

Force Feedback Race Master USB

User Manual

Version 1.0

Thank you

Thank you very much for purchasing this product from the Trust range. We wish you hours of fun with it. Please read this manual carefully before using the product.

Registration

Register your purchase now at the Trust Internet site (www.trust.com) and you could win one of the fabulous prizes. The web site is also the place to look for dealer addresses, comprehensive product information, drivers, and FAQ (Frequently Asked Questions) sheets.

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1. Introduction

The Trust Force Feedback Race Master USB is an advanced steering wheel for racing games featuring force feedback. The steering wheel is a fully processor-controlled, digital system. Therefore the steering wheel has to be connected to the computer's serial or USB port instead of to the games port. The driver program will automatically detect to which port the steering wheel has been connected. Please follow the installation instructions carefully, since the installation differs from that of a normal joystick.

If you have any questions after reading this manual, please contact one of the Trust service centres. You will find information on the service centre nearest to you at the back of this manual. You can also visit the Trust website (www.trust.com) for support, comprehensive product information, drivers, and FAQ (Frequently Asked Questions) sheets.

Conventions

This manual uses the following conventions:

'System' Text from a program displayed on the screen.

[data] Key in the text between the square brackets.

Important information will be shown as follows:

Note: *Do not leave the device out in the rain.*

Minimum system requirements

- Computer with Pentium 166 MHz processor
- 16 MB memory
- 20 MB hard disk drive space
- Free serial or USB port
- 4 Speed CD-ROM player
- Sound card (recommended)
- Windows 95 with DirectX 5.0 or Windows 98
- Games compatible with DirectX 5.0 or better

Note: *The steering wheel will not work with DOS, Windows 3.11, or Windows NT. It requires games supporting DirectX 5.0 in Windows 95 or 98.*

2. Safety

Read the following instructions carefully before use:

1. Do not use this device in damp or wet environments; e.g., bathrooms, damp basements, swimming pools, etc.
2. Never stick anything into the slots on the outside of the equipment. This can cause fire or give strong electrical shocks.
3. Do not try to repair the equipment yourself.
4. Use the power supply adapter for the Trust Force Feedback Race Master USB only. Connecting the adapter to other equipment like a walkman may cause a fire. Do not use any other adapter than the one supplied to power the Trust Force Feedback Race Master USB.
5. You should disconnect the power supply and have the equipment repaired by qualified personnel if:
 - a) the cable or the plug is damaged or worn
 - b) the equipment has come into contact with fluids
 - c) the device is not working normally
 - d) the device has fallen or its casing has been damaged

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3. Unpacking and mounting

You should find the following components in the box:

- Easy install manual
- The steering wheel
- Power supply adapter
- 9-Pin to 25-pin serial port adapter
- CD with drivers and manuals
- CD with racing game (optional)

Please contact your dealer if any of these items are missing.

After unpacking, the steering wheel can be connected.

Follow these steps:

1. Place the steering wheel assembly on a table.
2. Take the table clamps and check if they will fit around the table's edge. The clamps are not essential, but they provide extra stability.
3. If the clamps fit the table, install them. Do not overtighten.
4. Connect the separate cable (E) to the pedals (F).
5. Place the pedals on the floor.
6. Connect the other end of the cable to the 'pedal' connection (B) on the steering wheel assembly.
7. Connect the power supply adapter to connection (A) on the steering wheel assembly (see figure 1).

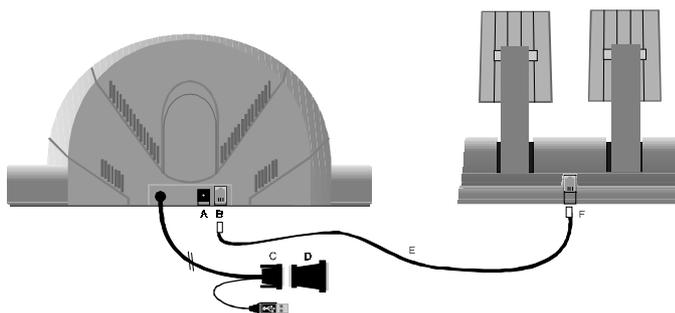


Figure 1: Connecting the steering wheel.

4. Installing the drivers

The example assumes that the letter “D” has been assigned to your CD-ROM station. If your system uses a different drive letter for your CD-ROM player, for example “E”, you should replace “D” by “E”.

The Force Feedback Race Master USB can be connected in a number of different ways.

If you are using Windows 95, you should use the serial connection. The USB connection will not work. If you are using Windows 98, you can select either the serial or the USB connection. The USB port is the preferred connection.

Note: *The serial & USB ports of your PC can usually be found on the back panel of your PC. Please consult the manual supplied with your PC if you are uncertain which connections to use.*

Note: *The serial port to which the steering wheel is connected should not be assigned the same IRQ number as the mouse or a modem. The use of COM2 is preferred.*

4.1. Connection to the serial port (Windows 95)

Note: *If Windows fails to locate files during installation, enter the following path: 'D:\Win95'.*

1. Shut down Windows and switch off the computer.
2. Connect the steering wheel to a free serial port of your computer.
3. Start Windows. During the start-up procedure, Windows will detect a new device, an 'Unknown Device'. After a while, a window like the one in figure 2 will be displayed.
4. Click on 'Next'. Windows will report that no drivers have been found.
5. Click on 'Other locations' and on the entry line, type: 'D:\win95', then click on 'OK'. Windows will locate the driver.
6. Click on 'Finish', and Windows will install the drivers. Windows will now restart.

4.2. Connection to the serial port (Windows 98)

Note: If Windows fails to locate files during installation, enter the following path: 'D:\Win98'.

1. Shut down Windows and switch off the computer.
2. Connect the steering wheel to a free serial port of your computer.
3. Start Windows. Windows will detect a new device, an 'Unknown Device'. After a while a window like the one shown in figure 2 will be displayed.



Figure 2: The steering wheel has been found.

4. Insert the CD-ROM containing the drivers into drive D:
5. Click on 'Next' twice. A screen like the one shown in figure 3 will be displayed.
6. Click on 'Specify a location', and on the entry line, type: 'D:\win98' .
7. Click on 'Next'. Windows will report that the driver has been found.
8. Click on 'Next' to install the drivers.
9. Click on 'Finish' to complete the installation procedure. Windows may ask you to restart the system.

4.3. Connection to the USB port (Windows 98 only)

1. Switch on the computer and start Windows.
2. Make sure the driver and application CD-ROM is in your CD-ROM drive.
3. Connect the USB cable of the steering wheel to the USB port of your computer. Windows should report that it has detected new hardware and display a screen like the one shown in figure 2.
4. Click on 'Next' twice. A screen like the one shown in figure 3 will be displayed.



Figure 3: Entering the driver location

5. Next, click on 'Specify a location' and in the entry field, type: 'D:\win98'. Then click on 'Next'. Windows will report that the driver has been found.
6. Click on 'Next' to install the drivers.
7. Click on 'Finish'.

4.4. Adjusting and testing the steering wheel

1. Go to the 'Control Panel'.
2. Double-click on the 'Game Controllers' icon, see figure 4.



Figure 4: Game controllers icon

3. Click on 'Add Game Controller'. A list of available joysticks will be displayed. See figure 5.

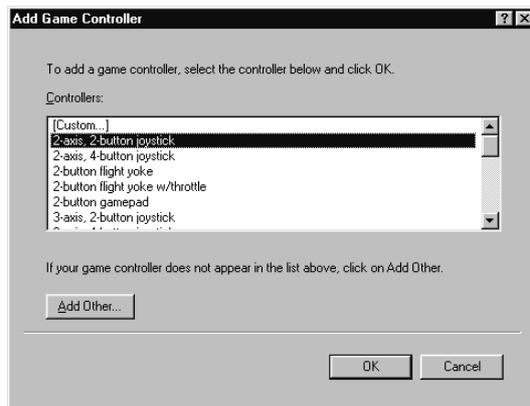


Figure 5: Add the joystick

4. In the list, find the 'Trust Force Feedback Race Master USB'. Use the cursor keys to scroll through the list if necessary.
5. Click on 'Trust Force Feedback Race Master USB' and then on 'OK'. The window should now look like the one shown in figure 6. The status should be 'OK' to show that the steering wheel has been successfully installed. The following steps will test the steering wheel.

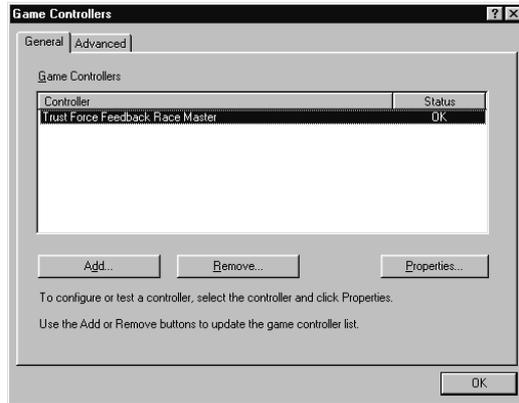


Figure 6: The steering wheel is ready for use

6. Click on 'Properties'. A new window will be displayed. See figure 7.

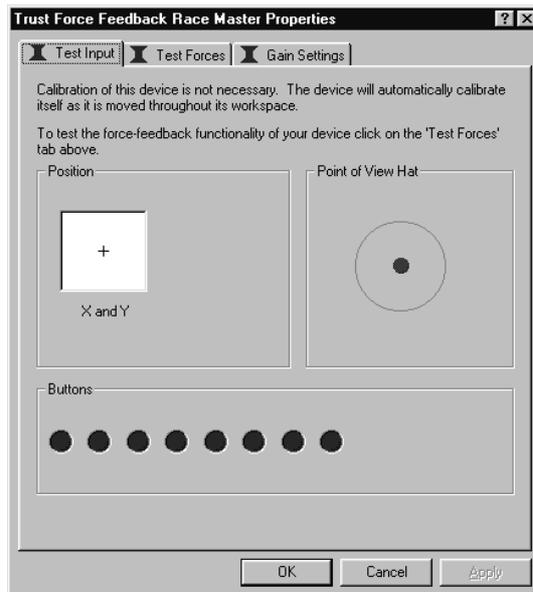


Figure 7: Testing the buttons

7. Try all the controls and buttons to see if they have the desired effect.
8. Click on the 'Test Forces' tab.
9. Test the force feedback by pressing the buttons. The steering wheel should vibrate or move whenever a button is pressed. In addition, a sound signal should be produced.

Force Feedback Race Master USB

10. Click on the 'Gain Settings' tab.
11. This option will let you adjust the force feedback to your personal taste.
12. Click on 'OK'. This will end the test.
13. Click on 'OK' to close the 'Game Controller' window. The Trust Force Feedback Race Master USB is now ready for use.

5. Operation

5.1. Buttons and features

The Trust Force Feedback Race Master USB has 6 firing buttons, a double gear shift lever, and a HAT switch. These can be freely programmed to functions in any games supporting DirectX 5.0 or better.

The order of the buttons is shown in figure 8. This information may be necessary to set up your game.

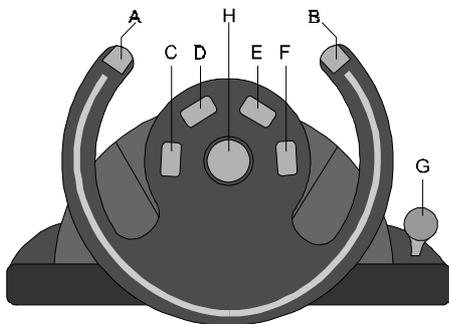


Figure 8: Steering wheel

- a) Button, firing button 4
- b) Button, firing button 3
- c) Button, firing button 5
- d) Button, firing button 6
- e) Button, firing button 7
- f) Button, firing button 8
- g) Gear shift lever. Pull towards you to activate firing button 2, push away to activate firing button 1.
- h) HAT switch for 8 directions, can be used for all-round vision if your game supports this feature.

Note: Rotating the steering wheel controls the X-axis of joystick 1.

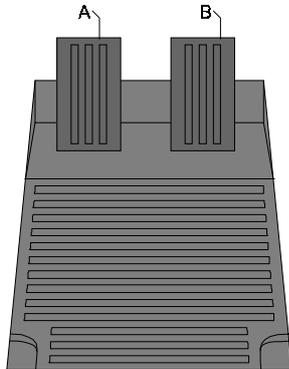


Figure 9: Pedals

- a) Brake pedal (Y-axis of joystick 1)
- b) Accelerator pedal (Y-axis of joystick 1)

5.2. Demo mode

For shop demonstrations and test purposes, the Trust Force Feedback Race Master USB features a demonstration mode. In this mode, the steering wheel will vibrate and move without the need to connect a computer. To start the demo mode:

- 1) The steering wheel must NOT be connected to the computer.
- 2) Switch off the steering wheel by disconnecting the power supply adapter plug from the steering wheel.
- 3) Pull the gear shift lever (g) towards you and simultaneously depress button (b). See figure 8. Hold the buttons down.
- 4) Connect the power supply adapter plug to the steering wheel.
- 5) Wait 10 seconds.
- 6) Release the buttons. The steering wheel will now operate in demonstration mode.
- 7) Press the buttons for a demonstration.

Switch off the steering wheel to end the demo.

6. Uninstalling

6.1. Steering wheel connected to serial port

Uninstalling will only be necessary if you no longer will be using the Trust Force Feedback Race Master USB, or if you need an extra serial port for e.g. a modem. Proceed as follows:

1. Open the 'Game Controller' screen by following steps 1 and 2 from section 4.4. The screen shown in figure 6 will be displayed.
2. Click on Trust Force Feedback Race Master USB.
3. Click on 'Remove'. The system will ask for confirmation to uninstall.
4. Click on 'Yes' to confirm. The steering wheel will be removed from the list.
5. Click on 'OK' to close the 'Game Controller' screen.

The steering wheel has now been removed from the Windows set-up and you are free to use the serial port for other devices. Follow the steps in section 4.4 if you wish to reinstall the steering wheel.

6.2. Steering wheel connected to USB

If you have connected the steering wheel to the USB port of your computer, no special procedure is required. As soon as you disconnect the steering wheel USB plug from the USB port of your computer, the drivers will automatically be disabled.

7. Acrobat Reader

7.1. Installation

1. Insert the driver & application CD-ROM into your CD-ROM drive.
2. Select 'Run' from the Start menu.
3. Type [D:\ACROBAT\SETUP.EXE] and click on 'OK' to continue. Follow the on-screen instructions to complete the installation.

7.2. Reading the electronic manual

1. Start the program Acrobat Reader 3.01 (Start – Programs – Acrobat Reader).
2. Click the 'Open' option in the 'File' menu. (See figure 10)

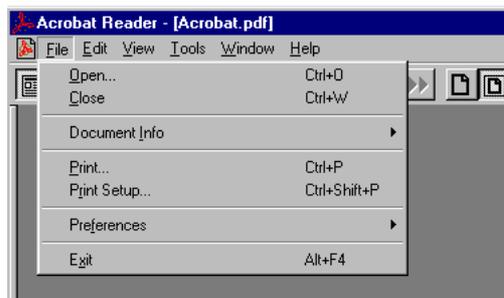


Figure 10: Opening a file

3. Select the language of the manual you want to read. The manuals are located in the directory 'MANUAL' on the CD-ROM. Click the 'Open' button to open the file.
4. The manual is now displayed.

7.3. Printing the manual

1. Click the 'Print' option in the 'File' menu. See figure 10.
2. Adjust the settings if necessary.
3. Click on 'OK' to print the document.

8. Troubleshooting

Problem	Cause	Possible solutions
Windows does not detect a new device after connecting the steering wheel.	Cables not connected properly.	Check cables and power supply
	USB port of the computer out of order.	Remove USB port from device management and reinstall.
	Serial port of the computer out of order.	Test and remedy.
Windows does not detect a new device after connecting the steering wheel to USB.	Drivers already installed.	Start Windows in 'Safe Mode' using F8, and remove the old drivers. Restart and reinstall.
The computer hangs when using USB.	USB port shares IRQ with other device.	Remove expansion cards from computer, or rearrange.
Installation cannot be undone because components are not listed in Windows.	DirectX not installed under Windows 95.	Install DirectX 5.0 from the games CD, or download it from the Internet (www.microsoft.com/directx).
Status of the steering wheel is 'Not Connected' in figure 12, section 4.5.	Cables not connected properly.	Reconnect.
	Port out of order.	Test and remedy.
	Serial port already in use.	Remove old drivers.
Steering wheel operates, but force feedback does not.	Game does not feature force feedback.	Select a different game.
	Steering wheel may be faulty.	Test first, see section 5.2, and if faulty, contact your dealer.
	DirectX not installed.	Install from game CD-ROM.
	Force feedback not selected in game.	Select (see game manual).

Problem	Cause	Possible solutions
Steering wheel does not operate at all in game.	Game incompatible with DirectX 5 or better, or game uses DOS.	Select a different game.
	Game set up for keyboard control.	See game manual about setting up the game for steering wheel control.
	Drivers not installed.	See Chapter 4.
Cannot calibrate in Windows.	Calibration is automatic.	Not necessary in Windows. May be required in some games, see game manual.
Modem out of order after installing the steering wheel.	Serial port conflict.	Set steering wheel serial port to COM2 and set modem to use a different IRQ.
	Modem used on same port due to switched cables.	See Chapter 6 before using the modem.
Mouse out of order or working erratically after installing the steering wheel.	Serial port conflict.	Set the steering wheel serial port to COM2 and the mouse to COM1, or use a PS/2 type mouse. See your computer manual.

9. Trust Service Centers

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