

United States radio and TV interference regulations

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

The Microsoft hardware device(s) which accompanies this software can radiate radio frequency (RF) energy. If not installed and used in strict accordance with the instructions given in the printed documentation, the device may cause harmful interference with radio and TV reception. Any cable that is connected to the device must be a shielded cable that is properly grounded.

Your Microsoft hardware device has been tested, and it complies with the limits for a Class B computing device in accordance with the specifications in Part 15 of the U.S. Federal Communications Commission (FCC) rules. These limits are designed to provide reasonable protection against harmful RF interference in a residential installation. There is, however, no guarantee that RF interference will not occur in a particular installation.

To determine if your hardware device is causing interference, disconnect the device from your computer. If the interference stops, it was probably caused by the device. If the interference continues after you disconnect the hardware device, turn the computer off and then on again. If the interference stopped when the computer was off, check to see if one of the input/output (I/O) devices or one of the computer's internal accessory boards is causing the problem. Disconnect the I/O devices one at a time and see if the interference stops.

If your computer does cause interference, try the following measures to correct it:

- Relocate the radio or TV antenna until the interference stops.
- Move the computer farther away from the radio or TV, or move it to one side or the other of the radio or TV.
- Plug the computer into a different power outlet so that the computer and radio or TV are on different circuits controlled by different circuit breakers or fuses.
- If necessary, ask your computer dealer or an experienced radio-TV technician for more suggestions. You may find helpful information in the booklet "The Interference Handbook" (1993), published by the FCC. The booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402. The stock number is 004-000-00493-1.

Note

- Any changes or modifications not expressly approved by Microsoft could void the user's authority to operate this device.

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

Canadian interference-causing equipment regulations

This Class B digital apparatus meets all requirements of the Canadian Interference-Causing Equipment Regulations.

Cet appareil numérique de la classe B respecte toutes les exigences du règlement sur le matériel brouilleur du Canada.

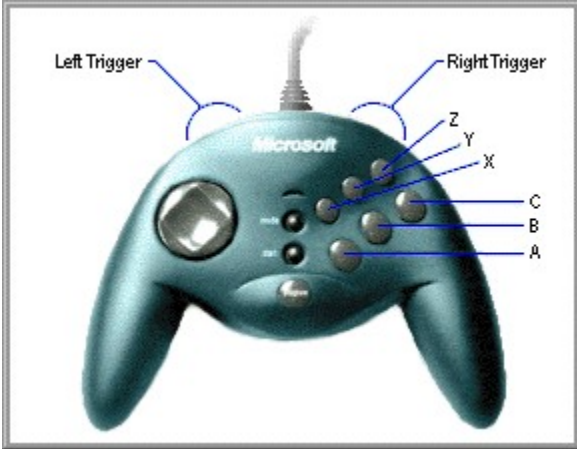
{button ,AL(`fcc')} Related Topics

Patents

Product	U.S. Patent Numbers	International Patent Numbers
Microsoft SideWinder game pad	Patents Pending.	Patents Pending.
Microsoft SideWinder joystick	D366,655	Taiwan: ND-049778 and other Patents Pending.
	D366,475	Germany: M9,504,786 Great Britain: 2,047,977 Ireland: 10,891 and other Patents Pending.
	D372,709	Germany: M9,509971.9 Great Britain: 2,052,472 Taiwan: ND-052380 and other Patents Pending.
	D371,773	Great Britain: 2,052,473 Taiwan: ND-052381 and other Patents Pending.
	Additional US Patents Pending.	

Buttons A, B, C, X, Y, Z, and the Triggers

The SideWinder game pad has eight gaming buttons: A, B, C, X, Y, Z, and the left and right triggers. Some games support fewer than eight buttons, and the move associated with each button can differ from game to game. Check your game documentation to see how many buttons your game supports and how the buttons work in that game.



The SideWinder game pad buttons correspond to buttons 1-8 on a joystick. However, for games played in an MS-DOS box under Windows 95, only four of the SideWinder game pad buttons are supported. The following table shows the functionality of the SideWinder buttons for games designed for Windows 95 and MS-DOS.

SideWinder game pad button	Games designed for Windows 95	Games designed for MS-DOS
A	Button 1	Button 1
B	Button 2	Button 2
C	Button 3	Not applicable
X	Button 4	Button 3
Y	Button 5	Button 4
Z	Button 6	Not applicable
Left trigger	Button 7	Not applicable
Right trigger	Button 8	Not applicable

Tip

- If your game supports a standard two-button joystick, only SideWinder game pad buttons A (button 1, usually the joystick trigger) and B (button 2) will work in your game.
- You can use the Microsoft Game Device Profiler to assign keystrokes and macros to some or all of the game pad buttons:
 - If your game supports fewer than eight gaming device buttons, and you use the keyboard for moves in your game (such as CTRL+T to fire torpedoes), you can eliminate the keyboard by assigning these moves to the extra buttons on your SideWinder game pad and SideWinder 3D Pro joystick.
 - Record sequences of SideWinder game pad button presses (called "macros") and assign the macros to your SideWinder game pad buttons. To play a macro in your game, hold down the Macro (M) button and press the designated SideWinder game pad button.

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

Connecting the SideWinder game pad to your computer


- 1 Locate the 15-pin game port on the back of your computer.

In many cases, your game port will be located on your sound card, next to the place where you plug in your speakers, microphone, or headset. If you have a network card on your computer, be sure that you don't connect the game pad (or any gaming device) to the 15-pin network port.

- 2 Insert the SideWinder game pad's connector into the game port on your computer, and make sure it's attached securely.



Notes

- After the game pad is connected, make sure that the light on your game pad is on. If not, press the Mode button once.
- You'll never need to calibrate the SideWinder game pad because it calibrates automatically!
- You can use the **Test** tab in Gaming Device Properties to make sure that your SideWinder game pad is connected properly and all buttons are working. Click here  to display Gaming Device Properties.

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

Connecting a PC gaming device to your SideWinder game pad

You can connect another type of PC gaming device (such as a Microsoft SideWinder 3D Pro joystick) to the game port located at the back of your SideWinder game pad. To switch back and forth between devices, press the Mode button on your SideWinder game pad.

To connect another PC gaming device to your SideWinder game pad


- 1 Connect your SideWinder game pad to the 15-pin game port on the back of your computer, and make sure that it's attached securely.

In many cases, your game port will be located on your sound card, next to the place where you plug in your speakers, microphone, or headset. If you have a network card on your computer, be sure that you don't connect the game pad (or any gaming device) to the 15-pin network port.

- 2 Insert the other device's connector into the game port on the back of the SideWinder game pad.



To use the other PC gaming device

- 1 Make sure the green light on the SideWinder game pad is off. If it's not, press the Mode button on the SideWinder game pad once to turn it off.
- 2 Make sure the device is configured correctly in Windows using Gaming Device Properties (most games require that your gaming device be configured as Device 1.)
Click here  to display Gaming Device Properties.
 - If the device is a Microsoft SideWinder 3D Pro joystick, then it's configured automatically to Device 1 as soon as you press the Mode button.
 - For other types of PC gaming devices, you may need to configure the device as Device 1 each time you switch between devices. The SideWinder game pad is automatically configured in Windows as Device 1 whenever the game pad light is on.
 - Depending on your game, you may be able to configure the other device as something other than Device 1 in Gaming Device Properties. In that case, you won't have to reconfigure the device each time you switch from the SideWinder game pad. However, some games require that your device be configured as Device 1 for full functionality. Check your game documentation.

Notes

- You can't use the SideWinder game pad and the other device at the same time.
- If you've connected multiple SideWinder game pads together in a chain, you can't connect another type of PC gaming device to the end of the chain (the other gaming device must be connected to the first and only SideWinder game pad).

Connecting multiple SideWinder game pads to your computer

Your game may allow two or more people to play at once on separate SideWinder game pads. (Check your game documentation.) If so, you can connect up to four SideWinder game pads to your computer by connecting them to each other in a chain.

To connect multiple SideWinder game pads


- 1 Connect the first SideWinder game pad to the 15-pin game port on the back of your computer, and make sure that it's attached securely.

In many cases, your game port will be located on your sound card, next to the place where you plug in your speakers, microphone, or headset. If you have a network card on your computer, be sure that you don't connect the game pad (or any gaming device) to the 15-pin network port.

- 2 Insert the second SideWinder game pad's connector into the game port at the back of the first game pad.
- 3 Repeat step 2 as necessary, plugging the third game pad into the back of the second game pad, and so on, until you have connected up to four SideWinder game pads together.



Notes

- When you connect multiple SideWinder game pads, all of the game pad lights are on automatically.
- You can only use multiple SideWinder game pads with games that support this feature.
- To use multiple game pads together in a chain, all game pads must be Microsoft SideWinder game pads.
- You can use the **Test** tab in Gaming Device Properties to make sure that all of your SideWinder game pads are connected properly and all buttons are working. Click here  to display Gaming Device Properties.

{button ,AL(` connecting;intro;assigning')} Related Topics

D-Pad (Directional Pad)

Use the D-Pad (Directional Pad) to move in eight different directions within your game. Check your game documentation to find out what the meaning of directional movement is for that game. For example, in a fighting game, the D-Pad might move the fighter forward and back, and allow your fighter to jump and crouch. In a baseball game, the D-Pad might move your batter left, right, forward, and back inside the batter's box.



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

Introducing the SideWinder game pad

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

Microsoft SideWinder game pad: the coolest digital game pad on the market. Gives you digital precision and control in your favorite games.

Microsoft Game Device Profiler: advanced game profiling software. Helps you customize how your SideWinder game pad buttons work in your favorite games.

Microsoft Gaming Device Properties: configuration software for the Windows 95 Control Panel. Helps you configure and test your SideWinder game pad and other gaming devices.

SideWinder Game Pad Online User's Guide: full-color, interactive documentation online, where you need it most! Provides step-by-step instructions for how to use the SideWinder game pad and the Game Device Profiler, troubleshooting tips, and more!

With your SideWinder game pad, you can:

- Play any game that is compatible with Windows 95 and supports a standard PC joystick. You can also play a game in an MS-DOS box under Windows 95.
- Connect up to four SideWinder game pads together for group play. Check your game documentation to see if your game supports this feature.
- Connect a Microsoft SideWinder 3D Pro joystick or another PC gaming device to your SideWinder game pad, so you don't need to disconnect one device in order to use the other.

Note


- To use a joystick or other PC gaming device connected to the SideWinder game pad, the green light on the game pad must be off. If the light is on, press the Mode button once to turn it off.

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

Macro (M) button

The Macro button on your SideWinder game pad lets you play macros that you've created with the Game Device Profiler. You can assign macros to buttons A, B, C, X, Y, Z, and the left and right triggers on your game pad.

To play a macro, hold down the Macro (M) button and then press the game pad button that you assigned to your macro.

Click here  to display the Game Device Profiler.



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

Mode button

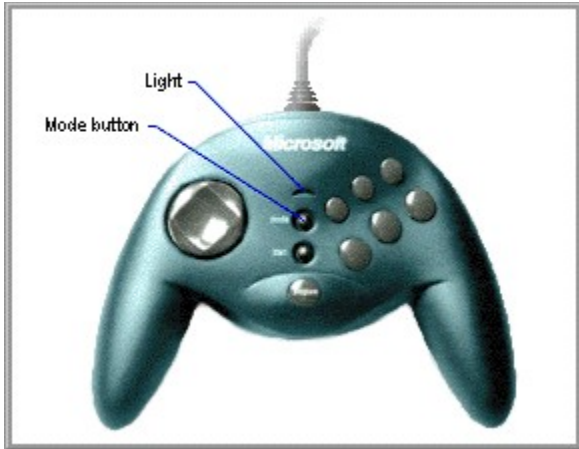
Press the Mode button to switch between the SideWinder game pad's two modes:

- Digital Overdrive


If the green light on the game pad is on, your SideWinder game pad is in Digital Overdrive mode, so you can use your SideWinder game pad.

- Pass-through

If the green light on the game pad is off, your SideWinder game pad is in Pass-through mode, so you can use devices attached to your SideWinder game pad.



Notes

- If you have multiple SideWinder game pads connected together, all of the game pads' lights are automatically on (in Digital Overdrive mode). If the light on one of the game pads is off, then there may be a problem with that game pad. In that case, contact your game pad retailer.
- You cannot use the SideWinder game pad and another type of PC gaming device at the same time.
- When you switch into Pass-through mode to use a gaming device (other than the SideWinder 3D Pro joystick) that is connected to the SideWinder game pad, you will need to configure the other device as Device 1 in Windows using Gaming Device Properties. No configuration is necessary when you switch between the SideWinder game pad and the SideWinder 3D Pro joystick, because both of these devices are automatically configured as Device 1 when you switch to one of them. Click here  to display Gaming Device Properties.

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

Overview of the SideWinder game pad controls

To see a brief description of a game pad control, click the control in the following picture.



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

Start button

With your game software running, press the Start button to start or restart the game. The Start button works only for games that specifically support the SideWinder game pad.



Tip

- If your game doesn't specifically support the SideWinder game pad, there may be a particular keystroke that starts the game (check your game documentation). If so, you can use the Game Device Profiler to assign that keystroke to one of the game pad buttons.

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

Button A

Button A corresponds to button 1 (generally the joystick trigger) on a standard joystick. Check your game documentation to see how your game uses button 1.

Button B

Button B corresponds to button 2 on a standard joystick. Check your game documentation to see how your game uses button 2.

Button C

Button C works as follows:

- If your game is designed for Windows 95, button C corresponds to joystick button 3. Check your game documentation to see how your game uses button 3.
- If you play your game in an MS-DOS box under Windows 95, button C does nothing.

Button X

Button X works as follows:

- If your game is designed for Windows 95, button X corresponds to joystick button 4.
- If you play your game in an MS-DOS box under Windows 95, button X corresponds to joystick button 3.

Check your game documentation to see how your game uses button 3 or 4.

Button Y

Button Y works as follows:

- If your game is designed for Windows 95, button Y corresponds to joystick button 5.
- If you play your game in an MS-DOS box under Windows 95, button Y corresponds to joystick button 4.

Check your game documentation to see how your game uses button 4 or 5.

Button Z

Button Z works as follows:

- If your game is designed for Windows 95, button Z corresponds to joystick button 6. Check your game documentation to see how your game uses button 6.
- If you play your game in an MS-DOS box under Windows 95, button Z does nothing.

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 3D Pro joystick are calibrated automatically. To calibrate a standard joystick, use Gaming Device Properties.

controller

A term used by most games to refer to the input 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.

default profile

The profile (a group of personalized settings for a particular device-game combination) that automatically loads when you start a particular game. In the Game Device Profiler, the default profile has a check mark in the **Load this profile when game starts** check box.

For example, you can create several Microsoft Fury3 profiles for a SideWinder game pad, and then choose one as the default profile. If you and your friends play games using multiple SideWinder game pads, each person can choose a default profile for his or her game pad.

Digital Overdrive mode

The mode on your SideWinder game pad that allows you to use the game pad itself, instead of devices that are attached to it.

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

D-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 documentation to see if your game supports all eight directions.

game executable file

The file (typically ending with an .exe or .com extension) that starts your game.

In order to load your game's default profile (containing your personal settings) every time you start a game, the Game Device Profiler needs to know the game's executable file.

game port

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

- Up to three more SideWinder game pads. (You connect them in a chain.)
- One other gaming 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 gaming 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.

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 gaming device, thereby creating a "keystroke-to-button assignment."

left trigger

The left trigger works as follows:

- If your game is designed for Windows 95, the left trigger corresponds to joystick button 7. Check your game documentation to see how your game uses button 7.
- If you play your game in an MS-DOS box under Windows 95, 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 therefore 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.

macro

Macros are sequences of game pad button presses. Using the Game Device Profiler, you can assign a sequence of SideWinder game pad button presses to one of the game pad buttons. To play the macro in your game, you use the Macro (M) button on the SideWinder game pad like a SHIFT key. Hold down the M button and then press the game pad button you assigned to the macro.

Macro button

The Macro (M) button on your SideWinder game pad lets you play macros that you've created with the Game Device Profiler.

To play a macro, 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 macro.

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 therefore 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 light on the game pad is off.

profile

A group of personalized settings for a particular device-game combination. Use profiles to specify how the buttons on your gaming device work in a particular game. Profiles can include:

- Keyboard moves. If your game supports fewer than eight gaming device buttons, and you use the keyboard for moves in your game (such as CTRL+T to fire torpedoes), you can eliminate the keyboard by assigning these moves to the extra buttons on your SideWinder game pad or SideWinder 3D Pro joystick.
- Macros. For the SideWinder game pad, you can assign a sequence of game pad button presses (called a "macro") to a single SideWinder game pad button.

right trigger

The right trigger works as follows:

- If your game is designed for Windows 95, the right trigger corresponds to joystick button 8. Check your game documentation to see how your game uses button 8.
- If you play your game in an MS-DOS box under Windows 95, the right trigger does nothing.

Start button


With your game software running, press the Start button to start (or restart) the game. The Start button works only for games that specifically support the SideWinder game pad.

Important Ergonomic Information



Some studies suggest that long periods of repetitive motion coupled with an improper computing environment and incorrect habits may be linked to certain types of physical discomfort or injury. These include carpal tunnel syndrome (CTS), tendinitis, tenosynovitis, and de Quervain's tendinitis. Take frequent breaks while using this game pad. If you feel aching, numbing, or tingling in your arms, wrists, or hands, consult a physician.

Assign an identification number to a gaming device


- 1 Click here  to display Gaming Device Properties.
- 2 Click **Device Assignment**.
- 3 Under **Device Selection**, select the device for which you want to set the identification number.
- 4 Under **Assignment**, select the identification number you want to use for the selected device.

Tips

- Most games require the device identification number to be set to Device 1.
- If your gaming device isn't responding, you may need to set the identification number for that device to Device 1.
- If you've connected a Microsoft SideWinder 3D Pro joystick to a Microsoft SideWinder game pad, the device you're using will be automatically assigned to Device 1.
- If you use another PC gaming device after using either the Microsoft SideWinder game pad or Microsoft SideWinder 3D Pro joystick, the device may not work unless you reassign that device to Device 1.
- Games that support multiple SideWinder game pads use Device 1 for the first game pad, Device 2 for the second game pad, and so on (up to Device 4, if four SideWinder game pads are connected). The device configuration is done automatically.

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

Test the SideWinder game pad

- 1 Click here  to display Gaming Device Properties.
- 2 In the **Device** list, click a SideWinder game pad.
- 3 Click **Test**.
- 4 Press the button on your SideWinder game pad that you want to test.

If the same button lights up on the picture of the game pad on the screen, your SideWinder game pad is connected properly.

Note

- If you have more than one SideWinder game pad connected to your computer, they all appear as pictures on the screen, and you can test the buttons on each game pad.

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

Uninstall the SideWinder game pad software

Follow these instructions to remove all of the SideWinder game pad software from your hard disk and return your system settings to their defaults.

- 1 Click the **Start** button, point to **Settings**, and then click **Control Panel**.
- 2 Double-click **Add/Remove Programs**.
- 3 Click **Microsoft SideWinder game pad**, and then click **Add/Remove**.

Notes

- Uninstalling the SideWinder game pad software removes the SideWinder game pad drivers, Online User's Guide, Readme.txt file, as well as the Game Device Profiler and Gaming Device Properties.
- If you have another Microsoft gaming device that uses the Game Device Profiler and Gaming Device Properties, reinstall the software that came with your other Microsoft gaming device.

Gaming Device Properties says my game pad isn't connected

Make sure that:

- The green light on your SideWinder game pad is on. If the light is off, press the Mode (M) button once.
- Your SideWinder game pad is connected securely to the 15-pin game port on your computer.
- You have not connected a game pad (or any gaming device) to the 15-pin network port, if you have one.
- Windows 95 is configured properly for your game port.
{button ,Jl(`gamepad.hlp>trbl',`gptrbCheckGamePortConfig')} I want to check my game port configuration.

{button ,AL(`testing;uninstall')} 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(`gamepad.hlp>trbl`,`gptrbGamePortConflictYes')} Yes

{button ,JI(`gamepad.hlp>trbl`,`gptrbGamePortConflictNo')} No

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

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 properly. For more information, see the documentation that came with your sound card or game card, or, contact your computer retailer.

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

Your game port is properly configured for Windows 95

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

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

I connected multiple SideWinder game pads together, but they're not working

Make sure that:

- The first SideWinder game pad is connected securely to the 15-pin game port on your computer. Then make sure the other SideWinder game pads are connected securely to each other.
- You have not connected a game pad (or any gaming device) to the 15-pin network port, if you have one.
- You have the following hardware, which is necessary to support multiple SideWinder game pads:
 - 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, configured to I/O address 201.
- The game pad buttons are working properly.

Click here  to display Gaming Device Properties.

In the list of devices, select the device you want to test, and then click **Test**. Press a button on your game pad and make sure that the corresponding button lights up on the screen.

If your game pad buttons work properly in Gaming Device Properties, but you are still unable to play your game, your game may not be compatible with the SideWinder game pad. Check the Readme.txt file included on the SideWinder game pad compact disc for a list of games that are known to be incompatible with the SideWinder game pad. Also refer to your game documentation.

- The green light on each SideWinder game pad is on. When you connect multiple SideWinder game pads together, the lights on all of the game pads are automatically on. If the light on any of the game pads is off, then there may be a hardware problem with that game pad. In that case, contact your game pad retailer.
- Windows 95 is configured properly for your game port.

{button ,Jl(`gamepad.hlp>trbl',`gptrbCheckGamePortConfig')} I want to check my game port configuration.

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

My game froze while I was using my SideWinder game pad

If your game freezes or starts working in slow motion while you're using your SideWinder game pad, 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 that all game pads are connected securely. If your computer has a network card, do not connect a game pad (or any gaming device) to the 15-pin network port.
- The green light on your SideWinder game pad is on. If the light is off, press the Mode (M) button once.
- If you have connected multiple SideWinder game pads together, make sure the light on each SideWinder game pad is on. When you connect more than one SideWinder game pad, the lights on all of the game pads are automatically on. If the light on any of the SideWinder game pads is off, then there may be a hardware problem with that game pad. In that case, contact your game pad retailer.

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

My SideWinder game pad isn't working

Make sure that:

- The green light on your SideWinder game pad is on. If the light is off, press the Mode (M) button once.
- Your SideWinder game pad is connected securely to the 15-pin game port on our computer. If you've connected multiple SideWinder game pads together, make sure that all game pads are connected securely. If your computer has a network card, do not connect a game pad (or any gaming device) to the 15-pin network port.
- You have the following hardware:
 - 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, configured to I/O address 201.
- The game pad buttons are working properly.

Click here  to display Gaming Device Properties.

In the list of devices, select the device you want to test, and then click **Test**. Press a button on your game pad and make sure that the corresponding button lights up on the screen.

If your game pad buttons work properly in Gaming Device Properties, your game may not be compatible with the SideWinder game pad. Check the Readme.txt file included on the SideWinder game pad compact disc for a list of games that are known to be incompatible with the SideWinder game pad. Also refer to your game documentation.

- Your SideWinder game pad is assigned as Device 1 in Windows in Gaming Device Properties.

Click here  to display Gaming Device Properties.

In the list of devices, check to see if **Microsoft SideWinder game pad** is assigned as ID 1. If not, click **Device Assignment**. In the **Assignment** box, click Device 1. In the **Device Selection** box, click **Microsoft SideWinder game pad**.

- Windows 95 is configured properly for your game port.

{button ,Jl(`gamepad.hlp>trbl',`gptrbCheckGamePortConfig')} I want to check my game port configuration.


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

My SideWinder game pad profile isn't working correctly

Make sure that:

- The green light on your SideWinder game pad is on. If the light is off, press the Mode (M) button once.
- In the Game Device Profiler, you have associated your game with the SideWinder game pad and that you have created a profile for your game.
- In the Game Device Profiler, the profile you want to use is set as the default profile for that game.
- If you have connected multiple SideWinder game pads together, make sure the light on each SideWinder game pad is on. When you connect more than one SideWinder game pad, the lights on all of the game pads are automatically on. If the light on any of the game pads is off, then there may be a hardware problem with that SideWinder game pad. In that case, contact your game pad retailer.

For more information about your SideWinder game pad profiles, check the Game Device Profiler Online User's Guide, available from the **Help** menu in the Game Device Profiler.


Click here  to display the Game Device Profiler.

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

My other gaming device isn't working

Many games require that your gaming device be assigned as Device 1 in Windows 95. If you're switching between two Microsoft SideWinder digital gaming devices, this happens automatically. However, if you switch between any other gaming device and a SideWinder digital gaming device, you need to manually reassign the current device as Device 1 each time you switch.

To change your device assignment to Device 1

- 1 Click here  to display Gaming Device Properties.
- 2 Click **Device Assignment**.
- 3 Under **Assignment**, click **Device 1**.
- 4 Under **Device Selection**, click the device you want to set as Device 1.

If your device still isn't working, check the documentation that came with your device or contact your retailer.

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

