

Assign an identification number to a gaming device

- 1 Click here  to display Gaming Device Properties.
- 2 Click **Device Assignment**.
- 3 Under **Assignment**, select the identification number you want to use for the selected device. (The numbers range from **Device 1** to **Device 16**.)
- 4 Under **Device Selection**, select the device for which you want to set the identification number.

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.

Calibrate a standard gaming device

- 1 Click here  to display Gaming Device Properties.
- 2 From the list, select the gaming device you want to calibrate.
- 3 Click **Settings**.
- 4 If your joystick has a rudder, make sure the **Rudder Activation** check box is selected.
- 5 Click **Calibrate**, and then follow the instructions on your screen.

Tip

- Click here  to start the Add New Hardware Wizard if you have not yet installed your joystick.

Change SideWinder 3D Pro joystick settings

- 1 Click here  to display Gaming Device Properties.
- 2 Click **Settings**.
- 3 If your game supports rudders, make sure the **Rudder Activation** check box is selected.

Test SideWinder 3D Pro joystick controls

- 1 Click here  to display Gaming Device Properties.
- 2 From the list, select the SideWinder 3D Pro that you want to test.
- 3 Click **Test**.
- 4 Move the joystick or press the button you want to test. If the joystick cross-hairs move, or if the corresponding button lights up on the screen, then your joystick is connected properly.

Notes

- If your SideWinder 3D Pro joystick controls work properly in Gaming Device Properties, but SideWinder 3D Pro doesn't work in your game, your game may not be compatible with the SideWinder 3D Pro. Check the Readme.txt file included on the SideWinder 3D Pro disk for a list of games that are known to be incompatible with the SideWinder 3D Pro joystick. Also refer to your game documentation.
- If the SideWinder 3D Pro joystick controls don't work in Gaming Device Properties, check that:
 - Your SideWinder 3D Pro joystick is connected securely to the 15-pin game port on our computer. If your computer has a network card, do not connect a game pad (or any gaming device) to the 15-pin network port.
 - Your SideWinder 3D Pro joystick is assigned as Device 1 in the Gaming Device Properties window. If it's not Device 1, click **Device Assignment**. From the **Device Assignment** box, select **Device 1**. In the **Device Selection** box, select the SideWinder 3D Pro joystick.

Test SideWinder game pad buttons

- 1 Click here  to display Gaming Device Properties.
- 2 From the list, select the SideWinder game pad that you want to test.
- 3 Click **Test**.
- 4 Press the SideWinder game pad button you want to test. If the button lights up on the screen, then the button works, and your game pad is connected properly.

Notes

- If your SideWinder game pad buttons work properly in Gaming Device Properties, but your SideWinder game pad doesn't work in 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.
- If the SideWinder game pad buttons don't work in Gaming Device Properties, check the following:
 - The light on your SideWinder game pad is on. If the light is off, press the Mode button once.
 - 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, check 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.
 - Your SideWinder game pad is assigned as Device 1 in the Gaming Device Properties window. If it's not Device 1, click **Device Assignment**. From the **Device Assignment** box, select **Device 1**. In the **Device Selection** box, click **Microsoft SideWinder game pad**.
 - For more troubleshooting tips, click here  to display the SideWinder Game Pad Online User's Guide.

Select an identification number you want to assign to the device you selected in the **Device Selection** list box. Many games require that your gaming device be assigned in Windows as Device 1.

If you have connected a Microsoft SideWinder 3D Pro joystick to your Microsoft SideWinder game pad, the device you're using automatically updates to Device 1 whenever you switch between devices. However, if you use another gaming device after using the SideWinder game pad, you will need to reassign your device to Device 1 when you want to use it.

Click the name of the device you want to set the identification number for. Then select the identification number for the device in the **Assignment** list box.

Click to change the device identification number for the selected device. Many games require that your gaming device be assigned in Windows as Device 1.

If you have connected a Microsoft SideWinder 3D Pro joystick to your Microsoft SideWinder game pad, both devices automatically update to Device 1 whenever you switch between devices. However, if you use another gaming device after using the SideWinder game pad, you will need to reassign your device to Device 1 each time you switch between devices.

Lists the devices that are currently assigned to a Windows system identification number.

[Click to view or change the properties for the selected gaming device.](#)

Click to test the selected gaming device.

Click to turn on the joystick rudder(s). If this check box is unavailable, the device you selected doesn't have rudder controls.

Click to calibrate your joystick. This sets the range of motion for your joystick. If your joystick has a throttle, point-of-view (POV) hat switch, or rudder controls, you can also calibrate these controls.

Press a button or control on your Microsoft digital gaming device. If the control is working and the device is connected properly, then that button or control will light up on the screen.

Test your joystick's buttons by pressing a button on your joystick. If the button is working properly, then that button will light up on the screen. Button number assignments are determined by your joystick's manufacturer.

Test your joystick's range of motion by moving its handle around in circles. If you don't see a response in this box, recalibrate your joystick. Note that the Microsoft SideWinder 3D Pro joystick calibrates itself automatically.

Test your joystick's rudder controls, if it has them, by moving them from side to side. If they don't respond correctly (such as if the gauge doesn't match your joystick movement, or the gauge doesn't move from top to bottom), recalibrate your joystick. Note that the Microsoft SideWinder 3D Pro joystick calibrates itself automatically.

Test your joystick's throttle control, if it has one, by moving it back and forth. If it doesn't respond correctly (such as if the gauge doesn't match your joystick movement, or the gauge doesn't move from top to bottom), recalibrate your joystick. Note that the Microsoft SideWinder 3D Pro joystick calibrates itself automatically.

Test your joystick's point-of-view (POV) hat switch, if it has one, by moving it up, down, left, and right. If it doesn't respond correctly (such as the arrows don't match your joystick movement), recalibrate your joystick. Note that the Microsoft SideWinder 3D Pro joystick calibrates itself automatically.

