

X6-32M USER'S MANUAL

ABOUT X6-32M

The X6-32M is compatible with all IBM PC/XT/AT/386/486/586 and compatible systems. It is also fully compatible with the MS-DOS, Windows™ 3.1 + Windows® 95/98.

This unit is a digital game pad with genuine 8-button configuration. All the fire buttons have individually controlled turbo speed and auto-firing capabilities.

Fire Buttons

The X6-32M has eight fire buttons “A” (1), “B” (2), “C” (3), “D” (4), “L1” (5), “L2” (6), “R1” (7) and “R2” (8). Refer to the software manual of your game for details on how the buttons are being assigned.

Turbo Speed & Auto-firing

The X6-32M has four turbo speed/auto-firing control switches that correspond to each of the fire buttons “A”, “B”, “C” and “D”. It has two cut-off/turbo speed control switches which correspond to “L1”/“L2” & “R1”/“R2” respectively. The outcome of using turbo firing is game dependent. Some games do not support turbo firing and is better to have such function non-activated by setting all the fire buttons to “NORMAL” mode.

Turbo Speed Selector

The X6-32M has a turbo speed selector to ensure software compatibility and to cater to end user's preference. Player can select a slower (1) or a faster (2) turbo speed as desired.

Direction Control

The innovative direction control design helps to reduce thumb fatigue and give exact responses.

“L1/L2” & “R1/R2” Cut-Off Switches

These buttons use up the third and fourth axes that are originally used by the second player in two player games. Therefore, be sure to cut off these fire buttons if you want to enjoy a two-player game.

Dedicated Device Driver for Windows®95/98

This device driver enables 8-fire button configuration with mapping capability for the 1st to 8th fire buttons under Windows®95/98 mode.

INSTALLATION

1. Turn **off** your computer before connecting the X6-32M to your game port.
2. Turn on your computer.
3. Make sure your turbo firing mode is set to **"NORMAL"** before loading the game/driver.
4. Calibrate the X6-32M as per the instructions of the calibration routine of your game/driver.
5. Be sure to power off your computer when disconnecting your joystick from the game port.

CALIBRATING THE X6-32M UNDER WINDOWS® 95/98

Calibrating the X6-32M under Windows®95/98 without dedicated device driver (with DirectX)

1. Click "START" at the lower left corner in Windows® 95/98 mode.
2. Move pointer to "SETTINGS".
3. Click "CONTROL PANEL" under "SETTINGS".
4. Double click the "GAME CONTROLLERS" icon under "CONTROL PANEL".
5. You will now see the "GENERAL" screen and three buttons marked, "ADD", "REMOVE" and "PROPERTIES".
6. Click on "REMOVE" and remove any other controllers listed there.
7. Click on "ADD" and then select "CUSTOM" from the subsequent menu.
8. Choose "4 AXES" and "4 BUTTONS" in the succeeding menu.
9. Then tick the box marked "SPECIAL CHARACTERISTICS" and tick the radio button marked "IS A GAMEPAD".
10. In the box marked "NAME" insert the name "Saitek X6-32M".
11. Now click on "OK".
12. You will now be returned to the "GENERAL" screen. Now click on "PROPERTIES". On the subsequent screen click on "CALIBRATE".
13. Calibrate the direction control as indicated. You can only press either fire buttons "A", "B", "C" or "D". Do not press buttons "L1", "L2", "R1" or "R2".
14. Calibrate the Axis 3 by pressing buttons "R1" and "R2" alternatively several times.
15. Calibrate the Axis 4 by pressing button "L1" and "L2" alternatively several times.
16. Click "FINISH" to quit calibration.
17. Click "TEST" to test the unit.
18. Test the direction control and the fire buttons "A", "B", "C" & "D" as usual. The cursor for the direction control should reach all corners of the square. The indicator of the fire button should illuminate if the respective fire button is being pressed. Turn the corresponding turbo speed/auto-firing control switch to see the effect.
19. The Axis 3 and Axis 4 indicators should be in the center of the two vertical bars in the testing menu. They are treated as the third and fourth axes.
20. The Axis 3 indicator goes up if you press "R1" and goes down if you press "R2". Do not press button "R1" & "R2" at the same time.

21. Switch the “R1/R2” TURBO SPEED control switch to “TURBO” mode to see the effect. Do not set the “R1/R2” CUT-OFF SWITCH to “OFF” mode or an error icon will come out.
22. The Axis 4 indicator goes up if you press “L1” and goes down if you press “L2”. Do not press “L1” & “L2” at the same time.
23. Switch the “L1/L2” TURBO SPEED control switch to “TURBO” mode to see the effect. Do not set the “L1/L2” CUT-OFF SWITCH to “OFF” mode or an error icon will come out.
24. Click “APPLY” at the lower right corner if the test is desired. If not, re-calibrate.
25. Click “OK” to exit as all testing has been completed.

Installing the X6-32M under Windows® 95/98 with dedicated device driver

1. Quit any existing programs in use.
2. Insert the bundled diskette into drive A.
3. Click “START” at the lower left corner.
4. Click “CONTROL PANEL” from “SETTINGS”.
5. Double click “ADD/REMOVE PROGRAMS” in the “CONTROL PANEL”.
6. Click “INSTALL”.
7. Follow instruction on the screen.

Note:

You must have installed DIRECTX 5.0 or above before installing the device driver. Be sure the “5-8 Button” switch is turned to “ON”. The dedicated driver is only for one-player mode and 8-button configuration.

Calibrating the X6-32M under Windows® 95/98 with dedicated device driver

1. Click “START” at the lower left corner.
2. Click “CONTROL PANEL” from “SETTINGS”.
3. Double click “GAME CONTROLLERS”.
4. Remove all existing Controller driver(s).
5. Click “ADD”.
6. Choose “Saitek 8-button Game Controller” and click “OK”.
7. Click “PROPERTIES”.
8. Click “CALIBRATE” and follow instructions on screen.
9. Click “APPLY” and then “OK”.
10. Click “OK” to quit.

Using Mapping Function

You must have completed the joystick calibration routine before applying the mapping function.

1. Click “START” at the lower left corner.
2. Click “CONTROL PANEL” from “SETTINGS”.
3. Double click “GAME CONTROLLERS”.
4. Click “PROPERTIES”.
5. Click “MAP” to go to the mapping page.

6. Assign the buttons as desired. Please note that duplicated assignment is prohibited.
Each button must have different assignment.
7. Click “Apply” if assignment of buttons has been completed.
8. Click “Test “ to go to the test page.
9. Test the pad with the new button assignment.
10. Click “OK” to exit.

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