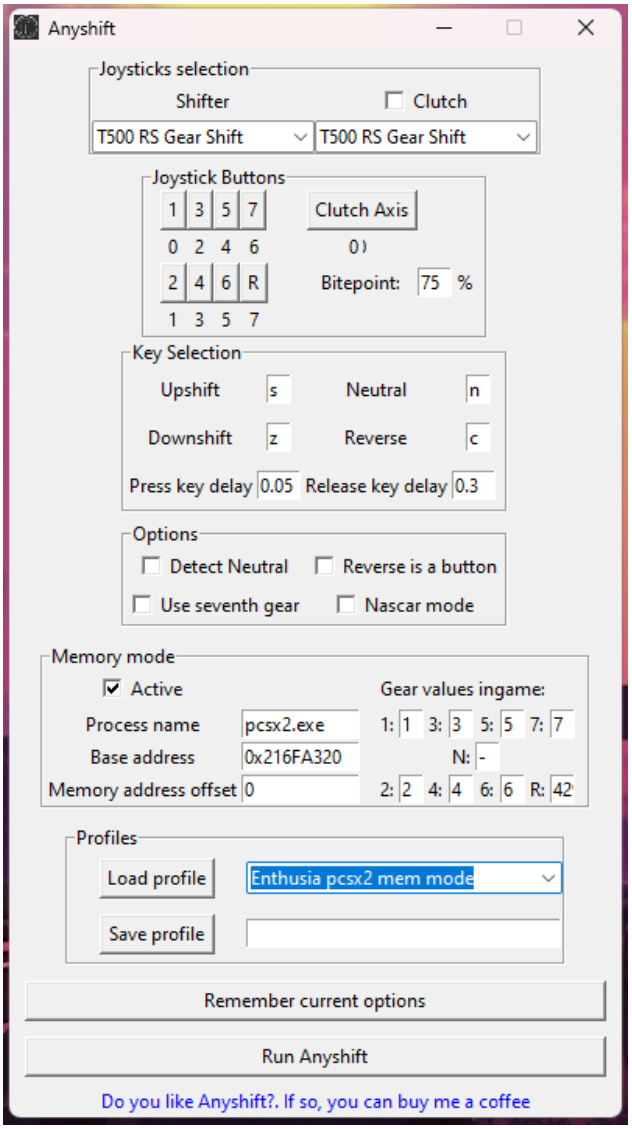
Anyshift quick reference guide

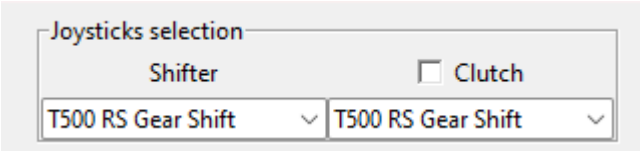
Anyshift is a windows app developed in Python. It allows you to use your H-shifter with any game, even if the game only supports sequential shifting. To do so Anyshift uses two methods:

- **Simulated keystrokes method**. In this mode, Anyshift translates the input you make with the shifter to a sequential shifter logic and simulates the needed keystrokes to reach the gear you selected in the shifter. To use this mode, you have to set the same key for up/downshift in the game and in Anyshift “Key Selection” box.
- **Memory mode**. In this mode, Anyshift writes the selected gear directly to the game memory. This is the best method, but you have to find the memory locations for the gear values in the game, and this can be quite tricky sometimes.

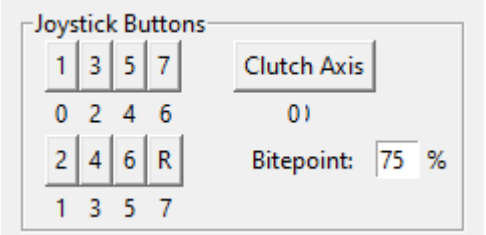
You can use Anyshift with console emulators, DOSBox and any PC game that you want, you just have to configure the different options to the ones that most suits your desired game.



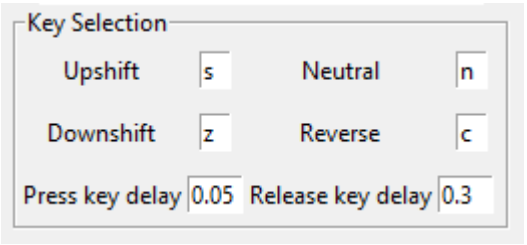
This is the main window of Anyshift. Let go through all the sections:



In the **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.

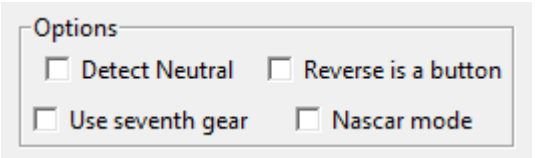


The **Joystick Buttons** box is for configuring which button of the shifter will Anyshift use for each gear. You have to push the gear button and then press the button in the shifter (engage the gear). When the button is pressed it will look like anyshift has freezed, but it doesn't, it is only the GUI 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 allows the change to be done.



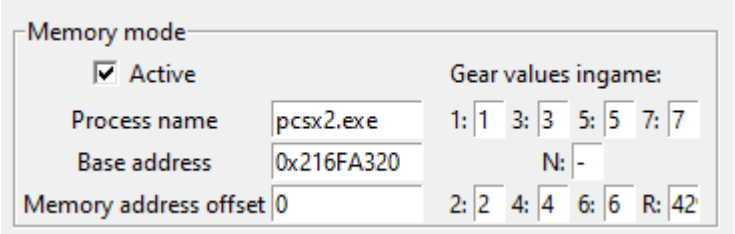
The **Key Selection** box is for configuring which key you want Anyshift to simulate a press when selecting gears. Those keys are the standard for Anyshift, you can change them if you want, but remember to change the gamepad keys in pcsx2 also!.

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.

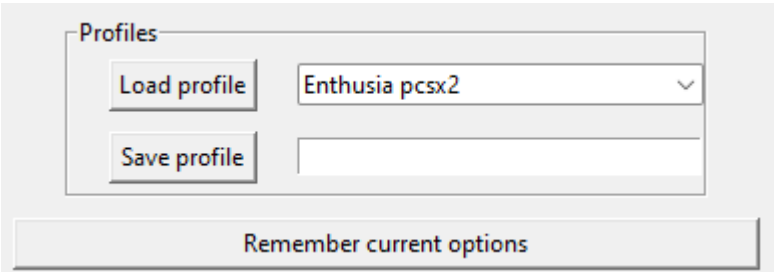
- “Detect neutral” will change to neutral when no gear is selected in the shifter. Use this if the game has neutral gear. Gran Turismo 4 doesn’t have it for example, you have to leave it unmarked.
- “Reverse is a button” is used when the reverse game in the game is engaged with one specific button not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

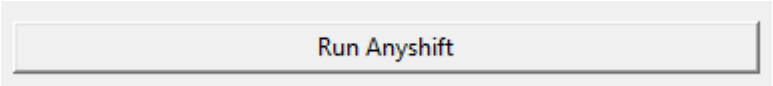
You can find the memory locations for your favorite game using Cheat Engine and then copy them to Anyshift. The “gear values ingame” are the values the game uses for each gear. Those will be the values Anyshift will write to memory.

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.