

FCC ID: K11SV-281

FX FORCE FEEDBACK RACING WHEEL SV-281

CONGRATULATIONS!

Thank you for purchasing InterAct's latest exciting hand-held game controller for Windows® 95/98 games, the fx RACING WHEEL. The fx FORCE FEEDBACK RACING WHEEL is designed for maximum enjoyment with your Windows® 95/98 force feedback racing games.

For a complete list of compatible games, please point your web browser to www.interact-acc.com/interactpc/gaming/fxracingwheel

SYSTEM REQUIREMENTS

- Pentium® 75Mhz or higher
- Microsoft® Windows® 95 or 98
- 16MB of RAM
- 35MB of available hard disk drive space
- Double-Speed CD-ROM drive
- DirectX™ compatible video card (Support High Color)
- DirectX™ 5.0 compatible sound card and gameport
- 2 "AA" batteries (not included)

YOUR FX RACING WHEEL PACKAGE INCLUDES:

- fx FORCE FEEDBACK RACING WHEEL
- InterAct® Force Feedback Devices CD-ROM
- Instruction Manual
- Warranty Registration Card

If you are missing any of these important items, please be sure to call InterAct® Consumer Services Department at 407-333-1392 or email us at fxsupport@interact-acc.com. Also, please take the time to fill out the InterAct® warranty registration card. This will insure that you get information and updates from InterAct® about your newest purchase, the fx Force Feedback Racing Wheel and other fine products offered by InterAct®.

GETTING STARTED

The fx Force Feedback Racing Wheel REQUIRES Microsoft® Windows® 95 or 98. This wheel is not compatible with any other operating system. Please make sure you are running Windows® 95 or Windows® 98 before beginning installation.

The fx Force Feedback Racing Wheel uses the latest force feedback technology to give you an exciting racing experience. Please follow these simple steps to begin installing your fx Force Feedback Racing Wheel:

1. Insert two "AA" batteries in the battery compartment in the grip of the wheel (batteries not included).
2. Make sure your computer is turned OFF. Connecting any device to your system's gameport with the computer turned on could cause damage to the system.
3. Attach the 15-pin gameport connector to your system's gameport. Be sure to tighten the thumbscrews so that the connector does not come loose when you move the wheel around.



4. Turn your system on. You are now ready to install the InterAct® Force Feedback Devices Software.

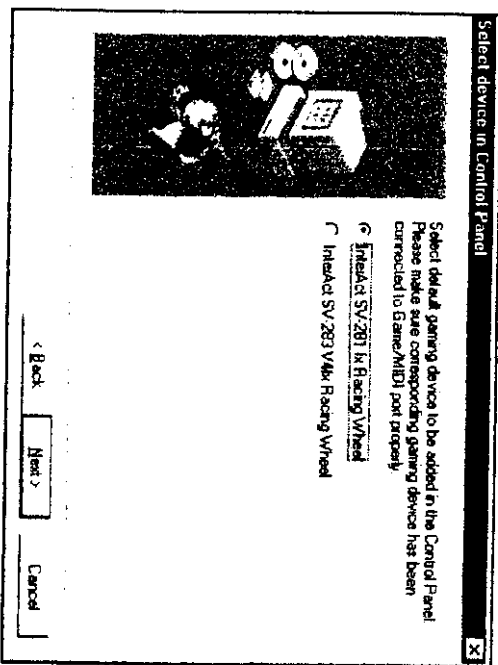
INSTALLING THE INTERACT® FORCE FEEDBACK DEVICES SOFTWARE

InterAct's Force Feedback Devices Software is located on the CD-ROM included. Once your system is booted up, close all other programs running on your system and insert the CD into the CD-ROM drive.

The InterAct® Force Feedback Devices Software should automatically launch. If it does not, simply double-click on the My Computer icon, choose your CD-ROM drive, and launch the program SETUP.EXE.

Please follow the directions on the screen while the software is installing. You will eventually come to a screen that gives you an option to install software for InterAct's fx Racing Wheel or the V4™ Force Feedback Racing Wheel. Choose the fx Racing Wheel.

FCC ID: KYISV-281

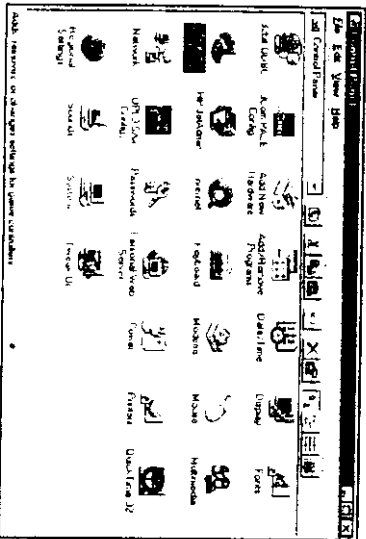


Once the software is installed, you will be asked to restart your system. Click on FINISH and reboot your system.

TESTING YOUR FX RACING WHEEL FOR THE FIRST TIME

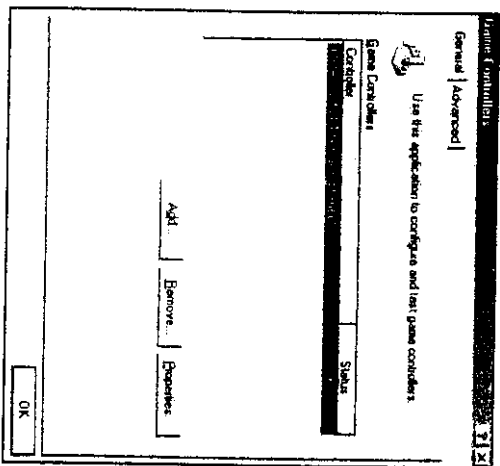
When your system restarts, it will be a good idea to test your fx Force Feedback Racing Wheel to make sure the device is working properly. To do this, go to your Windows® Control Panel, and Select the Game Controllers icon.

Launching Game Controllers will bring up the selection screen. Make sure that InterAct® SV-281 fx Racing Wheel is listed, and that it says OK under STATUS.

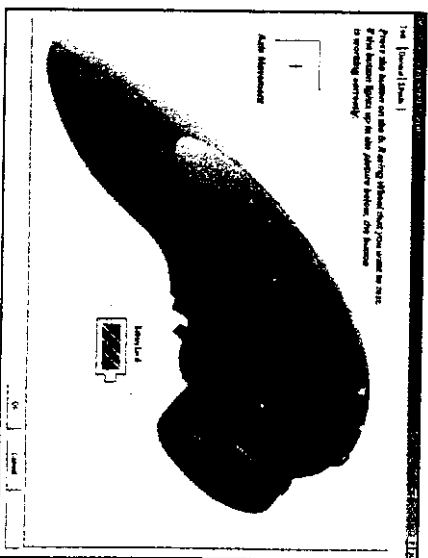


22

If the status DOES NOT say OK, then check your connections to your system and make sure the fx Racing Wheel is connected to the right port on your system. If all the connections are made, please see the section in this manual titled TROUBLESHOOTING THE fx FORCE FEEDBACK RACING WHEEL before proceeding.



If your screen matches the picture above, then go ahead and click on the PROPERTIES button. This will bring up a screen titled fx Racing Wheel Properties. This screen allows you to test the different features of the fx Racing Wheel to make sure they are working correctly. This screen is divided into three tabs.

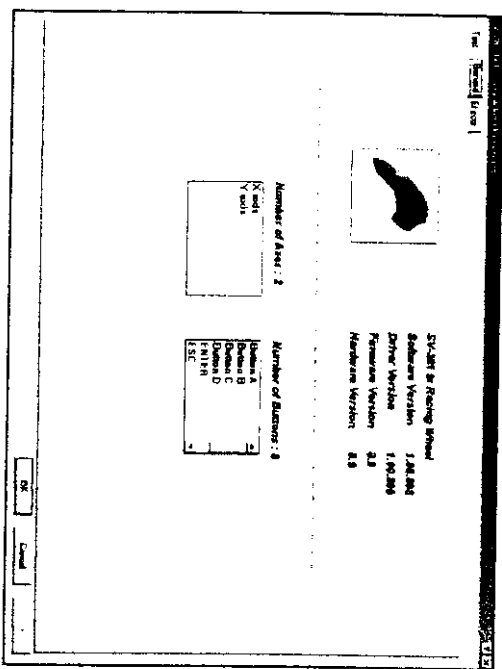


23

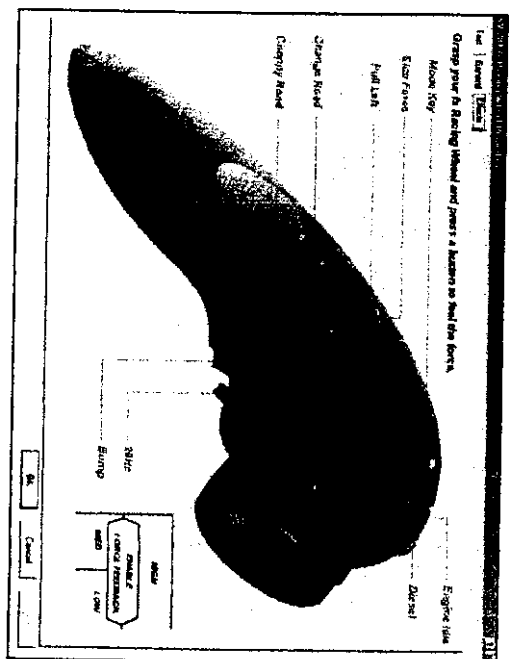
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The first tab is called Test, and allows you test each button on the fx Force Feedback Racing Wheel. You can also turn the wheel and push the throttle trigger to make sure that all of the axes are functioning. Do that now to make sure you get response from the wheel. This screen also contains a battery meter to tell you what the current status of your batteries is. This is very important. The 2 "AA" batteries you inserted into the fx Force Feedback Racing Wheel can deliver 90 minutes of constant feedback. If you do not get any response on the wheel, please see the section in this manual titled TROUBLESHOOTING THE fx FORCE FEEDBACK RACING WHEEL before proceeding.

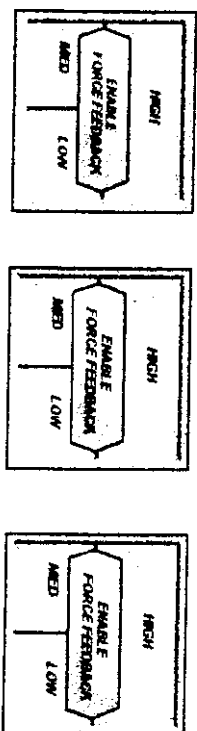
The second tab is called General. This is an informational screen that gives you the software version, hardware version, and other technical details. If you ever need to contact Interact@consumer services, please have the information on this screen available.



The third tab is called Effects. This screen lets you test all the effects available on the wheel; set the level of force response, and enable or disable the force feedback. Simply test the effects by pressing the assigned button. If you change the mode of the fx FORCE FEEDBACK RACING WHEEL to digital by pressing the MODE button, there will also be effects on the throttle trigger.



This screen also lets you set the level of force feedback, available. Click on the button for the level of force feedback you want.



If you do not get any feedback when you press a button, make sure you are using fully charged ALKALINE batteries. Do not use rechargeable batteries, as these types of batteries do not deliver sufficient power. If you are using new batteries and your connections are tight, and you still do not get any force effects when you press the button, please see the section in this manual titled TROUBLESHOOTING THE fx RACING WHEEL before proceeding.

FCC ID: KYISV-281

CONFIGURING THE FX FORCE FEEDBACK RACING WHEEL

The fx Force Feedback Racing Wheel is a unique and easy-to-use racing controller. It was designed with authentic styling borrowed from the F1C (radio-controlled) racing circuits. The fx Force Feedback Racing Wheel comes with a lot of features in a small package:

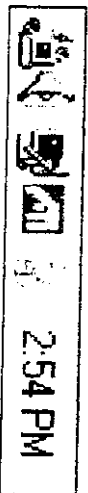
- Program keyboard keystrokes and macros into the buttons
- Customize the button layout for optimum control
- Add force feedback effects to any game.
(For Windows® 95 & 98 Games only)

PROGRAMMING THE FX FORCE FEEDBACK RACING WHEEL

The fx Force Feedback Racing Wheel can be programmed with any series of keystrokes, button controls, and force feedback effects. All of these settings are stored in Profiles for each game. When you launch the game, the InterAct® Force Feedback Devices Software will automatically detect that software and apply the Game Profile.

Programming keystrokes allows you store keyboard-based commands, cheats and special codes on the wheel. Programmable button controls allow you to the function layout to the way you like it. Since each button is assigned its own ID, you can move these IDs around to match your preferred driving style.

To launch the InterAct® Force Feedback Devices Software, simply go to your taskbar and click on the icon this icon:



The InterAct® Force Feedback Devices Software screen will then appear:



MENUBAR

Choose either add game, edit profile, or disable sound effects.

PRODUCT SCREEN

View all the force feedback products available from InterAct®.

PROFILE SCREEN

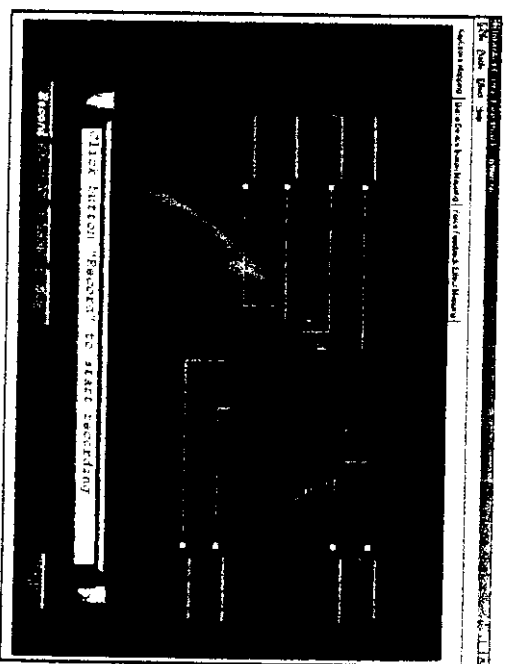
Select the game profile to edit.

To program the fx Force Feedback Racing Wheel, the InterAct® Force Feedback Devices Software requires you create a "game profile" for each game you plan to use with the fx RACING WHEEL. The software can store up to 64 individual games. However, you can create multiple profiles for each game.

ADDING GAME PROFILE

To add a new game profile, click on GAME on the menubar, and choose NEW. This will open a file-browsing screen. Go to the directory where the game is installed and choose the game's executable file. This file will usually end with an EXE extension. For example, to create a profile for MotoCross Madness®, you would go to the directory where you installed MotoCross Madness® (usually C:\PROGRAM FILES\MICROSOFT® GAMES\MOTOCROSS\MADNESS) and choose MCM.EXE.

Choosing the file and clicking on the OPEN button will open the first programming screen. This screen has three Tabs: Keystroke Mapping, Game Device Button Mapping, and Force Feedback Effect Mapping.

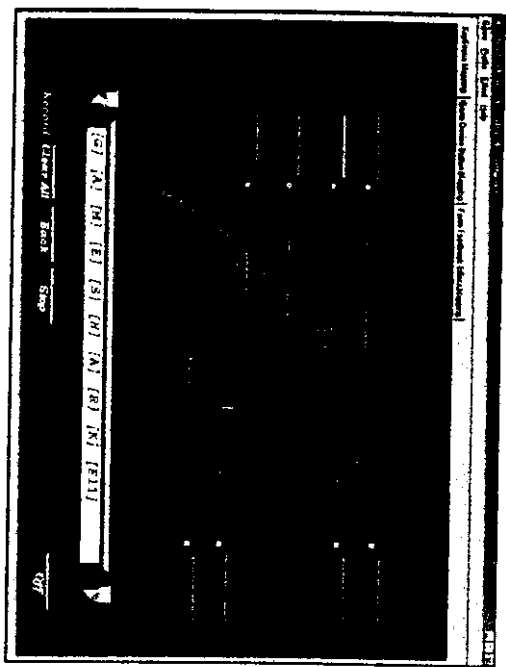


FCC ID: KYISV-281

KEYSTROKE MAPPING

Keystroke Mapping allows you to assign KEYBOARD keystrokes to your buttons. This is particularly useful for storing game codes and cheats which are keyboard based, and storing keyboard commands like ESC and ENTER which control menu input. Each key can store up to 32 characters.

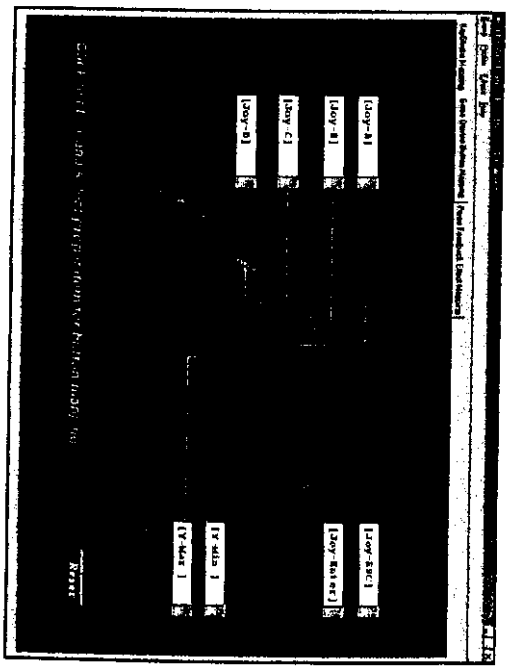
To program keyboard keystrokes, use your mouse and click on the on-screen image of the button you want to program. The block connected to that button will be highlighted, and the input screen at the bottom will be empty. Start typing your keystroke commands, and they will appear in this window.



If you make a mistake or want to change something, don't worry. Simply click on the BACK button and re-type the section. When you are done, click on the STOP button. If you want to clear the current keystrokes, click on the CLEAR ALL button. To set this button to Auto-Fire, click on the AUTO FIRE button.

GAME DEVICE BUTTON MAPPING

Each button on the fx Force Feedback Racing Wheel has its own unique Game Device Button ID. This allows you to move the functions of the buttons around on the wheel. For example, you can make the button labeled "C" on the wheel act as if it were the "B" button.



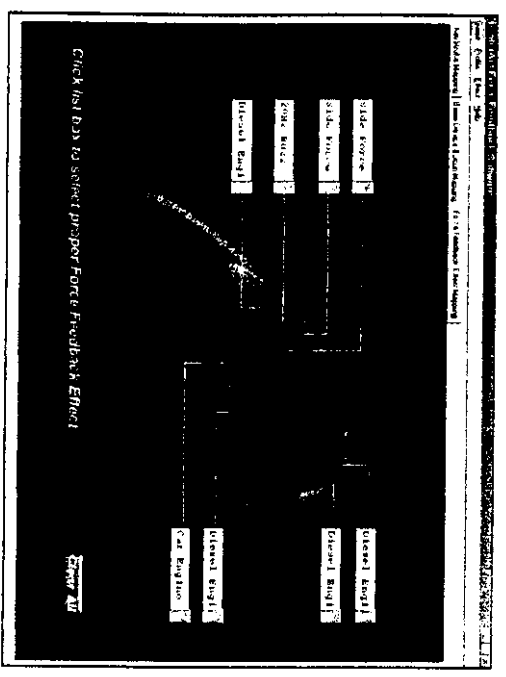
To relocate these functions, click on the tab labeled "Game Device Button Mapping" to bring up the Game Device Button screen.

To relocate the button functions, simply use your mouse to click on the button on-screen, and then scroll through the highlighted box. To reset the buttons to their default settings, click on the RESET button.

FORCE FEEDBACK EFFECT MAPPING

Many games on the market today—especially older games—do not support force feedback. InterAct® has included Force Feedback Effect Mapping to compensate for this. This feature allows you to have certain force effects occur when you press a button. For example, if you are racing with GrandPrix® 2 from Microprose®, you may want to have the effect of a choppy road when you press button C. Whenever the InterAct® Force Feedback Software detects button C being pressed, it will send the CHOPPY ROAD command the fx Force Feedback Racing Wheel. In this way, you get a simulated force feedback effect in older games.

FCC ID: KYISV-281



To map a force effect to a button, simply use your mouse to click on the on-screen picture and select the force from the drop-down list.

We strongly recommend, however, that for games with force feedback, you choose the CLEAR ALL button to clear all entries.

SAVING YOUR GAME PROFILE

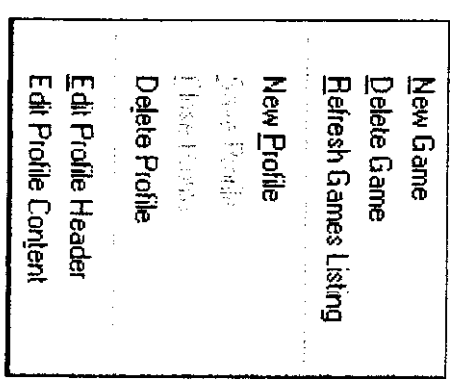
To save your Game Profile, choose PROFILE, then SAVE from the menubar. At the FILE NAME window, enter the name you wish to assign this profile. DO NOT ADD AN EXTENSION. The InterAct's Force Feedback Devices Software will add its own extension to this name.

Once the file is saved, choose PROFILE, then CLOSE from the menubar. You will be taken back to the main software screen.

CREATING DIFFERENT PROFILES

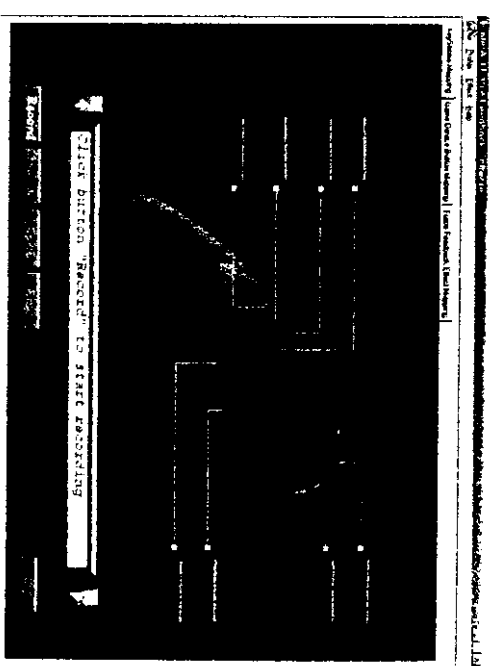
InterAct's Force Feedback Devices Software allows you to store up to 64 different game profile sets. However, you can store 36 sets of profile information for each game. For example, you may want to store different sets for the different cars in Need for Speed™ III: Hot Pursuit.

To create profile subset, click with your right mouse button on the existing Profile. You will get a drop down menu. Choose the option NEW PROFILE.



This will automatically open the three profile screens, and you can edit your profile. When finished, choose PROFILE, then SAVE, then CLOSE.

Within each Game Profile, your subsets are labeled 1,2,3, etc. To set these as the active profile for the game, again click with your right mouse button on the existing profile. From the drop down menu, choose EDIT PROFILE HEADER. You will get the Profile Property Screen.



FCC ID: KYISV-281

This screen allows you edit the Game Title, the Profile Name, and edit Profile Remarks. You can also set the active subset. Choose the profile name in the lower right corner you want to be active, and choose SET ACTIVE. You can also delete subsets by choosing the Profile Name in the lower right corner and clicking on the DELETE button.

USING THE fx FORCE FEEDBACK RACING WHEEL

The fx Force Feedback Racing Wheel is now ready to go. As long as the InterAct® Force Feedback Devices Software is running in your taskbar, your fx Force Feedback Racing Wheel will automatically detect what game you are running and apply the Active Profile for that game. From there, you are off and racing!

CARE FOR THE UNIT

- The fx Force Feedback Racing Wheel is a well-designed mechanical device. However, it still requires a degree of care in its use and storage. Please follow these guidelines when using, connecting, or storing the fx Force Feedback Racing Wheel:
- Never connect the fx Force Feedback Racing Wheel or disconnect the fx Force Feedback Racing Wheel while the computer is turned on.
- Do not expose the unit to direct sunlight for long periods of time, as this will cause the plastic to fade and become brittle.
- Do not spill liquids on the unit. If you accidentally spill anything on the fx Force Feedback Racing Wheel, use a damp cloth immediately to clean it. Do not use any detergents or cleaners on the fx Force Feedback Racing Wheel.
- Never plug a non-approved power supply into fx Force Feedback Racing Wheel. Doing so may damage your fx Force Feedback Racing Wheel and will void your warranty.
- Never leave the fx Force Feedback Racing Wheel resting on the wheel. If the force feedback is still active in the game, this could cause the motor to burn out.

TROUBLESHOOTING

- Q: There is no force feedback in the game.
 - A: First, check to make sure that the game uses the Microsoft DirectX™ 5.0 compatible. The fx Force Feedback Racing Wheel is not compatible with games using the I-FORCE protocol. For a list of games compatible with the fx Force Feedback Racing Wheel, please point your web browser to www.interact-acc.com/interactpc/gaming/fxracingswheel/
- Make sure that you are using ALKALINE batteries, and that they are new. DO NOT USE RECHARGEABLE BATTERIES in the fx Force Feedback Racing Wheel. Also check to make sure that you have established a Game Profile in the InterAct® Force Feedback Software.
- Q: The Game Controllers Control Panel says that the fx Force Feedback Racing Wheel is NOT CONNECTED, even though all the connections are set.
 - A: Check the type of soundcard and gameport you are using. Open up the System Control Panel by clicking with your right mouse button on MY COMPUTER and choosing PROPERTIES. Click on the tab that says DEVICE MANAGER. Scroll down the list to SOUND, VIDEO, AND GAME CONTROLLERS. Click on the PLUS SIGN. If there are any red or yellow icons over next to the names of devices in the Device Manager, you need to consult your system manager for updated drivers for your system. (Please refer to Readme.txt for latest information)
- If you are using an ESS 1869 Sound Card, you may have problems. Consult ESS for an updated set of drivers for this chipset.
- Using a Joystick Switchbox or connecting the fx Force Feedback Racing Wheel through a multi-player gamepad like the Microsoft® Sidewinder™ can be another cause of the NOT CONNECTED error. The fx Force Feedback Racing Wheel must be connected directly to your computer system to function properly.
- Q: I get the error message FAILS TO INITIALIZE DEVICE FOR DIRECTX™ 5.0. Please make sure run-time library of DirectX™ 5.0 is installed properly.
 - A: Uninstall the InterAct® Force Feedback Device software through the Control Panel Add/Remove Programs, then re-install the software. Make sure that the option "DirectX run-time library" is selected during the installation.
- Q: I get the error message FAILS TO INITIALIZE DEVICE FOR DIRECTX™ 5.0. Confirm the game device has been selected by using applet of "Game Controllers" in the "Control Panel".
 - A: The program will display this error message when there is not a game device selected in the Control Panel. To correct, launch the Game Controllers Control Panel and make sure the fx Force Feedback Racing Wheel is installed. If it isn't, click "Add", then choose the fx Force Feedback Racing Wheel. If you cannot add the fx Force Feedback Racing Wheel, confirm you have the correct drivers installed for your soundcard and gameport.

FCC ID: KYISV-281

Q: I get the error message GRAPHIC DISPLAY OF THIS PROGRAM WILL HAVE DISTORTION IF USING 256 COLOR OR BELOW. NOTE: Click YES to change to Hi-Color (16 bit) mode and reboot your system.

A: The InterAct® Force Feedback Software requires the display mode to be set to High Color (16 bit) mode. Click YES to let the program change the setting automatically.

Q: I get the error message WARNING: KEYSTROKE MAPPING DEFINITION IS FULL. A: This version of the InterAct® Force Feedback Software supports a maximum of 32 keystrokes per device button.

Q: I have Windows® NT and I cannot get the software to install. A: The Ix Force Feedback Racing Wheel is not compatible with any version of Windows® 3.1 or Windows® NT. The Ix Force Feedback Racing Wheel requires Windows® 95 or 98.

Q: I am trying to use the Ix Force Feedback Racing Wheel with an older DOS racing game, but the game will not even recognize the wheel.

A: The Ix Force Feedback Racing Wheel is designed for DirectX™ 5.0 games. Older DOS games often override the Windows® 95/98 joystick routines. The Ix Force Feedback Racing Wheel will be incompatible with these products.

Q: The speed of game is getting slow while I am still playing.

A: Click the "JoyAct" icon at the right bottom corner then select entry "Unload" to close the program to get the speed of game back to normal game speed.

CONTACTS

If you cannot find the answer to your question here in our troubleshooting guide or in the online help file, please point your web browser toward the InterAct® home page and check out our support files there at www.interact-acc.com. If you still can't find the answer to your question, contact the InterAct® Consumer Service Department through the following methods:

World Wide Web: www.interact-acc.com

E-Mail:

w4support@gameshark.com for the V4™ Force Feedback Racing Wheel
fxsupport@gameshark.com for the Ix Force Feedback Racing Wheel

Regular Mail:

InterAct® Consumer Services
2950 Lake Emma Road
Lake Mary, FL 32746
Phone: (407) 333-1392
Fax: (407) 333-1428

(Please include your address and both a day and night time phone number.)

THREE YEAR LIMITED WARRANTY

Feeder Corporation (the Company) warrants to the original retail purchaser of the product that include the product or any part thereof be proven defective in material or workmanship within two years from the date of original purchase, such defects will be replaced without charge for parts or labor. This warranty does not apply to any incidental or consequential damages. To obtain replacement within the terms of this warranty, the product should be delivered, transportation prepaid, to the Dealer where purchased or to the Company, along with proof of date of purchase. Call 1-800-332-1322 to obtain information regarding the procedure for proper return of your product, if your Dealer does not honor the warranty. The warranty is void in the USA and Canada only.

THIS WARRANTY DOES NOT APPLY TO ANY PRODUCT OR PART THEREOF WHICH HAS BEEN DAMAGED THROUGH ALTERATION, MISHANDLING, MISUSE, NEGLECT OR ACCIDENT. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, EXPRESSED OR IMPLIED, AND NO FEES, DONOR REPRESENTATIVE IS AUTHORIZED TO ASSUME FOR THE COMPANY ANY OTHER LIABILITY IN CONNECTION WITH THE SALE OF THIS PRODUCT. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR THE EXCLUSION OR LIMITATIONS OF INCIDENTAL OR CONSEQUENTIAL DAMAGES SO THE ABOVE LIMITATIONS OR EXCLUSIONS MAY NOT APPLY TO YOU. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

NON-WARRANTY SERVICE

If non-warranty service is required, the product may be sent to the Company for repair/replace ment. Transportation, prepaid. By calling 1-800-332-1322 for details, complete instructions, and service fee charges.