

Microsoft®

SideWinder™

3D Pro

- Digital mode enhances joystick performance for games running with Microsoft Windows® 95.
- Analog mode provides compatibility for games running with MS-DOS®.
- New base buttons enable you to use additional game functions with Windows 95.
- Rotation gives you a third degree of freedom in joystick movement.



Using Your Joystick Safely

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

Optimum Configuration

The Microsoft® SideWinder™ 3D Pro joystick is designed to give you the ultimate gaming experience. To take full advantage of the SideWinder 3D Pro features:

- Install the SideWinder 3D Pro software.
- Use SideWinder 3D Pro with Microsoft Windows® 95-based games specifically designed to support the SideWinder 3D Pro joystick.

You can use SideWinder 3D Pro with other configurations, however you will maximize joystick performance when you use this optimum configuration.

Connecting Your Joystick

Important Make sure you remove the white packaging located between the joystick handle and the base.



Game port connector

To connect the SideWinder 3D Pro joystick to your computer:

1. Locate the 15-pin game port on the back of your computer.
2. Insert the game port connector into the game port and make sure it's attached securely.

Note If you're using either a ThrustMasters® ACM Pro game port or a Colorado Spectrum Notebook game port, SideWinder 3D Pro will function only in analog mode.

Installing the Software

Installation takes just a couple of minutes. After you start the SideWinder 3D Pro Setup program, follow the instructions on the screen. To install the SideWinder 3D Pro software:

1. Insert the setup disk into a disk drive.
2. From Windows 95, click Run on the Start menu. From Microsoft Windows version 3.1, choose Run from the File menu in Program Manager.
3. Specify the disk drive and type **setup**. For example, type **a:setup** if you're using drive A.

Important If the software isn't installed, SideWinder 3D Pro will function only in analog mode.

SideWinder 3D Pro Modes

SideWinder 3D Pro provides both digital and analog modes. SideWinder 3D Pro automatically functions in the appropriate mode depending on your game, operating system, and other factors described in this section.

Digital Mode

Digital mode uses new technology to provide optimal speed, precision, and performance. In addition, the optical tracking system maximizes reliability and eliminates drift.

SideWinder 3D Pro automatically functions in digital mode when:

- Your game is running with Windows 95 (including an MS-DOS® window in Windows 95).
- The SideWinder 3D Pro software is installed.
- SideWinder 3D Pro is selected in the Windows 95 Joystick Properties window.

Analog Mode

In analog mode, SideWinder 3D Pro works much like a conventional analog joystick with the addition of the optical tracking system that maximizes reliability and eliminates drift.

SideWinder 3D Pro automatically functions in analog mode when:

- Your game is running with MS-DOS or Windows 3.1 (including an MS-DOS window in Windows 3.1).
– Or –
- You haven't installed the SideWinder 3D Pro software.
– Or –
- SideWinder 3D Pro isn't selected in the Windows 95 Joystick Properties window.

SideWinder 3D Pro Calibration

SideWinder 3D Pro is automatically calibrated when you install the SideWinder 3D Pro software, restart your computer, or move the joystick switch.

Important Remove your hands from the joystick during automatic calibration to ensure that the correct center position is used.

Some games may prompt you to recalibrate the joystick. If necessary, calibrate SideWinder 3D Pro according to your game's instructions.

Activating Automatic Calibration Under Windows 95

Automatic calibration settings are used under Windows 95 *only* if SideWinder 3D Pro is selected in the Windows 95 Joystick Properties window. To select SideWinder 3D Pro in the Windows 95 Joystick Properties window:

1. From Windows 95, click the Start button.
2. Point to Settings, click Control Panel, and then double-click the Joystick icon.
3. Under Joystick Configuration, select Microsoft SideWinder 3D Pro Joystick.

Game Configuration Tips

Configure your game for SideWinder 3D Pro to take full advantage of its features. If your game:

- Prompts you to select a particular joystick and SideWinder 3D Pro isn't listed, choose ThrustMaster or CH Flightstick Pro™. Adjust the SideWinder 3D Pro joystick switch as described in the following section.
- Supports more than the x and y axes such as, throttle or rudders, configure your game to make the slider and joystick rotation operate on the additional axes. For more information, refer to your game documentation.
- Supports only the x and y axes, check to see if your game supports 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 on the second joystick's axes (X2=rotation, Y2=slider).

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SideWinder 3D Pro Controls

SideWinder 3D Pro has several joystick controls that work differently depending on your game. Refer to your game documentation to determine whether your game supports these controls, and if so, how they're used.

Joystick Buttons

SideWinder 3D Pro has eight buttons:

- Four conventional joystick buttons on the handle (buttons 1-4).
- Four additional buttons on the base (buttons 5-8).

Most games use the trigger (button 1) to fire weapons. Games may use the other buttons to select weapons, load weapons, assign targets, toggle cockpit options, and so on.

The number of buttons you can use depends on your game. Games designed for conventional two-button or four-button joysticks may not support the SideWinder 3D Pro base buttons.

The Hat Switch

The hat switch gives you directional control with a touch of the thumb. For example, games may use the hat switch to change point of view, modify ship direction, or change altitude.

Depending on your game, the hat switch is either a four-way or an eight-way switch.

The Slider

The slider gives you command over incremental game functions. For example, games may use the slider to adjust thrust, throttle, or altitude.

Joystick Rotation

Joystick rotation gives you a third degree of freedom with a flick of the wrist. For example, games may use joystick rotation to change point of view, move the rudder, aim weapons, or strafe to the side. Use rotation in addition to conventional x-axis and y-axis joystick movement.

The Joystick Switch

The joystick switch affects how the SideWinder 3D Pro controls function. The switch is located at the back of the joystick below the cord.



If your game is set up to use:

- A CH Flightstick Pro series joystick, move the switch to position 1.
- A ThrustMaster joystick, move the switch to position 2.
- A SideWinder 3D Pro joystick, the switch can be used in either position.

If you're using the optimum configuration described in the "Optimum Configuration" section, you can use all of the SideWinder 3D Pro controls. Otherwise, the position of the joystick switch affects the SideWinder 3D Pro controls as described in the following table.

Control supported	Position 1	Position 2
Slider	Yes	No
Hat switch	Yes	Yes
Multiple buttons pressed at once	No	Yes
Four conventional joystick buttons	Yes	Yes
Base buttons	No	No
Joystick rotation	Yes	Yes

Refer to your game documentation to determine which controls your game supports. You may want to experiment to determine which switch position works best with your game.



SideWinder 3D Pro Joystick Controls

Viewing the Online User's Guide

The SideWinder 3D Pro Online User's Guide is included on the setup disk and is installed on your computer's hard drive when you install the SideWinder 3D Pro software. To view the SideWinder 3D Pro Online User's Guide:

- From Windows 95, click the Start button, and then click Programs. Click Microsoft Input Devices, and then double-click the SideWinder 3D Pro Online User's Guide icon.
- From Windows 3.1, open the Microsoft Input Devices program group. Double-click the SideWinder 3D Pro Online User's Guide icon.

Microsoft Support Network



If you have a question about your Microsoft SideWinder 3D Pro joystick, first look in the SideWinder 3D Pro Online User's Guide or the Readme.txt file. If you can't find the answer, contact the Microsoft Support Network. Outside the United States and Canada, contact the Microsoft Support Network at the Microsoft subsidiary office that serves your area.

Information and Electronic Services

The following no-cost and low-cost electronic information services are available 24 hours a day, 7 days a week, including holidays:

- Microsoft Download Services—You can access the following using your modem: sample programs, device drivers, patches, and software updates (1200, 2400, or 9600 baud; no parity; 8 data bits; 1 stop bit). In the United States, call (206) 936-6735. In Canada, call (905) 507-3022.
- CompuServe—At any ! prompt, type **go microsoft** to access Microsoft forums, or type **go mskb** to access the Microsoft Knowledge Base.
- Internet—The Microsoft World Wide Web site is located at <http://www.microsoft.com>.

Standard Support

No-charge support from Microsoft support engineers is available via a toll call Monday through Friday, excluding Microsoft holidays. In the United States, call (206) 635-7040, 6 A.M. to 6 P.M. Pacific time. In Canada, call (905) 568-3503, 8 A.M. to 8 P.M. Eastern time.

Other Support Options

The Microsoft Support Network also offers Priority and Premier plans that can be purchased on a per incident, multiple incident, or annual basis. For more information about the Microsoft Support Network in the United States, call (800) 936-3500. In Canada, call (800) 668-7975. For the deaf or hard-of-hearing using a TT/TDD modem, call (206) 635-4948 in the United States. In Canada, call (905) 568-9641.

Troubleshooting Tips

SideWinder 3D Pro isn't responding to my game.
If SideWinder 3D Pro isn't responding, try the following solutions:

- Make sure the joystick is plugged into the game port.
- If your computer has a turbo switch, move the switch to the on position.
- If you're using the Windows 95 operating system, make sure that SideWinder 3D Pro is selected in the Joystick Properties window.
- Move the joystick switch on the base of the joystick to the other position and then back again.

The hat switch doesn't work.

If your game supports a hat switch, but the SideWinder 3D Pro hat switch isn't working, move the joystick switch to the other position.

The slider doesn't work.

If your game supports thrust or throttle, but the slider isn't working, try moving the joystick switch to position 1.

Some of the joystick buttons don't work.

The number of buttons you can use depends on your game. Not all of the SideWinder 3D Pro buttons work for all games. See your game documentation to determine the number of buttons the game supports and the function of each button for that game.

If your game supports the four base buttons, but these buttons aren't working, make sure that:

- The SideWinder 3D Pro software is installed.
- SideWinder 3D Pro is selected in the Windows 95 Joystick Properties window.
- The game port on your computer is compatible with SideWinder 3D Pro. If you're using an incompatible game port (such as a ThrustMaster ACM Pro game port or a Colorado Spectrum Notebook game port), SideWinder 3D Pro will function only in analog mode.

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

For detailed information on U.S. and Canadian radio interference regulations, search for "regulations" in the SideWinder 3D Pro Online User's Guide. This information is also available in the README.TXT file.