Introducing Microsoft SideWinder 3D Pro

Congratulations! You have purchased the latest innovation in Microsoft game devices.   Your package includes:

Microsoft SideWinder 3D Pro

SideWinder 3D Pro increases performance in your favorite games:

- <u>Digital mode</u> enhances joystick performance for games running under Windows.
- <u>Analog mode</u> provides compatibility for games running under MS-DOS.
- New base buttons enable you to use additional game actions with Windows.
- Rotation gives you an additional degree of joystick movement that allows you to twist the handle to control a rudder, change the point of view, or do other things in certain games.

SideWinder Game Device Software 2.0

A powerful combination of game software that includes:

Game Controllers The Game Controllers software for the Windows Control Panel helps you configure and test your SideWinder 3D Pro and other game devices.

SideWinder Profile Editor Use the SideWinder Profile Editor to create personalized settings, called *profiles*, for your joystick and other Microsoft SideWinder game devices.

SideWinder Profile Activator Use the SideWinder Profile Activator to keep track of your profiles.   Here you can view the available profiles for the joystick and choose the profile you want to use with your game.

SideWinder 3D Pro Online User's Guide Look here for answers to your questions about the SideWinder 3D Pro and the SideWinder Game Device software.

About the SideWinder 3D Pro modes

SideWinder 3D Pro operates in both digital and analog mode.   SideWinder 3D Pro automatically uses the appropriate mode according to the following conditions:

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 under Windows 95 (including an MS-DOS window in Windows).
- The SideWinder Game Device Software 2.0 is installed.
- The SideWinder 3D Pro is selected as Controller 1 in the Game Controller Properties window.

Analog mode

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

SideWinder 3D Pro automatically functions in analog mode when:

- You haven't installed the SideWinder Game Device Software 2.0.

   -or-

- SideWinder 3D Pro isn't selected in the Game Controller Properties window.

   Click here   to open the Game Controller Properties.

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

Joystick calibration

SideWinder 3D Pro is automatically calibrated when you:

- Install the SideWinder Game Device Software 2.0.
- Restart your computer.
- Move the joystick switch.

Important

To ensure that the correct center position is used for the joystick, don᾽t touch the joystick handle when starting your computer or moving the joystick switch.

Notes

- Some games may prompt you to recalibrate the joystick.   If necessary, calibrate SideWinder 3D Pro according to your game's instructions.
- Check the Game Controller Properties to make sure that the status of Microsoft SideWinder 3D Pro is "OK" and that it is assigned as Controller 1.   Otherwise, automatic calibration settings will not be used.

{button ,AL(`device;configure')} Related Topics

Set up your game for SideWinder 3D Pro

In some games, you may need to change the settings or options in order to take full advantage of SideWinder 3D Pro features.   If your game:

- Prompts you to select a specific joystick and SideWinder 3D Pro is not listed, choose ThrustMaster or CH Flightstick Pro.   Move the SideWinder 3D Pro joystick switch to the appropriate position.

- Allows the joystick to control more than back-and-forth (x axis) and side-to-side (y axis) movement, such as controlling a throttle or rudder, refer to the manual that came with your game for help configuring the game to make the dial and rotation of the joystick handle operate these functions.

- Works with only the x and y axes, check to see if your game also works with two dual-axis joysticks.   If so, you may be able to change your game's configuration settings so that the slider and joystick rotation operate as the second joystick's axis (X2 = rotation, Y2 = slider).

Note

Using the SideWinder Game Device Software, you can record and assign keyboard actions to SideWinder 3D Pro base and handle buttons (buttons 1-8) with the Profile Editor.

Click here   to open the Profile Editor.

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

Overview of the SideWinder 3D Pro controls

To see a brief description of a joystick control, click the control in the picture.

Note

Using the SideWinder Game Device Software, you can record and assign keyboard actions to SideWinder 3D Pro base and handle buttons (buttons 1-8) with the Profile Editor.

Click here ▣ to open the Profile Editor.

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

Using the joystick switch

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

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).

If you're using the ideal setup, you can use all of the SideWinder 3D Pro controls.   Otherwise, the position of the joystick switch affects the SideWinder 3D Pro controls that you can use.   For example, if you place the joystick switch in position 2 when not using the ideal setup, the slider control and base buttons won't work.

Joystick control	Works in position 1	Works in position 2
Slider	Yes	No
Hat switch	Yes	Yes
Multiple buttons pressed at once	No	Yes
Handle buttons	Yes	Yes
Base buttons	No	No
Joystick rotation	Yes	Yes

See the manual that comes with your game to find out the controls that your game uses.   You may want to experiment to find out the switch position that works best with your game.

Note

The way in which the hat switch communicates with your game depends on the position of the joystick switch. If your game uses a hat switch, but the SideWinder 3D Pro hat switch isn't working, move the joystick switch to the other position.

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

The handle buttons

Four buttons on the handle correspond to conventional joystick buttons.   Different games use these buttons in different ways.

You can use the handle buttons to

- Fire weapons
- Select weapons
- Toggle cockpit options

Notes

- The number of buttons you can use depends on your game.   See the manual that came with your game to find out the number of joystick buttons your game uses and the purpose of each button in the game.
- Using the SideWinder Game Device Software, you can record and assign keyboard actions to SideWinder 3D Pro base and handle buttons (buttons 1-8) with the Profile Editor.

  Click here [image] to open the Profile Editor.

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

The base buttons

SideWinder 3D Pro has four base buttons that give you additional game actions from the joystick for games running under Microsoft Windows 95.

Notes

- The number of buttons you can use depends on your game.   Games designed for conventional two-button or four-button joysticks might not work with the SideWinder 3D Pro base buttons.   See the manual that comes with your game to find out the number of joystick buttons that your game uses and the function of each button for that game.
- Using the SideWinder Game Device Software, you can record and assign keyboard actions to SideWinder 3D Pro base and handle buttons (buttons 1-8) with the Profile Editor.

  Click here ⬛ to open the Profile Editor.

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

The hat switch

The hat switch gives you directional control with a touch of the 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

• Move from side to side or up and down in 3D games

Note

• See the manual that comes with your game to find out if your game works with a hat switch and to find out how the game uses the hat switch.   If your game works with a hat switch, but the SideWinder 3D Pro hat switch isn't working, move the joystick switch to the other position.

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

The slider

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

You can use the slider to

- Adjust thrust
- Adjust throttle
- Change altitude

Slider

Notes

- See the manual that comes with your game to find out if your game works with the slider for throttle or thrust.
- If your game works with throttle or thrust, but the slider isn't working, move the joystick switch to position 1.

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

Joystick rotation

Joystick rotation gives you a third handle movement with a flick of the wrist.   Use rotation in addition to conventional x-axis (side-to-side) and y-axis (back-and-forth) joystick movement.   Different games use rotation in different ways.

You can use rotation to

- Change point of view
- Turn an object
- Aim weapons
- Move the rudder
- Move from side to side

Note

See the manual that comes with your game to find out if your game works with joystick rotation and to find out how the game uses rotation.   Some games call this feature *rudder control.*

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

My joystick isn't working with my game

If nothing happens in your game when you move the joystick handle or press the buttons, try the following:

- Check to see if the SideWinder 3D Pro controls are working correctly.

  {button ,JI(`dev_joys.hlp>howto',`JOYS_Test')}   I want to test my joystick controls.

  If your joystick buttons work correctly in Game Controller Properties, your game may not be compatible with the joystick.   Check the Readme file for your SideWinder 3D Pro joystick, located in the Start menu, for a list of games that are known to be incompatible with your joystick.   See also to your game manual.

- Make sure your SideWinder joystick is connected securely to the 15-pin game port on your computer.   If your computer has a network card, do not connect a joystick (or any game device) to the 15-pin network connector.

- If your computer has a turbo switch, move the switch to the "on" position.

- Move the joystick switch on the base of the joystick to the other position and then back again.

- Make sure your have the following hardware and operating system:

  - IBM PC-compatible 486DX/66 or higher, with 8 megabytes of RAM and 6 megabytes of available hard disk space, and running Windows 95 operating system.

  - IBM PC-compatible game port, configured to I/O address 201.

- Check to see if your SideWinder 3D Pro joystick is assigned as Controller 1.

  {button ,JI(`dev_joys.hlp>howto',`JOYS_AssignID')} I want to check and set the controller number.

- Check to see if Windows is configured correctly for your game port.

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

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

The hat switch on my joystick isn't working

If your game works with a hat switch, but the hat switch isn't working, move the <u>joystick switch</u> to the other position. Moving the joystick switch changes the way the hat switch communicates with your game.

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

The slider on my joystick isn't working

If your game works with thrust or throttle, but the slider isn't working, move the <u>joystick switch</u> to position 1.   The slider is disabled when position 2 is selected.

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

Some of my joystick buttons don't work in my game

The number of buttons you can use depends on your game.   Not all of the SideWinder 3D Pro buttons work for all games.   See the manual that comes with your game to find out the number of buttons that the game works with and the function of each button for that game.

If your game uses the four base buttons and these buttons aren't working on the joystick:

- Make sure that the SideWinder Game Device Software 2.0 is installed.

- Check to see if your SideWinder 3D Pro joystick is assigned as Controller 1.

  {button ,JI(`dev_joys.hlp>howto',`JOYS_AssignID')} I want to check and set the controller number.

- Check to see if Windows is configured correctly for your game port.   For more information about game port issues, see the SideWinder 3D Pro Readme file on the Start menu.

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

Tip

Using the SideWinder Game Device Software, you can record and assign keyboard actions to SideWinder 3D Pro base and handle buttons (buttons 1-8) with the Profile Editor.   See "Creating Profiles for the SideWinder 3D Pro."

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

SideWinder 3D Pro Test Page

On this page you can test each of the joystick controls and handle movements to make sure that they are working correctly.

Press the button on your SideWinder joystick that you want to test.   If the same button lights up on the picture of the joystick on the screen, your SideWinder joystick is connected and working correctly.

You can also test the triggers and the hat switch in the same way.   When you press the hat switch, one of eight red arrow indicators will light, depending on the direction you press, to indicate that the switch is working correctly.

To test the movement of the joystick, grasp the handle and move it in all directions and note that the path of the handle is traced in the **Handle Movement** window.

SideWinder 3D Pro Settings Page

On this page you can turn the rudder control for your SideWinder 3D Pro on or off.

Several games allow you to use the rotation movement of your joystick handle as a rudder, such as when flying an airplane.   You can set your SideWinder joystick so that it provides rudder control with this type of game by clicking the **Rudder On** checkbox.   Clear the checkbox to turn the rudder control off.

SideWinder 3D Pro Diagnostics Page

The Diagnostics page displays information that may be useful in troubleshooting the joystick when in contact with Microsoft Technical Support.