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You already had to install the SST software and connect the controller for the first time. If you don't, install SST software from the Saitek website or drive setup, then connect your controller's USB cable to one of your computer's free USB ports. When you connect the controller, the Profiler icon will appear in the taskbar next to the watch every time the controller is connected. The Profiler icon can be a joystick, wheel, gamepad, etc. depending on which controller is connected. If you have more than one Saitek controller connected at the same time, you will have a separate icon for each controller. When you hold the mouse cursor over a small pop-up tooltip icon will tell you which controller the icon belongs to. We use the Saitek Cyborg X Flight Stick for our example, so the Profiler icon looks like a Cyborg X. Menu Profiler Left clicking on the Profiler icon to open the Profiler menu window. First, we'll create a profile to click on the profile editor's command. You can also run Profiler by clicking on the editor's profile. Advanced Tip : - A clear profile is used whenever you want to completely clean one of your controller profiles. - Clear Startup cleans the profile that was created as a startup profile. - The control panel opens the testing and calibration screen for the controller. - www.saitek.com opens your browser and takes you to the Saitek website. The Profile Editor automatically recognizes the connected controller and opens the left window, showing the image of the controller on the left and a list of its buttons and axes on the right. Our example uses the Cyborg X stick, so the window shows cyborg X and its available buttons and axes. You can choose another controller from the menu falling down at the top of the screen if you want to create a profile for another controller connected to the computer or when no controller is connected (note: you can create and keep a profile without the controller connected, but you can't check or profile it) Move the mouse cursor over the buttons and control the controller on the picture - each button or part of the controller is highlighted when the mouse cursor is above it. This means that the button or control can be programmed and there is a cell for the button or axis to the right of the screen in which you can create a keyboard command. You'll notice that the mouse cursor changes on the hand when it's positioned above some buttons. If you left the mouse press when the hand is positioned above the button it emphasizes the appropriate cell to the right of the screen, ready to be programmed. You can also press buttons or move the axis on the controller itself. This automatically separates the right-to-right cell. Programming a keyboard command to a button or or or In this example, we're going to program a very simple command to help you fly an airplane in Microsoft FSX. We want to assign a simple command to our joystick buttons to speed up or slow down the speed of the simulation to speed up in the time when flying long distances. In FSX, the modeling speed increases when you first press the R on the keyboard and then the I or-button. We decided to make the button 4 on Cyborg X speed up the simulation speed and button 2 to slow down the speed of the simulation. First, either click button 4 or click on it in the picture of the controller to the left of the window. This emphasizes the 4 button cell to the right of the window. On the left, click on the dedicated cell with a mouse. To the left of the cell, a cursor is displayed indicating that you can press the key. We typed R, followed by Shift and I (held at the same time) - a combination of commands that will accelerate the simulation speed in FSX. Now press the green tick to the right of the cell to indicate that you are happy with the keystrokes you have typed. Now you are asked to name the team. We named our team Acceleration sim speed. Hit the return when you named the team. The cell now displays Button 4 - Sim Speed Acceleration. If you make a mistake in setting a keystroke or want to change it, highlight the text and edit it or click right and click Delete. If you want to remove one of the keystrokes that you've programmed, click on it and press remove it on the keyboard or right click on one of the keystrokes and select Delete from the menu. If you want to remove all keystrokes, choose Delete Everything. The software now tells us that button 4, when pressed, will initiate R and I - the FSX team to speed up the simulation. You just created the first command for the controller. Testing your profile To check the command, click the test profile icon at the top of the profile editor screen. This opens the testing window. Click on the button or control you've programmed and you'll see the command you've created. In our example, pressing the 4 button on Cyborg X initiates R, and then Shiftkey and I. Grey R and Shiftkey keystrokes mean that R and Shiftkey keystrokes will also be released after pressing. We also want to program button 2 to slow down the speed of modeling. Once again, we press button 2 on the controller or press the 2 button on the controller picture to highlight the 2 cell button on the right (or simply press the 2 cell button). When the cursor flashes, we'll lead the R slowdown speed command, and then - and click on the green tick. We called the team Decelerate sim rate and then hit the return. Opening the profile tester and pressing the 2 button on the joystick shows that the command is correct. Click on OK to profile editor. At this point, you can print your profile as a quick link to the commands you've programmed. To do this, click the printer icon at the top of the window. By keeping a profile to keep this very simple profile, click on the Save icon at the top of the box. You will be asked to name a profile and keep it in a folder that contains all the profiles you have created - Saitek SD6 Profiles. We named our FSX1 profile. Then, to download this profile for the controller, click on the profile icon at the top of the window you will notice that the controller icon in the bottom left corner of the toolbar now has a green background. This means that you have assigned a profile to this controller. Whenever you connect the controller for the first time to start using the profile, tap the controller icon, and select the profile you created - FSX1 in our example. Now that we're running the Microsoft FSX, the 4 button on Cyborg X will speed up the simulation speed and button 2 will slow it down. The profile we created is very simple, but shows the basic principles of creating profiles with SST. Saitek has created useful profiles for most of the major computer games that are available for download www.saitek.com. While these profiles use most of the SST software features - and can be quite complex - even if you're new to programming using SST it's still a useful exercise to download a profile sample for a game you want to play on the controller and then edit according to your preferences. SaitekCyborg keyboardUSER MANUALBEDIENUNGSANLEITUNGGUIDE D'UTILISATIONMANUALE D'USOMANUAL DEL USUARIOTMCyborg_Keyboard_manual_final.qxd 04/03/2008 16:04 Page 1Page 2Saitek Cyborg KeyboardConsonation on the purchase of the Keyboard Saitek Cyborg. In addition to the high performance office tool, the Cyborg keyboard is designed specifically for gaming and includes the following features: Independent lighting - set different colors and brightness for the key game areas of the keyboardTri-color lighting - choose from shades of red, green and amber lighting settings guarantee, that colors remain even after the restart of the system Improved a few key presses in the game zones Touch-Sensitive, backlit dashboard panel to control lighting and media commandCyborg mode - instantly disable Windows keys and adjust the color and brightness of your game keys at the touch of a Pass-via USB button, audio and microphone sockets Adjustable wrist rest and angle Keyboard rake (front and rear) Gilded connectors for USB and audioThe two keyboard modes - Normal and Cyborg mode - by pressing the press head icon on the control panel. Normal Modelt is pointed to the left half of the cyborg head icon illuminated. Multimedia keys, brightness and color controls, as well as keyboard lights on/officon are also illuminated dimly. When only the color and brightness of the keyboard can be changed and the game keys are not flooded. Cyborg Modelt is indicated by the entire icon of cyborg's head, illuminated. Anything that burns as usual plus a Widows key lock indicator and elective lighting icons for selected key areas (game keys, WASD, WERTI, Arrow, Num-pad) are also illuminated. The Num panel, game keys, WASD keys and Arrow keys have independent controlled color lighting in Cyborg mode. The Cybord keyboard also includes 12 game keys that are programmable using Saitek Smart Technology software and media keys to control music or video tracks. The WASD, cursor, Cyborg, and NumPad keys can be illuminated independently of the rest of the keyboard to highlight the game keys that are successfully used. Installation of the Cyborg1 keyboard. First, connect a K/B USB cable to one of your PC's free USB ports. If you're going to use headphones, speakers, an omicrophone headset, also plug pink and green mini jackplugs into the appropriate sound in and out of your computer's socket. Now plug the headset, speaker cables, etc. into pink audio and green audio from the socket on the back right side of the keyboard.2. The second USB cable of the Cyborg keyboard marked Ext functions as a usb extension. Connect the cable to one of your PC's free USB ports, and then connect the USB device directly to the USB port on the back right side of the keyboard. The Usb device will now communicate directly with your computer. THE game keysKeyboardArrow keysCursor controls the modeKeyboard. Only from the human side of the illuminated face ModeCyborg: Both sides of the face are illuminatedlighting brightnessLighting colorIncrease/decrease (brightness) or scrolling (color)Caps/num/scroll locksNext trackPrevious trackPlay/pauseMutMuteVolumeLights offWindows Key Blocked IndicatorSitek Cyborg Keyboard ControlsCursor ControlsWASD KeysProgramming keysCyborg_Keyboard_manual_final.qxd 04/03/2008 16:04 Page 2

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