I have a Mac and would like to know whether my USB peripheral is compatible with my computer.

-> Mac OS 8.6 and USB game peripherals.

USB peripherals work with GameSprocket, a piece of Apple software (more specifically, the InputSprocket libraries, an application allowing users to manage USB inputs/outputs in a Mac environment).

Games compatible with InputSprocket usually come bundled with this software, but you can also download the GameSprocket file from the Apple website (www.apple.com).

The next step is to install InputSprocket.

Games will then detect the peripheral and allow you to adjust its settings. You should consult your game's manual (Tomb Raider, Quake, 4X4 Evo, etc.) for instructions on how to configure your accessory in that game.

Please note that all software must be compatible with InputSprocket 1.2 or higher.

-> Mac OS 9.0 and USB game peripherals.

You don't need to install any drivers if you have Mac OS 9.0 or higher, as your operating system manages USB game peripherals directly.

To make sure that your accessory is properly recognized by your computer, simply click on **Apple/Apple System Profiler**, and then on **Devices and Volumes**; the name of your device should be displayed on-screen.

To assign game functions to your accessory's buttons, set up the buttons using the options in games. For more information on configuring your accessory via the options in a game, consult your game's manual.

-> Mac OS X and USB game peripherals.

The Mac OS X operating system has two different environments:
- **Carbon**, which allows you to use applications developed for Mac OS X via **SDK Carbon** (specific Mac OS X libraries, plus some for Mac OS 9.x).
- **Classic** (virtual machine), which allows you to properly launch applications developed for Mac OS 9 with **GameSprocket** libraries (DrawSprocket, InputSprocket, etc.).

1. Applications developed with **SDK Carbon** handle HID-compliant USB peripherals correctly under Mac OS X (therefore, no problems with this type of game).

2. Applications developed with **GameSprocket** libraries, however, do not recognize HID peripherals (apart from mice and keyboards) under Mac OS X. As **Classic** is not

linked to the HID standard, HID-compliant USB peripherals will not function with this type of game.

Nevertheless, by downloading the **GamePad Companion** software by **Carvware Software** from Apple's website (http://www.apple.com/downloads/macosx/drivers/gamepadcompanion.html), USB accessories can be made to work by using keyboard and mouse emulation for **Sprocket** (Mac OS 9) applications.

To sum up:
   – If you have games compatible with **SDK Carbon**, you can use your USB peripheral directly with them under Mac OS X.
   – If you have games compatible with **InputSprocket** (for Mac OS 9), you must install and use **GamePad Companion** for your USB peripheral to work with them under Mac OS X.

NB: No matter which Mac operating system you are using, the vibration and Force Feedback effects are not compatible with Mac games. You will therefore not be able to feel Force Feedback effects when using a Force Feedback accessory on a Mac.