	BRAND / LAUNCH: Logitech 2010 PROJECT 1	TTLE: Pacer X							DETAILS: AMR/ GSW Guide 3x3" panel
COLOR SPECIFICATIONS	SPOT COLORS	DIE LINE COLOR (NO PRINT)	PROC K	5	25	<b>RS</b>	75	95	<b>L</b> ogitech
R S	DIELINE NAME: n/a								DIELINE RECEIVED: n/a
2	SPECIFICATIONS / NOTES: Round 1 files								THIS PRINT SIZE / SCALE: 100% of original
ଷ	Job is four-color								Designer: Emma Ghiselli
	MODIFICATION DATE: April 9, 2010								Location: Fremont, CA, USA



Gamenad F710 features

DirectInput games

8-way programmable D-pad\*

clickable for buttor

Programmable<sup>4</sup>

light is off. Sports mode: D-pad controls action an

Indicates sports mode (left analog stick and D-pa are swapped); controlled by Mode button

XInput games

8-way D-pad

A, B, X, and Y

2. Right button/ trigger

mini-sticks

8. Four action

11. Back button

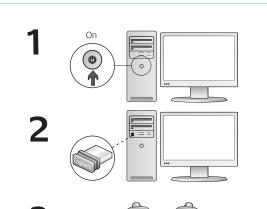
3. D-pad

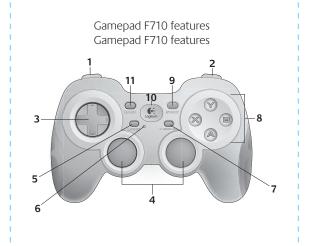
Button is digital; trigger is analog

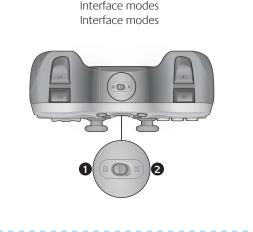
Button is digital; trigger

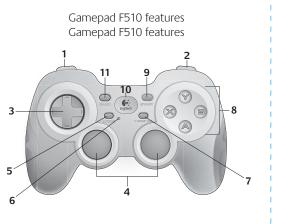
lickable for button





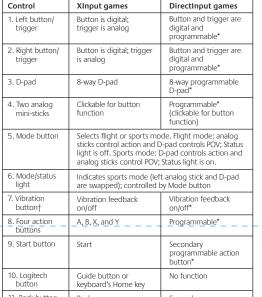






Interface modes

Interface modes



Gamepad F710 features

Français

# \* 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 ommended that you leave the gamepad in XInput mode, which is marked "X" (1) on the gamepad side.

gamepad drivers. It is not necessary to install the included software CD unless you will be using the gamepad in DirectInput 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 nction 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

### Help with setup

The gamepad doesn't work

affect gamepad functioning.

- Check the USB connection. • The gamepad 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 gamepad into a different USB port.
- \* Requires Logitech Profiler software installation • In the Windows® Control Panel/Game Controllers screen, † Vibration function requires games that support vibration feedback. gamepad = "OK" and controller ID = 1. Please see your game's documentation for more information. Restart the computer.

### The gamepad controls do not work as expected • Refer to "Using game input modes" and "Features" in this guide to

Using game interface modes our new Logitech gamepad supports both XInput and DirectInput interface modes. You can switch between these two learn more about how XInput and DirectInput interface modes modes by sliding a switch on the side of the gamepad. It's which is marked "X" (1) on the gamepad side.

Guide button or

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

# **Português**

	Gamepad F710 featu	res	Windows operating system. Most newer games that suppor			
ntrol	XInput games	DirectInput games	gamepads use XInput. If your game supports XInput gamep			
.eft button/ :rigger	Button is digital; trigger is analog	Button and trigger are digital and programmable*	and your gamepad is in XInput mode, vibration feedback and gamepad controls should operate normally. If your game supports XInput gamepads and your gamepad is in DirectInp			
Right button/ rigger	Button is digital; trigger is analog	Button and trigger are digital and programmable*	mode, the gamepad will not function in the game unless it switched to XInput mode or the gamepad is configured us the Logitech Profiler software.			
D-pad	8-way D-pad	8-way programmable D-pad*	DirectInput is an older input standard for games on the Wind			
Two analog mini-sticks	Clickable for button function	Programmable* (clickable for button function)	operating system. Most older games that support gamepads DirectInput. If your game supports DirectInput gamepads and your gamepad is in XInput mode, most features on the game			
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.		will function except that the left and right trigger buttons act a single button, not independently, and vibration feedback is available. For best support in DirectInput games, try putting t gamepad in DirectInput mode, marked "D" on the gamepad			
Mode/status ight			(2).			
/ibration outton†	Vibration feedback on/off	Vibration feedback on/off*	Some games do not support either DirectInput or XInput gamepads. If your gamepad doesn't work in either XInput or			
Four action A, B, X, and Y Programmable*		Programmable*	DirectInput modes in your game, you can configure it by switching it to DirectInput mode and using the Logitech Profi			
Start button	Start	Secondary programmable action button*	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 gamepad works best plugged into a full-powered USB

XInput is the most current input standard for games on the

- port. If you use a USB hub, it must have its own power supply. • Try plugging the gamepad into a different USB port.
- 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 input modes" and "Features" in this guide to learn more about how XInput and DirectInput interface modes affect gamepad functioning.

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## affect gamepad functioning. recommended that you leave the gamepad in XInput mode, which is marked "X" (1) on the gamepad side.

DirectInput mode.

# \* 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

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## 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.

XInput is the most current input standard for games on the Windows

XInput. If your game supports XInput gamepads and your gamepad

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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 ction 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. f 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 gamepad 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 gamepad into a different USB port. • In the Windows® Control Panel/Game Controllers screen, gamepad = "OK" and controller ID = 1.

# The gamepad controls do not work as expected

• Refer to "Using game input modes" and "Features" in this guide to learn more about how XInput and DirectInput interface modes

## Fsnañol

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*			
D-pad 8-way D-pad      Two analog mini-sticks Clickable for button function		8-way programmable D-pad*  Programmable* (clickable for button function)			
				5. Mode button	
6. Mode/status light	Indicates sports mode (left analog stick and D-pa 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			
44 D. J. L. II.	l	1			

Please see your game's documentation for more information.

\* Requires Logitech Profiler software installation XInput mode. † Vibration function requires games that support vibration feedback.

### Using game interface modes

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Restart the computer.

### The gamepad controls do not work as expected Refer to "Using game input modes" and "Features" in this guide to learn more about how XInput and DirectInput interface modes affect gamepad functioning.

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This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help. FCC Caution: Any changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate this equipment.

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