V3 Racing Wheel 64

http://www.emulation64.fr

ENGLISH   SV-380

INTRODUCTION:

Congratulations! You are a new owner of the V3 Racing Wheel for the Nintendo 64 game console. The V3 Racing Wheel consists of both a steering wheel unit and a foot pedal unit. Unlike other steering wheel controllers, the V3 Racing Wheel does not require that the foot pedal unit be connected for the controller to function. The analog output of the steering wheel unit provides super-realistic control while the spring-action foot pedal unit gives you the feeling of being IN the game! In addition, the adjustable steering sensitivity and Button Relocation Function gives you customizable control configurations that are impossible with other Nintendo 64 controllers. The adjustable wheel positioning (tilt and height), together with the unique dual function base (self-standing or in-lap), provides the most natural and comfortable way to play any racing game!

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I. PRODUCT FEATURES

A. Functions:

1. Programmable steering sensitivity

2. Button Relocation Function

3. Mode display (2 LED indicators - Function Setup or Normal)

4. Audible programming indicator (i.e. "beep beep")

5. Non-volatile memory saves customized controller setting even when the wheel unit is unplugged or the console is turned off

B. Steering Wheel Unit:

1. 10 inch diameter steering wheel
2. Auto-centering wheel
3. Analog steering output
4. 300 degree wheel rotation
5. Y-axis control knob
6. Unique, dual function base allows unit to secure to a table-top or under the driver's legs
7. 4 detachable suction cups secure unit when used on table-top
8. Adjustable wheel trunk (tilt and height) allows for customizable driving positions
9. Durable metal base

C. Foot Pedal Unit:

1. Spring-loaded acceleration and brake pedals for realistic driving control
2. Separate pedal unit with independent Button Relocation Function

D. Extra-Long Cables

1. 8-foot cable from steering wheel unit to N64 console
2. 8-foot cable from foot pedal unit to steering wheel unit

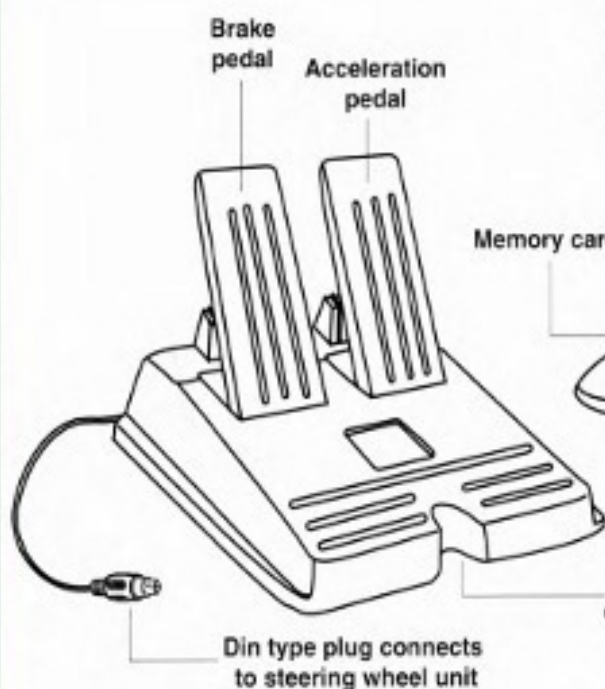E. Memory Card Slot (located on the front of the wheel's base unit)
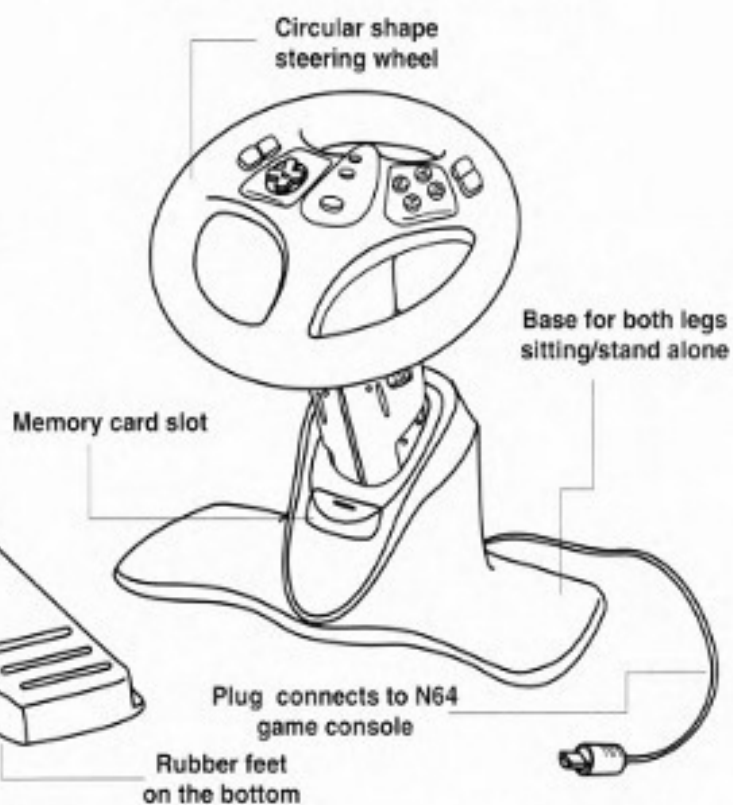
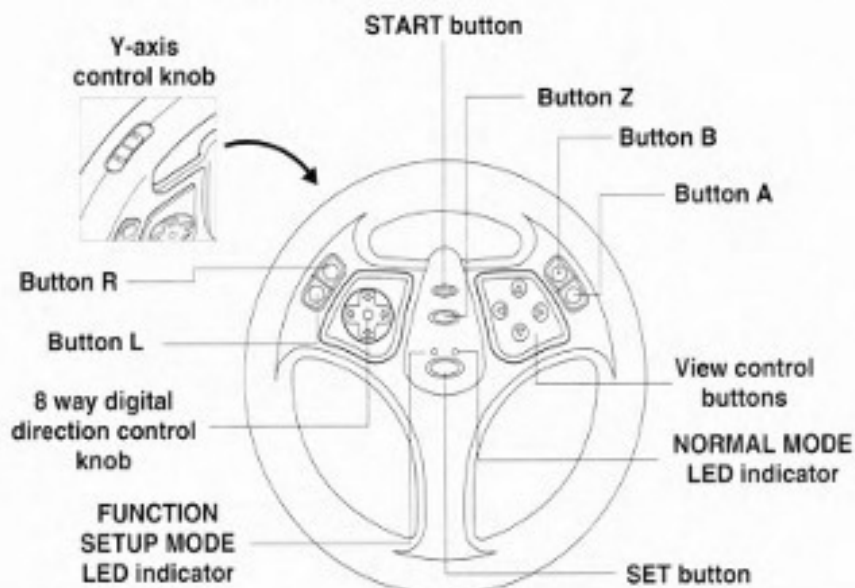1. Supports Nintendo 64 memory card functions

2. PRODUCT DESCRIPTIONS:

STEERING WHEEL UNIT

FOOT PEDAL UNIT

Circular shape
steering wheel

Brake
pedal

Acceleration
pedal

Base for both legs
sitting/stand alone

Memory card slot

Plug connects to N64
game console

Rubber feet
on the bottom

Din type plug connects
to steering wheel unit

[FIGURE 1]

STEERING WHEEL

Y-axis
control knob

START button

Button Z

Button B

Button A

Button R

Button L

View control
buttons

8 way digital
direction control
knob

NORMAL MODE
LED indicator

FUNCTION
SETUP MODE
LED indicator

SET button

3. CONNECTION & INSTALLATION:

The V3 Racing Wheel includes a steering wheel unit, foot pedal unit & 4 detachable suction cups. It is quite easy to connect them together. However, first you must switch the N64 game console to "OFF" before connecting the V3 Racing Wheel.

    a. Connecting the Foot Pedal Unit to the Steering Wheel Unit:

To simulate the real car driving feeling, users can use the foot pedal unit to control the acceleration and braking actions. To connect these two units, simply plug the DIN type (multi-pin) plug found on the foot pedal unit into the base of the steering wheel unit (see Figure 1).

    b. Connecting the Steering Wheel Unit to the N64 Game Console:

Plug the cable from the steering wheel unit into the appropriate controller port (i.e. - for one player mode the V3 must be plugged into controller port #1) on the N64 game console (see Figure 1)

You are now ready to play! NOTE: Do not turn the steering wheel or slide the Y-axis control knob when switching on the N64 console. If either of these are not at their neutral position when the console is turned on, then the position they were held at will be read as the new neutral and cause the unit to operate incorrectly. To reset the neutral position, let go of the steering wheel and Y-axis control knob so that they come to rest at their natural position, then press START while holding down the L & R buttons simultaneously.

    c. Installation of Suction Cups:

The V3 Racing Wheel has a dual function base, it can either fit in your lap (thereby securing under your legs) or attach to a table-top. In order to stabilize the unit during game play when table-mounted, screw the 4 suction cups included into the metal base of the steering wheel unit by inserting the suction cup into the slot and turning it right (clockwise) to lock it in place. To remove a suction cup, simply turn it to the left (counter-clockwise) and pull it out.

4. FUNCTION DESCRIPTIONS:

The V3 Racing Wheel not only performs all the same functions as the original Nintendo controller, it also has some new features never before found on a N64 controller. The A, B, L, R, START, Z, C (4-way view control)buttons and 8-way digital direction pad work in the manner to which you are accustomed. But, with the new SET button, you can adjust the steering sensitivity and program the Button Relocation Function. The Y-axis control knob simulates the ◊ motion of the original controller's analog stick. For example, in Mario Kart 64™ if you slide the Y-axis control forward while firing a banana, the banana will shoot out in front of you. Furthermore, the TILT and UP/DOWN (lock/unlock) knobs on the base of the steering wheel unit allow you to adjust the height and angle of the wheel to suit your own preference.

A. Function Setting:

1. Steering sensitivity:

Steering sensitivity is the most important factor in how your vehicle controls in game play. A high steering sensitivity would have a high and quick reaction. Even a slight turn in the wheel would cause your vehicle to react. A low steering sensitivity would have a low and slow reaction, but would be easier to control. There isn't any particular format for steering sensitivity, it simply depends on personal preference and the game you are playing. In order to accommodate this, the V3 Racing Wheel provides 3 preset sensitivities (high, medium and low) and a customizable sensitivity control.

NOTE: *The default steering sensitivity angle is the medium one (90 degree). When customizing a sensitivity, the wheel will assume a setting of 30 degrees if you try to set at a value between 10 and 30 degrees (it will ignore any input of less than 10 degrees).*
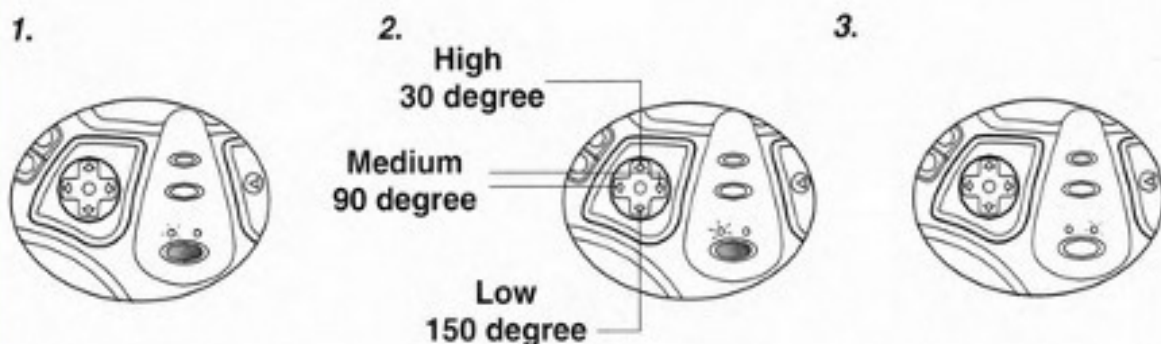
Preset Sensitivity

Due to different personal preferences, the V3 Racing Wheel provides 3 preset steering sensitivities for you to choose from (30, 90 & 150 degree). The 30 degree setting corresponds to the highest sensitivity while the 150 degree setting is the lowest. To select your steering sensitivity follow the steps below:

1. Press and hold the SET button for about 1 second to enter the "FUNCTION SETUP MODE", the FUNCTION SETUP LED indicator will illuminate and two beeps will be heard.

2. Press the direction on the digital directional pad that corresponds to the setting you desire(⇑ for high sensitivity, ⇐ or ⇒ for medium sensitivity and ⇓ for low sensitivity). Two beeps will sound.

3. The NORMAL LED indicator will illuminate instead of the FUNCTION SETUP LED. Your steering sensitivity has now been selected.

1.

2.
High
30 degree

Medium
90 degree

Low
150 degree

3.

Customizable Sensitivity

Besides the 3 preset steering sensitivities, users can also customize the setting (anywhere from 30 to 150 degrees). To choose a custom setting, follow the steps below:

1. Press and hold the SET button for about 1 second to enter the "FUNCTION SETUP MODE", the FUNCTION SETUP LED indicator will illuminate and two beeps will be heard.

2. Rotate (either left or right) and then hold the wheel to the specific angle desired.

3. Press the SET button again, two beeps will sound to indicate the completion of the setting and the normal LED will be illuminated instead of the function setup LED.

1.

2.

3.
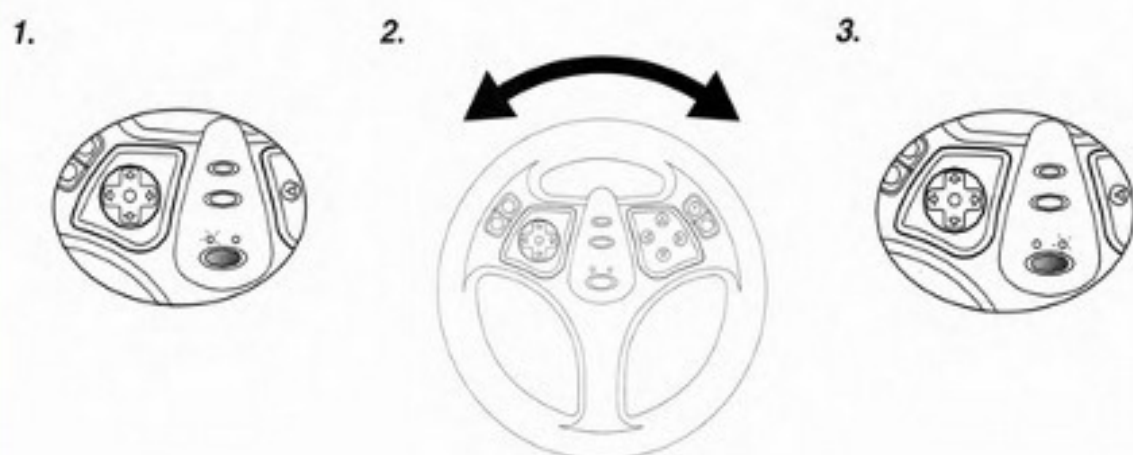
2. Button Relocation Function:

The thumb-control buttons (A, B, L & R), the Acceleration pedal and Brake pedal all have relocation ability. They can be assigned to perform the action done by any one of the following buttons:

1) A, B, L & R buttons

2) 8-way digital direction pad

3) 4-way view control buttons

4) Z button

To program the Button Relocation Function, follow the example below:

Example: To assign the R button to perform the Z button function

1. Press and hold the SET button for about 1 second to enter the "FUNCTION SETUP MODE", the FUNCTION SETUP LED indicator will illuminate and two beeps will be heard.

2. Press the R button once, the FUNCTION SETUP LED will blink once and a single beep will be heard.

3. Press the Z button once, the NORMAL LED indicator will illuminate instead of the FUNCTION SETUP LED. Two beeps will be heard. The setting process is now complete.

1.

2.

3.

NOTE: *The previously relocated button can still be used as the default button for further relocation. To reset a particular relocated button, press the SET button and then press the relocated button twice.*

3. Reset all setting to default:

You can reset all settings (including steering sensitivity, Button Relocation Function, X & Y-axis neutral positioning) to default by pressing the START, 0 L & R buttons simultaneously until two beeps are heard and the LED indicators blink. You can reset all of the settings to the default at any time, but the steering wheel should be plugged into the N64 console when done.

NOTE: *The V3 Racing Wheel has non-volatile data memory. The latest function settings (including steering sensitivity and relocated button settings) can be retained even after unplugging the steering wheel from the N64 console or after turning the console off.*

B. Steering Wheel Unit:

1. Wheel rotation angle:

The wheel's motion represents the X-axis (◇) of the standard Nintendo 64 controller. Turning the wheel left or right is the equivalent of sliding the standard Nintendo 64 joystick left or right. The optical reading device for the steering angle is so precise that it reads in graduations as fine as 2 degrees!

2. Y-axis sliding knob:

The Y-axis control knob located on the edge of the wheel represents the Y-axis (◊) of the standard Nintendo 64 controller. Sliding the knob clockwise(up) is the equivalent of sliding the standard Nintendo 64 joystick up while counter-clockwise (back) is the equivalent of sliding the standard NIntendo 64 joystick down.

3. Up/Down knob:

Using the Up/Down (lock/unlock) knob on the right-hand side of the wheel's base allows for the adjustment to the height (extension) of the wheel from the base. The wheel can be adjusted to a maximum distance of 88mm from the base in 5 distinct steps.

4. Tilt knob:

Using the Tilt knob on the back of the wheel's base allows you to lock/unlock the wheel so to adjust the tilt angle. The wheel has a maximum tilt angle of 35 degrees (measured from vertical) in 3 distinct steps.

C. Foot Pedal Unit:

These spring-action Acceleration and Brake pedals are also equipped with the Button Relocation Function described above. The default settings are "A" for the right/accelerator pedal (i.e. acceleration in Mario Kart 64™) and B for the left/brake pedal (i.e. brakes in Mario Kart 64™). With the Button Relocation Function,you can program these pedals any way you desire.