

**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 joystick safely



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

## Using your force feedback joystick safely



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### **Warning**

Some studies suggest that long periods of exposure to vibrating hand tools coupled with an improper environment, incorrect habits or individual factors may be linked to hand-arm vibration syndrome (HAVS), also called vibration-induced white finger (VWF) or Raynaud's syndrome. To help avoid this condition, take frequent breaks of at least 10 minutes per hour, keep hands and body warm, avoid using a tight hand grasp, and maintain neutral postures of wrist, elbow, and shoulder. If you feel numbing and/or tingling in your fingers or if your fingers appear to be a pale or ashen color, consult a qualified health professional.

## Connect the joystick to your computer

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



### Important

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

### Notes


- Check the Game Controller Properties to make sure that your SideWinder joystick is assigned as Controller 1 and that its status is "OK." Otherwise, automatic calibration settings will not be used.  
{button ,JI(`>howto',`JOYS\_AssignID')} I want to check and set the controller number.
- You can use the Test page in Game Controller Properties to make sure that your SideWinder joystick is connected correctly and all buttons and controls are working.  
{button ,JI(`>howto',`JOYS\_Test')} I want to test my joystick controls.

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

## Turn the rudder control on

Some games allow you to use the rotation movement of your joystick handle as a rudder, such as when flying an airplane or sliding in a 3D game. You can set your SideWinder digital joystick to provide rudder control with this type of game in the Game Controller Properties window of the Windows Control Panel.

- 1 Click here  to open the Game Controller Properties.
- 2 In the list of game devices in the **Controller** column, click the SideWinder joystick for which you want to set rudder control, and then click **Properties**. There may be more than one type of SideWinder joystick shown in the list of devices.
- 3 Click the **Settings** tab and then click the **Rudder On** check box to activate joystick handle rotation as a rudder control.

### Note


To disable the effects of joystick handle rotation, clear the **Rudder On** check box.

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{button ,AL(`game\_tips;rotation;')} Related Topics

## Test the controls on your joystick

You can check to make sure that the joystick's buttons, hat switch, and trigger are working correctly with your computer by using the Game Controller Properties. You can also test for correct operation of handle movement.


- 1 Click here  to open the Game Controller Properties.
- 2 In the list of game devices in the **Controller** column, select the SideWinder joystick you want to test, and then click **Properties**.
- 3 Click the **Test** tab and press the hat switch or button on your SideWinder joystick that you want to test. If the corresponding light on the screen lights up when you press a joystick button, then that button is working correctly.
- 4 Test your joystick by moving the handle. If the cursor in the **Handle Movement** window traces the movement of the handle, then the handle is working correctly.

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{button ,AL(` connect;rotation')} Related Topics

## My profile isn't working in my game

Make sure that:

- In the Profile Activator, you have activated your profile for the game device that 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 your joystick to your computer through a SideWinder game pad, make sure that the light on the game pad is off. If the light is on, press the Mode button on the game pad.

For more information about your SideWinder joystick profiles, you can also see the Profiler Help topics, available from the Help menu in the Profile Editor and Profile Activator.

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

## My game froze while I was using my joystick

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

- Your joystick is inserted securely into the 15-pin game port on your computer. If your computer has a network card, make sure you don't connect the joystick (or any game device) to the 15-pin network connector.
- You have a SideWinder compatible sound card. You can find a list of sound cards that are known to be incompatible in the Readme file on the Start menu. Point to **Programs**, then **Microsoft Hardware**, then **SideWinder Game Devices**, then **SideWinder Game Device Readme**, then click the item for your game device.

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



## The Game Controller Properties says my joystick isn't connected


Make sure that:

- Your SideWinder joystick is connected to the 15-pin game port on your computer. Make sure that the joystick connector is properly inserted into the game port. If your computer has a network card, do not connect joystick (or any game device) to the 15-pin network port.
  - If your joystick is connected to the computer through a SideWinder game pad, that the game pad is in the pass-through (light out) mode. If the light is on, press the Mode button on the game pad.
  - Windows is configured properly for your game port.  
{button ,Jl(`dev\_all.hlp>trbl', `ALL\_CkPortConfig')} I want to check my game port configuration.
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{button ,AL(`test;checking')} Related Topics

## Assign a controller number to your joystick

Certain games require that your joystick 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 joystick.
- 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 joystick to which you want to assign a controller number number.

### Tip

Most games require the joystick's identification number to be set to Controller 1. If your joystick isn't responding, you may need to set its identification number to Controller 1.

