1. LEARN ABOUT THE BASICS…

Thank you for purchasing Saitek's new ST100 Joystick. With its ergonomically-designed pistol grip and sculptured palm rest, this game controller will give you countless hours of exciting, yet comfortable, game play! Moreover, since it was carefully developed to fit a wide variety of hand sizes, it will probably feel like it was made especially for you!

The ST100 was designed for IBM PC and compatible systems, and will work with Windows®95/98-based games, as well as your other DOS and Windows favorites. As shown under *Features and Controls,* this joystick boasts 3 thumb-controlled fire buttons, conveniently located at the top of the grip, plus a fast-reacting and easily-accessible finger trigger. All these features add up to a joystick that's perfectly suited for many different adventures, including flight simulations, racing games, and so much more!

We've also included a special area in the base, where you can store the cable when not in use. This feature can even come in handy while you're actually playing—for an extremely neat desktop, simply coil up and store the unused cable length between the joystick and your PC!

> **PLAY IT SAFE!**
> *Whether you're cruising the skies in a jetliner, or heading for the finish line in an exciting race, remember that it's important to be aware of how you're sitting and how you're holding the joystick! Try not to stay in the same position for too long, and be sure to take breaks now and then. Be smart—don't take a chance on straining your wrists, hands, or fingers!*

ENGLISH

The instructions in this manual were designed to get you started quickly and easily. Once you've gone through the initial setup for your new joystick, the games can begin!

2. …THEN DO THE CALIBRATION!

After setting up the ST100 as described under *Getting Connected,* you'll need to calibrate the unit in Windows®95/98, as described below. *For older DOS and Windows-based games, start up the game, select the Joystick option within the game, and follow the instructions.*

   a. Click on **Start**, and select **Settings**, then **Control Panel**.
   b. Double-click the **Game Controllers** icon. *If any previously-loaded controllers appear in the **Game Controllers** window, they should be removed before you add the ST100 as the active controller. To remove an existing device, highlight the controller by clicking on it, and then click on **Remove**. Click on **Yes** to confirm.*
   c. Select **Add** under the **General** tab. Select the **2-axis, 4-button joystick** option.
   d. Click on **OK**, and you're now back at the main **Game Controllers** window.
   e. With the **2-axis, 4-button joystick** highlighted, click on the **Properties** button to open the **Game Controller Properties** dialog box.
   f. Select **Calibrate** under the **Settings** tab, and follow the on-screen instructions. Make sure that the **Rudder/Pedals** box is not selected. When the calibration procedure is complete, click on **Finish.**
   g. Next, click on the **Test** tab to check out your calibration. *The joystick cursor should move in all directions, and the button indicators should turn on when the buttons and trigger are pressed.*
   h. After you've finished testing, quit by clicking on **OK** in the **Test** window, and **OK** in the **General** window. Finally, close the **Control Panel** window. Now it's time to load your favorite game and start playing!

Note that the actual controls for the buttons and trigger are set within each individual game. Check your game documentation for details.

3. HAVE QUESTIONS? HERE'S SOME HELP!

a. My computer is not recognizing the ST100 as an active controller. What's wrong?
   - Check the cable connections. Turn off your computer, and unplug the joystick from the computer's game port. Then plug it back in, making certain that the connection is snug.
   - Are you using an extender cable or a Y-connector? Since these cables can sometimes cause problems, we suggest that your ST100 be connected directly to the game port.
   - Be sure to remove any existing controllers before you install the ST100, as noted in Section 2.
   - Game port driver hasn't been installed properly.

b. The buttons don't seem to be reacting correctly. Why?
   - Check your Game Controller Setup, as described in Section 2. Make sure that you have selected the **2-axis, 4-button joystick** option.
   - Try calibrating the unit again. Even if you have already done this, recalibrating can sometimes solve problems.

c. Can I have another controller connected at the same time?
   - To avoid potential problems and conflicts, we recommend that you remove any existing controllers before installing the ST100. See Section 2 for details.

d. I calibrated the ST100 and loaded my game, but the game instructions say I have to calibrate it again. Why?
   - Most current games make use of the Windows game controller and calibration information. Some games, however, may require you to define the joystick and calibrate it within the program. In these cases, refer to your game manual.

4. IF YOU NEED MORE SUPPORT…

Give our website a visit at **http://www.saitek.com**. Besides obtaining help with many of your technical questions, you'll also find up-to-date news and product information, as well as listings of related links that are sure to interest you. And, while you're there, why not explore our website a little further and check out all the other products Saitek has to offer, including a great variety of game controllers, chess computers, and other electronic products—you might just come across something you've never seen before!

If you need additional help with the setup or use of your ST100 Joystick, you can also obtain comprehensive product support by contacting your nearest **Technical Support Center**. You'll find a complete listing of our worldwide affiliates on a separate sheet, included in the box with your ST100. We've provided everything you might need, including e-mail addresses, mailing addresses, and telephone numbers. In order to deal with your problems as quickly as possible, we ask that you please follow these guidelines when contacting us:

- Have access to your computer when you call! If you are experiencing problems with one particular game, try to have that game loaded.
- Provide us with other relevant information, such as your computer's make and model, details on your hardware and software, the version number of the game, etc.
- Describe the problem you are having and the events that led up to it, trying to be as precise as possible. Remember—the better we can understand the problem, the faster we can find the solution!