

SVEN®
YOU WANT – WE CAN

Game Racing Wheel

OPERATION MANUAL



GC-W300

www.sven.fi

Congratulations on the purchase of Sven product!

Please read this Operation Manual before using the unit and retain this Operation Manual in safe place for future reference.

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Despite the exerted efforts to make this Manual more exact, some discrepancies may occur. The information of this Manual is given on “as is” terms. The author and the publisher do not bear any liability to a person or an organization for loss or damages which have arisen from the information, contained in the given Manual.

UNPACKING

Unpack the device carefully. Make sure there are no accessories left in the box. Check up the device for damages; if the product was damaged during transportation, address the firm which carried out the delivery; if the product functions incorrectly, address the dealer at once.

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1. DESCRIPTION

GC-W300 Game Racing Wheel can be used in various games – simulators, arcade, shooters, etc. Effect of vibration feedback imparts a feeling of speed and uneven road surface, vibration at swerves, collisions and crashes in games. Panel with brake and acceleration pedals makes realistic feeling during the whole game. Rubber suction caps provide secure fixation of GC-W300 to the table.

2. SAFETY PRECAUTIONS

- Do not disassemble or repair the device on your own. Maintenance and repairs should be carried out by qualified staff of the service centre only.
- Protect the device from direct impact of high humidity, dust, strong magnetic fields, vibrations, high temperatures, toxic liquids and gases.
- Instructions for device maintenance: for cleaning the case of the device please use clean soft cloth. Do not use such solvents as gasoline or spirit for cleaning, since these solvents can damage the surface of the device.
- Do not drop the device not to have it damaged.

3. PACKAGE CONTENTS

- Game Racing Wheel — 1 pc
- Pedal unit — 1 pc
- Software CD disk — 1 pc
- Operation manual — 1 pc
- Warranty card — 1 pc

4. SPECIAL FEATURES

- Ergonomic design of game racing wheel
- Wheel diameter – 9" (225 mm)
- Steering angle – 180 degrees
- Supports: DirectX 7.0 or higher, Windows XP/Vista/7/8/10
- USB Interface
- Built-in Vibration feedback for more realistic effect on game
- Two axes, D-Pad, 10 additional buttons
- Rubber coating of the wheel for comfortable driving
- Rubber suction caps for secure fixation on the table
- Digital and Analog Modes available
- Foot pedal unit included

5. SYSTEM REQUIREMENTS

- USB port available
- Operational System Windows XP/Vista/7/8/10
- DirectX 7.0 Version and up

6. DESCRIPTION OF THE CONSTRUCTION

- ① Racing wheel
- ② Acceleration (Y+) and brake (Y-) LED
- ③ Power LED
- ④ Button 5
- ⑤ D-Pad
- ⑥ Button 9
- ⑦ Rubber coating
- ⑧ Button 6
- ⑨ Buttons 1-4
- ⑩ Button 10
- ⑪ MODE button
- ⑫ Rubber suction caps
- ⑬ Button 8
- ⑭ Paddle shifters
- ⑮ Button 7
- ⑯ Foot pedal port
- ⑰ USB Cable
- ⑱ Brake pedal
- ⑲ Acceleration pedal

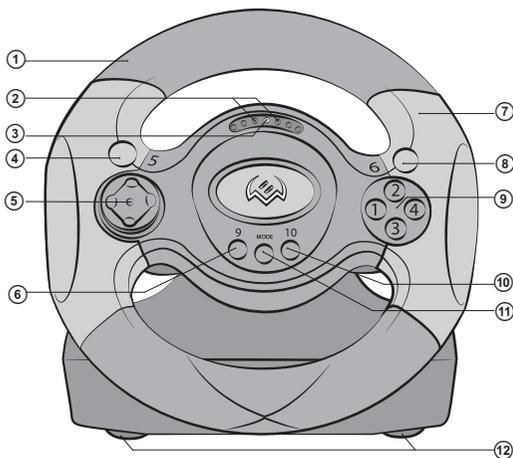


Fig. 1. Front view

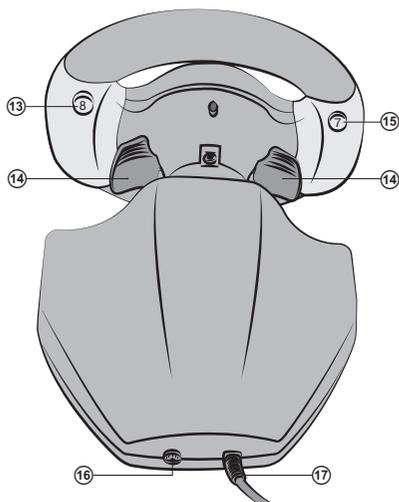


Fig. 2. Back view

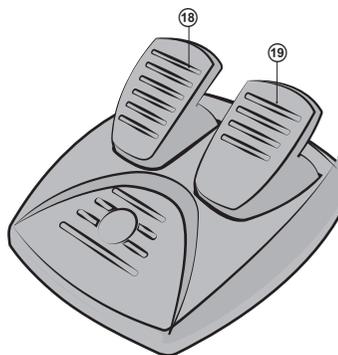


Fig. 3. Foot pedal unit

7. CONNECTION AND INSTALLATION

- Install the device on even surface (for example, on a table) on its 5 suction caps.
- Connect pedal unit to the device (Fig. 3) via cable ⑰ of the pedal unit to RJ-11 jack ⑱, then connect USB cable ⑰ of the device to the USB port of the computer.
- Insert Software CD disk into the disk drive of your PC and launch setup.exe to install drivers on your PC. There should automatically appear Game Controller window on the your PC (Fig. 4). Also, there will open up icon LS-USBMX 1 2 3 Steerin... (Fig. 5) which is convenient for further adjustments.
- Press Test (Fig. 4), and there will appear LS-USBMX 1/2/3 Steering window (Fig. 6) on the display of your PC. Here you can make main settings of axes and keys.
- Choose «Controllers Function» to set axes and keys (Fig. 7).



Fig. 4

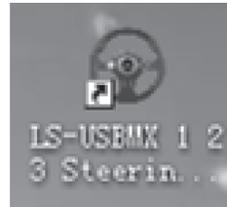


Fig. 5

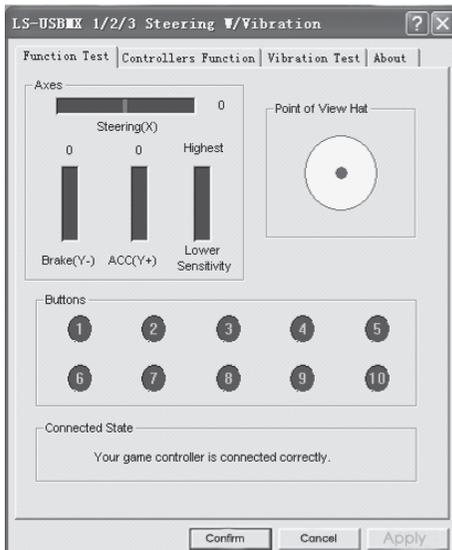


Fig. 6

Setting of axes and keys (not compatible with OS Vista 64):

- Dead Zone Setup: controller will not respond to a slight touch of acceleration pedal (Accelerate Y+), or brake pedal (Brake Y-), or turns of the wheel (Steering X), therefore necessary adjustments should be made by cursors (Fig. 7);
- Sensitivity Setup: the higher sensitivity is, the swifter and more efficient response of controller to pressing of pedals and turns of the wheel will be, therefore if it is necessary adjustments within Lower to Higher range should be made by cursors (Fig. 7);
- KeyMap Setup reprograms functional keys: there should be chosen new necessary assignment against the key designation (Fig. 7);

Operation Manual

SPEEDY

– After installation of the driver, the controller can be automatically centered by pressing MODE button MODE (11).

ATTENTION! During automatic calibration do not press any buttons.

- Choose Vibration test (Fig. 8) to check and set vibration feedback:

a) moving cursor in Vibration strength increases or reduces force of vibration feedback, for example, in Fig. 9 vibration feedback is 85 %;

b) pressing buttons Left force, Both force or Right force allows to check vibration feedback (Fig. 8);

c) after setting and checking, press Confirm in the bottom of the window.

NOTE! Games supporting Force Feedback can have further setup of feedback in different situations: crashes, collisions against obstacles or road signs etc. For further setup it is necessary to make corresponding adjustments in the setup window against Stick Volume, Road Effects, Collision, Engine etc.

- Switching modes.

Game Racing Wheel is equipped with MODE button (11) for switching between Digital/ Analog modes, i.e. switching from Digital to Analog mode and vice-versa. When the wheel is turned and pedals are pressed in Digital mode, there is static maximum switching ON/OFF of corresponding axes, i.e. there is only ON/OFF position. In Analog mode the signal is sent dependent on steering angle of the wheel and extent to which the pedal was pressed, i.e. smoothly.

- Operation without pedal unit.

Game Racing Wheel is equipped with paddle shifters (14) that substitute acceleration and brake pedals: the left paddle shifter functions as a brake pedal, while the right paddle shifter functions as an acceleration pedal.

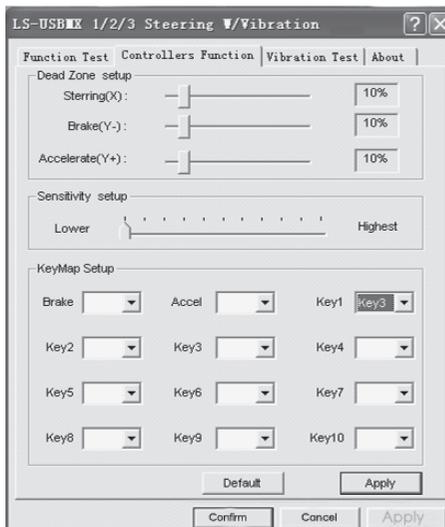


Fig. 7

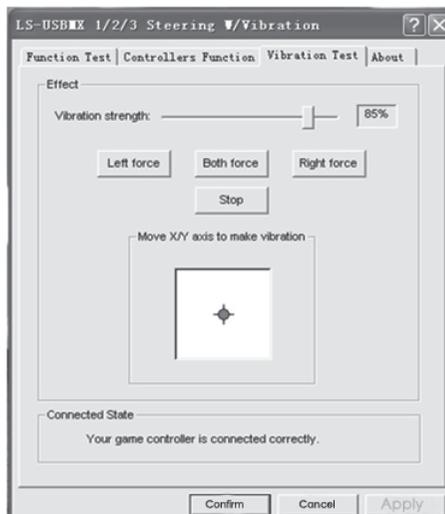
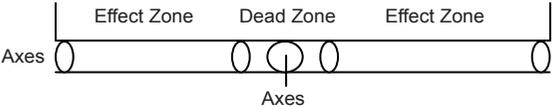


Fig. 8

8. TROUBLESHOOTING

| Problem | Solution |
|--|--|
| After installation of the software, game controller does not work normally. | A. Check whether the controller’s link cable is strongly connected to PC. B. Make sure that status indication for Game Controller after installation is Confirm. C. Check whether controller’s settings have no conflicts with other peripherals’ settings. D. Restart your PC, if the controller still doesn’t work normally. |
| Driving program can’t be installed on your PC or the test of controller has no response after installing it. | DirectX version is too low. It requires version 7.0 and up. |
| Motors have no vibration function in a racing game. | After exiting the game, disconnect the controller from the USB port and connect it again. If it still can’t work normally, please restart the computer. |
| After entering game, some analog axis will automatically operate. | Calibrate and adjust the dead zone axes.  <p>The diagram shows a horizontal axis with a central point labeled 'Axes'. To the left and right of this point are two regions labeled 'Effect Zone'. Between these two regions is a smaller region labeled 'Dead Zone'. The boundaries of these zones are marked with small circles on the axis line.</p> |
| After entering the game, vibration feedback operates automatically. | Enter Force Feedback and calibrate it. |
| During the game vibration feedback is insufficient. | Enter Force Feedback and set force of feedback. |

If none of the above mentioned solutions removes the problem, please refer to nearest authorized service center for consultation by qualified specialist. Never try to repair the device on your own.

Game Racing Wheel

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