Manual Transmission &

Steering Wheel Support

v4.0 - ikt

This guide will explain the usage of Gears.ini and what the options mean. It’s highly recommended to play this mod with a controller or a wheel.

# Mod Options

The options section is where you can configure how the mod behaves globally and turn off and on features you want.

**Enable: 0 or 1**

This option is whether to enable or disable the mod. Toggling the mod ingame will write the new value to this option, so your preferences will be stored between sessions.

At 0, the mod is disabled and the original automatic transmission from GTA V is fully restored.

At 1, the mod is active and this mod will take over the transmission with manual control.

**ShiftMode: 0, 1 or 2**

This option switched between the sequential gearbox, H-pattern gearbox and automatic gearbox. For the steering wheel and the keyboard this option can be enabled and shifting happens with the numpad or with the H-shifter.

**If controller input is detected, this option automatic reverts to sequential.** Toggling the mod ingame will write the new value to this option, so your preferences will be stored between sessions.

|  |  |
| --- | --- |
| Setting | Mode |
| 0 | Sequential |
| 1 | H-pattern |
| 2 | Automatic |

**SimpleBike: 0 or 1**

Disable stalling and clutch catching regardless of regular settings. Useful for making bikes less frustrating to drive/ride.

|  |  |
| --- | --- |
| Setting | Mode |
| 0 | Clutch grabbing and stalling enabled |
| 1 | No clutch grabbing or stalling |

**EngineDamage: 0 or 1**

This option turns on or off the engine damage when overrevving or shifting without pressing the clutch. The damage values can be configured: **RPMDamage** and **MisshiftDamage**.

|  |  |
| --- | --- |
| Setting | Mode |
| 0 | No engine damage |
| 1 | Engine damage on over revving and shifting with the H-pattern gearbox without using the clutch |

**EngineStalling: 0 or 1**

This option turns on or off the engine stalling when releasing the clutch with a low RPM at very low speeds. The point it shuts down is configured with **ClutchCatchpoint**.

|  |  |
| --- | --- |
| Setting | Mode |
| 0 | Engine won’t stall |
| 1 | Engine stalls at low RPM with engaged clutch |

**EngineBraking: 0 or 1**

This options controls engine braking. If driving at speed and downshifting to a lower gear, the car will be slowed down accordingly.

|  |  |
| --- | --- |
| Setting | Mode |
| 0 | No engine braking |
| 1 | Engine braking active when over max gear speed |

**ClutchCatching: 0 or 1**

This option will make the vehicle drive slowly if clutch is released gently, and keeps the vehicle rolling at a speed depending on the gear.

|  |  |
| --- | --- |
| Setting | Mode |
| 0 | No clutch grabbing |
| 1 | Clutch grabs/bites at specified point |

**ClutchShifting: 0 or 1**

This option controls the requirement to hold the clutch for H-shifting.

|  |  |
| --- | --- |
| Setting | Mode |
| 0 | Disabled - No need to hold clutch for shifting |
| 1 | Enabled - Gearbox pops to neutral without holding the clutch |

**DefaultNeutral: 0 or 1**

This option controls whether new vehicles start in neutral or not when you enter them. This is useful to turn on when you have **ClutchCatching** and **EngineStalling** turned on.

|  |  |
| --- | --- |
| Setting | Mode |
| 0 | Vehicles start in gear 1 |
| 1 | Vehicles start in neutral |

**ClutchCatchpoint: 0 to 100**

This specifies the point where the clutch starts making your vehicle roll. The higher this value, the higher you need to lift the clutch pedal to get going.

**StallingThreshold: 0 to 100**

This specifies the point where your engine stalls with regard to the clutch point. If you’re going too slowly and your clutch is lifted higher than this point, your engine will stall. Keep this higher than **ClutchCatchpoint** to get both working together nicely.

**RPMDamage: 0 to anything, divided by 100.**

Requires: **EngineDamage = 1**

This specifies how much damage your engine receives while overrevving. Every tick, the engine gets damaged with RPMDamage/100.

**MisshiftDamage: 0 to anything**

Requires: **EnableH = 1**

Requires: **EngineDamage = 1**

Requires: **ClutchShifting = 1**

This specifies how much damage your engine receives when you shift. Every time you shift into a gear without pressing the clutch past **ClutchCatchpoint**, your engine will be damaged by MisshiftDamage. When you shift into Neutral with an insufficiently pressed clutch, your engine will be damaged by MisshiftDamage/10.

## On-screen gear display

This is a simple gear display, which might be of help to determine if you’re in Neutral or not.

**UITips: 0 or 1**

This option is whether to show this mods gear indicator onscreen. It is recommended you leave this at 1 during normal gameplay.

**UITips\_X: 0 to 100**

This value is where the gear indicator appears horizontally. 0 is left, 100 is right.

**UITips\_Y: 0 to 100**

This value is where the gear indicator appears vertically. 0 is top, 100 is bottom.

**UITips\_Size: 0 to anything**

This value controls the size of the gear indicator.

# Controls

The Controls consists of 3 sections, one for each input method. You can use all of them in one session, the mod automatically switches between them. This means you can hop off an airplane with your controller and jump into a car, driving with your steering wheel and pedals, while shooting with your mouse.

## Controller

The controller can only be used for sequential shifting. Upon having switched to this input, sequential shifting mode will automatically engage.

The default settings are laid out so they conflict least with regular gameplay. The controller assumes an Xbox 360 controller, the following buttons and options are available.

"DpadUp",

"DpadDown",

"DpadLeft",

"DpadRight",

"Start",

"Back",

"LeftThumb",

"RightThumb",

"LeftShoulder",

"RightShoulder",

"A",

"B",

"X",

"Y",

"LeftTrigger",

"RightTrigger",

"LeftThumbLeft",

"LeftThumbRight",

"RightThumbLeft",

"RightThumbRight",

"LeftThumbUp",

"LeftThumbDown",

"RightThumbUp",

"RightThumbDown",

## Keyboard

**Toggle** is the button to turn off or on manual transmission.

In each section you’ll find **Throttle** and **Brake**. If you have non-standard inputs, configure these to get correct **RealReverse** behavior.

**ShiftUp**

Sequential shift up

**ShiftDown**

Sequential shift down

**Engine**

Turn on engine (after stalling)

## Keyboard

The Keyboard section accepts hexadecimal values for Virtual-Key Codes. You can find a full listing by Microsoft here:

<https://msdn.microsoft.com/en-us/library/windows/desktop/dd375731%28v=vs.85%29.aspx>

# Debug

**Info: 0 or 1**

Sometimes it’s useful to know certain things about the mod, the car and the game. Turn this on to look at some statistics or to debug your wheel.

The information on the left concerns the vehicle’s gearbox and engine info.

The information on the upper right is input-related. If your wheel is detected, force feedback information will also appear.