SVEN®

Game Racing Wheel

OPERATION MANUAL

GC-W400

www.sven.fi

Game Racing Wheel

Congratulations on the purchase of Sven game racing wheel!

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NOTICE OF RESPONSIBILITY RESTRICTION

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CONTENTS

1. BUYER RECOMMENDATIONS

• Unpack the device carefully. Make sure there are no accessories left in the box. Check up the device for damage; 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.

• Check up the package contents and availability of the warranty card. Make sure the warranty card has a shop stamp, a legible signature or the seller's stamp and purchase date, and the goods number corresponds to that in the warranty card. Remember: in case of warranty card loss or discrepancy of numbers you forfeit the right for warranty repairs.

• Before installing and using the speaker system, read this Manual carefully and keep it for future reference.

• Shipping and transportation equipment is permitted only in the original container.

• Does not require special conditions for realization.

• Dispose of in accordance with regulations for the disposal of household and computer equipment.

Technical support is on www.sven.fi.

2. DESCRIPTION
GC-W400 Game Racing Wheel with built-in vibration feedback mechanism ensures realistic driving in an autosimulator. 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 it possible to gain speed or brake in a flash. Rubber coating and ergonomic construction of GC-W400 game racing wheel enhance accuracy of driving during the game. There is located a D-Pad, functional programmable buttons that can have different functions assigned on the racing wheel.

3. 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.

4. PACKAGE CONTENTS
• Game racing wheel — 1 pc
• Pedal unit — 1 pc
• Fixation stand — 1 pc
• Software CD disk — 1 pc
• Operation manual — 1 pc
• Warranty card — 1 pc

5. SPECIAL FEATURES
• 2 motors for Vibration effects
• Wheel diameter – 10"
• Steering angle – 180 degrees
• Supports: Windows XP/Vista/7/8/10
• USB Interface
• Progammable buttons
• Two axes, D-Pad, 10 additional keys
• Rubber grips for comfortable control
• Digital and Analog Modes available
• Foot pedal unit included

6. SYSTEM REQUIREMENTS
• USB port available
• Operational System Windows XP/Vista/7/8/10

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7. CONSTRUCTION
① Racing wheel
② Buttons 5 – 8
③ Rubber inserts
④ D-Pad
⑤ ON/OFF LED indication
⑥ Paddle shifters
⑦ Button 9
⑧ Buttons 1 – 4
⑨ ON/OFF MODE indication
⑩ Button10
⑪ MODE button
⑫ Suction cups
⑬ Foot pedal port
⑭ USB cable
⑮ Brake pedal (Y-)
⑯ Acceleration pedal (Y+)

Fig. 1. Front view
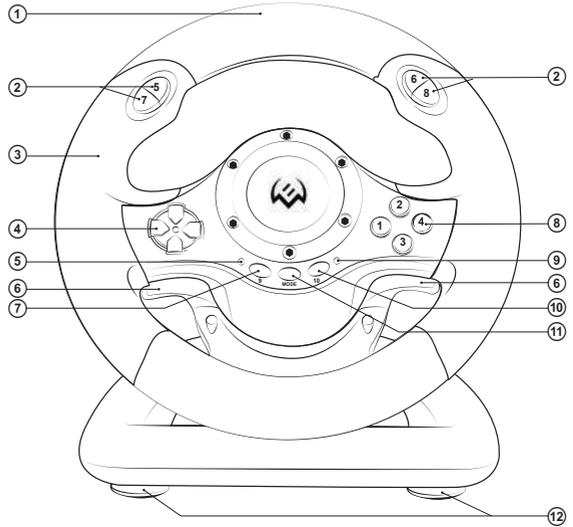
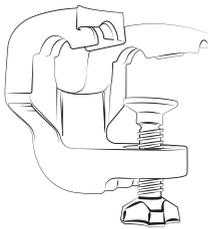*Fig. 2. Fixation stand*

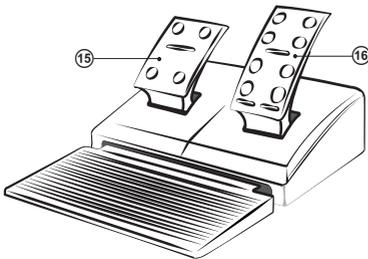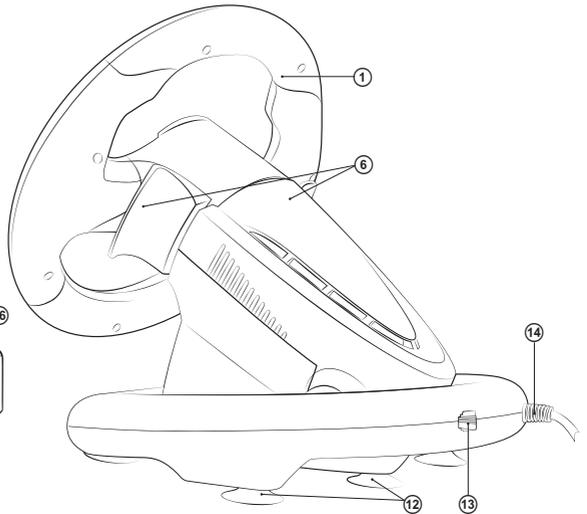*Fig. 3. Foot pedal unit*

Fig. 4. Rear view

8. CONNECTION AND INSTALLATION
• Install the device on even surface (for example, on a table) on its 5 suction cups. If necessary fasten it with the fixation stand (Fig. 2).
• Connect pedal unit to the device (Fig. 3) via cable of the pedal unit to RJ-11 jack1 ⑬, then connect USB cable ⑭ 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.
• Choose Controllers to set axes and buttons (Fig. 8).
Setting of axes and buttons (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. 8);
• 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 necessary adjustments within Lower to Higher range should be made by cursors (Fig. 8);
• KeyMap Setup reprograms functional keys: there should be chosen new necessary assignment against the key designation (Fig. 8);
• After installation of the driver, the controller can be automatically centered by pressing MODE button ⑪.
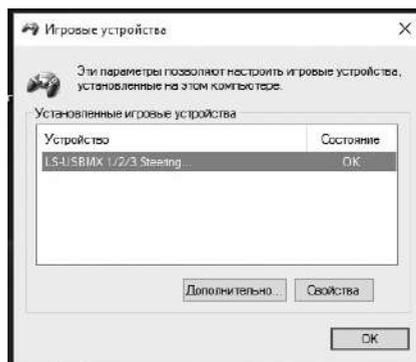*ATTENTION! During automatic calibration do not press any buttons.*
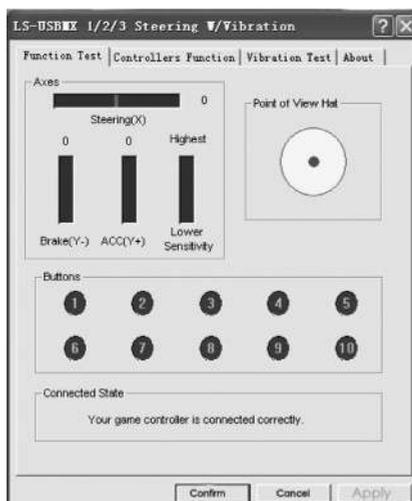

Fig. 5

Fig. 6

Fig. 7

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• Choose Vibration test (Fig. 9) 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. 9);

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 in Digital mode the wheel is turned and pedals are pressed, 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 ⑥, 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.
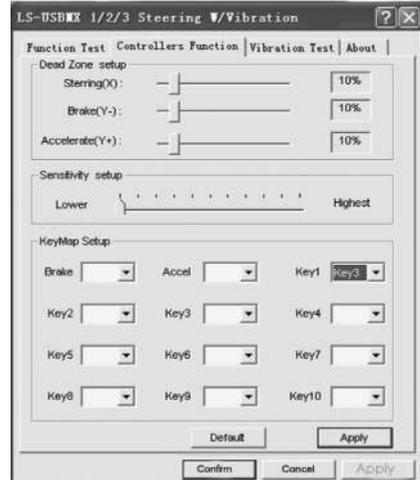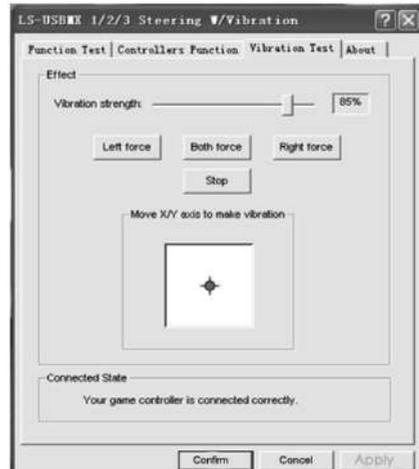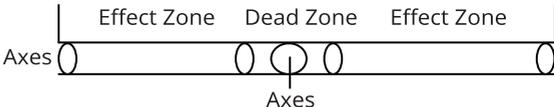

Fig. 8

Fig. 9

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9. 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.
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.	The steering wheel hasn't been calibrated or hasn't been confirmed after calibrations. Enter Option – Controllers – Dead Zone to adjust the range of the dead zone, and make sure the axes are in the range of the dead zone. Effect Zone Dead Zone Effect Zone Axes Axes
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.

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