

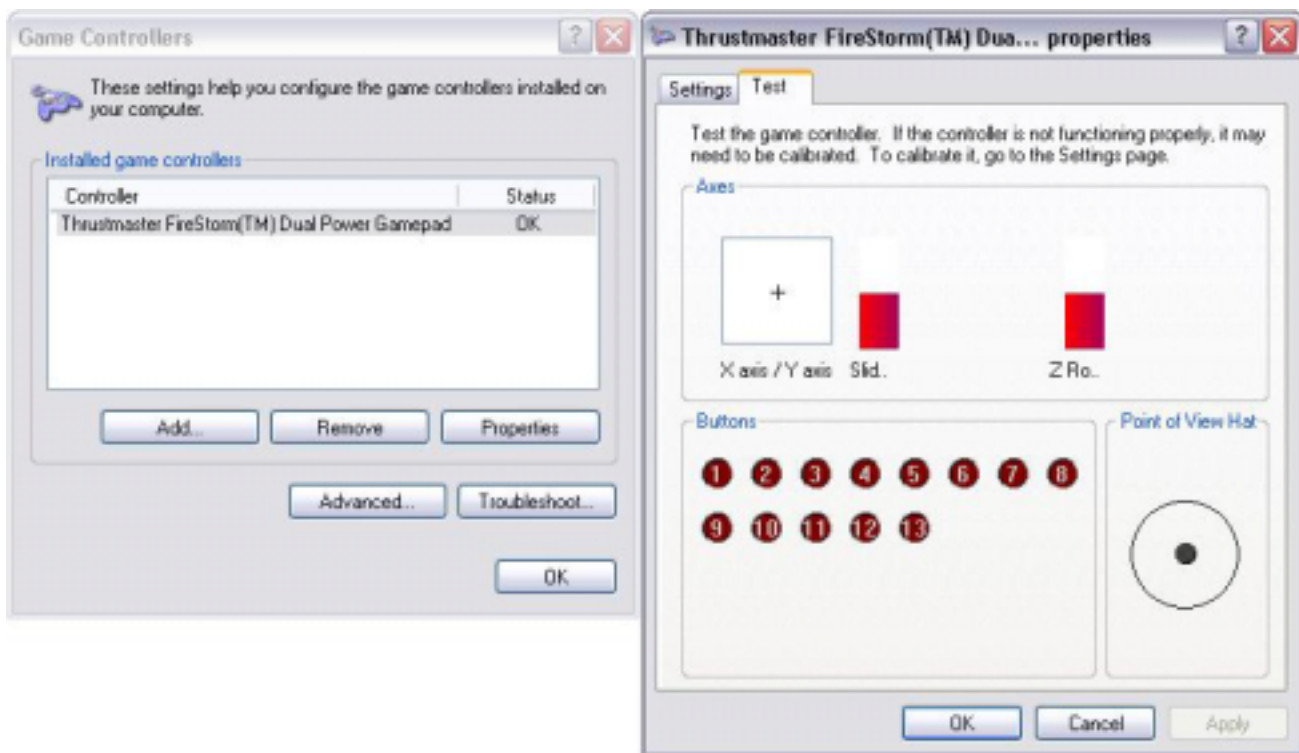
How do I know if my Thrustmaster Force feedback game controller is installed properly?

It's important to understand a few notions about your accessory in order to verify that it is installed correctly.

Your controller, be it a gamepad, a joystick or a wheel, is fully compliant with the Human Interface Device specifications, and was developed in such a way that it will be recognized under the Microsoft Operating systems (Windows 98 SE, Me, 2000 and Windows XP) as a "HID compliant Game Device".

The drivers provided by Microsoft will ensure you a perfect compatibility with any games using DirectX technology (100% of today's games!).

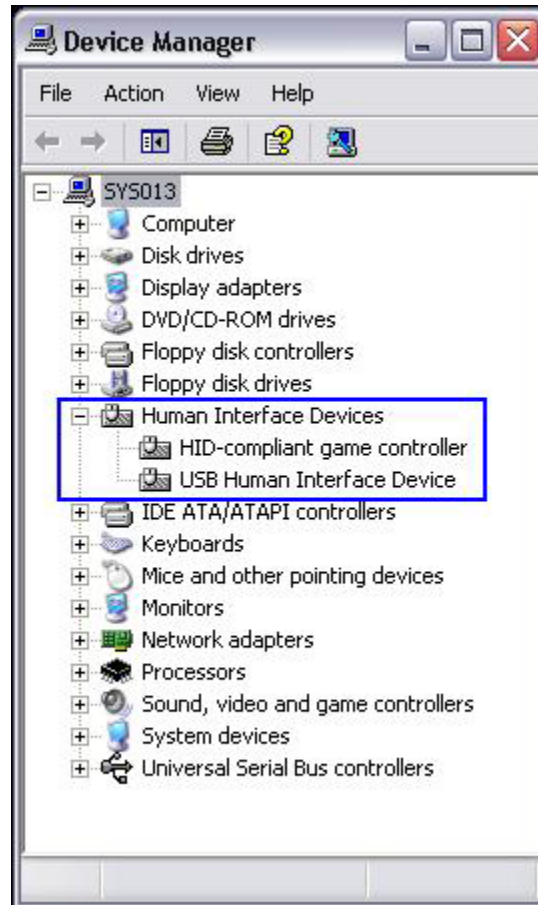
What this means is that as soon as you connect your game controller to your computer, it will automatically be recognized by Windows, and made available in Windows **Game Controller**, allowing you to perform test and calibration:



In Device Manager, your device will appear as two components:

Under HUMAN INTERFACE DEVICES:

- **USB Human Interface device**
- **HID-Compliant game controller**



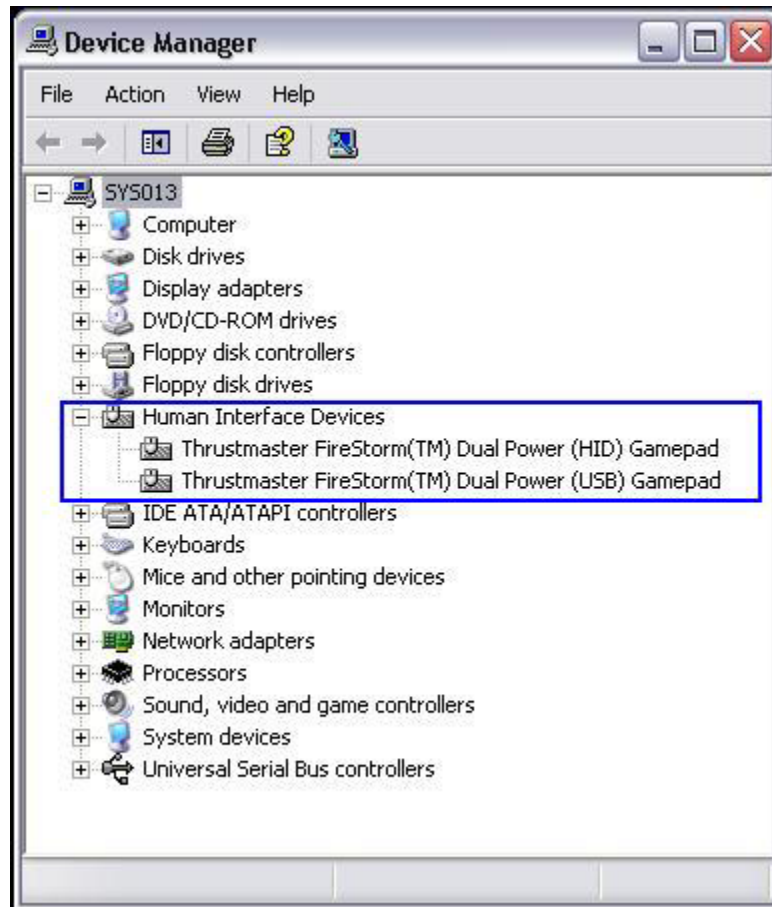
Since your Thrustmaster game controller is also a force feedback accessory, a driver to enable this feature is required to be installed.

Follow the installation instruction for your accessory.

Once the driver has been installed, your game controller will still be available in Windows **Game Controller**.

The changes, however, will be noticeable in **Device Manager**, where the **Thrustmaster** components will have replaced the Windows standard components under **HUMAN INTERFACE DEVICES**.

(Name will vary depending on the specific controller installed)



Use the [Thrustmaster Force Feedback test](#) utility to test the force feedback functionality of your game controller.

