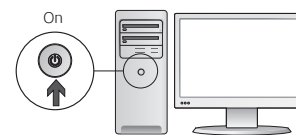




1



2



3



English

F710 Gamepad 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 Gaming software installation (www.logitech.com/support/f710)

† 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 Logitech Gaming software (www.logitech.com/support/f710) 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 Gaming 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 Gaming software. The Logitech Gaming software cannot be used to configure the gamepad when it is in XInput mode.

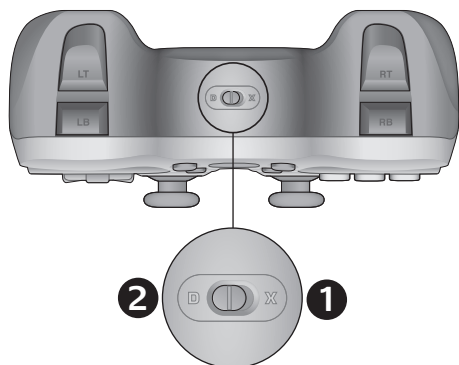
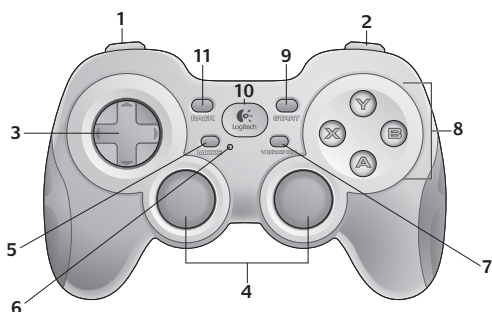
Help with Setup

The gamepad doesn't work

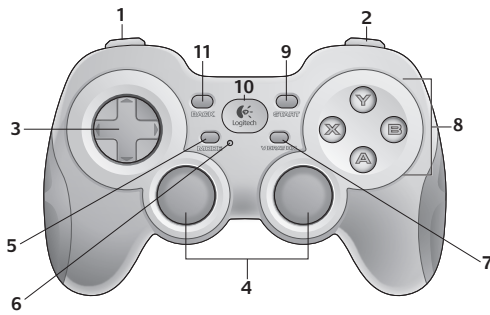
- Check the USB connection.
- The USB receiver works best plugged into a full-powered USB port. If you use a USB hub, it must have its own power supply.
- Try plugging the USB receiver into a different USB port.
- Ensure the batteries are making good contact.
- Try using fresh batteries
- If the wireless 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.



简体中文



F710 游戏手柄功能		
控制	XInput 游戏	DirectInput 游戏
1. 左侧按钮/触发器	按钮采用数字信号; 触控器采用模拟信号	数字及可编程* 按钮和触发器
2. 右侧按钮/触发器	按钮采用数字信号; 触控器采用模拟信号	数字及可编程* 按钮和触发器
3. 方向控制按钮 (D-pad)	8 向方向控制按钮 (D-pad)	8 向可编程方向控制按钮 (D-pad)*
4. 两个模拟迷你摇杆	可作为按钮进行单击操作	可编程* (可作为按钮进行单击操作)
5. 模式按钮	选择飞行或运动模式。飞行模式: 将由模拟摇杆控制动作, 而由方向控制按钮 (D-pad) 控制 POV; 状态灯熄灭。运动模式: 将由方向控制按钮 (D-pad) 控制动作, 而由模拟摇杆控制 POV; 状态灯亮起。	
6. 模式/状态灯	指示运动模式 (左侧模拟摇杆和方向控制按钮 (D-pad) 被对调); 通过“模式”按钮进行控制	
7. 震动按钮	震动反馈开/关	震动反馈开/关*
8. 四个动作按钮	A、B、X 和 Y 按钮	可编程*
9. “开始”按钮	开始	辅助可编程动作按钮*
10. 罗技按钮	“导向”按钮或键盘“主菜单”键	无功能
11. “后退”按钮	背面	辅助可编程动作按钮*

* 需要安装罗技游戏软件 (www.logitech.com/support/f710)

† 震动功能需要游戏要支持震动反馈。更多信息, 请参见游戏文档。

使用游戏界面模式

全新的罗技游戏手柄支持 XInput 和 DirectInput 两种界面模式。您可以通过游戏手柄侧面的滑动开关在这两种模式之间进行切换。建议您将游戏手柄置于 XInput 模式, 游戏手柄侧面的“X” (1) 标记代表该模式。

在 XInput 模式中, 游戏手柄使用标准的 Windows XInput 游戏手柄驱动程序。除非您想要以 DirectInput 模式使用游戏手柄, 否则不需要安装罗技游戏软件 (www.logitech.com/support/f710)。

XInput 是 Windows 操作系统中最新的游戏输入标准。大多数支持游戏手柄的较新款游戏都使用 XInput。如果游戏支持 XInput 游戏手柄, 并且游戏手柄处于 XInput 模式, 那么震动反馈及所有的游戏手柄控制键都能正常操作。如果游戏支持 XInput 游戏手柄, 而游戏手柄却处于 DirectInput 的模式, 游戏手柄将无法在游戏中发挥作用, 除非将其切换到 XInput 模式或使用罗技游戏软件对游戏手柄进行配置。

DirectInput 是 Windows 操作系统中较老的游戏输入标准。大多数支持游戏手柄的较老款游戏都使用 DirectInput。如果游戏支持 DirectInput 的游戏手柄, 而游戏手柄处于 XInput 模式, 那么游戏手柄上除了左、右触发器按钮不能独立使用而只能作为单一的按钮使用和无法使用震动反馈之外, 大部分功能都是可用的。为了获得对 DirectInput 游戏的最佳支持效果, 可以尝试将游戏手柄置于 DirectInput 模式, 游戏手柄侧面 (2) 的“D”标记代表该模式。

某些游戏对 DirectInput 或 XInput 游戏手柄都不支持。如果游戏手柄在 XInput 或 DirectInput 模式下都不能在游戏中正常使用, 您可以通过将其切换至 DirectInput 模式并使用罗技游戏软件来进行配置。当游戏手柄处于 XInput 模式时, 罗技游戏软件不能对其进行配置。

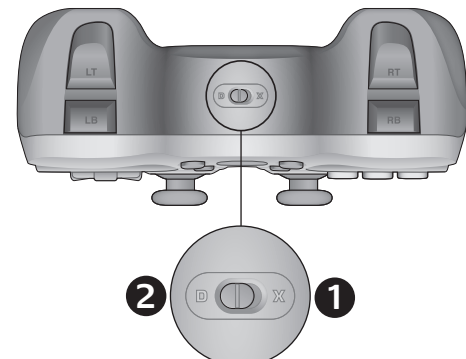
设置帮助

游戏手柄不能正常工作

- 检查 USB 连接。
- 将 USB 接收器插入到电力充足的 USB 端口时效果最佳。如果您使用 USB 集线器, 集线器必须自带电源。
- 尝试将 USB 接收器插入到其他 USB 端口。
- 确保电池接触良好。
- 尝试使用新电池
- 如果无线连接出现间歇性中断, 尝试使用附带的 USB 延长线。
- 在 Windows® 控制面板/游戏控制器屏幕上, 游戏操纵杆 = “确定”, 控制器 ID = 1。
- 重新启动电脑。

游戏手柄控制键没有如预期一样正常工作

- 请参阅在本指南中的“使用游戏界面模式”和“功能”部分, 以详细了解 XInput 和 DirectInput 界面模式对游戏手柄功能的影响。



Logitech 罗技

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620-004857.003

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Table of Toxic and Hazardous Substances/Elements and their Content

产品中有毒有害物质或元素的名称及含量
根据中国<<电子信息产品污染控制管理办法>>

Game Controller, Joystick, Wheel 游戏控制器、游戏控制杆、游戏方向盘						
有毒有害物质或元素						
部件名称	铅 (Pb)	汞 (Hg)	镉 (Cd)	六价铬 (Cr(VI))	多溴联苯 (PBB)	多溴二苯醚 (PBDE)
电缆 Cable	X	○	○	○	○	○
电路板组件 PWAs	X	○	○	○	○	○
塑料外壳 Plastic enclosure	○	○	○	○	○	○
塑料部件 Plastic parts	○	○	○	○	○	○
金属部件 Metal parts	X	○	○	○	○	○

○ = 表示该有毒有害物质在该部件所有均质材料中的含量均在 SJ/T11363-2006 标准规定的限量要求以下。
X = 表示该有毒有害物质至少在该部件的某一均质的含量超出 SJ/T11363-2006 标准规定的限量要求。

表中所有“X”的所有部件都符合欧盟 RoHS 法规
“欧洲议会和欧盟理事会 2003 年 1 月 27 日关于电子电器设备中限制使用某些有害物质的 2002/95/EC 号指令”
注: 环保使用期限的参考参数取决于产品正常工作的温度和湿度等条件

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M/N:C-U0003
Rating: 5V ~, 100mA
FCC ID: JN2CU0003
IC: 4418A-CU0003
MADE IN CHINA

M/N:C-U0007
Rating: 5V ~, 100mA
FCC ID: JN2CU0007
IC: 4418A-CU0007
CMHT ID: 2010D/0355
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