

# **SIGHT FIGHTER DIGITAL PLUS**

**User's manual**

Version 1.0



## **Thank you**

Thank you very much for purchasing this product from the Trust range. We wish you hours of fun with it. Please read this manual carefully before using the product.

## **Registration**

Register your purchase now at the Trust Internet site ([www.trust.com](http://www.trust.com)) and you could win one of the fabulous prizes. The web site is also the place to look for dealer addresses, comprehensive product information, drivers, and FAQ (Frequently Asked Questions) sheets.

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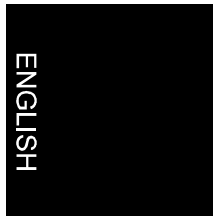
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## 1. Introduction

This manual is intended for users of the Trust Sight Fighter Digital Plus. No specific prior knowledge is needed to install and use this product.

**If you have any questions after reading this manual, please contact one of the Trust service centres. You will find information on the service centre nearest to you at the back of this manual. You can also visit the Trust website ([www.trust.com](http://www.trust.com)) for support, comprehensive product information, drivers, and FAQs (Frequently Asked Questions).**

### 1.1 Conventions used in this manual

The following conventions have been used in this manual to indicate instructions:

- <key>** Here you should press a key. The name of the key is given between brackets.
- 'System'** This is a specific term used in a program. These are the terms used by, for example, Microsoft Windows 98.
- [DIR]** Key in the text shown in square brackets [...].
- (term)** The text between the parentheses (...) is the English term, e.g. (File) used in the figure referred to.

Additional information will be shown as follows:

**Note:** *The USB connection for the Sight Fighter Digital Plus only works in Windows 98.*

The example assumes that the letter "D" has been assigned to your CD-ROM drive. If your system uses a different drive letter for your CD-ROM drive, for example "E", you should replace "D" by "E".

## 1.2 Contents of the package

Before reading the manual, please check the contents of the package. It should contain the following:

- Game pad
- Game port to USB conversion cable
- CD-ROM containing the drivers, software and instruction manuals
- Quick installation manual

Please contact your dealer if anything is missing or damaged.

## 1.3 Minimum system requirements

- Pentium 100 CPU
- Windows 95 or 98
- 16 MB RAM
- 20 MB free hard disk space
- 4 Speed CD-ROM
- Sound card
- Free USB or Game connection

## **2. Safety**

Before using the product, please read the following instructions carefully.

1. Do not use this product in a damp environment.
2. Do not try to repair the apparatus yourself.
3. Under the following circumstances, have the apparatus repaired by qualified personnel:
  - a) The cable is damaged or worn;
  - b) Fluid has entered into the apparatus;
  - c) The apparatus has been dropped and/or the housing is damaged.
  - d) Position the apparatus so that the cables cannot be damaged.

### 3. Installation

- Note:** *The Sight Fighter Digital Plus does not work in DOS or Windows 3.11.*
- Note:** *To use the game pad, DirectX 6.0 (or higher) must be installed onto your system before installing the game pad. This is included on the CD-ROM.*
- Note:** *Remove all existing joysticks from the 'Game Controllers' before starting the installation of the Sight Fighter Digital Plus.*

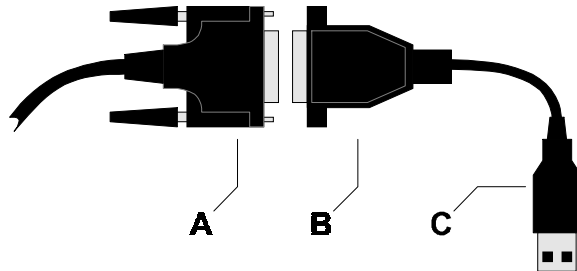
If you use Windows 95, the game pad must be connected to your sound card's game port. For Windows 98, you can either connect the game pad to your sound card's game port or to the USB connection. It is recommended that you use the USB port for Windows 98.

#### 3.1 Game port connection

1. Turn off your computer.
2. Connect the 15 pin game pad connection (figure 1, A) to your sound card's game port.
3. Turn on the computer and start Windows. See chapter 3.3 to install the software.

### 3.2 USB connection

1. If it has not already been done, connect the USB conversion cable (B) to the Sight Fighter Digital Plus game port plug (A) (see figure 1).



**Figure 1: Connecting the game pad to the USB conversion cable**

2. Start Windows 98.
3. Insert the USB plug (C) on the conversion cable into a free USB port on your computer.
4. Windows will detect new hardware. Figure 2 will appear.



**Figure 2: New hardware detected**



5. Click on 'Next'. Figure 3 will appear.



Figure 3: Searching for the best driver

6. Select the first option: 'Search for the best driver for your device (Recommended)' and click on 'Next'. Figure 4 will appear.



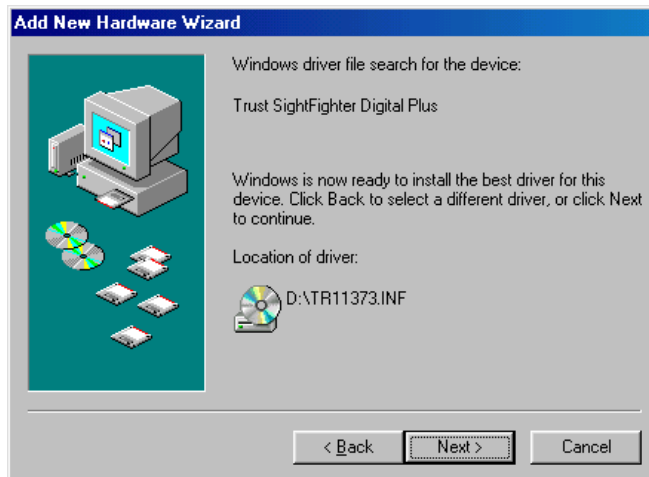
Figure 4: Selecting the location of the driver

7. Tick the check box for 'CD-ROM drive' and click on 'Next'. Figure 5 will appear.



**Figure 5: Driver found**

8. Click on 'Next'. Figure 6 will appear.



**Figure 6: Driver found**

9. Click on 'Next'. A number of files will be copied to your computer. When completed, figure 7 will appear. Continue the installation at point 3 in chapter 3.3.

### 3.3 Software installation

**Note:** Continue at point 3 if the game pad has been installed onto the USB port.

1. Click on 'Start' and select 'Run'.
2. In the command line, type 'd:\setup.exe' and click on 'OK' (figure 7).  
Figure 8 will appear.

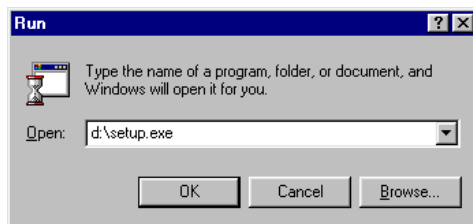


Figure 7: Starting the installation



Figure 8: Welcome screen

3. Click on 'Next'. Figure 9 will appear.

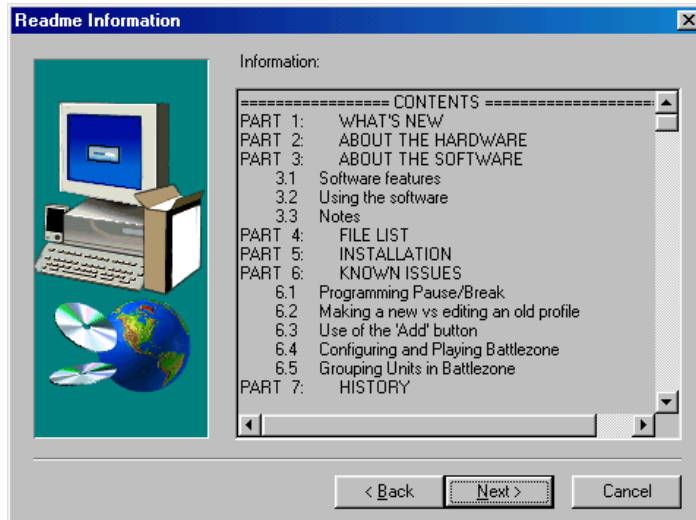


Figure 9: Information screen

4. Click on 'Next'. Figure 10 will appear.

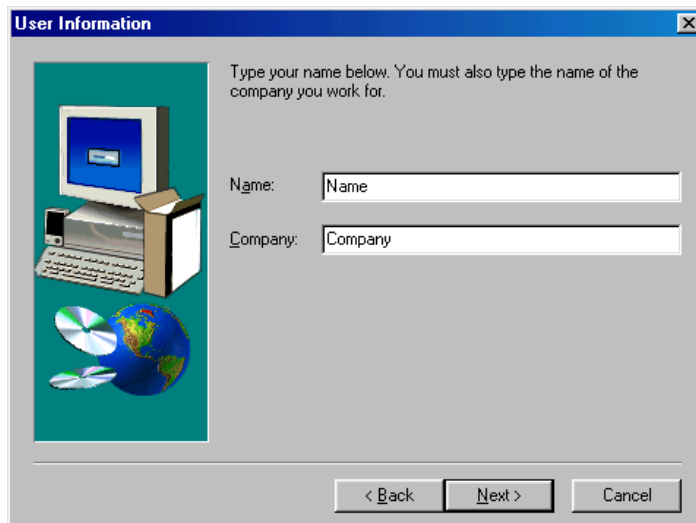
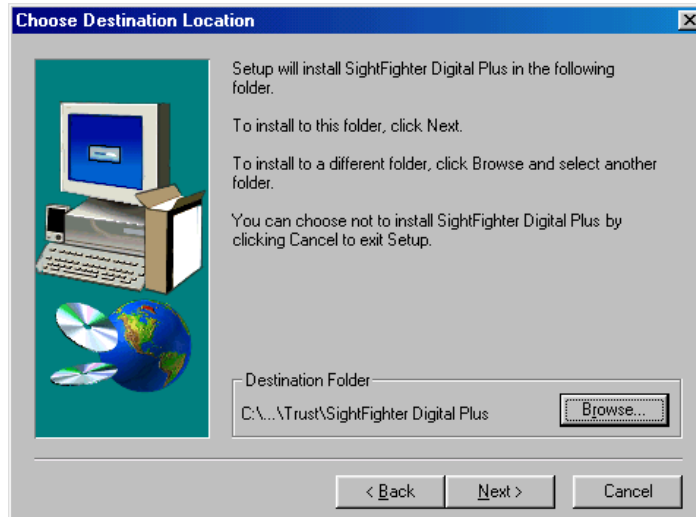


Figure 10: Filling in the user information

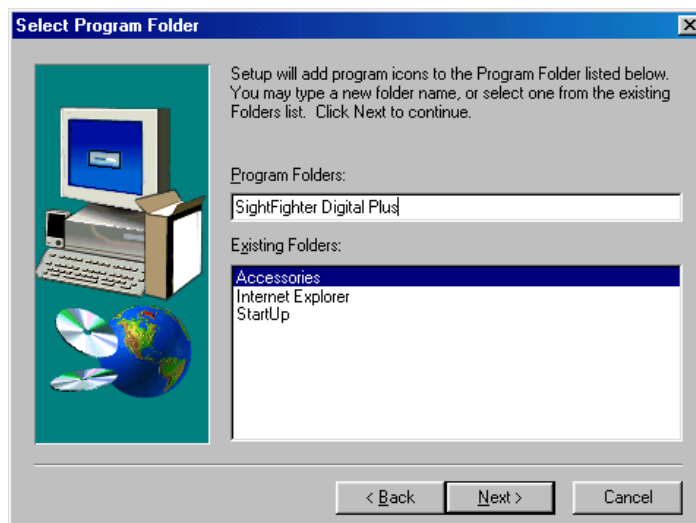
5. Type your name and the name of your company. The 'Next' button can be used when both fields have been filled in.

- Click on 'Next' to continue with the installation. Figure 11 will appear.



**Figure 11: Choosing the file location**

- Click on 'Next' to accept the default file location. Figure 12 will appear.



**Figure 12: Selecting the program folder**

- Click on 'Next' to accept the default program folder. Figure 13 will appear.

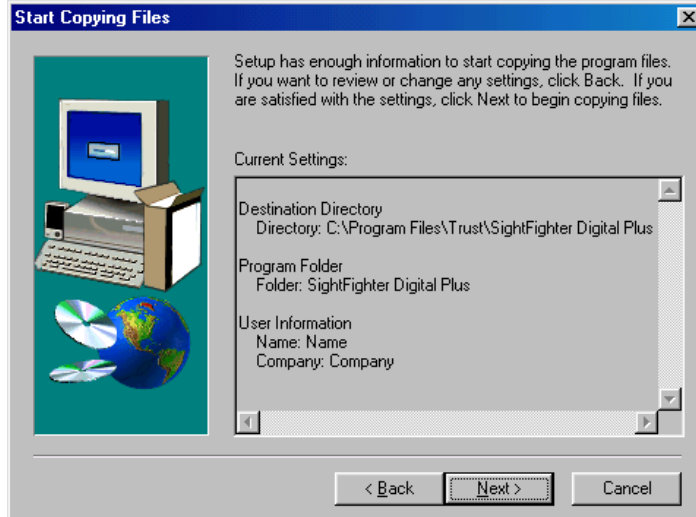


Figure 13: Setup information

- Click on 'Next' to start copying the files. Figure 14 will appear once the files have been copied.

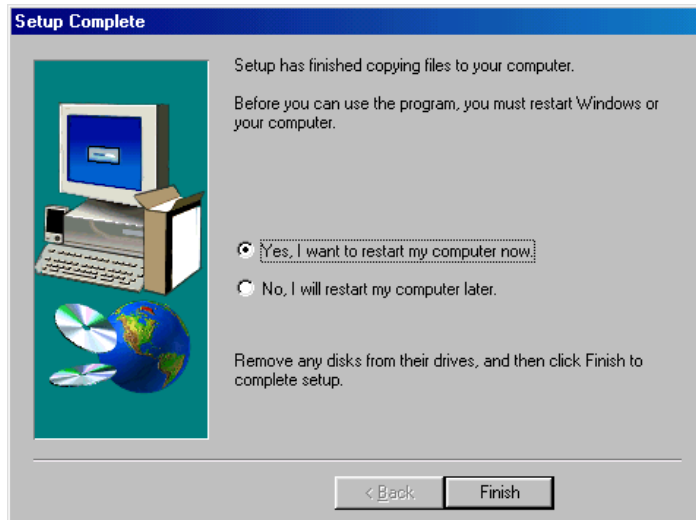


Figure 14: Restarting the computer

10. Click on 'Finish' to restart your computer.

**Note:** *If the game pad has been connected to the USB port, Windows 98 may detect the game pad again after the computer has been restarted. If necessary, refer to 'd:\'.*

### 3.4 Adding the joystick

**Note:** *This chapter can be ignored if the game pad has been connected to the USB port on your computer. Please continue with chapter 4.*

Before using the game pad, it must be added to the 'Game Controllers' in the 'Control Panel'. This is carried out as follows:

1. Click on 'Start', choose 'Settings' and then 'Control Panel'.
2. Double click on the 'Game Controllers' icon (figure 15). A new window will appear.



**Figure 15: Game controllers icon**

3. Remove all the joysticks and game pads which may already be installed here by clicking on them and then clicking the 'Remove...' button. Do this for all the joysticks that have been installed.
4. Next, click on the 'Add...' button. A list of joysticks will be displayed.
5. Look in the list for the 'Trust Sight Fighter Digital Plus (Gameport)' and click on it once it has been found.
6. Next, click on 'OK' to add the game pad. You will return to the start screen. The 'Trust Sight Fighter Digital Plus (Gameport)' must be shown as being installed. The status of the game pad must be given as 'OK'.
7. Click on the 'OK' button. The game pad is now installed.

**Note:** *Do not carry out any Calibration! This is a digital game pad, so this is not necessary. This may also cause the game pad to not function correctly.*

## 4. Use of the game pad

The game pad has the buttons shown in figure 16. Not all of the functions are used for every game. Read the game's instruction manual to see which buttons to use. Keystrokes can also be assigned to the fire buttons (see chapter 5).



Figure 16: Sight Fighter Digital Plus

Button	Function	Comment
A	D pad	
B	Fire button	
C	Throttle	Set a game function, e.g. accelerator.
D	Red LED	Is on when the game pad is connected.
E	Cable	
F to N	Fire buttons	Programmable
O	Left fire button	Also 4 <sup>th</sup> axis (rudder)
P	Right fire button	Also 4 <sup>th</sup> axis (rudder)

Table 1: Description of figure 16



## 5. Programming the buttons

During installation of the game pad, a program is also installed which is used to program the fire buttons.

### 5.1 Profile editor

This is used to assign keyboard functions to a fire button. This is carried out as follows:

1. After installation, the profile screen for the Sight Fighter Digital Plus is automatically activated. Double click on the icon in the taskbar (see figure 17). Figure 18 will appear.

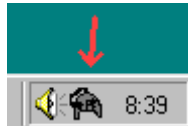


Figure 17: Sight Fighter Digital Plus icon



Figure 18: Sight Fighter Digital Plus profile screen

- Click on 'Utility' in the menu bar and select 'Profile Editor'. Figure 19 will appear.

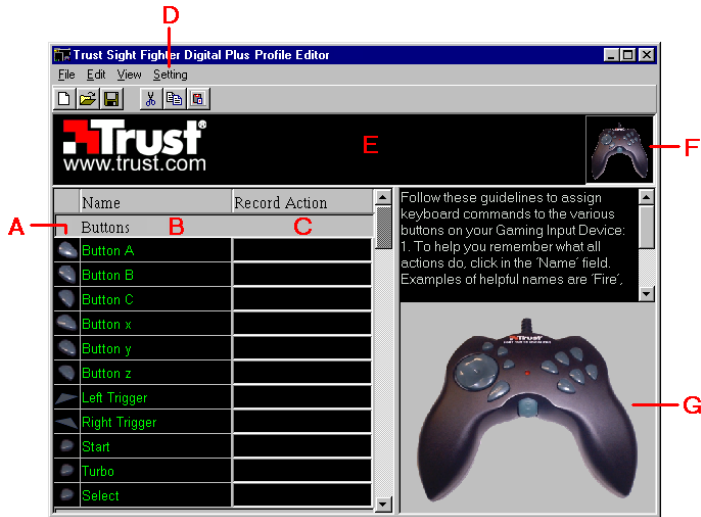


Figure 19: Profile Editor for the Sight Fighter Digital Plus

Letter	Short description
A	The various buttons. Lights up yellow if the button is programmed.
B	Name of the button. Can be changed to a name of your choice.
C	Programmed button combinations are shown here.
D	Request extra setting menu.
E	Status bar (figure 20) is shown here when programming buttons.
F	Status window. Contains a red line if the game pad does not work properly. (see chapter 7).
G	Game pad. Click on one of the buttons to program it. The button lights up yellow.

Table 2: Description of figure 19

- Click on an empty window under 'Record Action' (C). A bar will be displayed (figure 20).



**Figure 20: Status bar**

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Number	Short description
1	Time between the different keystrokes
2	Record button
3	Stop button
4	Clear button
5	Look through the keystrokes already made
6	The keystroke made will be displayed here

**Table 3: Description of figure 20**

- Click on 'Record' (2) to start recording.
- Press the desired button on the keyboard. The desired button will be displayed in the status bar (6). It is possible to press more than one button in succession. The numbers that appear between the keystrokes is the elapsed time in milliseconds between the different keystrokes.
- Click on 'Stop' (3) to stop inputting keyboard buttons for this fire button. Click on 'Clear' (4) to delete the keyboard buttons given if they are incorrect. The button is now programmed.
- Repeat points 3 to 6 for all the fire buttons to be programmed.
- Click on 'File' in the menu bar and select 'Save As'.
- Give the profile a name and press <Enter>.
- Close the Profile Editor screen. You will return to the profile screen (figure 18).
- Click on 'File' in the menu bar and select 'Add Profile'.
- Select the profile saved in point 9 and press <Enter>.

Sight Fighter Digital Plus

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13. Activate the profile by clicking in the window in front of the selected profile. A tick will be shown in the window.

## 5.2 Extra settings

The button mapping software makes it possible to change extra settings on the game pad. This is carried out as follows:

1. Double click on the icon in the taskbar (figure 17).
2. Click on 'Utility' in the menu bar and select 'Profile Editor'. Figure 19 will appear.
3. Click on 'Settings'. A list with two choices, 'Throttle' and 'Trigger', is displayed.
4. Select 'Throttle' if you wish to change the 3<sup>rd</sup> axis (see figure 21). Select 'Trigger' if you wish change fire buttons O and P to a 'Rudder' axis (see figure 22).

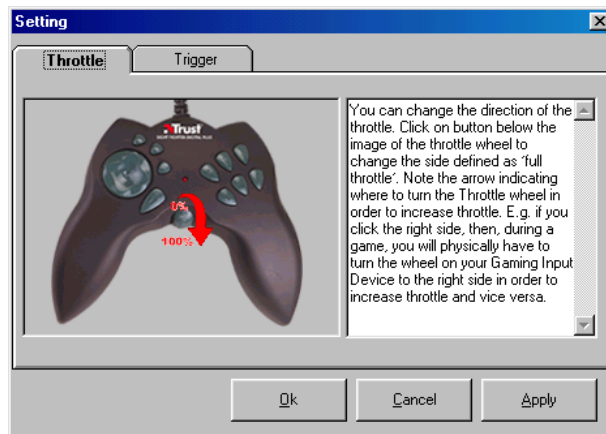


Figure 21: Changing the throttle settings



Figure 22: Changing the trigger settings

## 6. Uninstalling the driver

If you wish to connect the game pad in a different way onto your computer (e.g. USB if you have connected it to the game port, or vice versa), or you do not wish to use it anymore, then the driver and the installed software must first be uninstalled before carrying out the installation process again. Uninstallation is carried out as follows:

1. Close the program in the taskbar by right-clicking on the icon (figure 17) and selecting 'Unload'.
2. Click on 'Start', 'Programs' and select 'Sight Fighter Digital Plus'.
3. Select 'Uninstall' from the list given. Follow the on-screen instructions. Answer 'Yes' if Windows asks whether 'Shared Components' must be deleted. This has no consequences for other applications on your computer.

## 7. Troubleshooting

Problem	Cause	Possible solution
<b>The game pad does not react during use.</b>	Game pad is not connected properly.	Connect the game pad correctly to the USB or game port.
	The sound card is not installed correctly.	Reinstall the sound card. See the sound card's instruction manual.
	Game pad on the game port is not installed in the Game Controllers.	Follow chapter 3.4 to install the game pad.
	USB port is not installed correctly.	Remove the USB port from the systems manager and reinstall it.
	There are more game ports active.	Make sure only one game port is active.
<b>Programmed buttons do not react correctly.</b>	Profile is not active.	Activate the profile by putting a tick in the window in front of the profile.
	Profile does not exist.	Make the profile (see chapter 5).
<b>Game pad is not found on the USB after it has been connected.</b>	Game pad has already been installed.	Follow the uninstallation procedure in chapter 6 and reinstall the game pad.
	The USB connection does not work.	Activate the USB connection (see your computer's instruction manual) or use the joystick connection.
	Windows 98 is not used.	USB only works with Windows 98 or higher. Use your computer's joystick connection instead of the USB connection.
<b>The computer does not operate or parts of the</b>	USB connection has shared interrupt with other apparatus.	Give the USB connection a unique number. If this is not possible, or you do not know how to do this, then do not use the USB adapter and use the

<b>Problem</b>	<b>Cause</b>	<b>Possible solution</b>
<b>computer do not work when the game pad is connected to the USB connection.</b>		joystick connection on your computer instead.
<b>The 3<sup>rd</sup> axis (Throttle) is the wrong way round.</b>	This is set as 'Reversed' in the button mapping software.	See chapter 5.2 to set this the other way round.
<b>Buttons 7 &amp; 8 (top of the game pad) do not work.</b>	These are set as the 4 <sup>th</sup> axis (Rudder).	See chapter 5.2 to set these as buttons.

Visit our Internet site ([www.trust.com](http://www.trust.com)) to check the FAQs and the latest version of the driver software.

If you still have problems with your game pad after trying these solutions, please contact your dealer.



## 8. Trust Service Centres

If you have any questions after reading this manual, please contact one of the Trust Service Centres.

Keep the following in mind, however:

- If you have any questions regarding the use of a product or if you are looking for the latest drivers, you can find this information at the Trust web site ([www.trust.com](http://www.trust.com)). The majority of the FAQ's (Frequently Asked Questions) are listed here. You can also download the latest drivers directly from the site.
- If you are unable to find the information you need at the Trust web site or if you are unable to access the site, please contact your nearest Trust Service Centre.
- **DO NOT** return any products to the Trust Support Centre addresses below. You may return the products via your Trust dealer.

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