

For help on using the SideWinder Game Device Profiler, click the appropriate button below.



Click here if you are using a SideWinder game pad.



Click here if you are using a SideWinder joystick.

Using the Shortcut menu

You can right-click the Game Device Profiler icon on the taskbar to display the Shortcut menu that provides easy access to several features.

Open Click to start the:

- Profile Editor and begin creating profiles.
- Profile Activator and activate a profile.

Edit Click to start the Profile Editor and make changes to an active profile.

Deactivate Click to disable a specific profile. To use this profile later, you'll need to open the Profile Activator and make it active.

Suspend Click to suspend the operation of all currently-active profiles. When profiles are suspended, an **X** appears over the Game Device Profiler icon.

Resume Click to cancel a previous **Suspend** command and resume all currently-active profiles.

Unload Click to remove the Game Device Profiler icon from the taskbar and deactivate all profiles. To reinstall the icon in the taskbar, on the **Start** menu, click **SideWinder Game Device Profiler** in the **Programs, StartUp** group.

{button ,AL(`create;active;change')}} Related Topics

About the Profile Activator

You can use the Profile Activator to:

- Activate the profile you want to use with your game device. Before you can use a profile with your game, you need to activate it.
- View the game actions contained in a profile.
- Add profiles that you've created with the Profile Editor to the list of available profiles for a particular game device.
- Activate profiles for the different game devices when you have more than one SideWinder game device connected to your computer.

Tip

The SideWinder Game Device Software contains predefined profiles for some of your favorite games. You can look over these profiles with the Profile Activator.

What do you want to do?

{button ,JI(`>howto',`GDP_ALL_UsePrfl')} Set the active profile for a game device.


{button ,JI(`>howto',`GDP_ALL_ViewContents')} View the game action contents in a profile.

{button ,JI(`>howto',`GDP_ALL_AddPrfl')} Add my new profile to my list of profiles.

Create a new profile

1 If the Profile Editor is already open, on the **File** menu, click **New**.

-or-

If the Profile Editor is not already open, click here  to open it.

2 In the **Device Selection** dialog box, select the device for which you want to create a profile.

3 In the **Recorder window**, follow the instructions to select buttons on your game device, record the game actions, and assign names to them.

4 On the **File** menu, click **Save** and enter a name for your profile in the **File name** box. For example, you can use the profile *John's Hellbender* as a HellBender profile for player John. Click **Save** to save the profile.

What do you want to do?

{button ,JI(`>howto',`GDP_ALL_UsePrfl')} Activate my profile.

{button ,PI(`>howto',`GDP_ALL_Reclnfo')} See more details on the game action recording procedure.



Tips

- You can use the same profile in more than one game provided that the games use the same keystrokes and, for the game pad, the same button moves.
- You can create a different profile for each player by assigning different profiles to each of your game devices. For example, in a two-player game you can create a separate profile for each player and then assign the profiles to the players with the Profile Activator.
- You can use the same profile for more than one game device. For example, if you have two SideWinder game pads, you can add the same profile to the list of profiles for each game pad, and activate both profiles at the same time.
- Since different games usually require different game actions, you'll want to create different profiles for each of your games.


{button ,AL(`create;change;add')} Related Topics

Create a new profile from an existing profile

You can create a new [profile](#) by copying and changing one you've already created, or from one of the profiles included with the SideWinder Game Device Software for a particular game device.

- 1 Click here  to open the Profile Editor.
- 2 On the **File** menu, click **Open**.
- 3 Locate and select the profile you want to copy, and then click **OK**.
- 4 Follow the instructions in the Recorder window to select buttons on your joystick, assign new names to the game actions, and record different game actions for one or more of the game device buttons.
- 5 On the **File** menu, click **Save As** and type a name for your new profile in the **File name** box. If you want to save your profile in a folder other than that shown in the **Save in** box, click the  button and locate the folder.
- 6 Click **Save**.


Tips

- To activate and use your new profile, click here  to open the Profile Activator.
- You can also save a profile to a floppy disk and use it on another computer. See the Related Topics below.

{button ,AL(`change:create')}} Related Topics

Copy a profile to another computer



You can copy a [profile](#) to another computer by first copying it to a floppy disk.

- 1 Insert a blank floppy disk into your floppy disk drive.
- 2 Click here  to open the Profile Editor.
- 3 On the **File** menu, click **Open**.
- 4 Locate and select the profile you want to copy, and then click **OK**.
- 5 On the **File** menu, click **Save As** and select the floppy drive in the **Drives:** list.
- 6 Click **Save**.
- 7 When the copying is completed, remove the floppy disk and insert it into the other computer.
- 8 To add the profile to the Profile Activator on the other computer, see “Add a profile to the Activator.”

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

I can't get my profile to work

If you've created a profile and it doesn't work when you run your game, make sure you have:

- Added the profile to your list of available profiles for your game device. Click here  to open the Profile Activator.
- Activated the correct profile. Click here  to open the Profile Activator and activate your profile.
- Tested the game device buttons for correct operation in the Game Controller Properties window.
- Made any special setting in your game that allows it to work with your game device. For example, in some games you might have to select *joystick* as your game controller. See the manual or the readme file that came with your game to determine any special settings.

{button ,AL(` check;testbuttons')} Related Topics

My game device buttons are affecting other programs on my computer


Whenever you press buttons on your game device and there is an [active profile](#), it can interpret [keystrokes](#) and [button presses](#) as game actions, even when you are running some other program on your computer. That is, game actions can be passed on to and affect the operation of the program that is currently running on your computer. In this case, you can:

- Use the [Shortcut menu](#) to disable any active profiles.
- Use the Profile Activator to deactivate any profiles.
- Exit the Profile Activator.

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

My profile doesn't appear in the Profile Activator

If you don't see your profile listed in the Profile Activator, try to:


- Check the list of profiles for any other game devices you have connected to your computer to see if your profile is associated with another device.
- Add the profile to the list for the game device. See [Related Topics](#) below.
- After you create or change a profile, make sure that you save it by clicking **Save**.
- Make sure that the game device buttons are working properly in the Game Controller Properties window. Click here  to test your game device.

{button ,AL(` add;active;testbuttons')} [Related Topics](#)

I can't activate my profile

If you can't activate your profile, look for one of the following indicators in the **Status** column to the right of your profile's name.

Device Not Connected This message appears when there is a poor connection of the game device to the game port, pass-through instead of Digital Overdrive (game pad) is activated, there are improper settings in the Game Controller Properties window, or the game port or the game device is not operating properly.

- Make sure that your game device is securely connected to your computer.
- Click here  to test your game device.

Device Not Compatible This message appears whenever a noncompatible game device is connected to your computer. To fix this problem, connect a Microsoft SideWinder game device to your computer.

Device Error This message can appear if certain files that are needed by the Activator are not properly initialized. To fix this problem, restart your computer. If the problem persists, reinstall the SideWinder software.


File Not Found The profile's location on your computer has changed since it was last activated. To fix this problem, follow the steps in "Add a profile to the Activator."

Error This message typically appears if the Activator cannot locate the hard drive that contains the needed files. This can occur if the hard drive is removable and is removed or if it encounters a general failure.

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


My recorded game actions aren't working

If your profile isn't working as expected, try the following:

- In the Profiler Activator, make sure that the profile that contains your game action is set as the [active profile](#) for the game device that you are using.
- Open the profile that you're using for this game device and make sure that you have assigned the game action to a button. You can tell if a game action exists for a button by clicking the button on the screen and seeing if your game action is displayed in the [event viewer](#).
- Make sure that the move you assigned as an action is one that your game uses. (Check your game manual.)
- Practice the move in your game to get the timing just right, then try re-recording your game action using the Profile Editor. (For example, if your game specifically requires you to tap a button, and instead you hold it, the game action won't work.)
- Make sure the game device buttons are working properly in the Game Controller Properties window.
Click here  to test your game device.

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

View the contents of a profile

You can view the contents of any of your profiles by starting the Profile Activator and following the steps below. Click here  to open the Profile Activator.


- 1 In the left column of the Profile Activator window, click the image of the game device associated with the profile you want to view.
- 2 In the list of available profiles for that device, double-click the name of the profile you want to use.

Tips

- If the Status column for your profile indicates “not found,” your profile has either been moved from its former location on, or deleted from, your computer.
- If you want to determine in which folder on your computer the profile is stored, select the name of the profile and read its location in the status bar.
- To create a new profile for your game device, double-click the image of the joystick or game pad in the left column of the Profile Activator window to open the Profile Editor.

{button ,AL(` change:create')} Related Topics

Add a profile to the Profile Activator

Before you can use a profile with your game device, it must appear in the list of available profiles, in the Profile Activator, for that device. Click here  to open the Profile Activator.


- 1 In the left column of the Profile Activator, click the image of the game device to which you want to associate the profile. For example, if you're adding a profile that works with a joystick, click the image of that joystick.
- 2 On the **File** menu, click **Add**.
- 3 In the **Add Profile** dialog box, click the drive that contains your profile.
- 4 In the folder list, double-click folders until you reach the folder that contains your profile.
- 5 Click the profile you want to add, and then click **Add**.

Tip

To create a new profile for your joystick or game pad, double-click the image of the appropriate game device (in the left column of the Profile Activator window) to start the Profile Editor.

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

Set the active profile for your game device

You can use any profile created for your game pad or joystick with your game by setting it as the [active profile](#). To use a profile, click here  to open the Profile Activator:

- 1 In the left column of the Profile Activator window, click the image of the game device you want to use.
- 2 In the list of available profiles for that device, click the box in the **Active** column to the left of the profile you want to use *or* tab to the profile and press the spacebar to activate it.


Tips

- If the Status column for your profile indicates “not found,” your profile has either been moved from its former location on, or deleted from, your computer.
- You can connect multiple SideWinder game devices to your computer and then use the Profile Activator to set the active profile for each. Because players each use a different game device, players can choose which profile they use to play a game.
- If you have more than one SideWinder game device connected to your computer, you can also activate the same profile for each.
- To create a new profile for your game device, double-click the image of the joystick or game pad in the left column of the Profile Activator window to open the Profile Editor.

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


Change the name of a profile

You can change the name of an existing profile with the Profile Editor by creating a copy with the new name and then deleting the old one.

- 1 Click here  to open the Profile Editor.
- 2 On the **File** menu, click **Open**.
- 3 In the **Open** dialog box, locate and select the profile that you want to rename, and then click **OK**.
- 4 On the **File** menu, click **Save As** and type the new name for the profile in the **File name** box.
- 5 Click **Save** to save the profile.
- 6 On the **File** menu, click **Launch Profile Activator**.
- 7 In the list of profiles, click the old profile (the one you copied) and then on the **File** menu, click **Remove Profile** to delete it from the list of profiles.

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

Make sure your profile is active or available

You can have one active profile for each game device connected to your computer. You can check to make sure a particular profile is active, and if not, whether you can make it active. To check the status of your profiles, click here  to open the Profile Activator.

- 1 In the left column of the Profile Activator, click the image of the game device associated with the profile you want to check.
- 2 In the list of available profiles for that device, make sure there is a check mark in the **Active** column to the left of the profile you want to use. If the left column of the Profile Activator window has a check mark next to a profile, it is the currently active profile for its associated game device.

Tips

- You can have only one active profile for each game device connected to you computer.
- If you want to set a different profile as the active profile, click in the **Active** column to the left of the profile name.
- If the Status column for your profile indicates “not found,” your profile has either been moved from its former location or deleted from your computer.

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


Record actions for a button on your game device

- 1 With the Profile Editor open, press the button on your game device to which you want to assign a game action, or click the button on the picture of the game device in the **Recorder** window.
- 2 If you want to name the game action, type the name next to the button. Naming your game actions can help you keep track of what's in your profiles.
- 3 To record the game action, click **Record** (or press the Tab key to select the Record button followed by the spacebar), then press the keys and buttons (for joysticks, you can record *only keystrokes*) that correspond to your game action.

Symbols for the keystrokes and button presses (game pads only) appear in the event viewer as you record them. You can record a game action of up to 32 events.

- 4 Click **Stop** to end recording, or wait ten seconds and recording stops automatically. The game action you recorded is now assigned to the button you selected in step 1.
- 5 To create a game action for another button, repeat steps 1 through 4.
- 6 When you're finished creating your profile, in the **File** menu, click **Save** to save the profile.


Tips

- To preview your game action, click the **Play** button.
- To erase a game action displayed in the event viewer, click in the event viewer then click  in the **Recorder** window.
- If you record a game action not used by a particular game, the game ignores the action when you use the profile.

- 1 On your joystick or game pad, press the button for which you want to assign a game action, or click the button on the picture of the game device displayed in the **Recorder** window.
- 2 If you want to give a name to the game action, type the name next to the button. The name can be up to 32 characters long.
- 3 To record the game action, click **Record** then press the keys and buttons (buttons for SideWinder game pads only) that you want to play back when the button you chose in step 1 is pressed during your game.
- 4 Click **Stop** to end recording. The events you recorded are now assigned to the selected button.
- 5 To make any changes to the game action, click in the event viewer, click **Record**, and press keys or game pad buttons to add more events. Use the cursor to select events to be copied or deleted.
- 6 When you've finished creating this game action, you can record game actions for the other buttons. On the **File** menu, click **Save** to save your profile.

Remove a profile from the Profile Activator

You can remove unwanted or seldom-used profiles from the Profile Activator without deleting them from your computer.

Click here  to open the Profile Activator.


- 1 In the left column of the Profile Activator, click the image of the game device associated with the profile you want to remove. For example, if you're removing a profile that works with a particular joystick, click the image of that joystick.
- 2 In the list of profiles for that device, click the profile you want to remove, and then on the **File** menu, click **Remove**.

Note

You can remove a profile from the list even if its status is “not found.”

Switch profiles while playing your game

To change profiles

- 1 Pause your game.
- 2 Click here  to open the Profile Activator.
- 3 In the left column of the Profile Activator, click the image of the game device you are using.
- 4 In the list of available profiles for the game device, click the box in the **Active** column to the left of the profile you want to use *or*, tab to the profile and press the spacebar to activate it.

Tip

You don't have to pause your game when changing profiles, but your game will continue to play even though you are not controlling it.

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

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`,`GDP_ALL_GamePortConflictYes')} Yes

{button ,JI(`>trbl`,`GDP_ALL_GamePortConflictNo')} No

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.

Your game port is properly configured for Microsoft® Windows 95

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

Test the buttons on your game device

- 1 Click here  to open the Game Controller Properties window and test your game pad.
- 2 Click the **General** tab.
- 3 From the list of game devices, select the device you want to test, and then click **Properties**.
- 4 Click the **Test** tab and press a button on your game device and make sure that the corresponding button lights up on the screen.

Note

If your game device works properly in the Game Controller Properties window, but your game actions are still not working in your game, your game may not be compatible with the SideWinder game device. Check the Readme file in the [Start menu](#) for a list of any games that are known to be incompatible. See also your game manual.

The Recorder window

This window allows you to record and assign game actions to the different buttons and trigger(s) of your SideWinder game pad and joystick. You can also label the button with a name, such as *Fire Torpedoes*, to indicate the particular game action assigned to the button.

Naming a Game Action

To assign a game action to a particular button, or to a trigger, press that button or trigger on your game device (or click the button where it appears in this window) and it changes color to yellow to indicate that it is active for naming and recording a game action.

Recording a Game Action

- 1 On your joystick or game pad, press the button for which you want to assign a game action, or click the button on the picture of the game device displayed in the **Recorder window**.
- 2 To record the game action, click **Record** then press the keys and buttons (SideWinder game pads only) that you want to play back when the button is pressed during your game.
- 3 Click **Stop** to end recording. The keystrokes you recorded are now assigned to the selected button.
- 4 To make any changes to the game action, click in the event viewer to add more events and use the cursor to select events to be copied or deleted.
- 5 When you've finished creating a game action, you can record game actions for the other buttons. On the **File** menu, click **Save** to save your recorded game actions in a profile.

The Settings Window

This window allows you to set up your joystick to work more effectively with games that require special settings. In this window, you can:

- Set your SideWinder joystick to behave like a Thrustmaster or CH Flightstick Pro joystick. Click either the **Thrustmaster** or **CH Flightstick Pro** option, that applies to the game you want to use.
- Set the sensitivity of your SideWinder joystick. The **High** setting causes handle movement around the center position to produce a large amount of movement in your game. The **Medium** setting causes handle movement around the center position to produce a normal amount of movement in your game. The **Low** setting causes handle movement around the center position to produce a small amount of movement in your game.
- Set how the handle of your SideWinder joystick moves you in a game. It can move side-to-side or rotate around a point-of-view. Click either the **Twist handle to rotate in game** or **Twist handle to move left/right in game** option.


The Recorder Controls

These controls allow you to record and play back your game actions as well as make changes to them. The function of each control is described below.

Record Click this button when you are ready to record keystrokes and, in the case of SideWinder game pads, button presses for your game action. You can record a game action that contains up to 32 keystrokes, or in the case of a game pad, up to 32 keystrokes and button presses, including the separating commas.

Play Click this button to play back your game action after you have stopped recording.

Stop Click this button when you have finished recording your game action.

 Click this button to clear the contents of the event viewer and erase your recorded game action.

Keystrokes only Select this feature when you are using a SideWinder game pad and you want to record keystrokes only.

File Menu Commands

New

Allows you to select the game device for which you want to create a new profile.

Open

Allows you to select an existing profile and open it so that you can make changes to it.

Save

Allows you to save your profile so that you can activate it and use it with your game.

Save As

Provides a way of creating a new profile from an existing profile by making a copy of the original.

Launch Profile Activator

Starts the Profile Activator so that you can use your profile in your game.

Edit Menu Commands

Cut

Deletes the current selection from the event viewer and copies it to the clipboard.

Copy

Copies the current selection in the event viewer to the clipboard.

Paste

Copies the contents of the clipboard to the location of the cursor in the event viewer.

Clear

Deletes the current selection from the event viewer.

Select All

Selects the total contents of the event viewer in preparation for a **Cut**, **Copy**, or **Clear** command.

View Menu Command

Shift State

Toggle this command to show or hide the game actions assigned to the game device buttons when in their shifted state.

In some games, a button on most SideWinder game devices can act as a “shift” key allowing you to assign two game actions to each button on your game device. That is, you can assign a game action to the unshifted state and also to the shifted state of each button.

Help Menu Commands**Profiler Help Topics**

Provides access to the Game Device Profiler Help topics.

Game Device Online User's Guide

Provides access to the Online User's Guide for the currently active game device.

File Menu Commands

Add Profile

Allows you to add a compatible profile to the Profile Activator.

Remove Profile

Allows you to remove a profile from the Profile Activator without deleting it from your computer. You can add a removed profile again at any time and for any appropriate game device with the Add Profile command.

New Profile

Starts the Profile Editor so that you can create a new profile for your game device.

Edit Profile

Starts the Profile Editor with a specific profile so that you can make changes to it.

Edit Menu Commands

Cut

Deletes the currently selected profile and copies it to the clipboard.

Copy

Copies the currently selected profile to the clipboard.

Paste

Copies the profile contained on the clipboard to the list of profiles for the same or a compatible game device.

The Paste command is unavailable (grayed) if you attempt to copy and paste a profile created with one game device to the profile list for an incompatible game device. For example, you cannot create a profile for the SideWinder game pad and paste it to the profile list for the SideWinder Precision Pro since these device use different types of profiles.

View Menu Commands

Toolbar

Shows or hides the toolbar. The toolbar provides quick access to several of the menu commands, including **New Profile**, **Add Profile**, and **Remove Profile**. You can also use the toolbar to activate the currently selected profile and also to start the Profile Editor.

Status Bar

Displays the location and status of the profile currently selected in the Profile column.

Refresh

Refreshes the list of profiles.

active profile

An active profile is the profile currently set to work with a particular game device connected to your system. Each game device can have only one active profile, although the same profile can be used by more than one game device. For example, the player using game pad 1 and the player using game pad 2 can both use the same profile for their active profile.

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, 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, 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, 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, button Z does nothing.

button presses

A button press is an event that consists of pressing one of the A, B, C, X, Y, Z, buttons and one of the triggers on the SideWinder game pad. With SideWinder game pads, you can assign a sequence of game pad button presses to one of the buttons on the game pad.

calibrate

The term used to describe 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 digital joysticks are calibrated automatically. To calibrate a standard joystick, use Game Controller Properties window.

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.

Digital Overdrive mode

The mode on your SideWinder game pad that allows you to use up to four SideWinder game pads.

When your SideWinder game pad is in Digital Overdrive mode, the green light on the game pad is "on."

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.

event

An event is a keystroke, a keystroke combination, and, in the case of game pads, a button press. The commas that separate them also count as events and are included in the 32-event maximum for a recorded game action.


event viewer



Game actions are made up individual events. Game action events are keystrokes and, in the case of a game pad, button presses and timing information.

The event viewer, located in the Recorder window, displays symbols for the events of the game action currently being recorded, changed, or played.

Using the event viewer, you can cut, copy, paste, add, and delete the events of a game action to make changes to it. You can also change the duration of those events that include timing values.

To erase an entire game action, click or press the game pad button for the game action you want to delete, and then click the  button in the lower portion of the Recorder window.


event viewer



Game actions for joysticks are made up individual keystrokes events.

The event viewer, located in the Recorder window, displays symbols for the keystrokes of the game action currently being recorded, changed, or played.

Using the event viewer, you can cut, copy, paste, add, and delete the events of a game action to make changes to it.

To erase an entire game action, click or press the joystick button for the game action you want to delete, and then click the  button in the lower portion of the Recorder window.

game action

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

game action

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

game port

The port at the back of the SideWinder game pad into which you can connect another game device. You can connect:

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

device-game combination

Any profile that you create using the Game Device Profiler applies to both a particular game and a particular game device, or a "device-game combination."

For each device-game combination, you can create many different profiles. For example, you and a friend can create separate profiles for one game and one SideWinder game pad. Or, if you're playing a game using multiple SideWinder game pads connected together, you can create one or more profiles for each game pad.

keystrokes

A keystroke is an event that consists of pressing one of the keys on your keyboard.

If your game uses less than eight game device buttons, and you use the keyboard for moves in your game, such as CTRL+T to fire torpedoes, you can assign keystrokes to the unused buttons on your game device.

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."

Keystrokes only

The Keystrokes only mode works with SideWinder game pads and eliminates timing information from the recorded game action. This is useful when you want to assign a specific keystroke, keystroke combination, or series of keystrokes to a game pad button without recording and displaying the length of time that you pressed the key or the amount of time between key presses.

When using the Keystrokes only feature, you can't include game pad button presses as part of your recorded game action.

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 button 7.
- If you play your game in an MS-DOS window under Windows, 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 un-shifted state and also to the shifted state of each button. The Shift State command on the available with the Game Device Profiler'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 green light is off.

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:

- **Keystrokes** If your game uses less than eight game pad buttons, and you use keystrokes for moves in your game, such as CTRL+T to fire torpedoes, you can assign keystrokes to the unused buttons on your game device.
- **Button presses** For SideWinder game pads, you can also assign a sequence of game pad buttons to a single game pad button.

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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:

- **Keystrokes** If your game uses less than eight game pad buttons, and you use keystrokes for moves in your game, such as CTRL+T to fire torpedoes, you can assign keystrokes to the unused buttons on your game pad.
- **Button presses** For SideWinder game pads, you can also assign a sequence of game pad buttons to a single game pad button.

profile

Use profiles to specify how the buttons on your joystick work in a particular game, or in similar games. For example, if your game uses less than eight joystick buttons, and you use the keyboard for moves in your game, such as CTRL+T to fire torpedoes, you can assign these keyboard moves to the unused buttons on your joystick.

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 button 8.
- If you play your game in an MS-DOS window under Windows 95, the right trigger does nothing.

shifted state

When used with the Game Device Profiler 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 Game Device Profiler to assign game actions to the buttons on your game device.

shortcut menu

You can right-click the Game Device Profiler icon on the taskbar to display the Shortcut menu that provides easy access to several features.

Open Click to start the:

- Profile Editor and begin creating profiles.
- Profile Activator and activate a profile.

Edit Click to start the Profile Editor and make changes to an active profile.

Deactivate Click to disable a specific profile. To use this profile later, you'll need to open the Profile Activator and make it active.

Suspend Click to suspend the operation of all currently-active profiles. When profiles are suspended, an **X** appears over the Game Device Profiler icon.

Resume Click to cancel a previous **Suspend** command and resume all currently-active profiles.

Unload Click to remove the Game Device Profiler icon from the taskbar and deactivate all profiles. To reinstall the icon in the taskbar, on the **Start** menu, click **SideWinder Game Device Profiler** in the **Programs, StartUp** group.


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 programs and files for the Game Device Profiler Software, point to Programs, then click Microsoft Hardware, then SideWinder Game Devices.

Time Value

The amount of time that you held a button or key down, in one-thousandths of a second, is indicated by a number after the button or keystroke symbol in the event viewer. You can change the time value by selecting it in the event viewer. In the time control box to the left of the  button, use the up and down arrows in the control box to increase or decrease the time value of the event."

