THIS FILE CONTAINS TOPICS THAT ARE USED BY ALL GAME PADS:

Introducing the SideWinder® Game Device Profiler

The SideWinder® Game Device Profiler consists of two programs:

The **Profile Editor**   Creates and changes <u>profiles</u>

The **Profile Activator**   Activates a specific profile

With the Profile Editor, you can create personalized profiles for your SideWinder game pad that work with your favorite games, in addition to a number of predefined profiles that are provided with the Game Device Profile software.   You can create many profiles and name them so that you can keep track of the profile that works with each of your games.

You can then use the Profile Activator to select the profile to use with your game pad.

In addition, you can use the Profile Editor to make changes to any of your profiles, including those provided with the SideWinder Game Device Software 2.0.

Note

If you upgraded from a previous version of the Microsoft SideWinder Game Device software, your old profiles were automatically converted when you installed the SideWinder Game Device Software 2.0, so you can still use them with your games.

In addition to the <u>Start menu</u>, you can right-click the SideWinder icon on the Windows taskbar to display the <u>shortcut menu</u> and perform several Game Device Profiler functions.

What do you want to do?

{button ,JI(`>main',`GDP_GP_OvCreatePrfl')}   Read more about the Profile Editor and the basics of creating a profile.

{button ,JI(`gdp_all.hlp>main',`GDP_ALL_IntroPA')}   Read more about the Profile Activator and when to use it.

{button ,JI(`gdp_all.hlp>howto',`GDP_ALL_CreateNew')}   Create a profile for my game.

About the Profile Editor

You can use the Profile Editor to create your own <u>profiles</u> and use them in your games.   There are four basic steps to creating and using a profile.   See the links under Related Topics below for more detailed instructions.

- Open the Profile Editor (use the <u>Start menu</u> or <u>shortcut menu</u>) and select the game pad for which you want to create a profile.
- Follow the onscreen instructions to select buttons on your game pad and record one or more <u>game actions</u> to them.
- Save the profile.
- Open the Profile Activator (use the Start menu or shortcut menu), activate your new profile, and then use it in your game.

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

Change the game actions in a profile

You can use the Profile Editor to make changes to any profile stored on your computer.   To change a profile, you can add, edit, and delete button presses and keystrokes.

1   On the **File** menu, click **Open**.

2   Locate and select the profile you want to change, and then click **OK**.

3   Follow the instructions in the window to select buttons on your game pad, assign new names to the game actions, and record different keystrokes and/or button presses for one or more of the game pad buttons.

4   On the **File** menu, click **Save**, and then click **Save**.

Tips

- You can make changes to your game action by copying, pasting, and deleting keystrokes displayed in the event viewer.

- The precise amount of time that you pressed a button or key, in one-thousandths of a second, is indicated by a number beside the button or keystroke symbol in the event viewer.   To change the duration of button presses and keystrokes of a recorded game action, click the time value shown in the event viewer and then use the UP ARROW and DOWN ARROW in the time value control to increase or decrease its duration.

- To activate and use your new profile, click here   to start the Profile Activator.

{button ,AL(`record;symbols')} Related Topics

Keystroke and button symbols in the event viewer

When you record a game action for your SideWinder game pad, the Profile Editor displays a symbol for each keyboard key and game pad button you press in the event viewer. These symbols represent

- The specific buttons and keys you pressed on your SideWinder game pad or the keyboard
- How long you pressed and held a button or key
- Whether you pressed buttons at the same time or one after the other

Button Press

An arrow symbol means you pressed the **D-pad** in a specific direction while a letter indicates one of the buttons. For example, the following sequence in the event viewer shows that you pressed the **D-pad right**, released it, and then pressed the **A** button.

Time Value

The amount of time that you held down a button or key, in one-thousandths of a second, is indicated by a number after the button or keystroke symbol. The number in red indicates the amount of time between the button and key presses. In the preceding example, the **D-pad** was pressed for approximately one-tenth of a second and the **A** button for one-quarter of a second. The time between the button and the key presses in the example above is just under a quarter-second.

Keystroke Press

A number or letter shown in the event viewer means you pressed the corresponding key on the keyboard. For example, the following sequence indicates that you pressed the **D** key followed by the **T** key.

Combined Press

A plus sign between symbols means you pressed two or more buttons or keys at once. For example, the following sequence indicates that you pressed (and held down) the **T** and **U** keys at the same time.
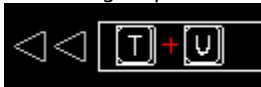
Buttons Up

A comma between symbols means you released all buttons or keys before pressing the next button or key. For example, the following sequence indicates that you pressed **D-pad up**, *released* it, pressed the **A** button, *released* it, and then pressed the **B** button.

Tips

- To record only keystrokes (without the comma separators and timing information) for your game action, select Keystrokes only.
- After you record a game action, you can check it against the sequence of moves listed in your game manual and see if you've created the game action correctly.
- If you include button presses or keystrokes in your game action that don't work with your game, they will be ignored by your game (even though you can see them in the event viewer). In this case, the recorded game action won't work as you intended. Check your game manual for information on the buttons and keys that work with your game.

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

My game pad doesn't appear in the list

The Game Device Profiler works only with Microsoft SideWinder digital game devices that are installed in Windows 95.   If you don't see your Microsoft SideWinder game pad in the Game Device Profiler, make sure that:

- Your SideWinder game pad is connected securely to the 15-pin game port on your computer.   If you've connected multiple SideWinder game pads together, make sure all game pads are connected securely.

- The light on your SideWinder game pad is on.   If the light is off and the game pad has a Mode button, press this button once.

- If you have connected multiple SideWinder game pads, make sure the light on each SideWinder game pad is on.   When you connect more than one SideWinder game pad, the lights for all game pads automatically go on.   If the light on any game pad is off, there may be a problem with that game pad.   In that case, contact your game pad retailer.

- The game pad buttons are working properly in the Game Controller Properties window.

  {button ,JI(`gdp_all.hlp>howto',`GDP_ALL_CheckDevBtns')} I want to test my game pad buttons.

- Windows 95 is configured properly for your game port.

  {button ,JI(`gdp_all.hlp>trbl',`GDP_ALL_CheckGamePortConfig')} I want to check my game port configuration.

Overview of game action recording

With the Profile Editor, you can use the recorder to create a <u>game action</u> and assign it to a SideWinder game pad button.   To play the game action in your game, press the game pad button that you assigned to the action.

You can assign a game action to any of the following SideWinder game pad buttons:

• Buttons A, B, and C

• Buttons X, Y, and Z

• Start button (if this button is not used to start the game)

• Left and right triggers

For your SideWinder game pad game action, you can record

• Keystrokes from your keyboard

• D-pad presses in any direction

• <u>Button presses</u> for any game pad button that your game works with.   For example, if a game works with only a 2-button joystick, then your SideWinder game pad actions can include only button presses for A (equivalent to button 1 in the game) and B (equivalent to button 2).

As you record your game action, the keys and buttons that you press appear as symbols in the <u>event viewer</u> so you can see what you've recorded.

The precise amount of time that you held a button or key down is indicated by a number (one-thousandths of a second) beside the button or keystroke symbol.   You can change this time value by selecting it in the event viewer and clicking the UP ARROW or DOWN ARROW of the time value control.

You can also set the recorder to the <u>Keystrokes only</u> mode to eliminate the recording of button presses and timing information.

Note

• If you record keystrokes and button presses that don't work in your game, the game will ignore them (even though you can see them in the event viewer).   Check your game manual to find out which game pad buttons are active.

• When recording a game action, you can't include button presses already assigned to another recorded game action.

• In some games, you can use the M button on your SideWinder game pad as a "shift key."   In this case, you can assign two game actions to each button on your game pad; one action with the shift button pressed and one with it not pressed.

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