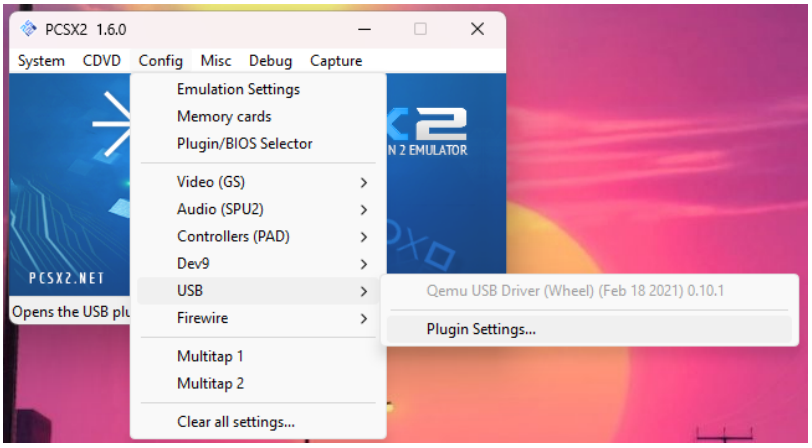
How to use Anyshift with PCSX2 emulator

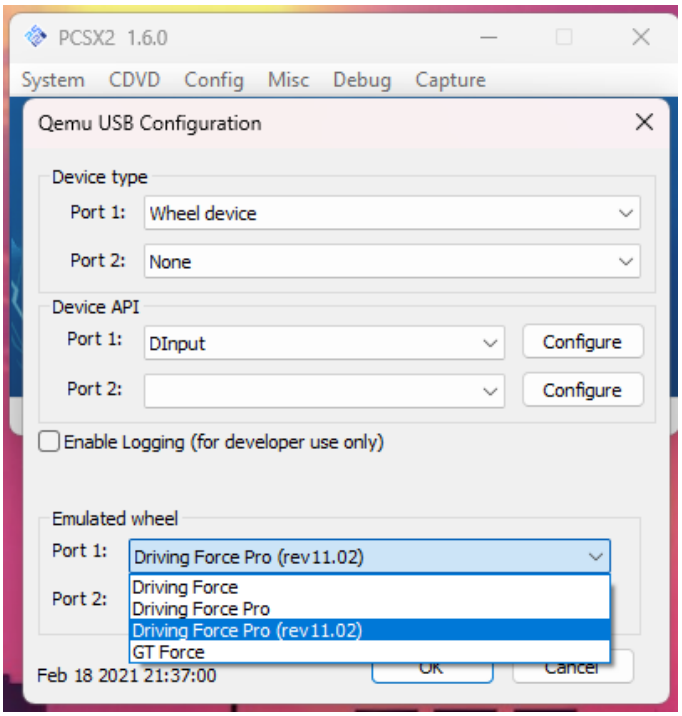
We will be using pcsx2 1.6.0, this is because later versions doesn´t support force feedback wheels at the moment of writing this document. You can download pcsx2 1.6 here: https://pcsx2.net/downloads.

1- Setting up PCSX2

First of all you have to set up your wheel. To do so, you have to go to Config/USB/Plugin Settings:

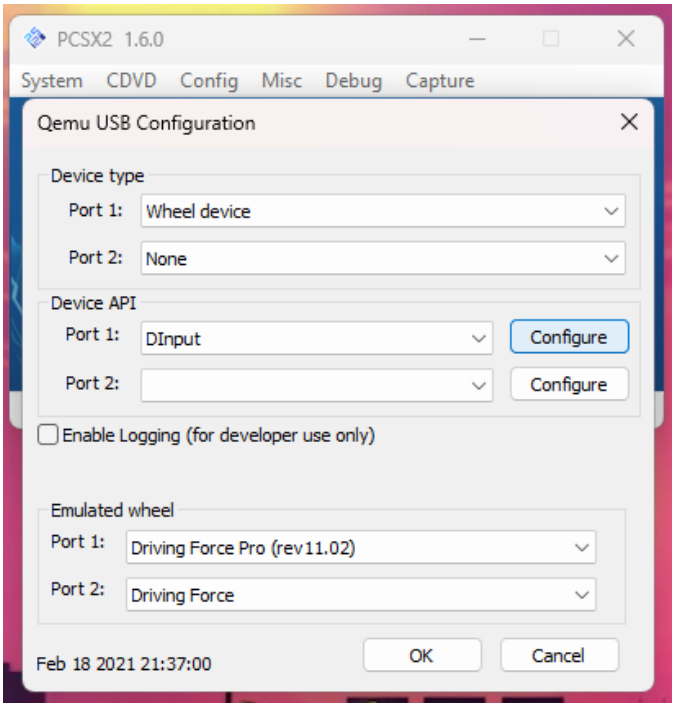


And then select which wheel do you want to emulate from this list:

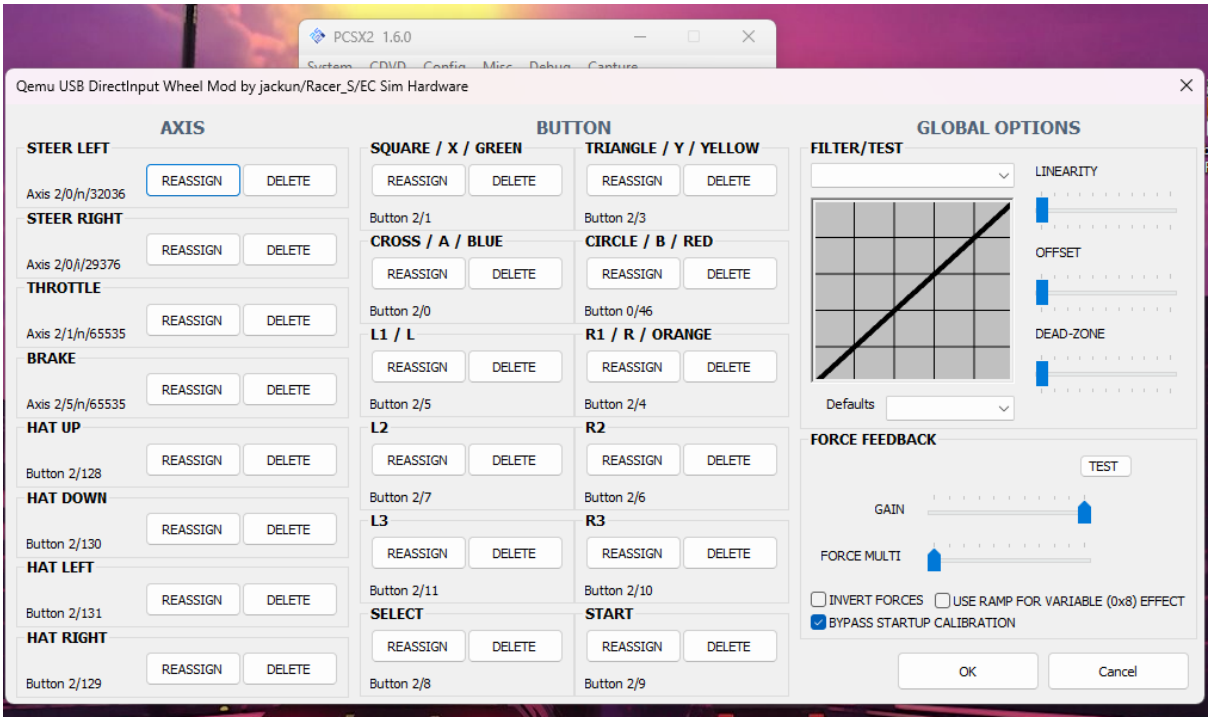


Different games need different wheels. Here are some examples:
Gran Turismo 4 > Driving Force Pro (rev11.02)
Enthusia > Driving Force Pro
Tokyo Xtreme Racer 3 > Driving Force

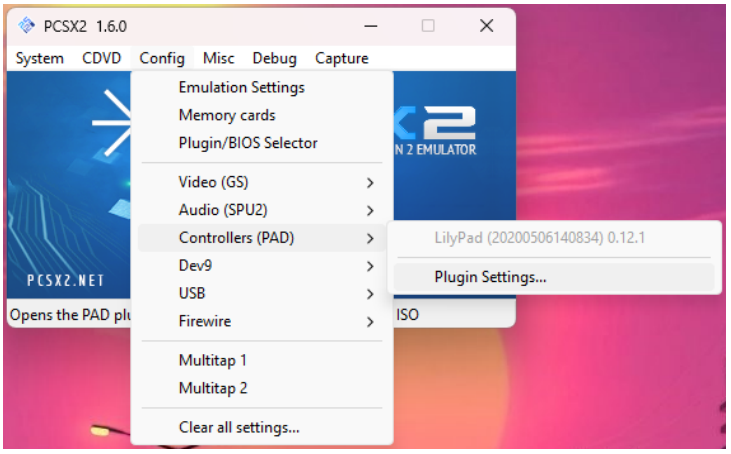
Now you have to configure each button and axis of your steering wheel. Push configure button in port 1:



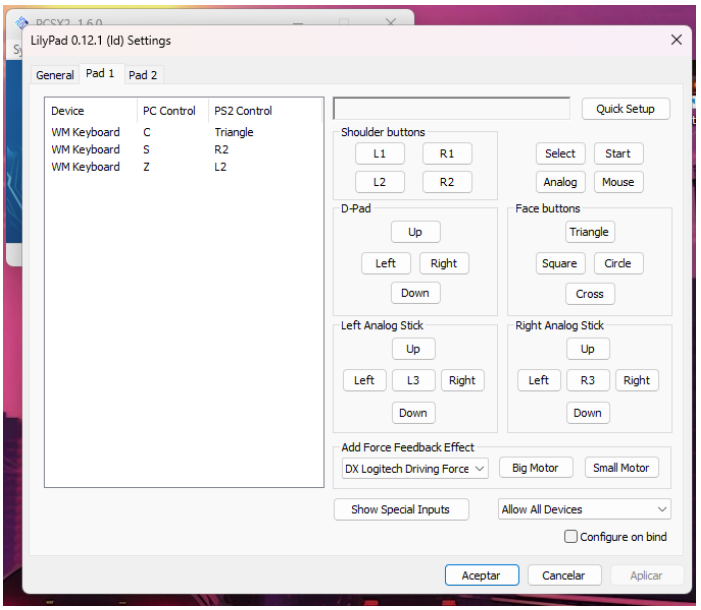
And you will open the config page:



After setting up the wheel, you have to set the keys for up/downshift and reverse in the gamepad plugin. Click on Config/Controllers/Plugin Settings:



And then on pad1 tab, configure the button the game uses for upshift to S, downshift to Z and reverse to C:



In *Gran Turismo 4* for example:

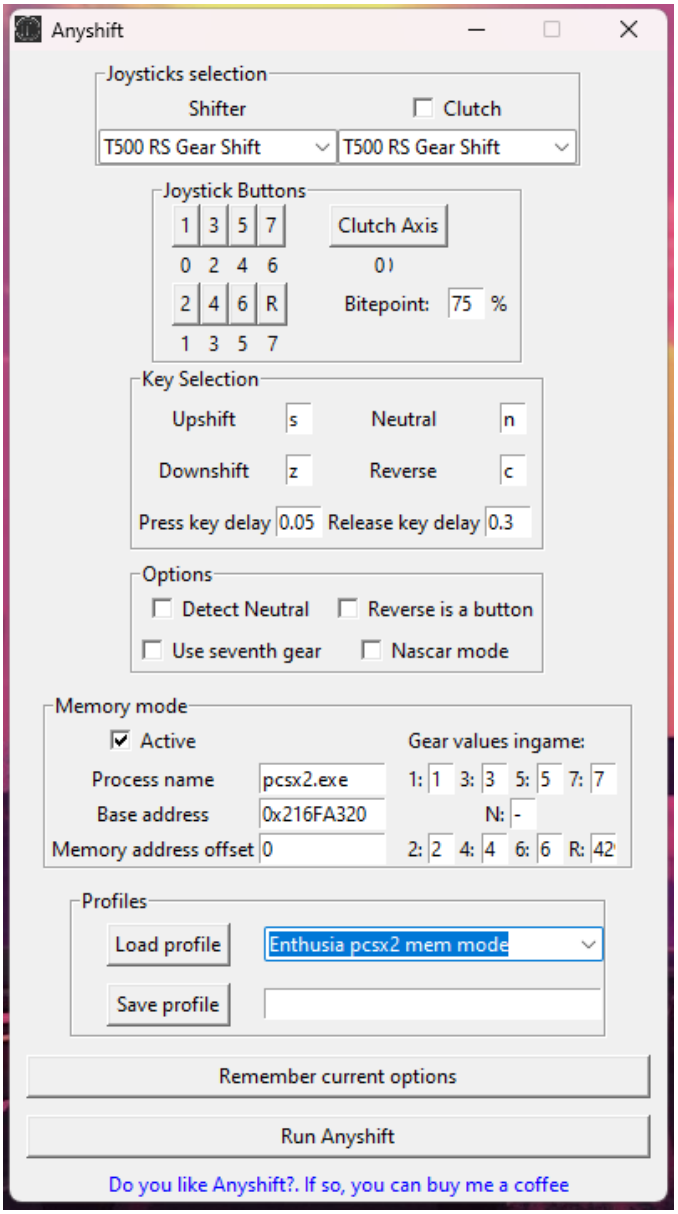
- L2 (downshift) > Z
- R2 (upshift) > S
- Triangle (reverse) > C

Enthusia uses the same buttons for gear change, but reverse is not selected pressing a button.

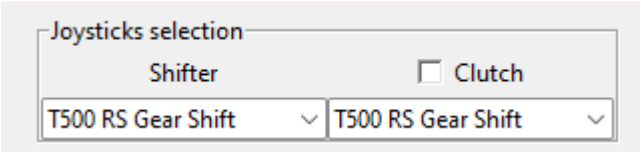
By doing this we can keep the wheel paddles as gear change if we want to use them instead of the shifter, but other games like *Tokyo Xtreme Racing 3* for example, uses L1 and R1 instead and doesn't read the gamepad if you are using a wheel, so you have to change the paddles binding in the USB wheel plugin instead. This way you lose the wheel paddles as shifters, you have to rebind them if you want to change using them.

With this done you can continue to Anyshift.

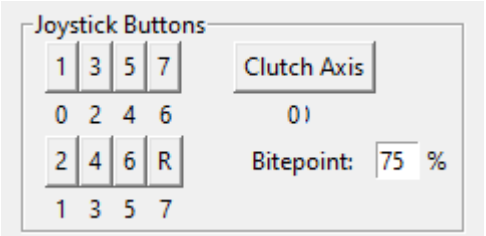
2 - Anyshift



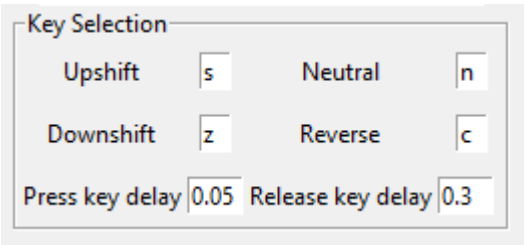
This is the main window of Anyshift. Let go through all the sections:



In **Joysticks selection** box you can select which device you want to use as a shifter and if you want to use the clutch which device has the axis clutch.

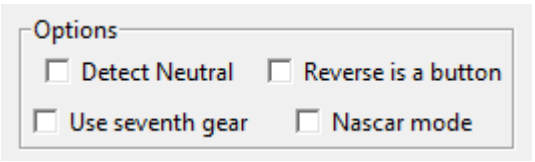


The **Joystick Buttons** box is for configuring which button of the shifter will Anyshift use for each gear. You have to push the gear button and then press the button in the shifter (engage the gear). When the button is pressed it will look like anyshift has freezed, but it doesn't, it is only the GUI that will freeze, when you press the desired shifter button or “END” key on the keyboard, the GUI will unfreeze. This is because of how pygame (joystick library) interacts with Tkinter (GUI library). The same behavior will occur when “Run Anyshift” button is pressed.
In this second box, you can also select which axis of the controller selected before for the clutch will be used. And you can set your desired “bite point”, or how much you want the clutch to be pressed before Anyshift allow the change to be done.



The **Key Selection** box is for configuring which key you want Anyshift to simulate a press when selecting gears. Those keys are the standard for Anyshift, you can change them if you want, but remember to change the gamepad keys in pcsx2 also!.

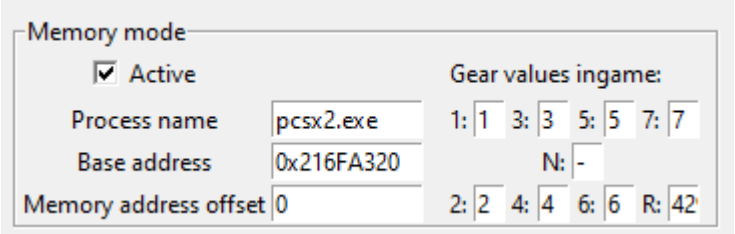
You can change press and release key delay if you are having trouble with the game making the gear changes, but I recommend leaving them as they are, they work with almost every game.



In the **Options** box you can change how Anyahift behaves depending on how the game logic is.

- “Detect neutral” will change to neutral when no gear is selected in the shifter. Use this if the game has neutral gear. Gran Turismo 4 doesn’t have it for example, you have to leave it unmarked.
- “Reverse is a button” is used when the reverse game in the game is engaged with one specific button not up or downshifting. Gran Turismo works like that.

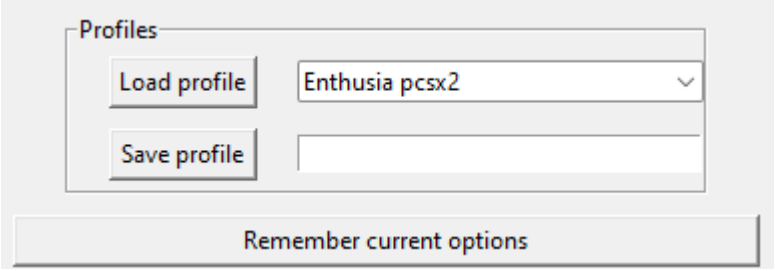
- “Use seventh gear”. Mark this one if your shifter have seven gears plus reverse and you want to use it.
- “Nascar Mode” is a legacy mode to be used with old Papyrus games (Nascar Racing, Indycar Racing…)



Memory Mode box is for activating and configuring the mode in which Anyshift writes directly to the game memory the gear selected in the shifter. DO NOT USE THIS MODE IN ANY ONLINE GAME. YOU CAN BE BANNED!.

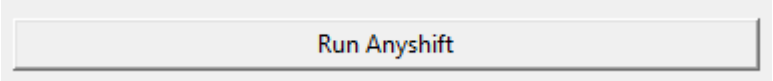
You can find the memory locations for your favorite game using Cheat Engine and then copy them to Anyshift. The “gear values ingame” are the values the game uses for each gear. Those will be the values Anyshift will write to memory.

For PCSX 1.6 you have to copy just the memory location you found with Cheat Engine. No need of setting offset.



In the **Profiles** box, you can select a profile for the game you want to play and load it into Anyshift by pressing the “Load Profile” button. Also you can save your current configuration to a profile by writing a name in the white box and pressing the “Save profile” button.

“Remember current options” button will save the actual configuration displayed in Anyshift windows so it will be applied automatically next time you launch the software.



And finally with the “**Run Anyshift**” button, you can run Anyshift and start enjoying your favorite game with your shifter. As stated before, when you press this button it will look like Anyshift is freezed, but it is not, it is working and will make the changes you select with the shifter. If you want to stop it and recover the GUI usage, you have to press the “END” key on the keyboard.