Introducing the Game Device Profiler

With the Game Device Profiler, you can create personalized <u>profiles</u> for your Microsoft SideWinder digital gaming devices.   You can create many profiles for each <u>device-game combination</u>, and then select one profile to load automatically whenever you start a game.

The Game Device Profiler can help you get the most out of your favorite games!

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

Overview of creating a profile

There are three steps to creating a profile:

1 Select the gaming device for which you want to create a profile.

2 Associate one or more games with that device.

3 Create one or more profiles for each device-game combination.

- Profiles for the Microsoft SideWinder game pad can include keystroke-to-button assignments, macros, or both.
- Profiles for the Microsoft SideWinder 3D Pro joystick can include only keystroke-to-button assignments.

Tips

- When you select a device in the list of devices, games, and profiles, general information about how to create a profile will appear in the Game Device Profiler.
- The first profile you create for a particular device-game combination automatically becomes the default profile for the device-game combination.
- In the list of devices, games, and profiles, the default profile has a yellow check mark next to it.
- After you've created at least one profile for a device-game combination, you don't need to have the Game Device Profiler open in order to use the profile. The keystroke and macro assignments in your default profile are available to you every time you start your game.

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

Overview of SideWinder game pad macros

With the Game Device Profiler, you can assign a sequence of game pad button presses (called a "macro") to a single SideWinder game pad button.

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.

You can assign a macro to any of the following SideWinder game pad buttons:

• Buttons A, B, and C

• Buttons X, Y, and Z

• Left and right triggers
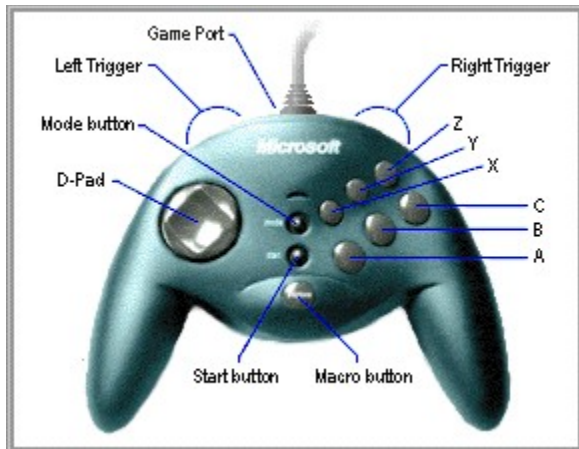
Your SideWinder game pad macro can include:

• D-Pad presses in any direction.

• Button presses for any game pad button (buttons 1-8) that your game supports.   For example, if a game supports only a 2-button joystick, then your SideWinder game pad macros can include only button presses for A (button 1) and B (button 2).

Your SideWinder game pad macro cannot include:

• Another macro.

• Button presses for keystroke-to-button assignments.

• Button presses for buttons not supported by your game.

Tips

• You can assign both a keystroke and a macro to the same SideWinder game pad button.

• If your macro includes button presses for SideWinder game pad buttons that your game doesn't support, the button presses will be ignored by your game (even though you can see them in the macro recording area). Therefore, the macro won't work as you intended it to work.   Make sure that you check your game documentation.

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

Macro symbols

When you record a macro for your SideWinder game pad, the Game Device Profiler displays a symbol for each button you press on the SideWinder game pad.   These symbols represent:

- The specific buttons you pressed on your SideWinder game pad, such as L (left trigger) or A (button A).
- Whether you recorded a tap move or a hold move.   (How long you press a button determines whether you want a tap move or a hold move.)
- Whether you pressed buttons at the same time, or in sequence.

After you record a macro, you may want to test it by doing one or more of the following:

- Check a sequence of moves listed in your game documentation and see if you've created the macro for it correctly.
- Try the macro in your game to see if it produces the expected results.

Tap Move

An outlined or hollow symbol means you tapped a button for less than one second.   For example, the following sequence shows that you tapped D-Pad right, released it, and then tapped the A button.


Hold Move

A filled in or black symbol means you pressed a button for one second or longer.   For example, the following sequence indicates that you held D-Pad right, released it, and then held the A button.


Lift Up All Buttons

A comma between symbols means you released all buttons before pressing the next button.   For example, the following sequence indicates that you tapped D-Pad up, released it, held the A button, released it, and then held the B button.
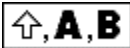
Connect

A plus sign between symbols means you pressed two or more buttons at once.   For example, the following sequence indicates that you pressed (and held down) A and B at the same time.
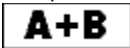
Tips

- If a filled symbol is connected to a hollow symbol, it means that you pressed the first button (filled symbol) and held it, pressed the second button (hollow symbol) quickly, and then released both buttons.
- If you include button presses in your macro for SideWinder game pad buttons that your game doesn't support, the button presses will be ignored by your game (even though you can see them in the macro recording area).   Therefore, the macro won't work as you intended it to work.   Make sure that you check your game documentation to find out which buttons it supports.

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

Using your profiles with your games

After you've created one or more <u>profiles</u> for a particular <u>device-game combination</u>, the <u>default profile</u> automatically loads whenever you start that game.

Use the settings in your default profile as follows:

- To perform a move in your game that you used to do by keystroke, press the SideWinder game pad or joystick button that you assigned the keystroke to.
- To use a SideWinder game pad macro, hold down the Macro (M) button on your SideWinder game pad and press the button that you assigned the macro to.

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

Associate a game with a gaming device

Follow these steps to specify a <u>device-game combination</u>.

1   Click here   to display the Game Device Profiler.
2   In the list of devices, games, and profiles (upper-left corner), click the device that you want to associate with your game.
3   Click **Add Game**.
4   Under **Game Title**, type the name of the game.   The name you type will appear in the list of devices, games, and profiles.
5   Under **Look In**, select the drive and folder where your game's <u>executable file</u> is located.

6   In the list of files, select your game's executable file.   This file typically ends with an .exe or .com extension.

     Or, if you know the path and file name of your game's executable file, you can type it in the **File name** box.

7   Click **OK**.

Note

• An MS-DOS batch file (which ends in .bat) may be the file that starts your game.   If so, you need to know the name of the game's executable file in order to associate the game with a gaming device.

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

Assign keystrokes to a button on your gaming device

Follow these steps to create keystroke-to-button assignments for your SideWinder gaming devices.

1   Click here   to display the Game Device Profiler.
    Make sure you have already associated the game with a gaming device, and created at least one profile for that device-game combination.
2   In the list of devices, games, and profiles, click the profile you want to edit.
3   Click **Keystroke**.
4   Press the button on your game pad or joystick that you want to associate with a keystroke.
5   Type the keystroke on the keyboard.

    Note: Your keystroke can consist of either one or two keys.   If your keystroke is two keys, you must type the keys at the same time, such as pressing CTRL and T simultaneously.

6   Click **Save**.

7   To assign another keystroke to a button, repeat steps 4 through 6.

Tips
- To delete a keystroke assignment, click the corresponding button on the picture of your SideWinder gaming device, and then click **Clear Keystroke**.
- Make sure that your game supports keystrokes while you are using a gaming device.   Some games disable keyboard input when a game pad or joystick is the selected game controller.

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

Copy a profile to another game

1   Click here ▣ to display the Game Device Profiler.
2   In the list of devices, games, and <u>profiles</u>, click the profile you want to copy.
3   On the **Edit** menu, click **Copy**.
4   In the list of devices, games, and profiles, click the game to which you want to copy the profile.
If your game is associated with more than one device, make sure that you click the game under the correct device.
5   On the **Edit** menu, click **Paste**.

Notes

•   Copied profiles work only between games that use the same keystrokes and game pad button moves.

•   If you copy a profile to a game associated with another device, the device needs to be the same type of device.   For example, if you're using two SideWinder game pads, you can copy a profile from one to another, but you cannot copy a game pad profile to a SideWinder 3D Pro joystick.

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

Create a new profile

1   Click here   to display the Game Device Profiler.   Make sure you have already associated the game with a gaming device.

2   In the list of devices, games, and <u>profiles</u>, click the game you want to create the profile for.   If your game is associated with more than one device, make sure that you click the game listed under the device you want to use.

3   Click **New Profile**.

4   In the list of devices, games, and profiles, type a name for the profile in the box provided.   For example, you can type your own name.

5   Assign keystrokes to a button on your gaming device.   (See Related Topics.)

6   Record a SideWinder game pad macro.   (See Related Topics.)

7   Click **Save**.

Tips

- You can create multiple profiles for the same <u>device-game combination</u>.   For example, in a fighting game, you can create a separate profile for every character.

- You can copy a profile from one game to another.   Copied profiles work only between games that use the same keystrokes and game pad button moves.

- The first profile you create for a particular device-game combination automatically becomes the <u>default profile</u> for the device-game combination.

{button ,AL(`AddGame;macros;keystrokes;copy')} Related Topics

Delete a game associated with a device

1   Click here   ▣   to display the Game Device Profiler.
2   In the list of devices, games, and profiles, click the game you want to delete.   If your game is associated with more than one device, make sure that you click the game listed under the appropriate device.
3   Click **Delete**.

Note

- Deleting a game that is associated with a particular device also deletes all profiles for that device-game combination.

{button ,AL(`delete;AddGame')} Related Topics

Delete a keystroke-to-button assignment

1 Click here to display the Game Device Profiler.
2 In the list of devices, games, and profiles, click the profile you want to edit.
3 Click **Keystroke**.
4 On your game pad or joystick, press the button that is assigned to the keystroke you want to delete.
5 Click **Clear Keystroke**, and then click **Save**.

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

Delete a profile

1   Click here ⬜ to display the Game Device Profiler.
2   In the list of devices, games, and profiles, click the profile you want to delete.
3   Click **Delete**.

Note

• If you delete the only profile associated with a game, the Game Device Profiler also removes the game.   If you want to keep this device-game combination, create another profile before deleting the first.

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

Delete a SideWinder game pad macro

1   Click here ▣ to display the Game Device Profiler.
2   In the list of devices, games, and profiles, click the profile you want to edit.
3   Click **Advanced**.
4   In the picture of the game pad, click the button that is assigned to the macro you want to delete.
5   In the macro recording area, click **Clear**.

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

Edit an existing profile

1   Click here to display the Game Device Profiler.
2   In the list of devices, games, and profiles, click the profile you want to edit.
3   Add, delete, or change <u>keystroke-to-button assignments</u> for your gaming device.
4   Record, clear, or re-record SideWinder game pad macros.
5   Click **Save**.

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

Move a profile from one game to another

1   Click here   to display the Game Device Profiler.
2   In the list of devices, games, and profiles, click the profile you want to move.
3   On the **Edit** menu, click **Cut**.
4   Click the game to which you want to move the profile.
5   On the **Edit** menu, click **Paste**.

Notes

- Moving profiles works only between games that use the same keystrokes and game pad button moves.

- If you move a profile to a game associated with another device, the device needs to be the same type of device.   For example, if you're using two SideWinder game pads, you can move a profile from one to another, but you cannot move a game pad profile to a SideWinder 3D Pro joystick.

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

Record a SideWinder game pad macro

1   Click here   to display the Game Device Profiler.

2   In the list of devices, games, and profiles, click the profile you want to edit.

3   Click **Advanced**.

4   In the game pad picture, click the game pad button to which you want to assign the macro.

5   To start recording, click the   button.

6   On your game pad, press the sequence of buttons for your macro.

7   When you have finished recording, click the button.

8   In the text box below the Clear Macro Name button, type a name for your macro.

Tips

- To erase the macro and start over, click the gray **Clear** button in the macro recording area.

- To clear the macro name you just typed, click the green **Clear Macro Name** button.

- If you don't want to save a macro you just recorded, click **Cancel**.

- You can assign both a keystroke and a macro to the same button.

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

Rename a game or profile

1   Click here   to display the Game Device Profiler.
2   In the list of devices, games, and profiles, right-click the game or profile you want to rename.
3   On the shortcut menu, click **Rename**.
4   Type a new name for the game or profile.
5   Click **Save**.

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

Save a profile

1   Click here to display the Game Device Profiler.
2   Create a new profile or edit an old one.
3   Click **Save**.

Tip

•   You can save the same profile for another game or device by using the **Copy** and **Paste** commands on the
    Edit menu.   However, the profile will work only with games that use the same keystrokes and game pad
    button moves.

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

Set a default profile for a game

1   Click here   to display the Game Device Profiler.
2   In the list of devices, games, and profiles, click the profile you want to set as your game's <u>default profile</u>.
3   Make sure that there is a check mark in the **Load this profile when game starts** check box.   If there isn't, click the check box.
4   Click **Save**.

Tip

- If you have only one profile for a game, you don't have to set it as the default profile.   This happens automatically.

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

Switch profiles while playing your game

1   Click here ▣ to display the Game Device Profiler.
2   Right-click the profile that you want to use, then click **Set As Default**.
3   Press ALT+TAB to switch back to your game.   (The profile is automatically in use.)

Tip

- Because you can create multiple profiles for the same game, you can switch from one profile to another while you're playing a game (such as switching from one character to another).

- Some games do not support the Windows 95 ALT+TAB functionality.   In this case, your game may stop responding if you press ALT+TAB.

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

Play a SideWinder game pad macro in your game

- Press the Macro (M) button on the SideWinder game pad while you press the game pad button you assigned to the macro.

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

Play a keystroke-to-button assignment in your game

- Press the SideWinder game pad or joystick button that you assigned the keystroke to.

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

Type the name you want to call your game.   This could be the game's title or a nickname you create for your game.

To specify the file name of your game's executable file, type its file name in the **File name** box.   Or, browse for the file name using the **Look in** box.

Open the folder where your game's executable file is located.   This file typically ends with an .exe or .com extension.

To open a folder on a different drive, click the location you want in the **Look in** box.   The contents of the selected drive or folder are displayed below the **Look in** box.

Click to save this game's association to the device you selected in the Game Device Profiler.

I want the same profiles for a game on my PC and a network

To do this, you need to associate two copies of the game's file name with your device in the Game Device Profiler:

- one for the game's file name on your computer's hard disk.
- one for the game's file name on the network drive.

When you associate a game with a device, you're telling the Game Device Profiler both the game's file name and its location.

Tip

- To copy the <u>profiles</u> from one copy of the game to the other, use the **Copy** and **Paste** commands on the **Edit** menu.
- To easily identify a network game, in the **Add Game** dialog box, name the network copy of your game beginning with "Net," such as "Net-Microsoft Flight Simulator."

{button ,AL(`copy;AddGame')} Related Topics

My SideWinder game pad macro isn't working

Try the following:

- In the Game Device Profiler, make sure that the profile that contains your macro is set as the <u>default profile</u>.
- Open the profile you're using for this <u>device-game combination</u> and make sure that you have assigned the macro to a game pad button.   You can tell if a macro exists for a button by clicking the button on the screen and seeing if there are macro symbols in the macro recording area.
- Practice the move in your game to get the timing just right, then try re-recording your macro using the Game Device Profiler.   (For example, if your game required a button tap instead of a hold, the macro wouldn't work.)
- Make sure that the move you assigned as a macro is one that your game uses.   (Check your game documentation.)
- If the <u>profile</u> you're using is one you copied from another game, make sure that both games use the same moves.   A macro that works in one game may not work in another game.

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

My keystroke-to-button assignments aren't working

Try the following:

- In the Game Device Profiler, make sure that the profile that contains your keystroke-to-button assignment is set as the default profile.

- Make sure that you assign keystrokes only to buttons that are not already used by your game.

- Open the profile you're using for this device-game combination.   Make sure the keystroke-to-button assignment uses the keys you intended, and also compare it with your game documentation.

  Note: Your keystroke can consist of either one or two keys.   If your keystroke is two keys, you must type the keys at the same time, such as pressing CTRL and T simultaneously.

- Make sure that your game supports keystrokes when using a gaming device.   Some games disable keyboard input if you have selected a game pad or joystick as the game controller.

- Only use your keystroke-to-button assignments within your game.   If you try to use them outside of your game (such as while you're in a Help window), they may not work.

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

My game or profile doesn't appear

Try the following:

- Make sure that you have associated your game with the gaming device you plan to use, and have then created at least one profile for that device-game combination.   You may have created a profile for the right game but with a different gaming device.

- After you create or edit a profile, make sure that you save it by clicking **Save**.

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

My gaming device doesn't appear

The Game Device Profiler supports only Microsoft digital gaming devices that are installed in Windows 95.   If you don't see your Microsoft digital gaming device listed in the Game Device Profiler, make sure that:

- Your SideWinder game pad is connected securely to the 15-pin game port on your computer.   If you have connected multiple SideWinder game pads together, make sure all game pads are connected securely, including the first game pad in the chain of game pads.

- You have not connected a game pad (or any gaming device) to the 15-pin network port, if you have one.

- The light on your SideWinder game pad is on.   If the light is off, press the Mode 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 for all of the game pads automatically go 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.

- 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.

    - PC-compatible game port.

- The game pad buttons are working properly.

    Click here   to display Gaming Device Properties.
From the list of devices, select the device you want to test, and then click **Test**.   (If you have multiple game pads, you can select all of them at once, 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 works properly in Gaming Device Properties, your game may not be compatible with the SideWinder game pad.   Check the Readme.txt file included on your 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.

- Windows 95 is configured properly for your game port.

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

{button ,AL(`testing')} 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(`profiler.hlp>trbl',`gctrbGamePortConflictYes')} Yes

{button ,JI(`profiler.hlp>trbl',`gctrbGamePortConflictNo')} 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 can't get the right profile to work

If you created more than one profile for a particular device-game combination, you may need to change which profile is set as the default profile.   The default profile for a particular device-game combination automatically loads when your game starts and you're using that device.

To change the default profile

1   Click here   [icon]   to display the Game Device Profiler.
2   In the list of devices, games, and profiles, click the profile you want to be the default profile.   If your game is associated with more than one device, make sure that you click the profile listed under the appropriate device and game.
3   Click the **Load this profile when game starts** check box.
4   Click **Save**.

{button ,AL(`profiles')} 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.