

**FCC/MELLON**

**DEC 28 1998**

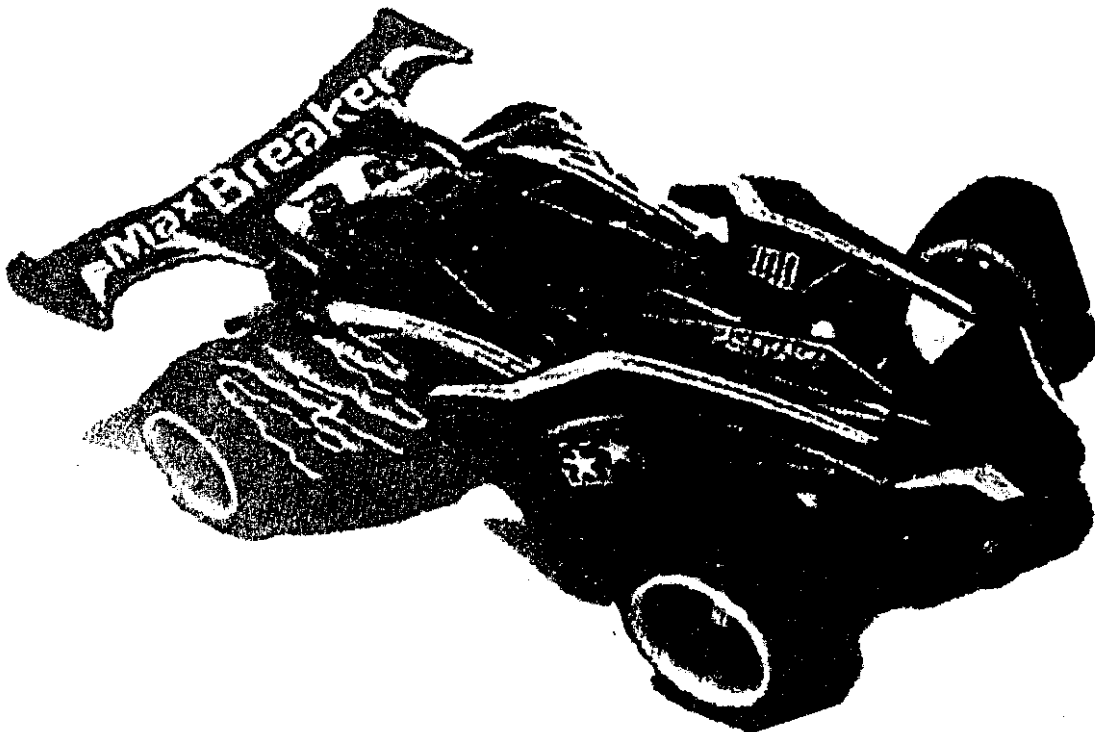
**EXHIBIT 5**

*User's Manual*

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# CAN Turbo Wheel

(mode No. : PC-801)



## FEDERAL COMMUNICATIONS COMMISSION INTERFERENCE STATEMENT

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This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

### **NOTE**

Any changes or modifications not expressly approved by the grantee of this device could void the user's authority to operate the equipment.

# **PACKAGE CONTENTS**

- 1 RACING WHEEL**
- 1 FOOT PEDALS**
- 1 OPERATION INSTRUCTION**
- 2 DESK TOP CLAMPS**

**Please note:**

**In order for your wheel to operate, you have to connect the foot pedals to the wheel. Alternatively your wheel shall only operate in Game Pad Mode.**

# Setup

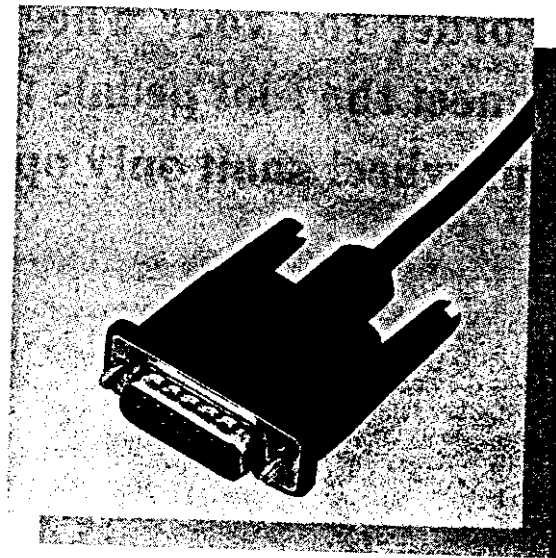
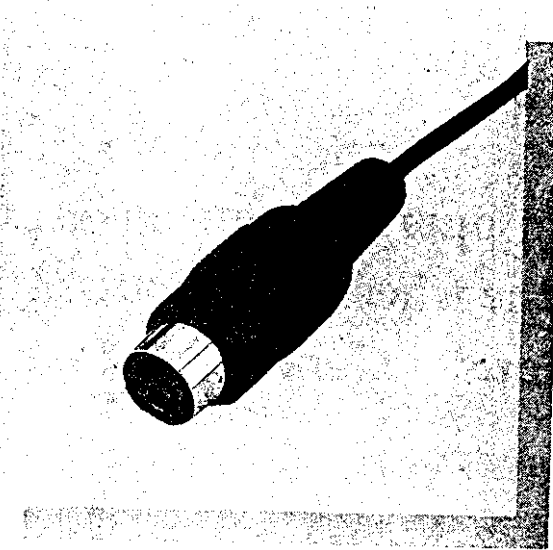
Please follow the following steps to setup your Wheel and Pedal to your computer.

## I. CONNECTING THE FOOT PEDAL

Locate the 4-pin male foot pedal connector on the end of the foot pedal cable. Locate the 4-pin female connector on the wheel cable. Connecting the 4-pin male foot pedal connector to the 4-pin female connector on the wheel cable. Both 4-pin connectors have a "ARROWHEAD" marked on the connector. Let the "ARROWHEAD" mark opposite and you can easily connect two connectors.

## II. CONNECTING THE WHEEL TO THE GAME PORT

Take the 15-pin game/joystick port from the cable that is attached to the wheel and plug it into the game/joystick port on your computer. The game/joystick port can most likely be found on your sound card.



### **III. CALIBRATION WHEEL WITH PEDAL IN WINDOWS 95 (OR WINDOWS 98)**

Turn your computer on. Follow the steps below to calibrate your wheel and pedal.

1. In Windows 95 (or Windows 98) hit START and select SETTINGS. Then select CONTROL PANEL and double click on the "GAME CONTROLLERS" icon.
2. Select the ADVANCED Tab on the top of your screen.
3. Click on CONTROLLER ID#1.
4. Click on CHANGE to open the CHANGE CONTROLLER ASSIGNMENT window.
5. Scroll down the list to select "2 AXIS, 4 BUTTON JOYSTICK" and click on OKAY.
6. Make sure the selected "2 AXIS, 4 BUTTON JOYSTICK" driver shows on your screen.
7. Click on the GENERAL TAB in the active window.
8. Click on PROPERTIES.
9. Click on CALIBRATE.
10. Make sure the wheel is in the center and the pedals are in their up position.
11. Follow each of the instructions on the screen carefully until you see a message telling you that you have successfully calibrated your racing controller.
  - When asked to move the joystick in circular motion do the following.
    - Turn the wheel all the way to the left.
    - Turn the wheel all the way to the right.
    - Depress the right pedal
    - Depress the left pedal
12. Click on FINISH.
13. Click on APPLY.
14. Click on TEST.
15. When you turn the wheel left & right, the cursor should move left & right.
16. When you depress the right pedal, the cursor should move up. When depressing the left pedal, the cursor should move down.
17. Hit the buttons on the wheel and look at the screen to confirm that the corresponding boxes on the screen light up.
18. If the cursor is in the center of the test box and all buttons work, hit OKAY to finish the test.
19. Hit OKAY to close the CONTROL PANEL.

Now you can use the wheel and pedal in the game that supported the "2 AXIS, 4 Button" Joystick.

## **IV. FUNCTIONS**

There are some special features on the wheel. Please look the follow instructions carefully to use it correctly.

### **1. LED INDICATORS**

There are 5 LED indicators on the front of wheel.

- Red LED indicator. When you connect the wheel to your computer, the red LED indicator will always light on. If you turn off your computer or unplug the wheel to your computer, the red LED indicator will light off.
- Yellow LED indicator. If you press the center button on the front of wheel, the yellow LED indicator will light on and the wheel will switch to the GAME PAD mode (please refer the Wheel/GAME PAD mode function instruction). Press the button once again the LED light will go off thereby switching the function to the Wheel mode.
- Green LED indicator. There are 3 green LED indicators on the front of the wheel. Press the button "TUBRO" on the front of the wheel, the right green LED will light on. Press this button again the center LED will go on and the right LED will go off. Press this button one more time the left LED will go on and the center LED will go off. Press this button the forth time all green LED will go off. It will follow the above cycle when you press the button "TURBO" on the front of the wheel. Different green LED indicators shows different Turbo Button modes (please refer to the Turbo Button mode).

### **2. WHEEL/GAME PAD MODE**

- WHEEL Mode (DEFAULT)

After you connect the wheel to your computer and calibrate correctly, you are under the Wheel mode. The wheel left & right control X-AXIS down & up and right pedal control Y-AXIS up, left pedal control Y-AXIS down. The D-pad works as buttons. (please refer the Button Configuration)

- GAME PAD Mode

If you press the button "MODE" on the front of the wheel, you will switch the wheel to the GAME PAD mode and the yellow LED indicator will go on. In this mode, the D-pad left & right control the X-AXIS down & up, D-pad up & down control the Y-AXIS up and down, and the wheel left & right, pedals will no longer function. To use the D-pad correctly control the X & Y AXIS, your must follow "II CALIBRATION WHEEL WITH PEDAL IN WINDOWS 95 (OR WINDOWS 98)" instructions to calibrate again the X & Y AXIS. The other buttons on the wheel still functions as in the Wheel Mode (please refer to the Button Configuration).

If you are in the GAME PAD mode and press the center button on the front of the wheel, you switch the wheel function to the Wheel mode and the yellow LED will go off. You need to calibrate the wheel and pedals again to use them correctly in your game.

★ Every time you switch to the GAME PAD mode or Wheel mode, you need to calibrate the D-pad or wheel and pedal in the Windows 95 (or Windows 98) "START/CONTROL PANEL/GAME CONTROLLER".

### 3. TURBO BUTTON Mode

The wheel has a TURBO BUTTON (continuous fire) mode. When you set the button to Turbo, you can continuously fire by simply holding the button down. The Turbo button is setup different between Wheel Mode and GAME PAD Mode. To activate the buttons to Turbo just press the left button on the front of the wheel. If one of the green LED indicators go on, it means one set of button has Turbo. If no green LED indicators go on, there is no button in Turbo.

- WHEEL Mode

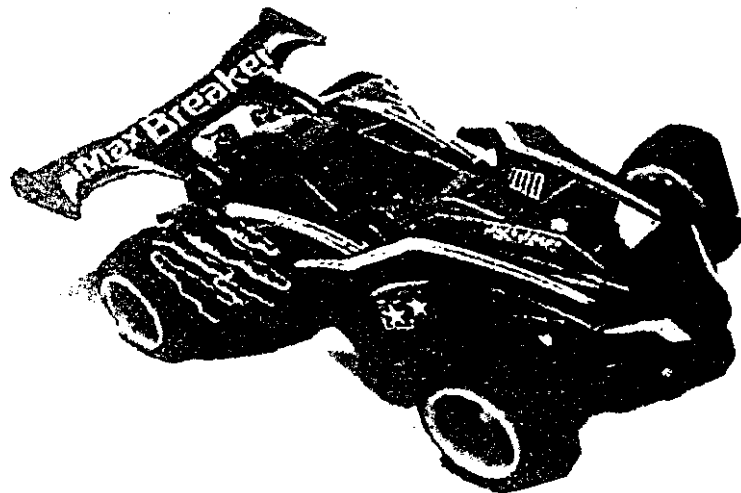
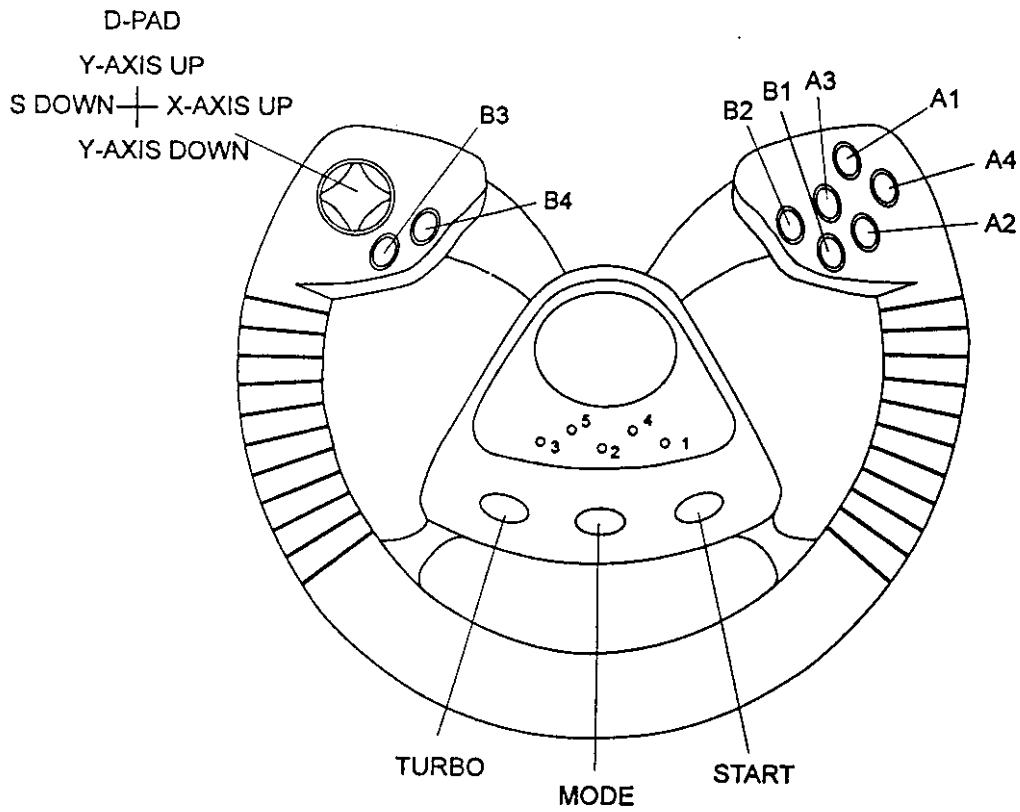
In the Wheel mode there are total 12 buttons on the wheel, separated to 3 sets. (please refer to the Button Configuration) When right green LED indicator is on, the button set A has Turbo (in other words, button A1, A2, A3, A4 all have Turbo). When center green LED indicator is on, the button set B has Turbo (button B1, B2, B3, B4 have Turbo). If left green LED indicator is on, the D-pad has Turbo (D-pad in the Wheel mode functions as buttons. So the D-pad left, right, up, down have Turbo).

- GAME PAD Mode

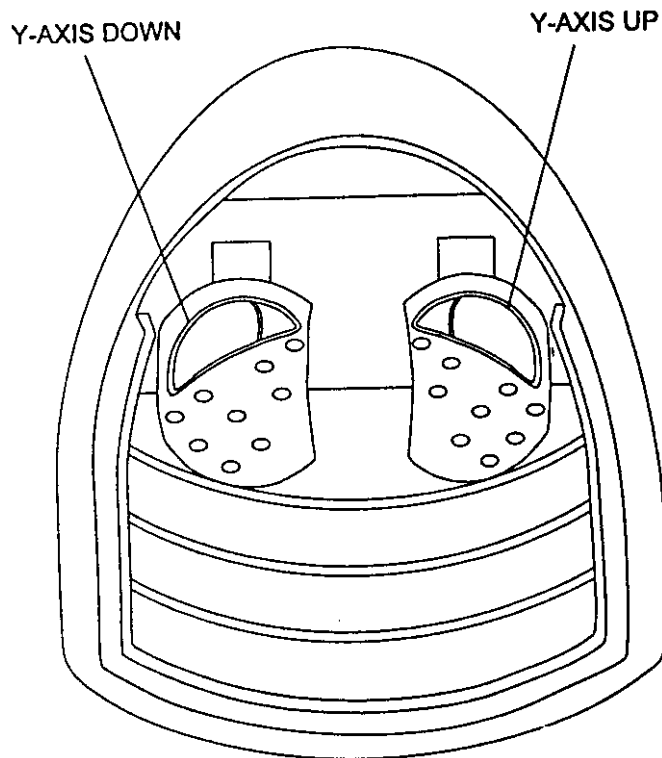
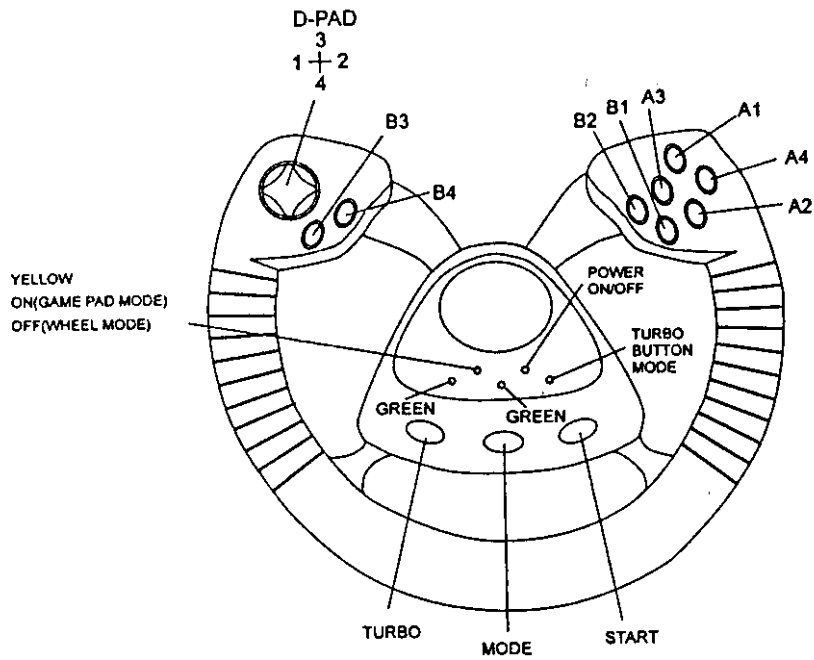
If you switch to the GAME PAD mode, then the wheel and pedals do not function. So when right green LED indicator is on, the button set A has Turbo (in other words, button A1, A2, A3, A4 all have Turbo). When center green LED indicator is on, the button set B has Turbo (button B1, B2, B3, B4 have Turbo). When left green LED indicator is on, there is no Turbo function in the D-pad.



# Game Pad Mode



# Wheel Mode



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