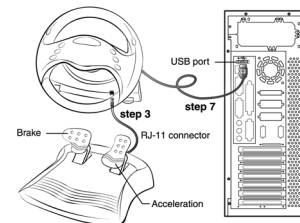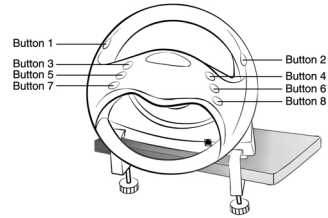## Hardware Installation

1. Attach the racing wheel base to a sturdy tabletop, or a similar surface. Then use the suction cups on the wheel base and the C-clamps to secure the wheel to the tabletop.

2. Place the pedals on the floor in a convenient-to-reach location and not on an easy-to-slip surface.

3. Plug the pedal's connector (RJ-11) to the steering wheel.

4. Make sure you turn your computer on.

5. Insert the driver's disc into the CD-ROM drive, and the setup program will start automatically. If not, start the setup program manually by selecting *Start/Run* and type in *"E:\setup"*(Where "E:" represents the location of the CD-ROM drive), then press the Enter key.

6. Please follow the instructions on the screen to finish the driver installation. (Some operating systems will install the DirectX program automatically first, so just follow the instructions on the screen to finish the program installation.)

7. After the software installation is completed, you can connect your wheel to the USB port on your computer.

8. Click *Start / Settings / Control Panel* and double click on the **"Game Controllers"** or **"Gaming Options"** icon.

9. In the **"Game Controllers"** or **"Gaming Options"** screen, you can calibrate and test your game controller before you play any game.

10. When you finish the calibration and test, you can now play any racing game.

Important:

1. *The hand levers provide easy to control acceleration and braking. When you install the foot pedals, the hand lever functions are "disabled". If you don't install the foot pedals, the hand lever functions are "enabled". Select the best mode for your personal use.*

2. *In order to get best effects when playing, we recommend you calibrate and test your game controller first. Especially if you reboot your PC or you plug/unplug the pedal from the wheel, we strongly suggest you calibrate and test your game controller again.*

3. *If you connect this wheel to a USB Hub, please use the extra power on your USB Hub after you connect this wheel device, because it needs at least 500mA to operate the vibration motors.*

4. The driver *will work with the DirectX 7.0a or a newer version. Please check the DirectX version on your system, and upgrade if necessary.*

5. The vibration effect *occurs according to game software. For details, refer to the game software manual.*