Steering Wheel Configuration

DirectInput steering wheels are fully supported! Every axis, button and 8 directions on the D-pad are supported for inputs. Additionally, steering wheel input has been built in even if you don’t want to drive with any gearbox and just want the default behavior. **Force Feedback is fully present and active in all modes.**

When assigning axes and buttons, **use Joystick.exe!** This tool will report the correct values for the .ini.

**Enable: 0 or 1**

Disable detection and usage of a DirectInput Wheel. Turn this on if you want to use your racing wheel with GTA V and this mod.

|  |  |  |
| --- | --- | --- |
| Control | Usage | Effect |
| Handbrake | Hold | Applies the hand brake |
| Horn | Hold | Sound the horn |
| LookBack | Hold | Look back |
| Engine | Press | Restart the engine |
| Lights | Press | Switch between off, low beam and full beam |
| Camera | Press | Switch through cameras |
| RadioNext | Press | Next radio channel |
| RadioPrev | Press | Previous radio channel |
| IndicatorLeft | Press | Switch on/off left indicator |
| IndicatorRight | Press | Switch on/off right indicator |
| IndicatorHazard | Press | Switch on/off hazard lights |

**FFEnable: 0 or 1**

|  |  |
| --- | --- |
| Setting | Mode |
| 0 | Disable all force feedback |
| 1 | Enable all force feedback |

**DamperMax: 0 to 100**

This value controls the friction feel when the vehicle is at a stop. A higher value means more friction. Keep this higher than **FFDamperMoving**.

**DamperMin: 0 to 100**

This value controls the friction feel when the vehicle is moving. A higher value means more friction. Keep this lower than FFDamperStationary**.**

**TargetSpeed: 0 to any (in meters per second)**

This value sets the speed at which the damper effect is minimal.

**PhysicsStrength: Anything**

This value controls how much physics affect your steering wheel. A higher value means a stronger force feedback.

**CenterStrength: 0 to anything**

This value controls how strong the centering force is. Influenced by speed and acceleration.

### Recommendations

With a higher steering lock, lower the effect forces. Default values should feel reasonable all round, but this is just a default preset. The table below indicates what “feels better”. A minus depicts a lower value, two minuses depict a much lower value.

|  |  |  |
| --- | --- | --- |
| Value | Lower lock | Higher lock |
| Dampers | -- | -- |
| Physics | + | - |
| Center | -- | ++ |

## WheelKeyboard

In this section you can assign wheel buttons to keyboard keys. A few examples have been given. The format is **[button] = [vk\_key\_code]**. Up to 128 buttons are supported. Any keyboard key can be chosen, but Num Lock needs to be **OFF** for keys to be interpreted correctly.

Use the included VK\_Keycodes.txt for reference!

## WheelAxis

**To properly configure your wheel, use Joystick.exe!**

Supported input axes:

lX

lY

lZ

lRx

lRy

lRz

rglSlider0

rglSlider1

XMin – Value of axis while pedal is not pressed

XMax – Value of axis while pedal is fully pressed

**Supported force feedback axes:**

X

Y

Z

**ClutchDisable: 0 or 1**

If you do not have a clutch pedal, enable this (1). Remember to turn off Clutch-related functions like Clutch Catching, Clutch shifting etc.