

Introducing Microsoft SideWinder Force Feedback Pro

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

Microsoft SideWinder Force Feedback Pro

The SideWinder Force Feedback Pro enhances the game-playing experience by letting you “feel” the actions taking place in your force feedback game. In addition, the SideWinder Force Feedback Pro features a revolutionary design, maximum comfort, and advanced programmability.

For games that don't yet provide force feedback technology, SideWinder Force Feedback Pro operates as a conventional joystick, but provides several additional features:

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



Connect the joystick to your computer and AC power

Before using the SideWinder Force Feedback Pro, you need to connect it to your computer and to the AC power. Connection to your computer is made by means of the game port mounted on the back of your sound card. Connection to the AC power is made with the included AC adapter.

To connect the SideWinder Force Feedback Pro:

- 1 Locate the 15-pin game port on your sound card at the back of your computer. If you have a 15-pin network card in your computer, be sure that you don't connect the joystick (or any game device) to it. Your game port will be located on your sound card, next to the place where you plug in your speakers, microphone, or headset.
- 2 Insert the SideWinder Force Feedback Pro connector *directly* into the game port making sure it's plugged in securely to the sound card.
- 3 Locate the power connection on the left side of the joystick and insert the cable from the AC adapter.
- 4 Plug the AC adapter into an AC wall outlet.


Important

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

Notes

- The 12-volt, 1.3A AC adapter provided with this product is either a UL approved Class 2 transformer or a TUV approved SELV limited power source. Use only the adapter provided.
- Make sure that the wall outlet is near the joystick, and is easily accessible.
- To use the force feedback feature of your joystick, your game port must be located on your sound card.


Test the forces in your joystick

- 1 Use the properties of the Game Controller Properties to test a variety of forces provided with your joystick. Click here  to open the Game Controller Properties.
- 2 In the **Device** list, select **Microsoft SideWinder Force Feedback Pro**, and then click **Properties**.
- 3 Click the **Test Forces** tab.
- 4 Grasp the joystick handle and press one of the handle buttons or base buttons to feel the corresponding force. You should feel a different force for each of the buttons.
- 5 Press the shift button to access a second set of test forces and repeat step 4.

Notes

- If the forces are absent, sluggish, intermittent, or seem delayed, you can click the **Diagnostics** tab and then the **Troubleshoot Force Feedback** button to start the troubleshooter.
- A sensor located within the joystick handle prevents the handle from moving unless you grasp it. This feature prevents the joystick handle from moving when not being held.


Set the force strength for your game

- 1 Use the properties of the Game Controller Properties to set the level of force feedback felt while playing your game.
Click here  to open the Game Controller Properties.
- 2 In the **Controller** list, select **Microsoft SideWinder Force Feedback Pro**, and then click **Properties**.
- 3 Click the **Settings** tab.
- 4 Click and drag the **Force Feedback** slider to the **Low**, **Med**, or **High** position, depending on the amount of force you want when playing your game.

Note

You can pause your game and try different settings for the force strength.

Set the joystick's return-to-center force

- 1 Use the properties of the Game Controller Properties to set how hard you have to push on the handle to move it from its center position.
Click here  to open the Game Controller Properties.
- 2 In the **Controller** list, select **Microsoft SideWinder Force Feedback Pro**, and then click **Properties**.
- 3 Click the **Settings** tab.
- 4 Click and drag the **Return to Center** slider to the **Soft**, **Med**, or **Rigid** position, depending on the amount of handle resistance you want to feel when playing your game. Select **Soft** if you want the joystick to offer minimum resistance to your hand movement, and **Rigid** for maximum resistance.

Note

You can pause your game and try different settings for the return-to-center strength while playing.

Joystick calibration


SideWinder Force Feedback 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 joystick handle when starting your computer.

Notes

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

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

Set up your game for the SideWinder Force Feedback Pro

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

- Prompts you to select a specific joystick and SideWinder Force Feedback 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

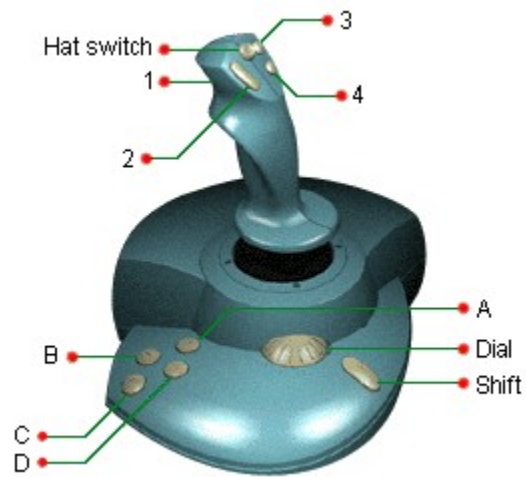
Using the SideWinder Game Device Software, you can record and assign keyboard actions to SideWinder Force Feedback Pro base and handle buttons (buttons 1-8) with the Profile Editor.

Click here  to open the Profile Editor.

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

Overview of the SideWinder Force Feedback Pro controls

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



Note

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Click here  to open the Profile Editor.

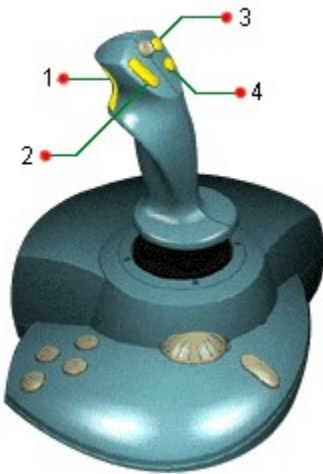
{button ,AL(`controls`)} Related Topics

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.

Games often use the other handle buttons to:

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



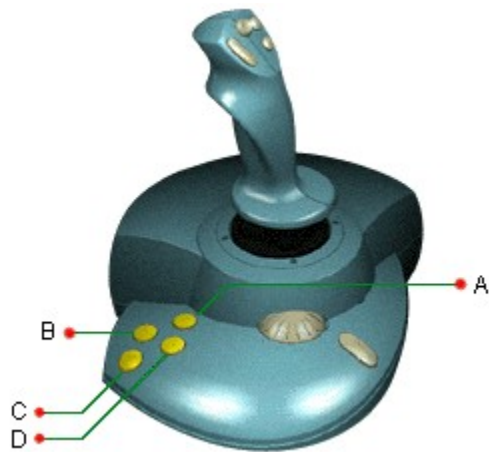
Notes

- 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 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 Force Feedback 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 Force Feedback Pro has four base buttons that give you additional game actions 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 Force Feedback Pro base buttons. See the manual that came 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 Force Feedback 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. Check your game manual to see if the game uses this button as:

- As a ninth button. In addition to the four handle buttons and the four base buttons, the Shift button may operate in a game, simply 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 the thumb. Different games use the hat switch in different ways, and a game may use the hat switch as an eight-way switch or a four-way switch.

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.

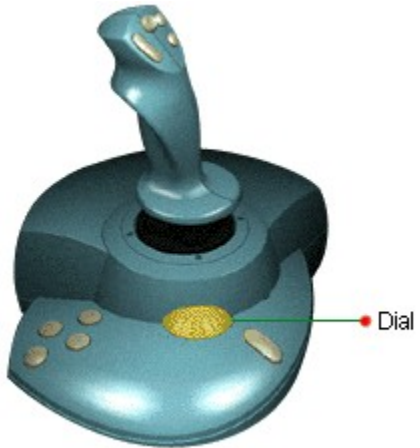
{button ,AL(`controls`)} Related Topics

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 type of handle movement. Use handle 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 came 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

Nothing happens in my game when I move my joystick

If your SideWinder Force Feedback Pro isn't affecting actions in your game, try the following:

- Check to see if the SideWinder Force Feedback 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 the Game Controller Properties, your game may not be compatible with the SideWinder Force Feedback Pro joystick or you may need to go into your game to turn on the joystick. Check the Readme file for your SideWinder Force Feedback 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 that 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 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.
 - IBM PC-compatible game port.
- Check to see if your SideWinder Force Feedback Pro joystick is assigned as Controller 1.
{button ,JI(`dev_joy.s.hlp>howto`,`JOYS_AssignID`)}
- Check to see if Windows is configured correctly for your game port.
{button ,JI(`dev_all.hlp>trbl`,`ALL_CkPortConfig`)}

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

 Related Topics

I'm not getting any forces with the actions in my game

If your SideWinder Force Feedback Pro isn't providing force feedback in response to your game, but your game is responding to handle movement and button presses, there may be a problem with the force feedback feature.

You can try to solve this problem by:

- Making sure that your joystick is connected securely to the 15-pin game port on your computer.
- Making sure that the AC adapter is plugged into your joystick and into the wall socket.
- Making sure that your game is force feedback enabled. If your game doesn't include the force feedback feature, the SideWinder Force Feedback Pro operates in a manner similar to a SideWinder digital joystick.
- Checking to see if your joystick is working correctly with the built-in forces.

{button ,Jl(`>howto',`JOLT_TestForces')}} I want to check the forces in my joystick.

If the built-in forces work correctly, you may need to check the MIDI settings on your sound card. You can use the Force Feedback Troubleshooter to check the MIDI settings. To do this, click the **Diagnostics** tab and then click the **Troubleshoot Force Feedback** button and follow the instructions.

- Checking to see if your SideWinder Force Feedback Pro joystick is assigned as Controller 1.
{button ,Jl(`dev_joyshlp>howto',`JOYS_AssignID')}} I want to check and set the controller number.
- Checking to see if Windows is configured correctly for your game port.
{button ,Jl(`dev_allhlp>trbl',`ALL_CkPortConfig')}} I want to check my game port configuration.

{button ,AL(`test;connect')}} 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 Force Feedback Pro buttons work for all games. See the manual that came with your game to find out the number of buttons 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 Force Feedback Pro joystick is assigned as Controller 1.
{button ,Jl(`dev_joyshlp>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 Force Feedback 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 Force Feedback Pro base and handle buttons (buttons 1-8) with the Profile Editor.


Click here  to open the Profile Editor.

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

The movement of my joystick seems sluggish or intermittent

A delayed or intermittent response by the joystick to forces in your may indicate an improper setting of the DMA mode required for certain sound cards.

You can check and set the DMA mode by:

- 1 Clicking here  to open the Multimedia Properties window.
- 2 Click the **Advanced** tab.
- 3 In the **Multimedia devices** window, double-click **Audio Devices**.
- 4 Select the listed audio device, click **Properties**, then click **Settings**.
- 5 If there is a **Use single-mode DMA** check box, select it.
- 6 Click **OK**.

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

SideWinder Force Feedback 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 trigger 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 that 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 Force Feedback Pro Settings Page

On this page you can:

- Set the level of forces returned to the joystick during game play. Click-drag the Force Feedback slider to select a low, medium, or high degree of force feedback
- Set the return-to-center position strength of the joystick handle. Select **Soft** if you want the joystick to offer minimum resistance to your hand movement; **Rigid** for maximum resistance.
- Turn the “rudder” control for your SideWinder Force Feedback Pro on. 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 Force Feedback Pro Diagnostics Page

The Diagnostics page provides access to procedures that aid in the solving of force feedback related problems. The Diagnostics page also displays information that may be useful in troubleshooting the joystick when in contact with Microsoft Technical Support.

SideWinder Force Feedback Pro Test Forces Page

The SideWinder Force Feedback Pro contains a predefined set of forces that you can “play back” as a way of testing your joystick without the need for a force feedback compliant game.

Grasp the joystick handle and press one of the handle buttons or base buttons to play the associated force. Press the shift button to access the second set of test forces and repeat the preceding step.

Note

A sensor located within the joystick handle prevents the handle from moving unless you grasp it. This feature prevents the joystick handle from attempting to move when not being used.

