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 | -- | ++ |

## 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).

# 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.