

# Ready to Roll? Start Here!

Welcome to your new Trackball Controller for the Xbox 360! Here are some important things to help you get the most out of your trackball.

**Important! Rechargeable** AA batteries are not supported, as the voltage (1.2v) will be too low for the LED / optical sensor. Either leave the controller plugged in via a Play & Charge kit or use non-rechargeable AA batteries. The PowerGenix rechargeable 1.6 v Battery System is safe to use with the Wireless Trackball Controller. ( search for "PowerGenix Charger" on Amzon.com )

## Step 1: Increase the In-Game Sensitivity Setting

Before using your controller, let's calibrate it for the game you're about to play: In the game options, start with a setting of **about 75% of the highest allowed sensitivity value**.

*For example: In Call of Duty: Black Ops, we find that a setting of "7" or "8" (out of 10) works best.*

*One accustomed to the 75% sensitivity you can slowly increase the sensitivity, but sometimes its a trade-off between speed and accuracy.*

## Step 2: Calibrate the Controller

1. In the game, **press and hold the calibration button** (see right).

*Note: You should be controlling your character now, not in a menu.*

2. With your other thumb, slowly **rotate the trackball straight to the right or left** until you see movement in the game.

3. Continue pressing the button and moving the trackball until you begin to see movement in the game (this may take a couple revolutions). Once you see movement on-screen, move the trackball in the reverse direction, just until the in-game movement stops. This is the sweet spot!

*Note: Feel free to move the trackball back and forth until you find the sweet spot.*

4. Release the calibration button.

5. Now, experiment by moving the trackball in the game.

- If movement feels responsive and smooth in all directions, you're done!

*Note: By calibrating with a just a left or right movement, you have just set X and Y to a "square" dead zone.*

- If up/down (Y) movement is sluggish, skips, or is twitchy, this game probably uses a "rectangular" dead zone. **Repeat the steps 1-4 above**, but this time, move the trackball **up or down**.

*Note: This resets the "Y" dead zone and leaves the "X" dead zone untouched.*

- If the crosshair doesn't want to move in a straight line (zig-zags or "wobbles") , this game probably uses a "circular" dead zone. **Repeat the steps 1-4 above**, but this time, move the trackball **diagonally** (eg, to the upper right).

*Note: Try to get equal "sweet spots" for the "up" and "right" directions. If this method is needed, you can skip straight to the diagonal method for this game in the future.*



*Calibration Example: "Gears of War 2" has a **square** dead zone and can be calibrated with a right or left rotation.*

*"Battlefield: Bad Company 2", "Halo:Reach" and "Call of Duty: Black Ops" are using the newer **circular** dead zone and can be tuned with just the diagonal calibration. Some games may have a **rectangular** dead zone like "Left for Dead 2", and need both the "X" and "Y" rotation.*

*As a general rule, you want to use the highest possible in-game sensitivity setting (providing the "highest top speed") that still allows you to make very subtle adjustments to your cross-hair position. If the controller feels fine and you want to add more speed and sensitivity, try higher sensitivity settings in the game and then recalibrate. You can always go back to to previous setting if it is too "twitchy". Feel free to experiment with releasing the calibration button further from the sweet spot to achieve more or less sensitivity.*

*You may need to recalibrate your controller whenever you change in-game sensitivity, since that may change the game's dead zone area.*

# Troubleshooting

## **Small movements in the trackball are not recognized**

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- Calibration is needed.

## **Small movements are too “twitchy” (crosshair moves too much)**

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- Calibration may be needed.
- If calibration does not solve the issue, try a lower in-game sensitivity and recalibrate.

## **Fast movement wont register, or reversed. General erratic movements**

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- Usually, this means calibration is needed.
- There may be dust in the trackball socket. Gently clear any obstructions to the LED and Optical Sensor.
- Batteries may be weak. **Note: Rechargeable AA batteries are not supported, as the voltage will be too low. You must either leave the controller plugged in via a Play&Charge kit or use non-rechargeable AA batteries. You can also use the PowerGenix Rechargeable System ( see Red Box on Page 1 ).**

## **Cannot move the crosshairs fast enough**

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- Increase the in-game sensitivity and then recalibrate the controller to find the best trade-off in top speed and fine-tuned aiming.
- During calibration, some users prefer to release the calibration button when the crosshair is moving rather quickly, instead of at the prescribed “sweet spot”. This results in a bigger “twitch” movement on screen and more sensitive trackball.
- Though you get more speed with the trackball controller because of the ability to use higher in-game sensitivity, the Trackball Controller can only deliver as much speed as the game supports at the highest sensitivity settings. Thus, it and may still initially feel limited to PC users who are used to “infinite” twitch speed. With a properly calibrated controller, movements will feel “1:1” within the allowed speeds and you should feel comfortable within a few days.

*Note: “Speed” is just one of several important advantages that a trackball offers over thumb sticks.*

## **Movements seems lopsided in some directions, or drifts on its own**

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- The Controller may have lost it's Master Calibration. In rare cases the Controller itself can reset and change its stick center point. In such a case its necessary the re-learn the Master Calibration. Please check the Trackball Controller Forum, or contact [“info@trackballcontroller.com”](mailto:info@trackballcontroller.com) for instructions how to set a new Master Calibration.

## **Got another question, concern or feedback?**

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We'd love to hear from you! Visit [trackballcontroller.com](http://trackballcontroller.com) and let us know what's on your mind.

## **Ebay / Youtube Video feedback**

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We hope you are happy with your purchase and would greatly appreciate feedback. Please click the “Like” button on the Youtube video. If you for whatever reason don't like the controller, just send it back within 14 days and receive a full refund, no questions asked. Shipping costs are not refundable.

Have fun Rolling !