

# SUPER SLAM DUNK TOUCHDOWN

## TROUBLE SHOOTING

A GUIDE TO COMMON ISSUES EXPERIENCED YOU MAY EXPERIENCE WITH SUPER SLAM DUNK TOUCHDOWN

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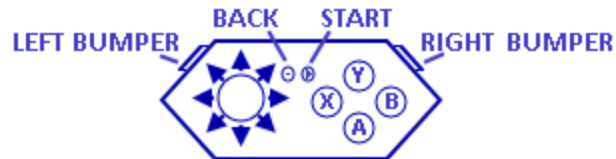
# WINDOWS

## COMMON PROBLEMS ON THE WINDOWS VERSION OF SUPER SLAM DUNK TOUCHDOWN

### CONTROLLER PROBLEMS

#### I AM STUCK ON THE TITLE SCREEN

USE THE MOUSE, ARROW KEYS, OR CONTROLLER TO NAVIGATE THE MENUS. PRESS THE LEFT MOUSE BUTTON, SPACE BAR, OR “SHOOT” BUTTON ON YOUR CONTROLLER. TYPICAL CONTROLLER CONFIGURATION:



- A: SHOOT/SELECT MENU ITEM
- B: PASS/CANCEL
- Y: SWITCH PLAYER WITH CPU
- RIGHT BUMPER: TURBO BOOST

SEE **OPTIONS -> CONTROLLER CONFIG** TO REMAP BUTTONS AND KEYS.

#### I CAN'T START THE GAME FROM THE TEAM SELECT SCREEN

TO ADVANCE FROM THIS SCREEN, THE FOLLOWING CONDITIONS MUST BE MET

- AT LEAST ONE PLAYER MUST SELECT A CHARACTER
  - USE A GAME CONTROLLER OR THE KEYBOARD TO MOVE A PLAYER ICON TO YOUR DESIRED PLAYER, THEN PRESS THE “SHOOT” BUTTON OR KEY.
  - SEE **OPTIONS -> CONTROLLER CONFIG** TO REMAP BUTTONS AND KEYS
- NO MORE THAN 3 PLAYERS PER TEAM
  - IN OLDER VERSIONS OF SSDT, IT WAS POSSIBLE TO HAVE MORE THAN 3 PLAYER ICONS ON ONE TEAM. UPDATE TO THE LATEST VERSION OF SUPER SLAM DUNK TOUCHDOWN TO PREVENT THIS.

ONCE THESE CONDITIONS ARE MET, YOU CAN START THE COUNTDOWN BY PRESSING “START” OR THE SPACE BAR. NOTE THAT ON SOME CONTROLLERS, THE DEFAULT “START” BUTTON MAY DIFFER FROM THE LABELLED BUTTON ON THE CONTROLLER.

## I CAN'T REMAP ANALOG TRIGGERS TO ACTIONS

AT THE MOMENT, CERTAIN CONTROLLERS SUCH AS THE XBOX 360 CONTROLLER CANNOT HAVE THEIR ANALOG TRIGGERS MAPPED AS BUTTONS. THIS IS A LIMITATION OF THE CURRENT VERSION OF SUPER SLAM DUNK TOUCHDOWN.

## THE STEAM CONTROLLER ISN'T WORKING

YOU MUST ACTIVATE X-INPUT MODE BY CHECKING **OPTIONS -> USE X-INPUT**.

### **PLEASE NOTE THAT THIS WILL CREATE THE FOLLOWING ISSUES:**

- SOME CONTROLLERS MAY NO LONGER BE RECOGNIZED. IF YOU WANT TO USE MULTIPLE CONTROLLERS ALONGSIDE THE STEAM CONTROLLER, THEY MUST SUPPORT X-INPUT MODE. XBOX CONTROLLERS SUPPORT X-INPUT BY DEFAULT, OTHER CONTROLLERS MAY HAVE A BUTTON OR SWITCH TO ACTIVATE X-INPUT MODE.
- ONLY 4 CONTROLLERS CAN BE CONNECTED IN X-INPUT MODE WHILE THE STEAM CONTROLLER IS PLUGGED IN.
- EACH CONTROLLER WILL HAVE TO BE CONFIGURED INDIVIDUALLY IF YOU WANT CUSTOM BUTTONS ON X-INPUT CONTROLLERS.

YOU CAN USE THE KEYBOARD AND MOUSE WITH 4 X-INPUT CONTROLLERS TO PLAY 5 PLAYER MATCHES. IF YOU DISABLE THE “USE X-INPUT” OPTION AND USE ANOTHER TYPE OF CONTROLLER OTHER THAN THE STEAM CONTROLLER, YOU CAN PLAY UP TO 6 PLAYERS.

## NO CONTROLLERS ARE WORKING WHEN STREAMING VIA STEAM LINK, STEAM, OR NVIDIA GAMESTREAM

YOU MUST ACTIVATE X-INPUT MODE BY CHECKING **OPTIONS -> USE X-INPUT**.

**PLEASE SEE THE “THE STEAM CONTROLLER ISN'T WORKING” TOPIC ABOVE FOR LIMITATIONS INTRODUCED BY X-INPUT AND STEAM.**

## I CAN'T GET MORE THAN 4 XBOX 360 CONTROLLERS TO WORK

THIS IS A LIMITATION OF THE XBOX 360 CONTROLLER. YOU CAN USE ADDITIONAL CONTROLLERS OF A DIFFERENT TYPE, FOR EXAMPLE: 4 XBOX 360 CONTROLLERS AND 2 XBOX ONE CONTROLLERS CAN BE USED. '

BE SURE TO DISABLE "USE X-INPUT" ON THE OPTIONS MENU TO USE MORE THAN 4 CONTROLLERS AT ONCE.

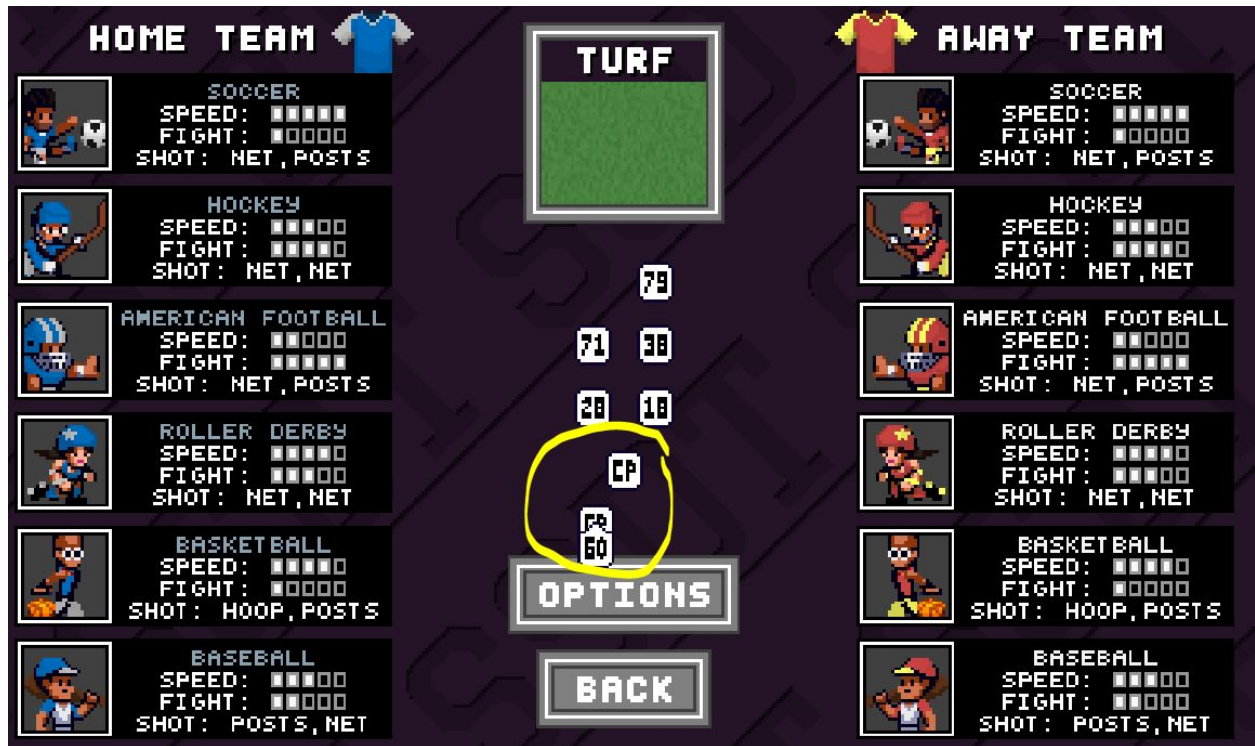
## GAMEPLAY ISSUES

### I CAN'T CHOOSE MY BOT CONTROLLED TEAMMATES.

- 1) NAVIGATE YOUR PLAYER ICON ON TOP OF THE "CP" ICON STACK UNDERNEATH THE PLAYER NUMBER ICONS.



- 2) PRESS THE "SHOOT" BUTTON OR KEY TO PICK UP THE CP ICON.



3) MOVE THE CP ICON TO THE DESIRED PLAYER TYPE AND PRESS "SHOOT" AGAIN TO DROP IT THERE.



4) WHEN ALL TEAMS ARE READY, PRESS THE "START" BUTTON OR HIT THE SPACE BAR TO BEGIN. CPU PLAYERS WILL BE AUTO-CONFIRMED AT THIS TIME.



5) PLAY THE GAME WITH YOUR DESIRED PLAYERS





## WHY CAN'T I ALWAYS CONTROL THE BALL CARRIER?

YOU CAN, IF YOU ENABLE THIS GAME OPTION. FROM THE TEAM SELECTION SCREEN, CHECK **OPTIONS** -> **CPU SETTINGS** -> **CONTROL BALL CARRIER**. YOU CAN CLICK THIS BUTTON WITH THE MOUSE, OR NAVIGATE YOUR PLAYER ICON OVER IT AND PRESS THE "SHOOT" BUTTON.