Manual Transmission v3.0 by ikt

With Logitech Racing Wheel support

Manual Transmission for GTA V is a mod which allows you to control vehicles manually, by directly interfacing with the vehicles in-game gearbox and engine data.

# Features

* Support for all land-based engine-powered vehicles
* Fully configurable
* Sequential shifting
* H-shifter
* Automatic top gear detection
* Clutch control and effects
* Realistic reversing
* Engine and transmission effects
  + Stalling
  + Damage
  + Braking
  + Clutch catching
* Logitech Racing Wheel Support
  + Steering wheel input
  + Full steering lock available
  + Force Feedback
  + H-shifter
  + Wheel button functions
* Seamless input device switching

# Requirements

Grand Theft Auto V

Alexander Blade's C++ Scripthook

## Recommended

Speedometer by LeFix

Speedometer by XMOD

Any other speedometer reading gears from memory

A controller or a (Logitech) steering wheel for the advanced options.

# Installation

Non-wheel users, skip to step 2

1. Remove any xinput dlls for your wheel for GTA V.
2. Put Gears.asi and Gears.ini in your GTA V folder. Overwrite if asked.
3. Open up Configuration.pdf and configure the mod how you like it, or use another preset.

# Basic usage

For input buttons, take a look inside Gears.ini. For full featureset documentation, read Configuration.pdf.

Keyboard:

Press |\ to disable or enable manual transmission.

Press }] to disable or enable H-shifting.

Controller:

Hold Dpad Right to disable or enable manual transmission.

# Known bugs and todo’s

## Bugs

* Car automatically restarts after stalling in versions <= 350
* Other cars can lose power while in Neutral or at full clutch press
  + A workaround is in the .ini

## Todo

* Implement non-Logitech steering wheel support with DirectInput (help)
* Implement real automatic (R-P-N-D)

# Credits

Alexander Blade

LeFix

XMOD

InfamousSabre

leftas

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# Source

This mod is fully open source. Source is available at

<https://github.com/E66666666/GTAVManualTransmission>