

This is WinWinder revision no 1, improving the time to set digital 1 bit mode.

WinWinder is a slightly hacky little program to make Microsoft Sidewinder Precision Pro (gameport) joysticks work in any windows above those supporting the gameport (Windows XP). It works in conjunction with a system port IO library, Inpout32, and a virtual joystick device, jVoy. It may or may not work with other joysticks. It is suspected it would work with the Force Feedback Pro as well.

As it stands WinWinder works fine at the hardware and software combination of a 2017 computer, but has the potential not to work some day in the future, because it does not take into account its timing vs future faster computers. I sort of assume no one is going to want to use it at such a time that it would run so much faster as to break it. I could in theory add calibrations to clock measurements to make it work in the future if there is a problem.

IT IS IMPORTANT TO EDIT THE FILE PORTADDR.TXT BEFORE RUNNING THE PROGRAM.

The program relies on communicating through a gameport somewhere in your system. As it is released, it uses hex location 0x201 as the traditional location of the gameport.

The *portaddr.txt* file contains on the first line, a decimal number representing the DECIMAL value of the game port. **You should be able to run the joystick even without a windows gameport driver installed.** The game port should be at the gameport base address +1. So in my system the base port is hex 0xD040, of an Audigy 2, so this makes my gameport 0xD041. You can use the windows or linux calculator to convert between hexadecimal and decimal. Since 0xD041 is 53313 in decimal, this is what I replace the provided 513 with for myself.

INSTALLATION

- 1) Right click in a file manager on InstallDriver.exe in the 'install inpout32' folder, and install as administrator.
- 2) Right click and install vJoySetup-2.1.8.38-190417.exe in the 'install vjoy' folder, and install as administrator. By the way I sort of assume you are not already using vJoy. WinWinder connects to the first joystick, so if you are already using vjoy for something else, that could cause problems.
- 3) Move the WinWinder program folder somewhere. The joystick will work as long as the program is running, but not when it is closed.
- 4) To enable the hat and the 9th button you must go to start menu->vjoy->configure vjoy. There you have to specify the vjoy joystick has 1 pov, that is it 4 directions, and there are 9 buttons.

DETERMINING YOUR PORT ADDRESS

You can install a gameport driver in windows and check out the gameport in the Device Manager regarding 'Resources'. In that case you'd use the lower number and add a 1 to it. Convert it to decimal and replace the number in portaddr.txt.

You can use for example other utilities such as 'lspci' in linux, which you can run off of a live usb stick for example. In that case you boot from the stick, run live (not installing to your hard disc), open a command prompt, and type:

```
lspci -v
```

```
.....
```

```
20:01.1 Input device controller: Creative Labs SB Audigy Game Port (rev 04)
```

```
Subsystem: Creative Labs SB Audigy Game Port
```

```
Flags: bus master, medium devsel, latency 32
```

```
I/O ports at d040 [size=8]
```

```
.....
```