

Thunder Wheel 3D

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ENGLISH

# Thunder Wheel 3D

User's Manual

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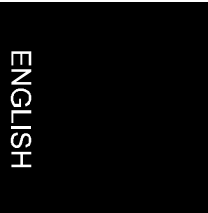
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## 1. Introduction

By purchasing the Thunder Wheel 3D you have obtained an advanced product that will give you endless delight. The Thunder Wheel 3D will increase your enjoyment of race games and flight simulators, as it enables you to manoeuvre with more accuracy than with a simple joystick.

The purpose of this manual is to assist with the installation and use of The Thunder Wheel 3D. This requires no special knowledge.

Conventions used:

- |                    |   |
|--------------------|---|
| <b>&lt;key&gt;</b> | You need to press a key. The name of the key is shown between angle brackets. |
| <b>'System'</b>    | This is a text phrase from the program. This text can be found on the screen. |

We wish you many hours of fun with the Thunder Wheel 3D.

## 2. Parts

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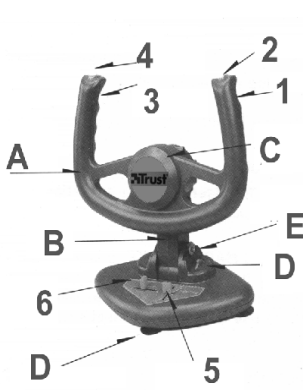


Figure 1

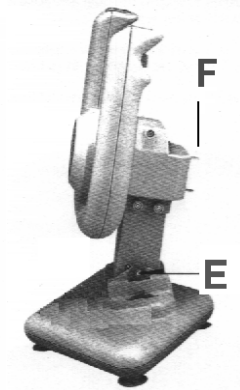


Figure 2

1	Fire button 1
2	Fire button 2
3	Fire button 3
4	Fire button 4
5	Throttle
6	Rudder
A	Direction (left/right)
B	Direction (front/rear)
C	Trim left/right
D	Trim front/rear
E	Protective transport catch
F	Holder for transport catch

## **3. Installation**

### **3.1 Connection**

1. Switch off your computer before connecting the Thunder Wheel 3D.
2. Plug the 15-pin D-connector into the game port of your computer.
3. Remove the transport catch from the Thunder Wheel 3D. You can keep the catch safe in the holder at the back of the Thunder Wheel 3D to prevent it from getting lost. To prevent damage, always use the transport catch when transporting the Thunder Wheel 3D. The transport catch can also be used if you will not be using the front/rear function.

Always place the Thunder Wheel 3D on a flat, firm surface.

### **3.2 Adjustment**

#### **3.2.1 Using DOS**

The Thunder Wheel 3D requires no special installation procedure in DOS. You may have to calibrate the Wheel, but this can be done in the game program.

Make sure the game port has been correctly installed for use in DOS.

#### **3.2.2 Using Windows 95**

1. Start the computer and click on the 'Start' button on the task bar.
2. Select 'Settings'.
3. Click on 'Control panel'.

The following window will be displayed:

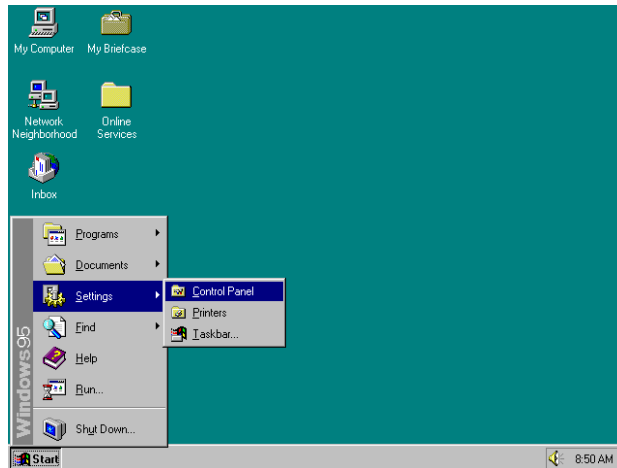


Figure 3

4. Double-click on the 'Joystick' icon in the Control Panel.
5. Under 'Current joystick', select 'Joystick 1' (see figure 4).

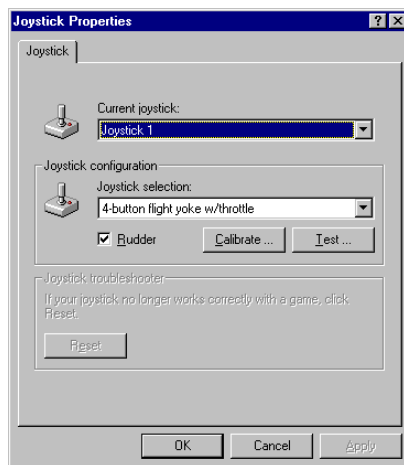
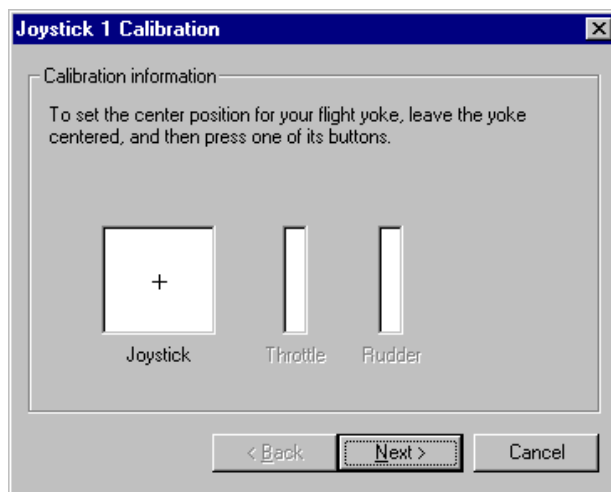


Figure 4

6. Under 'Joystick selection', select the following option:  
**'4-button flight yoke w/throttle'**
7. Activate the 'Rudder' option.
8. Click on 'Calibrate' and follow the on-screen instructions.
9. To set the centre position (+) of the Thunder Wheel 3D (see figure 5), turn the following controls:
  - a) Trim front/rear  
(this control is located on the base of the Thunder Wheel 3D)
  - b) Trim left/right  
(this control is located on the back of the Thunder Wheel 3D)

**Note:** *Turn the wheel to the half-way point before setting the centre position.*



**Figure 5**



## 4. Various installation options

This chapter discusses the installation procedures for the Thunder Wheel 3D in a number of games. These games are not supplied with the Thunder Wheel 3D.

If you encounter any problems during use or calibration of the Thunder Wheel 3D, please keep the game manual at hand for reference purposes.

### 4.1 Microsoft Flight Simulator 6.0

Install Microsoft Flight Simulator as described in the game's manual. There is no need to calibrate the Thunder Wheel 3D in Microsoft Flight Simulator, as the program takes its settings from Windows 95. Remember to select the 'Joystick' option if you are using the Thunder Wheel 3D.

### 4.2 F1 Grand Prix 2

Install F1 Grand Prix 2 as described in the game's manual. Select the 'Joystick' option to use the Thunder Wheel 3D. For calibration, follow the on-screen instructions.

### 4.3 Descent II

Install Descent II as described in the game's manual. Next, select the 'CH FLIGHTSTICK PRO' option to enable the Thunder Wheel 3D. The fire buttons can be selected in the 'CUSTOMIZE ABOVE' menu. For calibration, follow the on-screen instructions.

## **5. Maintenance**

The Thunder Wheel 3D requires no special maintenance. To clean the Thunder Wheel 3D, use a damp soft cloth. Do not use cleaning solvents such as benzine or turps, as these can damage the material. Do not immerse the Thunder Wheel 3D in water or any other liquid, as this can be dangerous and will damage the product and/or your computer system.

## 6. Troubleshooting

Below you will find descriptions of the most common problems. If this information cannot help you find a solution to your problem, please contact your dealer.

Problem	Solution
The fire buttons of the Thunder Wheel 3D do not work during the calibration of a game in DOS or Windows 95.	Make sure the Thunder Wheel 3D is connected to the game port of the sound card.
	Make sure the game port has been properly initiated in the operating system.
	If your computer has more than one game port, disable the other game ports.
The throttle and/or the rudder control does not work during the calibration of the game.	Make sure these buttons can actually be used with the game. If this is not the case, select a simple joystick.
	You may be able to select a different type of joystick. However, there is no guarantee that the throttle and rudder controls will work.
The Thunder Wheel 3D operates erratically during the game.	Make sure these buttons can actually be used with the game. If this is not the case, select a simple joystick.
The rudder control of the Thunder Wheel 3D does not work during the calibration in Windows 95.	Make sure the rudder control has been activated as shown in figure 4

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## Appendix A: Technical Specifications

- Four individual fire buttons for thumb and fingers
- Adjustable rudder control
- Adjustable throttle control
- Protective transport catch
- Left/right trim control
- Front/rear trim control
- Cable length: 180 cm
- Connection: 15-pin sub D-connector
- Standard PC joystick compatible
- Suitable for Windows 95

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