

FCC ID: KYISV-283

V4™ FORCE FEEDBACK RACING WHEEL MANUAL SV-283

CONGRATULATIONS!

Thank you for purchasing InterAct's latest exciting game controller for Windows® 95/98 games, the V4™ FORCE FEEDBACK RACING WHEEL. The V4™ Force Feedback Racing Wheel is designed for maximum enjoyment with your Windows® 95/98 force feedback racing games.

For a complete list of compatible games, please point your web browser to www.interact-acc.com/interactpc/gaming/v4forcefeedback/.

SYSTEM REQUIREMENTS

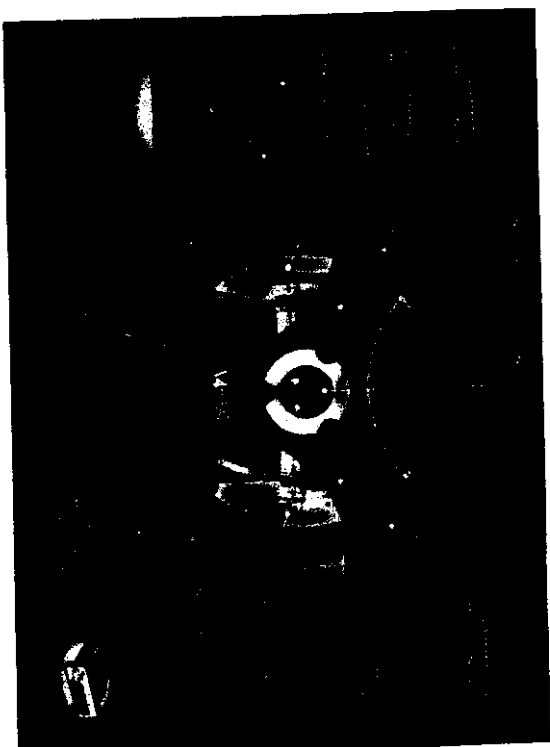
- Pentium® 75Mhz or higher
- Microsoft® Windows® 95 or 98
- 16MB of RAM
- 35MB of available hard drive disk space
- Double-speed CD-ROM drive
- DirectX™ compatible video card (Support High Color)
- DirectX™ 5.0 compatible sound card and gameport
- One available power outlet

YOUR V4™ FORCE FEEDBACK RACING WHEEL

PACKAGE INCLUDES:

- V4™ Force Feedback Racing Wheel
- V4™ Racing Pedals
- V4™ Power Adaptor
- V4™ Table Clamps & Suction Cups
- InterAct® Force Feedback Devices CD-ROM
- Instruction Manual
- Warranty Registration Card

If you are missing any of these important items, please be sure to call InterAct® Consumer Services Department at 407-333-1392 or email us at v4support@interact-acc.com. Also, please take the time to fill out the InterAct® warranty registration card. This will insure that you get information and updates from InterAct® about your newest purchase, the V4™ Force Feedback Racing Wheel and other fine products offered by InterAct®.



GETTING STARTED

The V4™ Force Feedback Racing Wheel REQUIRES Microsoft® Windows® 95 or 98. This wheel is not compatible with any other operating system. Please confirm you are running Windows® 95 or Windows® 98 before beginning installation.

The V4™ Force Feedback Racing Wheel uses the latest force feedback technology to give you an exciting racing experience. Please follow these simple steps to begin installing your V4™ Force Feedback Racing Wheel:

1. Make sure your computer is turned OFF. Connecting any device to your system's gameport with the computer turned on could cause damage to the system.
2. Attach the 15 pin gameport connector to your system's gameport. Be sure to tighten the thumbscrews so that the connector does not come loose when you move the wheel around.

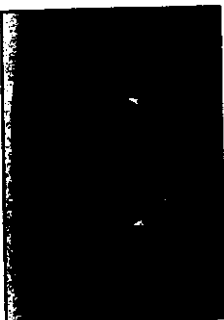


3. Attach the two table clamps to the bottom of the wheel. These clamps have a "lock tab" that is inserted in the bottom of the wheel. The clamps will keep the V4™ attached to the table.

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4. Attach the suction cups to the bottom of the wheel. Insert the tabs of the suction cups into the bottom of the wheel and rotate clockwise.
5. Attach the wheel to your desktop. Please make sure that the locking clamps are tight against the desktop, and the suction cups are attached to the desk as well.
6. Adjust the angle of the wheel using the locking knobs on the side and back of the wheel.



7. Find the connector plug on your V4™ pedals. Attach the plug to the right connector on the V4™ Force Feedback Racing Wheel.
8. Check the cable for your V4™ pedals. There are two channels for the cable on the bottom of the pedals to prevent wear and tear on the cable. Make sure that your cable is fitted snugly into one of these channels.



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9. Attach the V4™ Power Adapter to the power connector on your V4™ Force Feedback Racing Wheel. DO NOT USE ANY OTHER POWER SUPPLY EXCEPT THAT PROVIDED BY INTERACT® ACCESSORIES. Doing so risks damaging your V4™ Force Feedback Racing Wheel and voids the warranty.

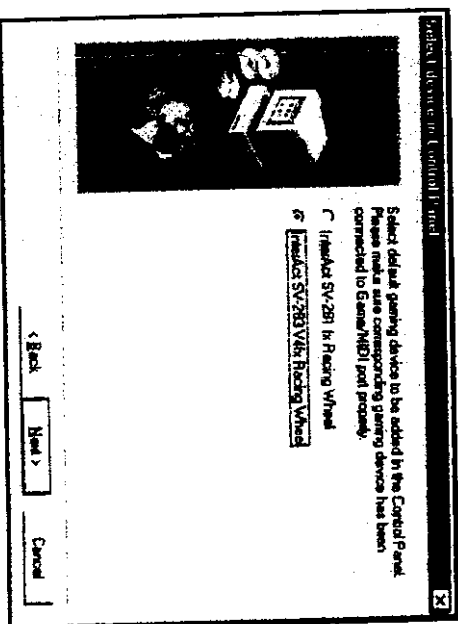


10. Turn your system on. You are now ready to install the InterAct® Force Feedback Device Software.

INSTALLING THE INTERACT® FORCE FEEDBACK DEVICES SOFTWARE

InterAct's Force Feedback Devices Software is located on the CD-ROM included. Once your system is booted up, close all other programs running on your system and insert the CD into the CD-ROM drive. The InterAct® Force Feedback Device Software should automatically launch. If it does not, double-click on the My Computer icon, choose your CD-ROM drive, and launch the program SETUP.EXE.

Please follow the on-screen directions while the software is installing. You will eventually come to a screen that gives you an option to install software for InterAct's Racing Wheel or the V4™ Force Feedback Racing Wheel. Choose the V4™ Force Feedback Racing Wheel.



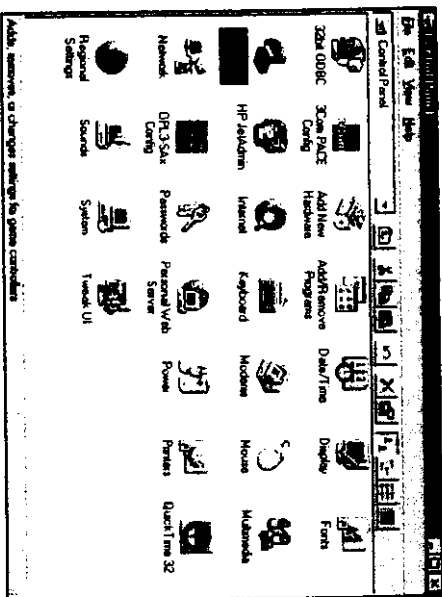
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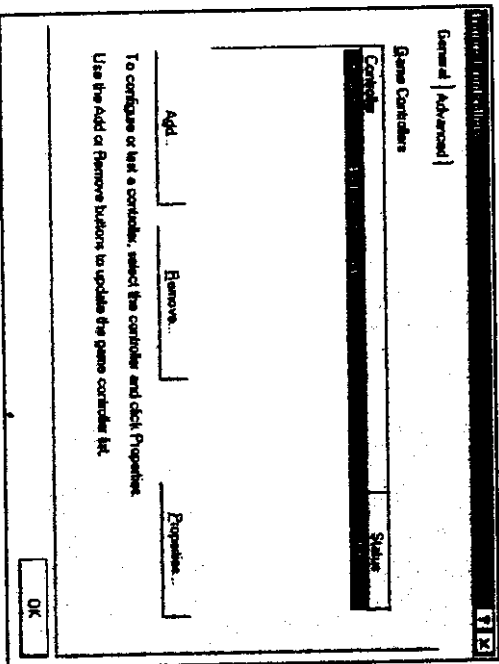
Once the software is installed, you will be asked to restart your system. Click on FINISH and reboot your system.

TESTING YOUR V4™ FOR THE FIRST TIME

When your system restarts, it will be a good idea to test your V4™ Force Feedback Racing Wheel to make sure the wheel is working properly. To do this, go to your Windows® Control Panel, and Select the Game Controllers icon.

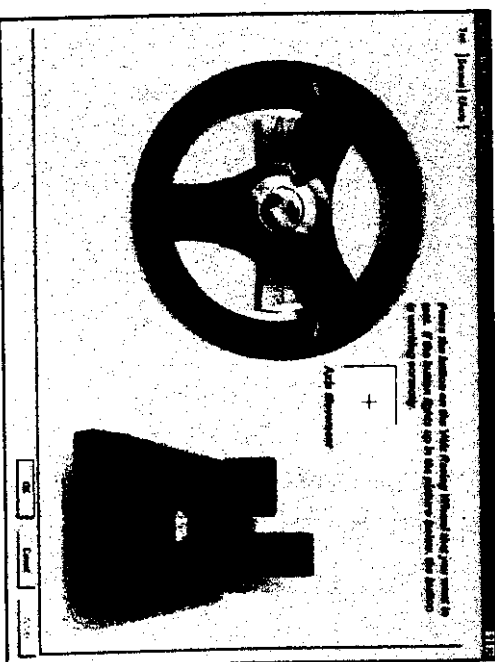


Launching Game Controllers will bring up the selection screen. Make sure that InterAct® SV-283 V4™ Racing Wheel is listed, and that it states OK under STATUS.



If the status DOES NOT say OK, then check your connections to your system and make sure the V4™ is connected to the right port on your system. If all the connections are made, please see the section in this manual titled TROUBLESHOOTING THE V4™ before proceeding.

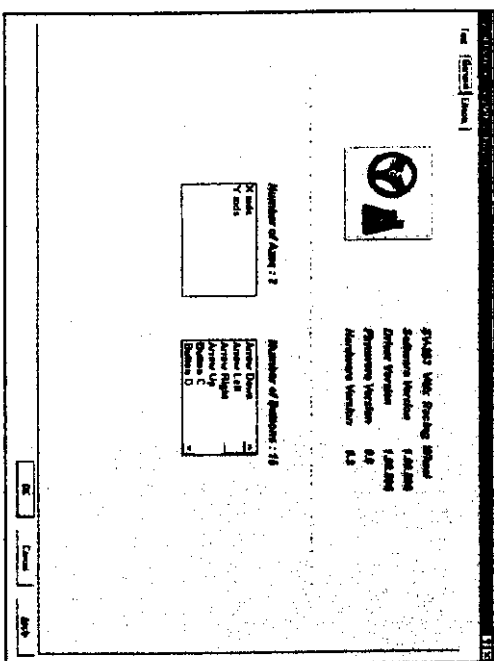
If your screen matches the main controller's screen shown on pg. 8, then click on the PROPERTIES button. This will bring up a screen titled V4™ Force Feedback Racing Wheel Properties. This screen allows you to test the different features of the V4™ to make sure they are working correctly. This screen is divided into three tabs.



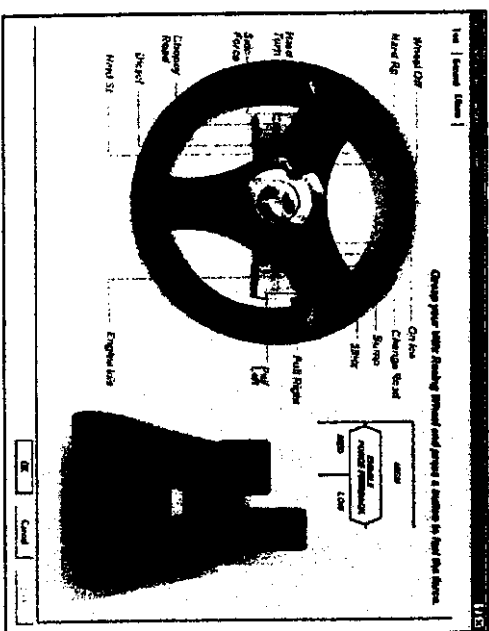
The first tab is called Test, and allows you test each button on the V4™. You can also turn the wheel and push the pedals to make sure that all of the axes are functioning. If you do not get any response on the wheel, please see the section in this manual titled TROUBLESHOOTING THE V4™ before proceeding.

The second tab is called General. This is an informational screen that gives you the software version, hardware version, and other technical details. If you ever need to contact InterAct® consumer services, please have the information on this screen available.

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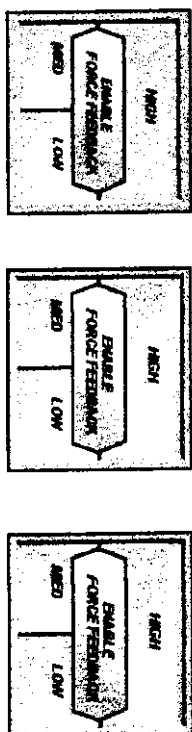


The third tab is called Effects. This screen lets you test all the effects available on the wheel, set the level of force response, and enable or disable the force feedback. Simply test the effects by pressing the assigned button. Note: There are no effects available on the pedals.



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This screen also lets you set the level of force feedback, available. Click on the button for the level of force feedback you want.



If you do not get any feedback when you press a button, make sure your power adapter is plugged into the wall and the V4™. Also, check the buttons in the middle of the V4™. If the FORCE ON/OFF button is not lit, press and hold it, then let go. If you still do not get any force effects when you press the button, please see the section in this manual titled TROUBLESHOOTING THE V4™ before proceeding.

CONFIGURING THE V4™ FORCE FEEDBACK RACING WHEEL

The V4™ Force Feedback Racing Wheel is the fullest-featured force feedback racing wheel on the market today. The advanced technology in the V4™ allows you to:

- Set the steering sensitivity on the wheel
- Program keyboard keystrokes and macros into the wheel
- Customize the button layout for optimum control
- Add force feedback effects to any game (For Windows® 95 & 98 Games only)

SET THE STEERING SENSITIVITY

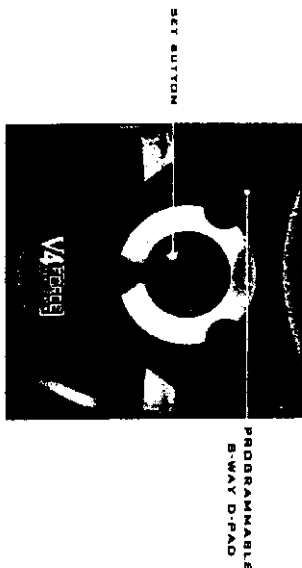
Steering Sensitivity controls the amount of response the wheel provides when you turn the wheel. You can set the V4™ to a high sensitivity, where turning the wheel a small amount gives you a full turn. Or, you can set the V4™ to medium sensitivity, where the response between how much you turn the wheel and how much response you get is equal. Finally, you can set the V4™ to low sensitivity, which requires you to really turn the wheel to the maximum to get any response.

These different settings allow racers of different skill levels to use the V4™. Experienced gamers will traditionally like the HIGH setting, while beginners will tend to use the LOW setting.

The V4™ comes automatically configured for MEDIUM sensitivity. To set the sensitivity on your V4™ Force Feedback Racing Wheel, press the SET button, then one of the directions on the D-pad located on the left side of the wheel.

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For HIGH sensitivity, press the SET button then the UP direction on the D-pad. The SET button will turn red.

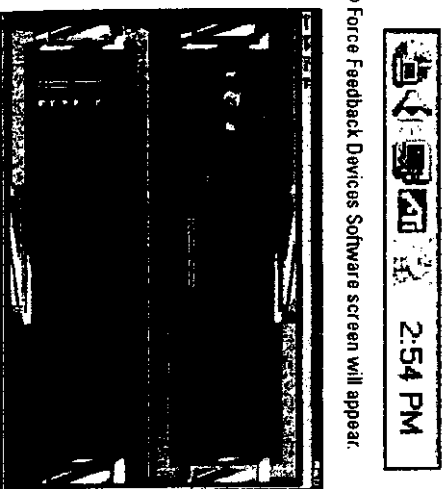
For MEDIUM sensitivity, press the SET button then the LEFT or RIGHT direction on the D-pad. The SET button will turn amber.

For LOW sensitivity, press the SET button then the DOWN direction on the D-pad. The SET button will turn green.

PROGRAMMING THE V4™ FORCE FEEDBACK RACING WHEEL

The V4™ Force Feedback Racing Wheel can be programmed with any series of keystrokes, button controls, and force feedback effects. All of these settings are stored in Profiles for each game. When you launch the game, the InterAct® Force Feedback Devices Software will automatically detect that software and apply the Game Profile. Programming keystrokes allows you store keyboard-based commands, cheats and special codes on the wheel. Programmable button controls allow you to do the function layout the way you like it. Since each button is assigned its own ID, you can move these IDs around to match your preferred driving style. To launch the InterAct® Force Feedback Software, simply go to your taskbar and click on this icon.

The InterAct® Force Feedback Devices Software screen will appear.



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MENUBAR
Choose either add game, edit profile, or disable sound effects.

PRODUCT SCREEN
View all the force feedback products available from InterAct®.

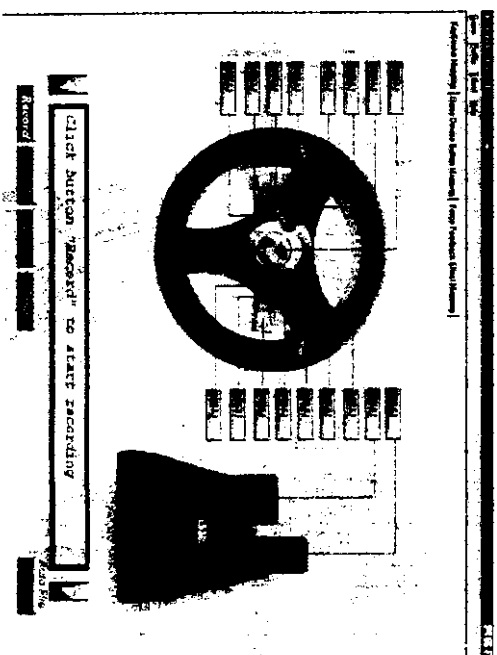
PROFILE SCREEN
Select the game profile to edit.

To program the V4™, the InterAct® Force Feedback Devices Software requires you create a Game Profile for each game you want to use the V4™ Force Feedback Racing Wheel with. The software can store up to 64 individual games. However, you can create multiple profiles for each game.

ADDING A GAME PROFILE

To add a new game profile, click on GAME on the menu bar, and choose NEW. This will open a file-browsing screen. Go to the directory where the game is installed and choose the game's executable file. This file will usually end with an EXE extension. For example, to create a profile for MotoCross Madness®, you would go to the directory where you installed MotoCross Madness® (usually C:\PROGRAM FILES\MICROSOFT GAMES\MOTOCROSS MADNESS) and choose MCM.EXE.

Choosing the file and clicking on the OPEN button will open the first programming screen. This screen has three tabs: Keystroke Mapping, Game Device Button Mapping, and Force Feedback Effect Mapping.



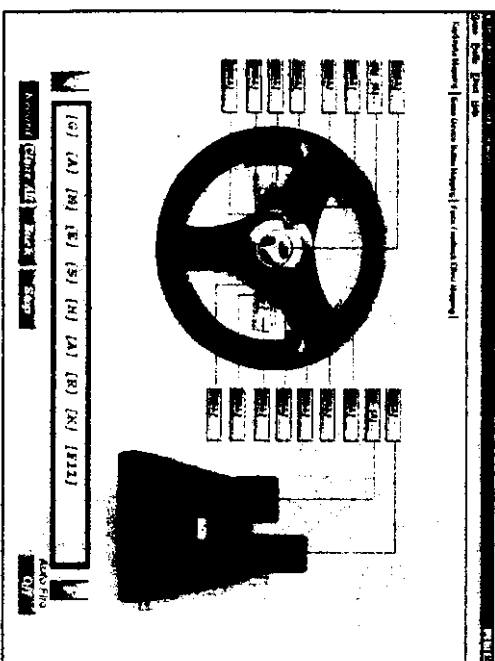
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KEYSTROKE MAPPING

Keystroke Mapping allows you to assign KEYBOARD keystrokes to your buttons. This is particularly useful for storing game codes and cheats which are keyboard based, and storing keyboard commands like ESC and ENTER which control menu input. Each key can store up to 32 keystrokes.

To program keyboard keystrokes, use your mouse and click on the on-screen image of the button you want to program. The block connected to that button will be highlighted. The input screen at the bottom will be empty. Start typing your keystroke commands and they will appear in this window.

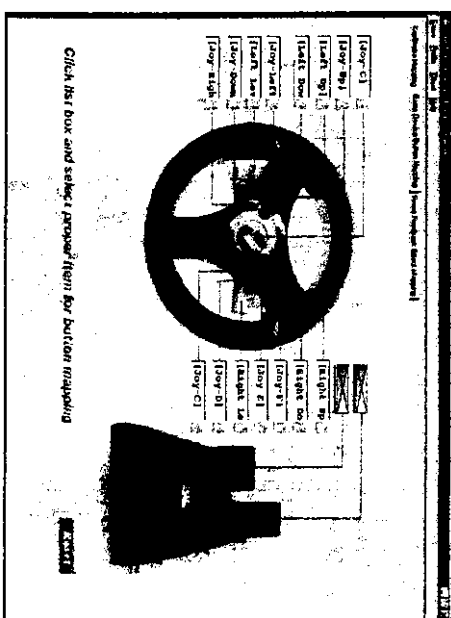


If you make a mistake or want to change something, don't worry. Simply click on the BACK button and re-type the section. When you are done, click on the STOP button. If you want to clear the current keystrokes, click on the CLEAR ALL button. To set this button to Auto-Fire, click on the AUTO FIRE button.

GAME DEVICE BUTTON MAPPING

Each button on the V4™ Force Feedback Racing Wheel has its own unique Game Device Button ID. This allows you to move the functions of the buttons around on the wheel. For example, you can make the button labeled "C" on the wheel act as if it were the "Right Level."

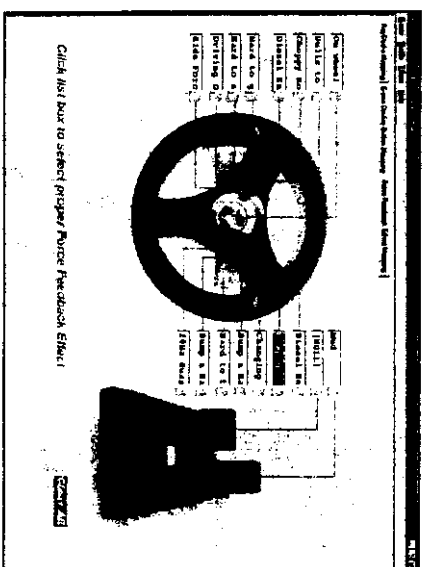
To relocate these functions, click on the tab labeled "Game Device Button Mapping" to bring up the Game Device Button screen.



To relocate the button functions, use your mouse to click on the button on-screen, and then scroll through the highlighted box. To reset the buttons to their default settings, click on the RESET button.

FORCE FEEDBACK EFFECT MAPPING

Many games on the market today—especially older games—do not support force feedback. InterAct® has included Force Feedback Effect Mapping to compensate for this. This feature allows you to have certain force effects occur when you press a button. For example, if you are racing with GrandPrix® 2 from MicroProse®, you may want to have the effect of a choppy road when you press button C. Whenever the InterAct® Force Feedback Devices Software detects button C being pressed, it will send the CHOPPY ROAD command to the V4™. This way, you get a simulated force feedback effect in older games.



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To map a force effect to a button, simply use your mouse to click on the on-screen picture and select the force from the drop-down list. We strongly recommend, however, that for games with force feedback, you choose the CLEAR ALL button to clear all entities.

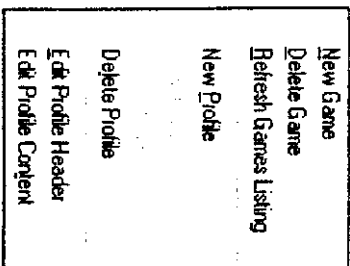
SAVING YOUR GAME PROFILE

To save your game profile, choose PROFILE, then SAVE from the menubar. At the FILE NAME window, enter the name you wish to assign this profile. DO NOT ADD AN EXTENSION. The InterAct® Force Feedback Devices Software will add its own extension to this name. Once the file is saved, Choose PROFILE, then CLOSE from the menubar. You will be taken back to the main software screen.

CREATING DIFFERENT PROFILES

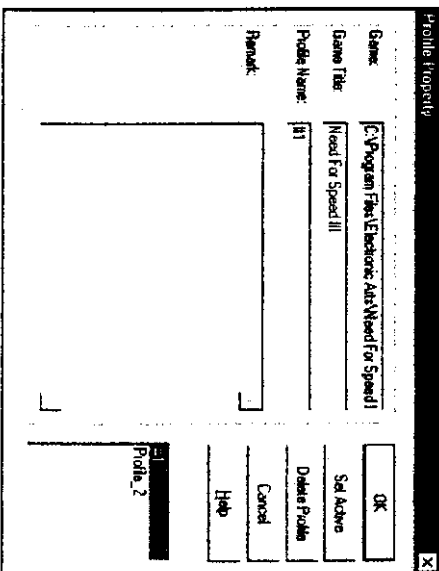
InterAct's Force Feedback Devices Software allows you to store up to 64 different games. However, you can store 36 sets of profile information for each game. For example, you may want to store different sets for the different cars in Need for Speed™ III: Hot Pursuit.

To create profile subsets, click with your right mouse button on the existing Profile. You will get a drop down menu. Choose the option NEW PROFILE.



This will automatically open the three profile screens and you can edit your profile. When finished, choose PROFILE, then SAVE, then CLOSE.

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Within each Game Profile, your subsets are labeled 1,2,3, etc. To set these as the active profile for the game, again click with your right mouse button on the existing profile. From the drop down menu, choose EDIT PROFILE HEADER. The Profile Property Screen will appear.

This screen allows you edit the Game Title, the Profile Name, and edit the Profile Remarks. You can also set the active subset. Choose the Profile Name in the lower right corner you want to be active, and choose SET ACTIVE. You can also delete subsets by choosing the Profile Name in the lower right corner and clicking on the DELETE button.

USING THE V4™ FORCE FEEDBACK RACING WHEEL

The V4™ Force Feedback Racing Wheel is now ready to go. As long as the InterAct® Force Feedback Devices Software is running in your taskbar, your V4™ will automatically detect what game you are running and apply the Active Profile for that game. From there, you are off and racing!



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The V4™ Force Feedback Devices Racing Wheel can also be set up for use in situations where you do not have a desktop. For example, you can use the V4™ in a recliner or on a couch. To configure the V4™ for "couch" use, unlock the rear knob, move the wheel to an upright position, and lock the knob. Then adjust the "tilt" of the wheel using the side knobs. We recommend that you remove the table clamps and the suction cups if you are going to use the V4™ away from a desktop.

CARE OF THE UNIT

The V4™ Force Feedback Racing Wheel is a well-designed mechanical device.

However, it still requires a degree of care in its use and storage. Please follow these guidelines when using, connecting, or storing the V4™ Force Feedback Racing Wheel:

- Never connect or disconnect the V4™ while the computer is turned on.
- Do not expose the unit to direct sunlight, as this will cause the plastic to fade and become brittle.
- Do not spill liquids on the unit. If you accidentally spill anything on the V4™, use a damp cloth immediately to clean it. Do not use any detergents or cleaners on the V4™.
- Never plug the Power supply into an overloaded power strip or surge protector. Never daisy-chain power strips or surge protectors together.
- Never use a power supply other than the one supplied by InterAct®. Doing so will void your warranty.
- Always turn off the force feedback effect when not using the V4™ Force Feedback Racing Wheel. Press the FORCE ON/OFF button on the front of the wheel to toggle power on and off.
- Do not leave the V4™ unattended when the power is connected.

TROUBLESHOOTING THE V4

Q: There is no force feedback in the game.

A: First, check to make sure that the game uses the Microsoft DirectX™ 5.0 compatible. The V4™ Force Feedback Racing Wheel is not compatible with games using the I-FORCE protocol. For a list of games compatible with the V4™, please point your web browser to www.interact-hacc.com/interact/gaming/V4forcefeedback/. Confirm that you have plugged in the power supply into a working outlet or surge protector. Also check to make sure that you have established a Game Profile in the InterAct® Force Feedback Devices Software.

Q: The Game Controllers Control Panel says that the V4™ is NOT CONNECTED, even though all the connections are set.

A: Check the type of soundcard and gameport you are using. Open up the System Control Panel by clicking with your right mouse button on MY COMPUTER and choosing PROPERTIES. Click on the tab DEVICE MANAGER. Scroll down the list to SOUND, VIDEO, AND GAME CONTROLLERS. Click on the PLUS SIGN.

If there are any red or yellow icons next to the names of devices in the Device Manager, you need to consult your system manufacturer for updated drivers for your system.

(Please refer to Readme.txt for latest information)

If you are using an ESS 1869 Sound Card, you may have problems. Consult ESS for an updated set of drivers for this chipset.

Using a Joystick Switchbox or connecting the V4™ through a multi-player gamepad like the Microsoft® Sidewinder™ can be another cause of the NOT CONNECTED error. The V4™ must be connected directly to your computer system to function properly.

Q: I get the error message FAILS TO INITIALIZE DEVICE FOR DIRECTX™ 5.0. NOTE:

Confirm the run-time library of DirectX™ 5.0 is installed properly.

A: Uninstall the InterAct® Force Feedback Devices Software through the Control Panel Add/Remove Programs, then re-install the software. Make sure that the option "DirectX™ run-time library" is selected during the installation.

Q: I get the error message FAILS TO INITIALIZE DEVICE FOR DIRECTX™ 5.0. Confirm the game device has been selected by using applet of "Game Controllers" in the Control Panel.

A: The program will display this error message when there is not a game device selected in the Control Panel. To correct, launch the Game Controllers Control Panel and make sure the V4™ is installed. If it isn't, click "Add", then choose the V4™ Force Feedback Racing Wheel. If you cannot add the V4™ Force Feedback Racing Wheel, confirm you have the correct drivers installed for your soundcard and gameport.

Q: I get the error message GRAPHIC DISPLAY OF THIS PROGRAM WILL HAVE DISTORTION IF USING 256 COLOR OR BELOW. NOTE: Click YES to change to Hi-Color (16 bit) mode and reboot your system.

A: The InterAct® Force Feedback Software requires the display mode to be set to Hi-Color (16 bit) mode. Click YES to let the program change the setting automatically.

Q: I get the error message WARNING: KEYSTROKE MAPPING DEFINITION IS FULL.

A: This version of the InterAct® Force Feedback Software supports a maximum of 32 keystrokes per device button.

Q: The suction cups toward the rear of the wheel don't stay adhered to the table. A: Try wetting them with a damp cloth. Also, make sure the surface is clean, free of debris, and smooth. NOTE: Plain wood without a wax or polyurethane finish is not a good surface for suction cups.

Q: I have Windows® NT and I cannot get the software to install.

A: The V4™ is NOT compatible with Windows® 3.1 or Windows® NT. The V4™ requires Windows® 95 or 98.

Q: I am trying to use the V4™ Force Feedback Racing Wheel with an older DOS racing game, but the game will not recognize the wheel.

A: The V4™ Force Feedback Racing Wheel is designed for DirectX™ 5.0 games. Older DOS games often override the Windows® 95/98 joystick routines. The V4™ will be incompatible with these products.

Q: The speed of game is getting slow while I am still playing.

A: Click the "JoyAct" icon at the right bottom corner then select entry "Unload" to close the program to get the speed of game back to normal game speed.