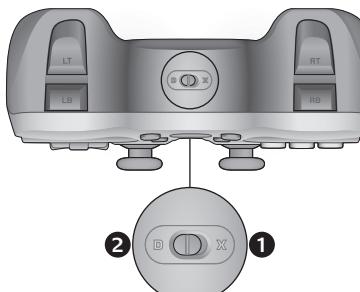
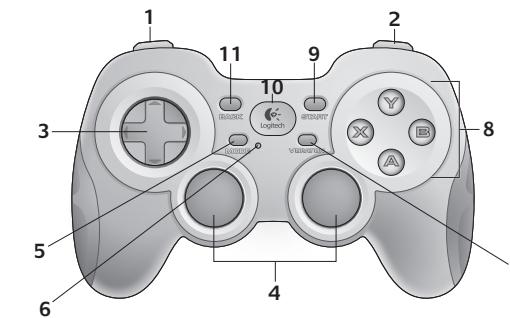
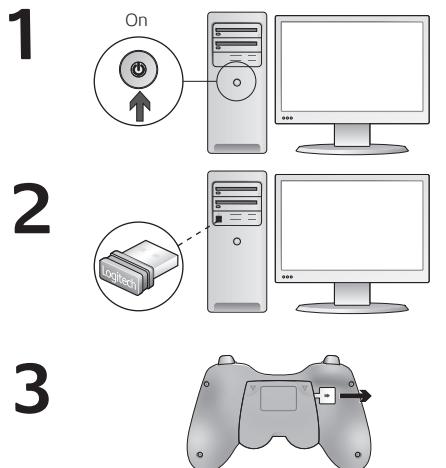


Getting started with Alustamine



English

Gamepad F710 features

Control	XInput games	DirectInput games
1. Left button/ trigger	Button is digital; trigger is analog	Button and trigger are digital and programmable*
2. Right button/ trigger	Button is digital; trigger is analog	Button and trigger are digital and programmable*
3. D-pad	8-way D-pad	8-way programmable D-pad*
4. Two analog mini-sticks	Clickable for button function	Programmable* (clickable for button function)
5. Mode button	Selects flight or sports mode. Flight mode: analog sticks control action and D-pad controls POV; Status light is off. Sports mode: D-pad controls action and analog sticks control POV; Status light is on.	
6. Mode/ status light	Indicates sports mode (left analog stick and D-pad are swapped); controlled by Mode button	
7. Vibration button†	Vibration feedback on/off	Vibration feedback on/off*
8. Four action buttons	A, B, X, and Y	Programmable*
9. Start button	Start	Secondary programmable action button*
10. Logitech button	Guide button or keyboard's Home key	No function
11. Back button	Back	Secondary programmable action button*

* Requires Logitech Profiler software installation

† Vibration function requires games that support vibration feedback. Please see your game's documentation for more information.

Using game interface modes

Your new Logitech gamepad supports both XInput and DirectInput interface modes. You can switch between these two modes by sliding a switch on the side of the gamepad. It's recommended that you leave the gamepad in XInput mode, which is marked "X" (1) on the gamepad side.

In XInput mode, the gamepad uses standard Windows XInput gamepad drivers. It is not necessary to install the included software CD unless you will be using the gamepad in DirectInput mode.

XInput is the most current input standard for games on the Windows operating system. Most newer games that support gamepads use XInput. If your game supports XInput gamepads and your gamepad is in XInput mode, vibration feedback and all gamepad controls should operate normally. If your game supports XInput gamepads and your gamepad is in DirectInput mode, the gamepad will not function in the game unless it is switched to XInput mode or the gamepad is configured using the Logitech Profiler software.

DirectInput is an older input standard for games on the Windows operating system. Most older games that support gamepads use DirectInput. If your game supports DirectInput gamepads and your gamepad is in XInput mode, most features on the gamepad will function except that the left and right trigger buttons act as a single button, not independently, and vibration feedback is not available. For best support in DirectInput games, try putting the gamepad in DirectInput mode, marked "D" on the gamepad side (2).

Some games do not support either DirectInput or XInput gamepads. If your gamepad doesn't work in either XInput or DirectInput modes in your game, you can configure it by switching it to DirectInput mode and using the Logitech Profiler software. The Logitech Profiler software cannot be used to configure the gamepad when it is in XInput mode.

Help with setup

The gamepad doesn't work

- Check the USB connection.
- The USB receiver works best plugged into a full-powered USB port. If you use a USB hub, it must have its own power supply.
- Try plugging the USB receiver into a different USB port.
- Ensure the batteries are making good contact.
- Try using fresh batteries.
- If the wireless connection fails intermittently, try using the included USB extension cable.
- In the Windows® Control Panel/Game Controllers screen, gamepad = "OK" and controller ID = 1.
- Restart the computer.

The gamepad controls do not work as expected

- Refer to "Using game interface modes" and "Features" in this guide to learn more about how XInput and DirectInput interface modes affect gamepad functioning.

Eesti

Gamepad F710 omadused

Juhtrupp	XInput mängud	DirectInput mängud
1. Vasakpoolne nupp/päästik	Nupp on digitaalne päästik on analoog	Nupp ja päästik on digitaalsed ning programmeeritavad*
2. Parempoolne nupp/päästik	Nupp on digitaalne päästik on analoog	Nupp ja päästik on digitaalsed ning programmeeritavad*
3. D-pad	8-suunaline D-pad	8-suunaline programmeeritav D-pad*
4. Kaks analoogi	Vajutatav toiminguteks	Programmeeritav*, vajuta, et sooritada toiming
5. Režiiminupud	Vali lennu- või spordirežiimi. Lennurežiim: analooge kasutatakse juhtimiseks ning D-pad kontrollib vaated; Staatus tuli ei pole. Spordirežiim: D-pad juhtimiseks ning analoogiga vaate muutmiseks; Staatus tuli põleb.	
6. Režiimi/ staatus tuli	Näitab spordirežiimi staatust; muudetav "Mode" nupuga	
7. Vibratsiooni nupp†	Vibratsioon sisse/välja	Vibratsioon sisse/välja*
8. Neli toimingute nuppu	A, B, X ja Y	Programmeeritav*
9. "Start" nupp	Start	Teine programmeeritav nupp*
10. "Logitech" nupp	Guide nupp või klaviatuuri "Home" nupp	Puudub funktsoon
11. "Back" nupp	Back	Teine programmeeritav nupp*

* Vajab programmi Logitech Profiler installatsiooni

† Vibratsiooni funktsioon vaja toimimiseks mängu, mis seda funktsiooni totab

Liidestide kasutamine mängudes

See Logitech'i pult toetab XInput ja DirectInput liideseid. Sul on võimalik vahetada nende vahel, kasutades lülitit, mis asib puldi küljel. Soovitatav on kasutada XInput režiimi, mis on tähistatud "X" (1) sümboliga.

XInput liides kasutab standardseid Windowsi XInput puldi draivereid. Selle jaoks ei ole vaja eelnevalt installida tarkvara.

XInput on hetkel uusim standard mängude mängimiseks Windows operatsioonisüsteemil. Suur osa uutest mängudest toetab pulte XInput liidesega. Kui sinu mängitav mäng toetab XInput pult ja sinu pult on lülitatud XInput režiimile, peaks vibratsioon ja nupud toimima normaalsett. Kui mäng toetab XInput pulte ja sinu pult on lülitatud DirectInput režiimile, siis pult ei tööta enne kui see pole lülitatud XInput režiimile või kui pole tehtud vastav seadistus Logitech Profiler tarkvaraga.

DirectInput on vanem standard mängude mängimiseks Windows operatsioonisüsteemil. Suur osa vanematest mängudest toetab puldi kasutamis DirectInput režiimil. Kui sinu mäng toetab DirectInput pulte ja sinu pult on XInput režiimis, siis suur osa puldi nuppudest peaks funktsioneerima, välja arvatud vasak- ja parempoolse analoogi alla vajutamise funktsiooni, mis pole erinev vaid sama. ning vibratsioon ei ole saadaval. Parimaks kogemuseks vaheta puldi režiimi DirectInput režiimile mis tähistatud sümboleiga "D" puldi küljel (2)

Mõned mängud ei toeta DirectInput ega XInput pulte. Kui sinu pult ei tööta kummaski režiimis, proovi seda seadistada, vahetades DirectInput režiimile ja kasutades Logitech Profiler tarkvara. Logitech Profiler tarkvaraga ei saa pulti seadistada XInput režiimis.

Abi seadistamisel

Juhpult ei tööta

- Kontrollige USB ühendust
- USB vastuvõtja töötab kõige paremini täieliku toitega USB liideses. Kui kasutate USB jaoturit, peab sellel olema eraldi toide.
- Proovige ühendada USB vastuvõtja teise USB liidesesse
- Vaadake, et patarei oleks korralikult ja õigesti sisestatud
- Kui juhtmevaba ühendus katkeb vahelduva eduga, provige kasutada kaasas olevat USB juhet
- Windowsi juhtpaneelis (Control Panel)/Game Controllers Screen, gamepad = "OK" ja controller ID = 1
- Proovige arvutit taaskäivitada

Juhpuldi nupud ei tööta nii nagu peavad

- Vaadake uesti üle seadistuse abi ja omadused, et saada parem ülevaade XInput ja DirectInput liidest funktsioonide kohta.

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Rating: 5V ---, 100mA
FCC ID: JN2CU0003
IC: 4418A-CU0003
MADE IN CHINA

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