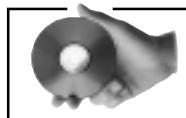
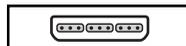


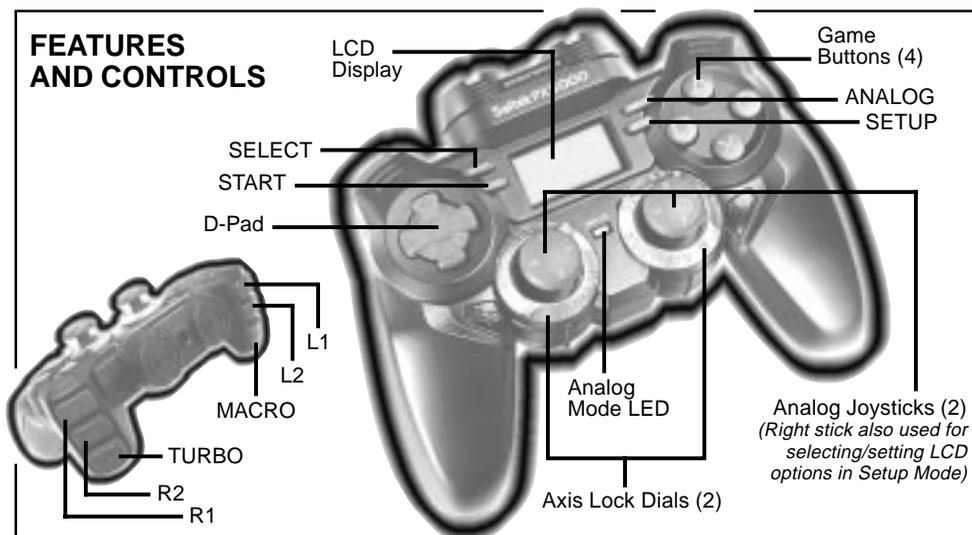
Important: The PX5000 uses advanced self calibration technology to ensure absolute precision game control. Do not press any of the gamepad buttons or move the analogue mini joysticks until 5 seconds after pressing the reset button on the Sony PlayStation®2. This may affect game play.

GETTING CONNECTED: IT'S SO EASY!

- 1** Before you start, make certain that your Sony PlayStation®2/ PS one™/PlayStation® is turned OFF!
- 2** Insert the Saitek PX5000 connector plug into one of your game console's controller ports.
- 3** Turn on your PlayStation®2/PS one™/PlayStation® and start up your favorite game. Be sure to explore the rest of the manual to learn all about the playing modes and special options your new PX5000 gamepad has to offer. Have fun!



FEATURES AND CONTROLS



DIGITAL / ANALOG MODES AT A GLANCE

	MODE	ANALOG LED	D-PAD	LEFT ANALOG STICK	RIGHT ANALOG STICK
Power Up Default	DIGITAL		On	D-Pad	✕ ■ ● ▲
x 1	ANALOG		On	Analog Stick	Analog Stick
x 2	<i>Reverts back to default (Digital Mode)</i>				

1. A LOOK AT THE BASICS

Congratulations on your purchase of Saitek's exciting and innovative PX5000 gamepad! Besides bringing you unprecedented macro programming functions via a large LCD display, this fully analog gamepad will also provide precise and fluid game play in any situation! The PX5000 is compatible with the Sony PlayStation®2/PS one™/PlayStation® line of video game consoles. As shown under *Features and Controls*, the PX5000 boasts 4 analog action buttons, 4 analog triggers, an analog D-Pad, and 2 analog mini-joysticks. Game compatibility is assured with your choice of Digital or Analog Modes, and you can easily add extra speed and power to the buttons of your choice by activating Turbo Mode. You'll benefit greatly from the unique Macro Mode feature, which can be used to program, store and retrieve a number of personalized macro sequences, instantly accessible at any time during your game! What's more all your personalized macro sequences can be saved on the PX5000's built-in memory, even when you have disconnected the pad. In addition, the handy axis lock function allows you to lock both joysticks separately, for even greater control over game play in special situations. Saitek's noted DoubleShock 2 vibration effects provide all the realism you're looking for, with twin motors integrated into both sides of the PX5000. These motors, automatically activated in games supporting the vibration feature, offer feedback that varies from a slight jolt to full force!

2. DIGITAL VS. ANALOG MODE

Your PX5000 gamepad offers a choice between Digital and Analog Modes, allowing you to switch between the two for various types of games. The pad defaults to Digital Mode on power up. To switch over to Analog Mode at any time, simply press **ANALOG**. Whenever Analog Mode is active, the Analog Mode LED will turn on. Refer to the Digital/Analog Modes Chart for a summary of the settings. *Note that some games will select the mode automatically, basically overriding any manual mode selection. Check your game's documentation for details.*

- **Using the PX5000 in Digital Mode:**

In Digital Mode, the PX5000 acts like a standard PlayStation®2/PS one™/PlayStation® gamepad. However, unlike most other gamepads, the PX5000 analog sticks also function in Digital Mode! As noted in the chart, Digital Mode causes the left analog stick to emulate the D-Pad, and the right analog stick to emulate the **✕**, **■**, **●**, and **▲** buttons.

AN OVERVIEW OF THE LCD SYMBOLS

1. L1 and L2 Buttons
2. D-Pad Directional Indicators
3. Turbo Mode, Setup Mode, and Macro Mode Indicators
4. Macro Group Numbers
5. Mode Display/Editing Area
6. R1 and R2 Buttons
7. ✕, ■, ●, and ▲ Buttons
8. Duration Indicator Bars
9. Directional Arrows

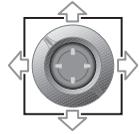
• Using the PX5000 in Analog Mode:

In Analog Mode, your gamepad features all the standard digital functions, along with the activation of the dual analog sticks. This combination is perfect for games requiring a high level of control, since the pressure-sensitive analog sticks offer increased precision and performance. The action buttons and the D-Pad also react to the amount of pressure applied, giving you the ultimate in control! For superior response in your driving and flying games, or any game where accuracy is essential, we recommend using Analog Mode. To take full advantage of the analog features, look for games with the *Analog Controller Compatible* label!

HINTS AND TIPS FOR LCD NAVIGATION!

- Always use the **right-hand joystick** to select modes and edit settings in Setup Mode.

- Not sure which way to move your joystick while editing?



Take a look at the directional arrows at the bottom right of the display—they'll indicate your current joystick movement options!

- Whenever you press an action button, whether in Setup Mode or during game play, the symbol for that button will appear in the display.

3. A GUIDE TO USING SETUP MODE

Setup Mode provides access to some of the PX5000 gamepad's most unique features: **Macro Mode**, **Turbo Mode**, and **Rename Mode!** To program or edit information in any of these modes, you must always start out by pressing **SETUP** to enter Setup Mode. The display will show **SETUP**, along with the first menu option, **Macro**. Pull the right-hand joystick down repeatedly to cycle through the other menu options: **Turbo**, **Rename**, and then back to **Macro**. Check out the rest of this section for complete details on using these extraordinary modes!

Before you go on to learn about Setup Mode, however, an important note regarding your gamepad's memory capabilities. The PX5000 will retain your programmed information even when it has been unplugged from your video game console—so your own personal names, settings, and macros will always be instantly available, whenever you use the gamepad! As you are using Setup Mode, you'll notice that the display will often show **UPDATING!** after you enter and confirm settings. A word of caution: *Never turn off or unplug your game console while information is being updated (i.e., while **UPDATING!** is being displayed).* If the PX5000 loses power while updating, memory corruption can result. If this occurs, you'll need to reset the gamepad by erasing its memory, as described in Section 5.

3.1 RENAME MODE: PERSONALIZE YOUR PX5000!

Your PX5000 gamepad allows personalization with any name, up to 6 characters. Follow these steps to change the User Name in the display:

- a. After pressing **SETUP** to enter Setup Mode, move the right joystick down until the **Rename** menu option is displayed.
- b. Press the **MACRO** button to enter Rename Mode, and the display will show the current User Name.
- c. The flashing cursor always indicates the character which can be changed. To edit the User Name, move the right joystick up to go forwards in the alphabet, and down to go backwards. After selecting the first letter, move the stick to the right to put the flashing cursor in position to select the next letter. Note that numbers, spaces, and some punctua-

tion marks are also available. To go back and change previously selected characters, simply move the joystick to the left.

- d. Once you have finished entering your User Name, press **MACRO** to confirm. The display will briefly show **UPDATING!**, and you'll automatically exit Rename Mode. *Note: Whenever a Macro Group has been activated during game play, the User Name will be overridden by the name of the active Macro Group.*

3.2 TURBO MODE: BOOST SPEED, ADD POWER!

Whenever you want a shot of extra speed or firepower during your game, simply turn on Turbo Mode! If you're firing at the enemy, for example, adding Turbo Mode to your trigger will cause it to fire continuously when held down, instead of firing just one shot—and you can even specify any of 3 different speed settings! After programming all your turbo buttons, as described below, you can activate Turbo Mode during game play by pressing **TURBO**. The display will show **TURBO** to indicate that this mode is in effect. As long as Turbo Mode is active, holding down any turbo-programmed button will give that button the turbo effect. To exit Turbo Mode and return the buttons to normal, press **TURBO** again to turn the **TURBO** display off. Follow the steps below to learn how to use this special mode!

- a. After pressing **SETUP** to enter Setup Mode, move the right joystick down until the **Turbo** menu option is displayed.
- b. Press the **MACRO** button to enter Turbo Mode. The display will show **SEL.KEY:?** and **TURBO**, along with symbols for any buttons that are enabled with the turbo function.
- c. Press one of the buttons (**✕**, **■**, **●**, **▲**, **L1**, **L2**, **R1**, **R2**, **D-Pad up/down/left/right**) to set, edit, or delete the turbo function for that button. The display will show the button you pressed and its current turbo speed setting, as in **✕SPEED 2**. To change the speed for that button, move the right joystick to the right or left and select one of the settings: **SPEED 0** (Turbo Off), **SPEED 1**, **SPEED 2**, or **SPEED 3**.
- d. Press **MACRO** to confirm your chosen speed setting and return to the **SEL.KEY:?** display. Note that if you press **MACRO** when **SPEED 0** is displayed, the turbo function will be turned off for that button and its symbol will disappear from the display.
- e. To set the turbo function for another button, repeat Steps c and d, above. After programming all your desired turbo buttons, press **SETUP** to exit Turbo Mode.

3.3 MACRO MODE: PROGRAM YOUR OWN MACRO SEQUENCES!

Macro Mode allows you to set up and name 2 individual Macro Groups, each containing up to 4 different Macro Keys. Not sure what a macro is? It's essentially a series of commands or actions that can be saved and stored, and then recalled during game play by pressing a single button! This button, which is used to trigger your programmed macro sequence, is called a Macro Key, and each assigned Macro Key can be used to trigger a sequence of up to 12 steps

PLAY IT SAFE!

Whether you're fighting off the enemy, or in the middle of an exciting race, remember that it's important to be aware of how you are sitting and how you're holding the PX5000 gamepad! 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! Plus, a word of caution: If you have strained muscles, broken bones, or joint problems in your fingers, hands, or arms, do not use the gamepad with any games that support the vibration feature.



of your choice! When a Macro Group has been activated, the group's name and number will be displayed. You can call up any of that group's programmed sequences instantly during game play by holding down **MACRO** and pressing one of the designated Macro Keys. As you can imagine, this feature has the potential to add a tremendous amount of power to your game-playing abilities. So, let's go ahead and learn how to create your own macros!

- a. After pressing **SETUP** to enter Setup Mode, the **Macro** menu option will automatically be displayed. If you're already in Setup Mode, move the right joystick down until **Macro** appears in the display.
- b. Press the **MACRO** button to enter Macro Mode. The display will show **MACRO:1**, along with **MACROS**.
- c. To select a different Macro Group, move the right joystick to the right to cycle through **MACRO:1**, **MACRO:2**, and **MACRO:OFF**.
- d. Press **MACRO** to confirm your displayed selection. The display will show **UPDATING!**, and then **ACTIVATE?**.
- e. You now have a choice between activating or programming/editing a macro: Moving the right joystick up and down will alternate the display between **ACTIVATE?** and **SETTINGS?**. *To activate a Macro Group, go to Option A, below. To program, edit, or delete a Macro Group, go to Option B, below.*

➔ **OPTION A: TO ACTIVATE A MACRO GROUP:**

- (1) After entering Setup Mode and selecting a Macro Group (Steps a through e, above), press **MACRO** when **ACTIVATE?** is displayed. This will turn your selected Macro Group on and automatically quit Macro Mode, with that Macro Group's name and number showing in the display. Note: If the display you confirmed was **MACRO:OFF**, pressing **MACRO** at this point will turn all the Macro Groups off. The User Name will then be displayed instead of a Macro Group Name.
- (2) To use the active Macro Group during your game, hold down **MACRO** and press any one of that Macro Group's pre-programmed trigger keys!

➔ **OPTION B: TO PROGRAM, EDIT, OR DELETE MACROS:**

- (1) After entering Setup Mode and selecting a Macro Group (Steps a through e, above), press **MACRO** when **SETTINGS?** is displayed. The display will show the current Macro Group Name, which you now have the option of changing.
- (2) The flashing cursor always indicates the character which can be changed. To edit the Macro Group (up to 6 characters), move the right joystick up to go forwards in the alphabet, and down to go backwards. After selecting the first letter, move the stick to the right to put the flashing cursor in position to select the next letter. Note that numbers, spaces, and some punctuation marks are also available. To go back and change previously selected characters, simply move the joystick to the left.
- (3) Once you have finished entering your Macro Group Name, press **MACRO**. The display will briefly flash **UPDATING!** as the new name is being confirmed.
- (4) The display will now show **SEL.KEY:?**, together with any currently assigned Macro Key symbols for that group. Remember that Macro Keys are gamepad buttons that have been designated to trigger macro sequences, and a maximum of 4 Macro Keys can be assigned in any Macro Group.

➔ ➔ **TO ADD A NEW MACRO KEY:**

- (a) With **SEL.KEY:?** showing, press the gamepad button you want to use as a

Macro Key. The display will show your selected Macro Key, along with the first step number (e.g., R1:STEP 1). *Note: If you try to add a Macro Key when 4 keys have already been set up, the display will show MACRO FULL. You'll have to delete one of the current Macro Keys before adding another, as described later in this section.*

- (b) Press one of the buttons (✕, ■, ●, ▲, L1, L2, R1, R2, D-Pad up/down/left/right) to set the button for the first step. You can also select the duration for this first step, by moving the right joystick up repeatedly. (Moving the joystick up once turns on the first duration indicator bar in the display and gives you the shortest duration). Subsequent pushes of the joystick (up to a total of 8) add to the duration for that step. Note that with the 5th push of the joystick, the Macro Key icon becomes bold and the first bar turns on again. The bold icon indicates the second half of the duration settings, which creates longer times. The maximum duration has been selected when the icon is bold (e.g., ▲ instead of △), and all 4 duration bars are on (≡).
- (c) Move the right joystick to the right to select the next step (e.g., R1:STEP 2).
- (d) Repeat Steps (b) and (c) to program more steps, up to a maximum of 12.
- (e) After you have finished entering all your desired steps for this Macro Key, press **MACRO** to confirm. After a brief UPDATING! display, the SEL.KEY:? display will return.
- (f) Repeat Steps (a) through (e) to set up any additional Macro Keys, up to a total of 4. To exit Macro Mode, press **SETUP**.

➔ ➔ TO EDIT A CURRENT MACRO KEY:

- (a) With SEL.KEY:? showing (as well as the symbols for any Macro Keys assigned to that group), choose the Macro Key you want to edit by pressing that button on the gamepad. The display will show EDIT/DEL., with EDIT automatically highlighted.
- (b) Press **MACRO**, and the first step for that Macro Key will be displayed (e.g., L2:STEP 1). Move the right joystick to the right, if necessary, to select the step you would like to edit. *To delete a displayed button*, simply press that button to remove it from the display. *To add a new button*, press that button to add it to the display. *To edit the duration setting*, move the right joystick up or down to add or subtract duration bar indicators. Displaying only the first duration bar gives you the shortest duration. Subsequent pushes of the joystick (up to a total of 8) add to the duration for that step. Note that with the 5th push of the joystick, the Macro Key icon becomes bold and the first bar turns on again. The bold icon indicates the second half of the duration settings, which creates longer times. The maximum duration has been selected when the icon is bold (e.g., ■ instead of □), and all 4 duration bars are on (≡).
- (c) Move the right joystick to the right to select the next step you want to edit (e.g., L2:STEP 2). Skip over any steps that don't require editing.
- (d) After you have finished editing, press **MACRO** to confirm. UPDATING! will be displayed, and then SEL.KEY:?.

- (e) Repeat Steps (a) through (d) to edit any other Macro Keys. To exit Macro Mode, press **SETUP**.

➔ ➔ **TO DELETE A CURRENT MACRO KEY:**

- (a) With **SEL.KEY:?** showing (as well as the symbols for any Macro Keys assigned to that group), choose the Macro Key you want to delete by pressing that button on the gamepad. The display will show **EDIT/DEL.**, with **EDIT** automatically highlighted. Move the right joystick to the right to highlight **DEL.**
- (b) Press **MACRO** to confirm. After **UPDATING!** flashes briefly, that button's symbol will disappear from the LCD, and **SEL.KEY:?** will be displayed.
- (c) Repeat Steps (a) and (b) to delete any other Macro Keys. To exit Macro Mode, press **SETUP**.

4. LOCKING THE AXES

The analog sticks on the PX5000 gamepad offer a lockable axis feature, which is ideal for improved control in situations where the axes need to be handled separately! Try it out for steering and accelerator/brake functions in driving games, for example, or in flight simulation games. To lock the axis for either of the sticks, simply rotate the Axis Lock Dial to your desired setting, as described below. As soon as the dial clicks into place, the axis has been locked.

Caution: The Axis Lock Dial can only be rotated 90 degrees. If you attempt to rotate the dial too far or force it in any way, you risk damaging the mechanism!

- **To lock the vertical axis:** Turn the dial until the alignment marks line up with the vertical marks on the stick.
- **To lock the horizontal axis:** Turn the dial until the alignment marks line up with the horizontal marks on the stick.
- **To unlock either axis:** Turn the dial until the alignment marks are in a diagonal position.

5. HAVE QUESTIONS? HERE'S SOME HELP!

a. My PX5000 isn't functioning. What's wrong?

- Check the cable connections. Turn off your PlayStation®2/PS one™/PlayStation® and unplug the PX5000 from the controller port. Then plug it back in, making certain that the connection is snug.
- Make sure that your console's power cord is plugged in snugly, both into the unit itself and into the wall. Consult your PlayStation®2/PS one™/PlayStation® manual for console troubleshooting.

b. The sticks don't seem to be working correctly.

- Is the Axis Lock function enabled? If the alignment marks on the Axis Lock Dial are lined up with the marks on the stick (either horizontally or vertically), the axis is locked—and movement is restricted to that axis only. To unlock the axis, turn the dial until the alignment marks are in a diagonal position.
- Are you in Digital Mode? If so, the analog sticks are currently emulating the D-Pad and the **✕**, **■**, **●**, and **▲** buttons. Switch to Analog Mode, if desired, by pressing **ANALOG**.

c. I'm trying to add a Macro Key, but the display keeps showing **MACRO FULL**.

- Only 4 Macro Keys can be active in a Macro Group at any one time. If you're getting the **MACRO FULL** message and you still want to add a new Macro Key, you'll have to delete a current Macro Key first. For details, see Section 3.3.

d. I turned my video game console off while the PX5000 was updating information. Will my programmed settings be affected?

- Yes. As noted in Section 3, the gamepad's memory can become corrupted if your console is turned off or unplugged while **UPDATING!** is being displayed. If this occurs, the gamepad will have to be reset, and the memory erased, as follows: Press **<setup** to enter setup mode. Press and hold the **✖**, **■**, **●**, **▲**, **R1**, and **R2** buttons, and press **SETUP**. The display will show **ERASE ALL?**. Pressing **MACRO** at this point will show **UPDATING!** in the display for about 10 seconds while the PX5000's memory is being purged. Note that if you decide not to erase the memory when **ERASE ALL?** is showing, you can press **SETUP** to cancel.

e. The vibration feature isn't working.

- Since this feature is not supported by all games, you'll need to check your game documentation. If the vibration feature is supported, the documentation will usually specify *Dual Shock™/Dual Shock 2™* or *Vibration Function Compatible*.
- Some games require you to activate this feature from within the game. It's often as simple as selecting the Shock option from the game menu. Check your game documentation for details.

6. IF YOU NEED MORE SUPPORT...

Give our website a visit at www.saitek.com. Besides obtaining help with 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 PX5000 gamepad, 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 PX5000. 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 guidelines when contacting us:

- Have access to your Sony PlayStation®2/PS one™/PlayStation® 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 the game's manufacturer, the version number, 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!

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