Getting started with
Première utilisation
Logitech® Wireless Gamepad F710
Logitech® Wireless Gamepad F710

W/N:G-U0001

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Gamepad F710 features
Gamepad F710 features

Interface modes
Interface modes

English

Using game interface modes

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.
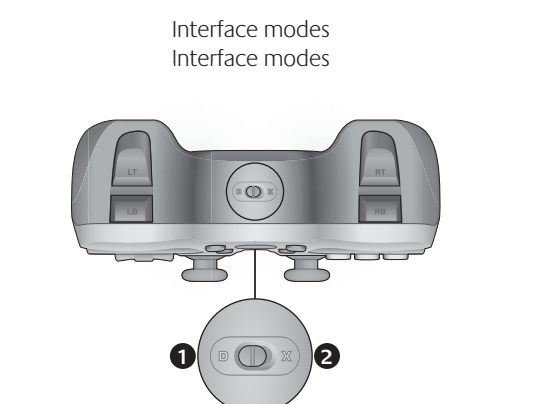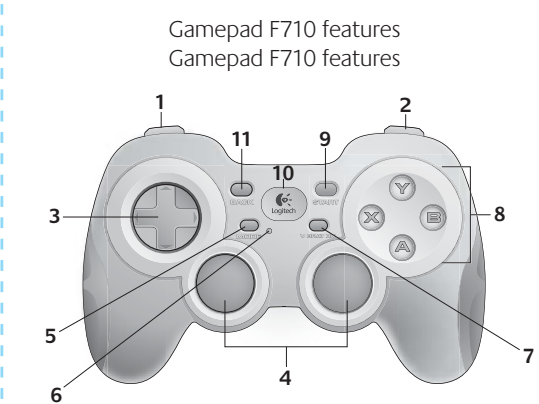
Xinput is the most current input standard for games on the Windows operating system. Most newer games that support gamepads use Xinput. If your game supports Xinput gamepads and your gamepad is in Xinput mode, vibration feedback and all gamepad controls should operate normally. If your game supports 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 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.
• 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.

Español

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	
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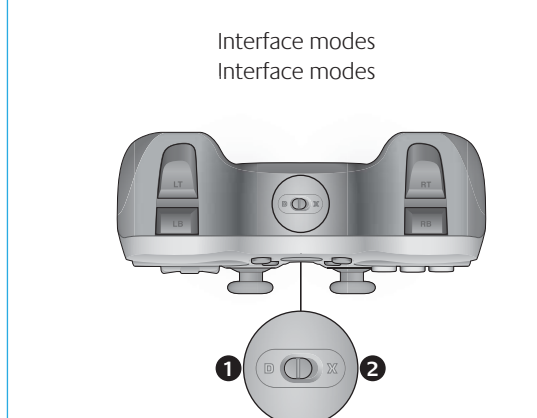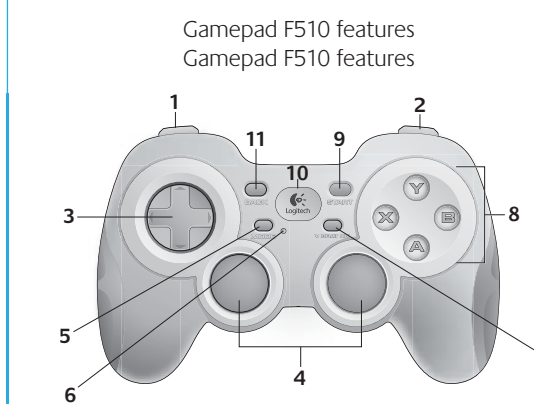• Restart the computer.

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Gamepad F510 features
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Interface modes
Interface modes

Français

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Português

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www.logitech.com/support
www.logitech.com

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Canada	+1-866-934-5644
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Latin America	+55 11 3444 6761
Mexico	001 800 578 9619

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¿Cuál es su opinión?
Qu'en pensez-vous?
O que você acha?

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Obrigado por adquirir nosso produto.

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Federal Communication Commission Interference Statement

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.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation

Industry Canada Statement

This device complies with RSS-210 of the Industry Canada Rules.
Operation is subject to the following two conditions:
1) this device may not cause interference and
2) this device must accept any interference, including interference that may cause undesired operation of the device

台灣使用注意事項:
經型式認證合格之低功率射頻電機，非經許可，公司、商號或使用者均不得擅自變更頻率、加大功率或變更原設計之特性及功能。
低功率射頻電機之使用不得影響飛航安全及干擾合法通信；經發現有干擾現象時，應立即停用，並改善至無干擾時方得繼續使用。前項合法通信，指依電信法規定作業之無線電通信。低功率射頻電機須忍受合法通信或工業、科學及醫療用電波輻射性電機設備之干擾