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 seem to be slower at times
  + Please report back if this is apparent or if it is not.
* Vehicles with 1 gear don’t have a working neutral
  + Electric vehicles, track-based vehicles and some tugs

## Todo

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

# Troubleshooting

**Minimal installation**

This mod should work on a bare system with only GTA V (version 350 to 678) and the necessary programs to run GTA V and ScriptHookV supporting that version of GTA V. If a wheel is used, the Logitech software should be installed too.

**Non-conflicting software**

The mod has been tested with GTA V version 350, 617, 678 with ScriptHookV, ScriptHookVDotNet, RAGEPluginHook, ENB Series, OpenIV and FoV 1.32 without any incompatibilities.

**Conflicting software**

x360ce will conflict with input detection if the wheel is detected, but the mod should still register your wheel. Assigning inputs without overlap is no problem though.

**Steering wheel not detected**

Some users have reported success with reinstalling their Logitech wheel drivers. Ensure you have removed xinput dlls from the GTA V directory.

**Steering wheel still not detected**

If your drivers are up-to-date and everything else works, please post your Windows version and the wheel you have.

**Non-Logitech wheels**

Currently, this mod only uses the Logitech SDK for racing wheels. ThrustMaster offers no such SDKs, and uses DirectInput, for those wheels you can still just use x360ce or a similar program. DirectInput support is on the to-do list.

# Credits

Alexander Blade

LeFix

XMOD

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# Source

This mod is fully open source. Source is available at

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