

1. ABOUT THE SAITEK ST220 DIGITAL CONTROL STICK...

Thank you for purchasing the Saitek ST220 Digital Control Stick. 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 ST220 Digital Control Stick was designed for IBM PC and compatible systems, and will work with Windows® 95/98/Millennium-based games.

As shown under *Features and Controls*, this joystick boasts 3 thumb-controlled fire buttons, plus an easily-accessible quick-fire finger trigger, all ideally located at the top of the grip. You'll also appreciate the smooth and fluid operation of the built-in lever throttle. All these features add up to a joystick that's perfectly suited for many different games, including flight simulations, racing games, and so much more!

The Saitek ST220 Digital Control Stick comes with two different types of connectors: A conventional game port connector, and a USB (Universal Serial Bus) connector. To distinguish between the two, see *Selecting the Right Connector*. If your computer has USB compatibility, we strongly recommend that you use the USB connector, since USB offer many benefits over traditional game port connection—including faster and more accurate responses to your game actions. **IMPORTANT: Whether you opt to connect via the USB port or the game port, it's important that you attach only ONE of the connectors to your computer!**

Right-handed, left-handed? Simply adjust the throttle!

*The throttle can be positioned on either side of the unit, allowing anyone to play comfortably! To switch the throttle control from one side to the other, use a small coin to remove the screws on both sides of the unit (see **Features and Controls** for the screw locations). Next, remove the throttle handle and the opposite cover. Swap the handle and cover, and then replace and tighten both screws. That's all there is to it!*

Connecting via the USB port? Simply go on to Section 2. Connecting via the game port? Go on to Section 3. We've included separate, step-by-step instructions for both types of installations!

2. INSTALLATION STEPS (FOR USB PORT CONNECTION)

- a. With your computer switched on, close down any programs that are currently running.
- b. Plug the Saitek ST220 Digital Control Stick into your computer's USB port (or a USB hub, if you have one).
- c. When the **Add New Hardware Wizard** appears, simply follow the on-screen instructions.
- d. When prompted, select **Search for the best driver for your device**.
- e. At the next screen, click on the **CD-ROM drive** option, insert your Windows® CD, and click on **Next**. *Note: Some computers don't come with a Windows® CD. In such cases, the device driver files are stored on your hard drive, rather than on a separate CD. If your computer doesn't automatically guide you to the correct files, please check your PC's documentation for instructions on installing device drivers.*
- f. Continue to follow the on-screen instructions to complete the installation, and, when prompted, click on **Finish**. You now need to calibrate the stick in Windows®.
- g. To calibrate the Saitek ST220, click on **Start** on the Windows® taskbar, and then select **Settings** and **Control Panel**. Under **Control Panel**, double-click the **Game Controllers** icon.
- h. In the **Game Controllers** window, your Saitek ST220 will appear as **HID Game Controller: 3 axis 4 button joystick**. *If any previously loaded controllers appear in the Game Controllers window, they should be removed. To remove an existing device,*

highlight the controller by clicking on it, and then click on **Remove**. Click on **Yes** to confirm.

- i. Next, select **Properties** and then **Calibrate**, under the **Settings** tab, and follow the on-screen instructions. Note that the throttle is used to calibrate **axis 3**. When the calibration procedure is complete, click on **Finish**.
- j. Now, click on **Test** 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. When the throttle is pushed all the way forward and pulled back again, the axis 3 indicator in the center should go up and down.*
- k. After you've finished testing out your new ST220, 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!

3. INSTALLATION STEPS (FOR GAME PORT CONNECTION)

After connecting the ST220 to your computer's game port, as described under *Selecting the Right Connector*, you'll need to install the drivers and calibrate the unit.

Important: *When installing the drivers, you'll notice that the on-screen name appears as **ST200** instead of **ST220**. Why? Because the Saitek ST200 and ST220 Control Sticks share the same drivers. Don't worry—simply follow the steps as listed below, and your installation will be perfect!*

- a. With your computer switched on and all programs closed down, insert the floppy disk that came with this product into your PC. Click on **Start** on the Windows® taskbar, and then select **Run**. In the box that appears, type **A:\setup.exe** and click on **OK**.
- b. When the **Saitek ST200 Setup** box appears, click on **Install**.
- c. When the installation is complete, click on **Finish**. This will automatically open the Game Controllers dialog box, so that you can calibrate the stick.
- d. In **Game Controllers**, your Saitek ST220 will appear as **Saitek ST200 Joystick**. *If any previously loaded controllers appear in the **Game Controllers** window, they should be removed. To remove an existing device, highlight the controller by clicking on it, and then click on **Remove**. Click on **Yes** to confirm.*
- e. Next, select **Properties** and then **Calibrate**, under the **Settings** tab, and follow the on-screen instructions. *Note that the throttle is used to calibrate **axis 3**. When the calibration procedure is complete, click on **Finish**.*
- f. Now, click on **Test** 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. When the throttle is pushed all the way forward and pulled back again, the axis 3 indicator in the center should go up and down.*
- g. After you've finished testing out your new ST220, quit by clicking on **OK** in the **Test** window, and **OK** in the **General** window. Finally, close the **Control Panel** window. Now, simply load your favorite game and start to play!

4. HAVE QUESTIONS? HERE'S SOME HELP!

- a. **My computer is not recognizing the ST220 as an active controller. What's wrong?**
 - Check the cable connections. Unplug the joystick from the computer's USB or game port, and then plug it back in, making sure that the connection is snug.
 - Remove any other gaming devices by clicking on **Start > Settings > Control Panel > Game Controllers**. Then, highlight any existing controller, and click on **Remove**.
 - Perhaps the device driver hasn't been installed properly. Try removing the stick and running through the installation again.
- b. **The throttle isn't responding as it should.**

- Try reinstalling the stick, carefully following the directions in this manual.

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 Saitek ST220. Do this by clicking on **Start > Settings > Control Panel > Game Controllers**. Then, highlight any existing controller, and click on **Remove**.

d. I installed the Saitek ST220 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.



PLAY IT SAFE!

Whether you're cruising the skies in a jetliner, or heading for the finish line in an exciting race, always remember that it's important to be aware of how you're sitting and how you're holding the stick! 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!

5. IF YOU NEED MORE SUPPORT...

Give our website a visit at 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 Saitek ST220 Digital Control Stick, 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 ST220. 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 simple 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!