Profile Activator.
- There is not an **X** on the Game Device Profiler taskbar icon. If there is, right-click the icon and choose **Resume** on the shortcut menu to enable any active profiles.
- If you have connected multiple SideWinder game pads together, make sure that the light on each game pad is on. When you connect more than one SideWinder game pad, the lights on all of the game pads are automatically on. If the light on any of the game pads is off, then there may be a problem with that SideWinder game pad. In that case, contact your game pad retailer.

For more information about your SideWinder game pad profiles, see the Profile Activator help topics, available from the Help menu in the Profile Activator.

{button ,AL(`testing;active;modes')}] Related Topics

My game froze while I was using my game pad

If your game freezes or starts working in slow motion while you're using your SideWinder game pad, make sure that:

- Your SideWinder game pad is inserted securely into the 15-pin game port on your computer. If you've connected multiple SideWinder game pads together, make sure that all game pads are connected securely. If your computer has a network card, make sure you don't connect the game pad (or any game device) to the 15-pin network connector.
- The green light on your SideWinder game pad is on. If the light is off, and your game pad has a Mode button, press the Mode button once.
- If you have connected multiple SideWinder game pads together, make sure the light on each SideWinder game pad is on. When you connect more than one SideWinder game pad, the lights on all of the game pads are automatically on. If the light on any of the SideWinder game pads is off, then there may be a problem with that game pad. In that case, contact your game pad retailer.

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

Assign a controller number to your game pad

Certain games require that your game pad be assigned to a specific controller number, usually Controller 1.

- 1 Click here  to open the Game Controller Properties.
- 2 Click the **General** tab and make sure that **OK** appears in the Status column next the name of your game pad.
- 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 SideWinder game pad to which you want to assign a controller number.

Tips

- Most games require the device identification number to be set to Controller 1. If your game pad isn't responding, you may need to set the identification number for that device to Controller 1.
- If you've connected a Microsoft SideWinder 3D Pro joystick to a Microsoft SideWinder game pad, the device you're using (either the game pad or the joystick) is automatically assigned to Controller 1.
- If you use another PC game device after using either the Microsoft SideWinder game pad, the device may not work unless you reassign that device to Controller 1.
- Games that work with multiple SideWinder game pads use Controller 1 for the first game pad, Controller 2 for the second game pad, and so on (up to Controller 4, if four game pads are connected). The game assigns a number to each game pad automatically.

