

Introducing Microsoft SideWinder Precision Pro

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

Microsoft SideWinder Precision Pro

SideWinder Precision Pro increases performance in your favorite games.

- Digital mode enhances joystick performance for games running under Windows.
- Base buttons enable you to use additional game actions under 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.
- A “shift” button expands the number of joystick buttons from eight to 16 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 Precision 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 Precision Pro Online User's Guide Look here for answers to your questions about the SideWinder Precision Pro and the SideWinder Game Device software.



Joystick calibration

SideWinder Precision Pro is automatically calibrated when you

- Install the SideWinder Game Device Software 2.0
- Restart your computer

Important

To ensure that the correct center position is used for the joystick, don't touch the the joystick handle when starting your computer.

Notes

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

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

Set up your game for SideWinder Precision Pro

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

- Prompts you to select a specific joystick and SideWinder Precision Pro is not listed, choose ThrustMaster or CH Flightstick Pro.
- 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, see the manual that comes 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 axis (X2 = rotation, Y2 = slider).

Note

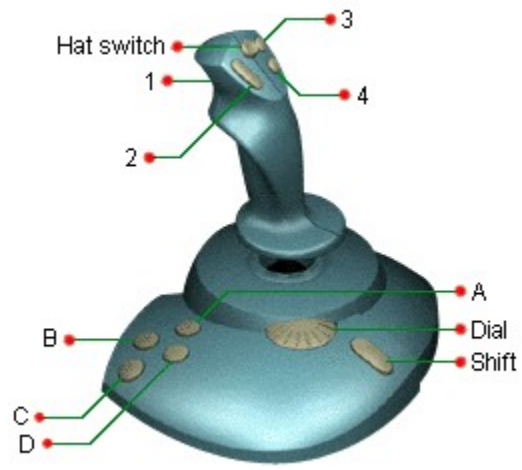
Using the SideWinder Game Device Software, you can record and assign keyboard actions to SideWinder Precision Pro base and handle buttons (buttons 1-8) with the Profile Editor.

Click here  to open the Profile Editor.

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


Overview of the SideWinder Precision 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 Precision Pro base and handle buttons (buttons 1-8) with the Profile Editor.

Click here  to open the Profile Editor.

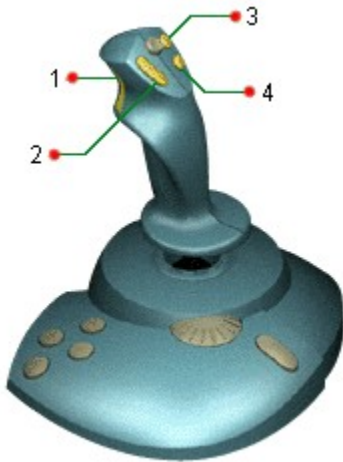
{button ,AL(` controls')} Related Topics

The handle buttons

Four buttons on the handle correspond to conventional joystick buttons. Different games use these buttons in different ways, but most games use button 1 (the trigger) to fire weapons.

You can use the other handle buttons to

- Load weapons
- Select weapons
- Assign targets
- Toggle cockpit options



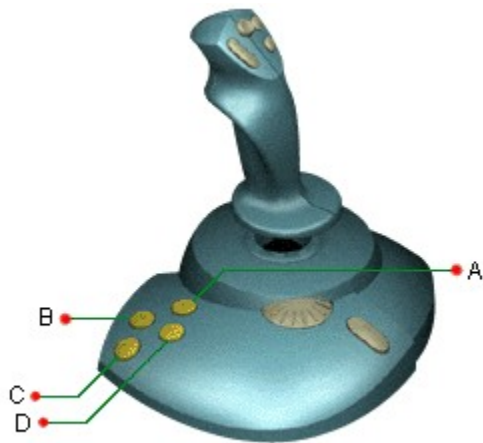
Note

- The number of buttons you can use depends on your game. See the manual that comes with your game to find out the number of joystick buttons that your game works with and the purpose of each button in the game.
- Using the SideWinder Game Device Software, you can record and assign keyboard actions to SideWinder Precision 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 base buttons

SideWinder Precision Pro has four base buttons that give you additional commands from the joystick for games running under Microsoft Windows 95.



Tips

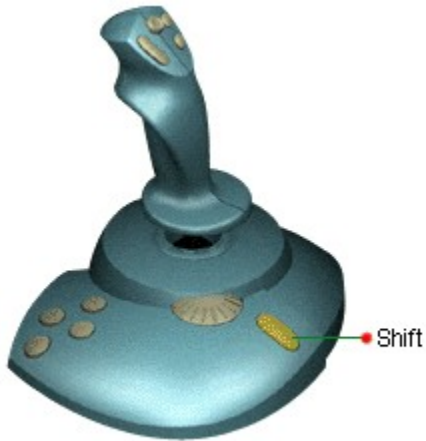
- The number of buttons you can use depends on your game. Games designed for conventional two-button or four-button joysticks might not work with the SideWinder Precision Pro base buttons. See the manual that comes with your game to find out the number of joystick buttons that your game works with and the function of each button for that game.
- Using the SideWinder Game Device Software, you can record and assign keyboard actions to SideWinder Precision 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 shift button

The Shift button on your joystick can be used in either of two ways, depending on how your game uses this button:

- As a ninth button. In addition to the four handle buttons and the four base buttons, the Shift button can operate in a game, as a ninth button, to be used as directed in the game.
- As a “shift” button. Some games assign a second function to each handle and base button, for a total of 16 button functions. To use an action assigned to one of the “shifted” buttons, hold down the Shift button and then press the handle or base button for that action.



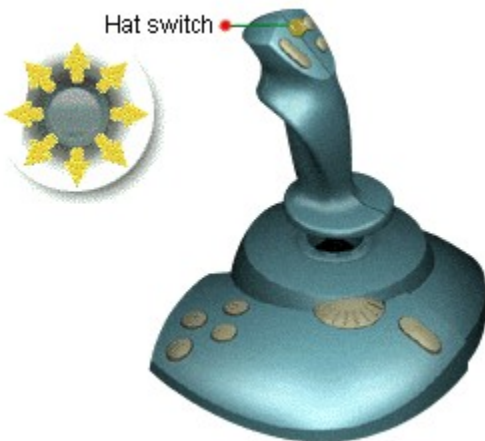
{button ,AL(` controls')} Related Topics

The hat switch

The hat switch gives you directional control with a touch of your 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 how the game uses the hat switch.

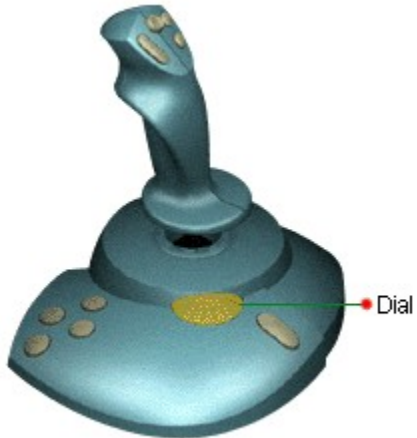
{button ,AL(` controls')} Related Topics

The dial

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

You can use the dial to

- Adjust thrust
- Adjust throttle
- Change altitude



Note

See the manual that comes with your game to find out how your game uses the dial.

{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 Precision Pro controls are working correctly.
{button ,JI(`dev_joy.s.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 Precision Pro joystick, located on the [Start menu](#), for a list of games that are incompatible with your joystick. See also your game manual.
- Make sure your joystick is connected securely to the 15-pin game port on your computer. If your computer has a 15-pin network card, make sure your joystick (or any game device) is not connected to it.
- If your computer has a turbo switch, move the switch to the “on” position.
- Make sure that you 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.
- Check to see if your SideWinder Precision Pro joystick is assigned as Controller 1.
{button ,JI(`dev_joy.s.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

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 Precision 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 Precision Pro joystick is assigned as Controller 1.
{button ,Jl(`dev_joy.s.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 Precision Pro Readme file on the [Start menu](#).
{button ,Jl(`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 Precision Pro base and handle buttons (buttons 1-8) with the Profile Editor. See "Creating Profiles for the SideWinder Precision Pro."

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

SideWinder Precision Pro Test Page

On this page you can test each of the SideWinder joystick controls and handle movement 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 joystick is connected and working properly.

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 your 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 Precision Pro Settings Page

On this page you can turn on the rudder control for your SideWinder Precision Pro.

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 Precision Pro Diagnostics Page

The Diagnostics page displays information that may be useful to troubleshoot the joystick when you contact Microsoft Technical Support.

