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# English

Thanks for choosing the Xbox 360 Wireless Racing Wheel with Force Feedback. The racing wheel provides high performance through a combination of force feedback and authentic automotive details.

Your new racing wheel offers:

- 2.4-GHz wireless technology with 9-metre (30-foot) range.
- A 10-inch steering wheel.
- Integrated headset port.
- Assignable controls (including controls normally accessed through the Xbox 360 Controller).







The racing wheel is for use with the Xbox 360™ video game and entertainment system. To customise the racing wheel's performance in a specific game, see the documentation that came with your game.

To enhance your experience with the racing wheel, try the Xbox 360 Rechargeable Battery Pack and the Xbox 360 Quick Charge Kit.

## **WARNING**

Before using this product, read this manual and the Xbox 360 console manuals for important safety and health information. Keep all manuals for future reference. For replacement manuals, go to [www.xbox.com/support](http://www.xbox.com/support) or call Xbox Customer Support (see "If You Need More Help").

The limited warranty covering this product is contained in the Xbox 360 Warranty manual (Volume 2) and is available online at [www.xbox.com/support](http://www.xbox.com/support).

- 3  Photosensitive Seizures
- 4  Musculoskeletal Disorders
- 4 Select a Location for Your Racing Wheel
- 5  Set Up Your Racing Wheel
- 12  Using Your Racing Wheel
- 13 Cleaning Your Racing Wheel
- 13 Troubleshooting
- 14  If You Need More Help
- 15  European Community Declaration of Conformity

## PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Stop playing immediately and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Sit farther from the TV screen.
- Use a smaller TV screen.
- Play in a well-lit room.
- Do not play when you are drowsy or tired.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

## **▲ MUSCULOSKELETAL DISORDERS**

Use of game controllers, keyboards, mice, or other electronic input devices may be linked to serious injuries or disorders.

When playing video games, as with many activities, you may experience occasional discomfort in your hands, arms, shoulders, neck, or other parts of your body. However, if you experience symptoms such as persistent or recurring discomfort, pain, throbbing, aching, tingling, numbness, burning sensation, or stiffness, **DO NOT IGNORE THESE WARNING SIGNS. PROMPTLY SEE A QUALIFIED HEALTH PROFESSIONAL**, even if symptoms occur when you are not playing a video game. Symptoms such as these can be associated with painful and sometimes permanently disabling injuries or disorders of the nerves, muscles, tendons, blood vessels, and other parts of the body. These musculoskeletal disorders (MSDs) include carpal tunnel syndrome, tendonitis, tenosynovitis, vibration syndromes, and other conditions.

While researchers are not yet able to answer many questions about MSDs, there is general agreement that many factors may

be linked to their occurrence, including medical and physical conditions, stress and how one copes with it, overall health, and how a person positions and uses their body during work and other activities (including playing a video game). Some studies suggest that the amount of time a person performs an activity may also be a factor.

Some guidelines that may help you work and play more comfortably and possibly reduce your risk of experiencing an MSD can be found in the Healthy Gaming Guide at [www.xbox.com](http://www.xbox.com). These guidelines address topics such as:

- Positioning yourself to use comfortable, not awkward, postures.
- Keeping your hands, fingers, and other body parts relaxed.
- Taking breaks.
- Developing a healthy lifestyle.

If you have questions about how your own lifestyle, activities, or medical or physical condition may be related to MSDs, see a qualified health professional.

## **SELECT A LOCATION FOR YOUR RACING WHEEL**

The racing wheel can be lap or table mounted. If you mount the racing wheel to a table, make sure that it does not fall.

Arrange all cables and cords so that people and pets are not likely to trip over or accidentally pull on them as they move

around or walk through the area. When the racing wheel is not in use, you may need to disconnect all cables and cords to keep them out of the reach of children and pets. Do not allow children to play with cables and cords.

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## SET UP YOUR RACING WHEEL

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Before you can use your racing wheel with your Xbox 360 console, you need to:

- Install the racing wheel software on your Xbox 360 console.
- Connect the pedal base to the racing wheel.
- If table mounting is desired, attach the table clamp to a table and attach the racing wheel to the clamp.
- Connect the racing wheel's AC power cord to a standard wall socket or insert batteries. The racing wheel uses only the AA battery pack with AA disposable batteries (sold separately) or, alternately, the Xbox 360 Rechargeable Battery Pack (sold separately).
- Introduce the racing wheel to the console by wirelessly connecting the two.

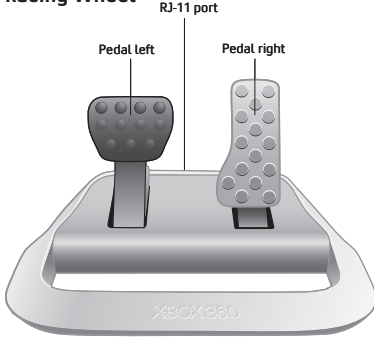
### **Install the Racing Wheel Software on Your Console**

Your console needs a system update before you can use it with the racing wheel.

*To update your console:*

- 1 Turn on your console and load the supplied software disc. The update will install automatically.
- 2 When the installation confirmation message appears, remove the disc and begin setting up your new hardware.

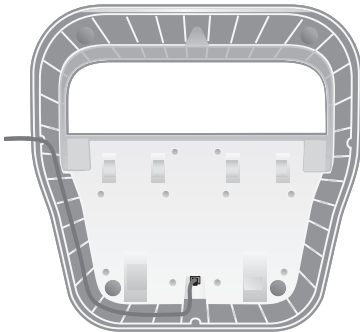
## Connect the Pedal Base to the Racing Wheel



To connect the pedal base to the racing wheel, connect one end of the RJ-11 cable to the RJ-11 port on the pedal base and the other end to the port on the back of the racing wheel.



To streamline your system's appearance, thread both the RJ-11 cable and the power cord (if used) through the cable-management area on the underside of the pedal base.



### NOTE

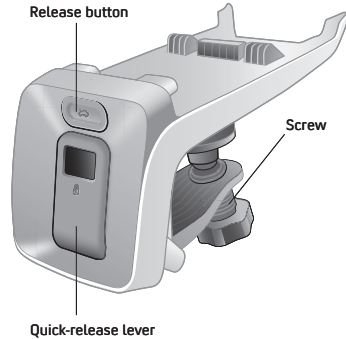
The racing wheel requires a straight-through RJ-11 cable (included). Do not use a crossover RJ-11 cable with the racing wheel.

### ⚠ Caution

You might accidentally pinch your foot if you use the pedal base when not wearing shoes. Wear appropriate footwear while using the pedal base.

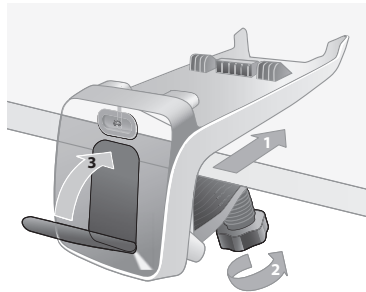
## Attach the Table Clamp

The racing wheel can be used for either lap or table mounting. The table clamp stabilises the wheel during gameplay—especially convenient when force feedback is engaged.



To attach the table clamp:

- 1 Loosen the clamp's screw and make sure the quick-release lever on the front of the clamp is open (not pressed flat), then slide the clamp onto the edge of your table. Take care not to pinch your fingers.
- 2 Hand-tighten the screw until the fit is snug. Do not overtighten the screw, as this may damage the table surface.
- 3 Push the quick-release lever flat.



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To move the clamp to another location, pull the quick-release lever, loosen the screw, and slide the clamp off the table.

**⚠ Caution**

Make sure that the table clamp is secured to a flat, stable, and solid surface, such as a wooden table. Do not install the clamp on a glass-top table.

**Attach the Racing Wheel to the Clamp**

To attach the racing wheel to the table clamp, angle it toward you so that the guide pins on the clamp fit into the corresponding sockets on the base of the racing wheel. Take care not to pinch your fingers.

Once aligned, press down on the back of the racing wheel until it clicks into place.

To release the racing wheel from the clamp, press the release button and lift the racing wheel from the clamp's guide pins, back-end first.



**Connect to Power**

To connect the racing wheel to power, either connect the AC power supply to a standard wall socket, or insert batteries (sold separately). While connected to AC power, your racing wheel will continue to use wireless signals for gameplay.

Connect to power by completely inserting the power supply cord into the power input on the back of the racing wheel until it stops, then connect the power supply to a standard wall outlet.

Only use the power supply unit that is shipped with the product or given to you by an authorized repair center.

### Electrical Safety

As with many other electrical devices, failure to take the following precautions can result in serious injury or death from electric shock or fire or damage to the racing wheel.

If you use AC power, select an appropriate power source:

- The racing wheel's power input is 24V DC @ 1A. Use only the power supply and AC power cord that came with your racing wheel or that you received from an authorised repair centre.
- Note: 10% over/under voltage may appear in the supply.
- Do not use non-standard power sources, such as generators or inverters, even if the voltage and frequency appear acceptable. Only use AC power provided by a standard wall socket.

To avoid damaging the AC power supply:

- Protect the cord from being pinched or sharply bent, particularly where it connects to the power outlet and the racing wheel.
- Do not jerk, knot, sharply bend, or otherwise abuse the power cord.
- Do not expose the power cord to sources of heat.
- When disconnecting the power supply, pull on the plug—do not pull on the cord.

If the power cord becomes damaged in any way, stop using it immediately and contact Xbox Customer Support for a replacement.

Unplug your racing wheel's power supply during lightning storms or when unused for long periods of time.

The power supply is not a toy.

## Insert Batteries

### Disposable Battery Safety

Improper use of batteries may result in battery fluid leakage, overheating, or explosion. Risk of fire if batteries are replaced by an incorrect type. Released battery fluid is corrosive and may be toxic. It can cause skin and eye burns, and is harmful if swallowed. To reduce the risk of injury:

- Keep batteries out of reach of children.
- Do not heat, open, puncture, mutilate, or dispose of batteries in fire.
- Use only alkaline batteries, type AA (LR6).
- Do not mix new and old batteries.
- Remove the batteries if they are worn out or before storing your racing wheel for an extended period of time. Do not

leave batteries in the AA battery pack when it is not installed in the racing wheel.

- If a battery leaks, remove all batteries, taking care to prevent the leaked fluid from touching your skin or clothes. If fluid from the battery comes in contact with skin or clothes, immediately wash the skin with water. Before inserting new batteries, thoroughly clean the battery compartment with a damp paper towel, or follow the battery manufacturer's cleaning recommendations.
- Dispose of batteries in accordance with local and national disposal regulations (if any).

Insert batteries according to the instructions provided below.

If you use your racing wheel with an Xbox 360 Rechargeable Battery Pack, see the manual that came with the battery pack for important safety information about the use of the battery pack.

*To insert batteries into the racing wheel AA battery pack:*

- 1 Remove the battery cover from the base of the racing wheel.
- 2 Press the tab on the top of the AA battery pack and pull down to detach it from the racing wheel.

- 3 Insert two new AA (LR6) batteries with their positive (+) and negative (-) ends positioned as shown on the underside of the battery pack. For best performance, AA rechargeable batteries are not recommended.
- 4 Slide the AA battery pack back into place on the controller and push in to lock.
- 5 Replace the battery cover.

#### **NOTE**

To avoid pinching your fingers when inserting, only push on the flat surface of the battery pack.

#### **⚠ Remove Batteries Aboard Aircraft**

Before packing the racing wheel in luggage that will be checked on an aircraft, remove any batteries from the racing wheel. The racing wheel can transmit radio frequency (RF) energy, much like a mobile phone, whenever batteries are installed.

#### **NOTES**

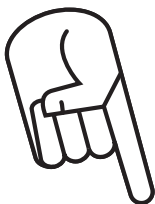
- The racing wheel uses only the AA battery pack with AA disposable batteries (sold separately) or, alternately, the Xbox 360 Rechargeable Battery Pack (sold separately).
- If you use batteries instead of the power supply, force feedback will not be active.
- If you're using the Xbox 360 Rechargeable Battery Pack, the racing wheel will charge your battery pack whenever the battery pack and the AC power supply are both connected. Charging will not interfere with force feedback.

## Connect Your Racing Wheel

Up to four racing wheels can be actively connected to a console at one time. Each connected racing wheel gets a quadrant on the Ring of Light. Before you can connect a racing wheel, at least one quadrant must be free (unlit). To disconnect a racing wheel, press and hold the Xbox Guide button for three seconds, and then turn it off.

*To connect your racing wheel to your console:*

- 1 Press and hold down the Xbox Guide button or the Start button until the racing wheel turns on.



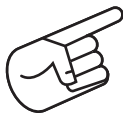
- 2 If your console is not on, press the power button to turn on the console.



- 3 Press and release the connect button on the console.



- 4 Press and release the connect button on the racing wheel.



- 5 After the Ring of Light (on the console and on the racing wheel) spins and flashes once, the racing wheel is connected. The quadrant that remains lit indicates the racing wheel's position.

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### **Turn Your Console and Racing Wheel On**

To turn your console and racing wheel on, press and hold the Xbox Guide button or the Start button.

### **Turn Your Console and Racing Wheel Off**

To turn your console and racing wheel off, press and hold the Xbox Guide button on your racing wheel for three seconds. Then select whether you want to turn off just your racing wheel or both your racing wheel and your console. (Selecting the console will turn off the console and all connected racing wheels.)

To turn off your console only, press the power button on your console.

### **NOTES**

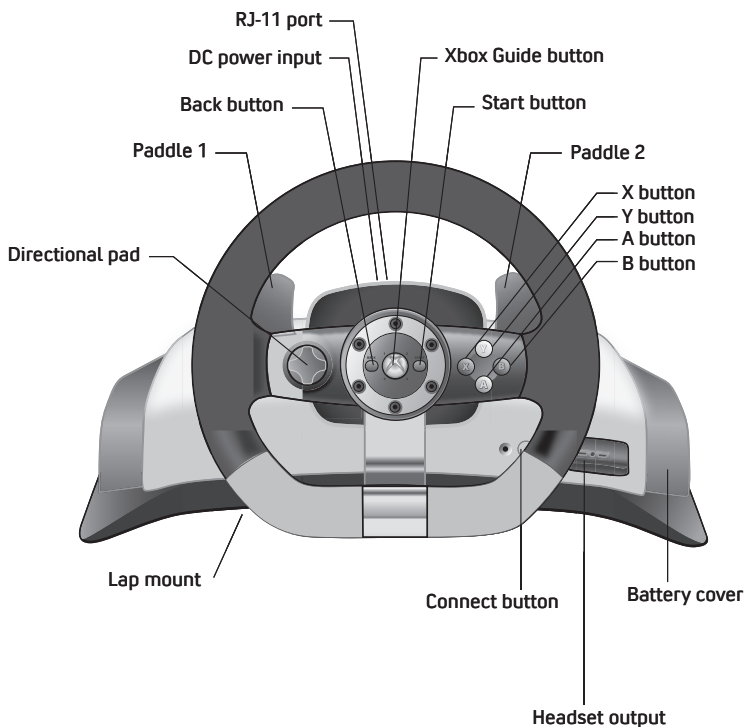
- When you turn off your console, your racing wheel will still be connected the next time you turn it on.
- Your racing wheel is connected to only one console at a time. You can connect to a new console at any time, but your connection to the previously connected console will be lost.
- The racing wheel works only within 9 metres (30 feet) of the console. Objects between the racing wheel and the console can reduce this range.
- If you use batteries instead of the power supply, force feedback will not be active.
- If you're using the Xbox 360 Rechargeable Battery Pack, the racing wheel will charge your battery pack whenever the battery pack and the AC power supply are both connected. Charging will not interfere with force feedback.

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## USING YOUR RACING WHEEL

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### Xbox Guide Button

The Xbox Guide button in the centre of your racing wheel puts the Xbox 360 experience at your fingertips. Press the Xbox Guide button to turn on your console. Once on, pressing the Xbox Guide button gives you immediate access to the Xbox Guide. To turn off your console, press and hold the Xbox Guide button for three seconds and confirm your selection.

### Ring of Light


Composed of four quadrants, the Ring of Light surrounds the Power button on the console and the Xbox Guide button on the racing wheel. When you connect a racing wheel to your console, it is assigned a specific quadrant, which glows green to indicate the controller's number and position. Each

subsequent racing wheel connected to the console (up to four) is assigned an additional quadrant.

### Controls

The racing wheel offers a total of nine controls: a directional pad (D-pad), A, B, X, Y, Start, Back, Paddle 1, and Paddle 2. By default, these controls mirror the corresponding controls on an Xbox 360 Controller, but each may be re-assigned to an alternate function.

To learn about control mapping for a specific game, see the documentation that came with the game.

 **Caution**

When turning the wheel all the way left or right, don't try to push the wheel past the limits of its rotation. Applying excessive force after the wheel stops won't make it turn any farther, and you could pull the racing wheel out of position in doing so.


**Pedals**

The pedal base supports two pedals: right (accelerator) and left (brake). Your heels will hold the pedal base in place, but you can also set the base squarely against a supporting object or a wall.

**Expansion Port**

The expansion port (with 2.5-mm audio connector) on your racing wheel lets you connect expansion devices like the Xbox 360 Headset (sold separately) to your racing wheel. For more information, see the instruction manual for your expansion device.

The racing wheel is also compatible with the Xbox 360 Wireless Headset (sold separately).

 **Hearing Loss**

Extended exposure to high volumes when using a headset may result in temporary or permanent hearing loss. Some unapproved third-party headsets may produce higher sound levels than approved Xbox 360 Headsets.

**CLEANING YOUR RACING WHEEL**

Clean only with a dry or slightly damp cloth. Using cleaning solutions may damage your racing wheel.

**TROUBLESHOOTING**

If you encounter problems, try the possible solutions indicated below.

**Racing Wheel Does Not Work**

Turn on the racing wheel by pressing the Xbox Guide Button or the Start button and connect the racing wheel to your console. If console lights spin longer than 15 seconds when connecting:

- Move the racing wheel closer to the console.
- Make sure the AC power supply is plugged in or, if you're using batteries, that the batteries are fresh.
- Keep the console and racing wheel at least three feet away from large metal objects, such as file cabinets and refrigerators.
- Metallic decorations or stickers on the console or racing wheel can interfere with racing wheel performance. Remove decorations and try connecting again.
- Make sure the front of the console is positioned in the direction of the racing wheel and away from nearby walls.
- Cordless phones (2.4 GHz), wireless LANs, wireless video transmitters, microwave ovens, some mobile/cell phones, and Bluetooth headsets can interfere with the operation of the racing wheel. Turn these off or unplug them and try reconnecting them.
- If you're using batteries and nothing else works, turn off your console, remove and reinsert the AA batteries or Xbox 360 Rechargeable Battery Pack into the racing wheel, and then repeat the steps given in "Connect Your Racing Wheel."

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## IF YOU NEED MORE HELP

Go to [www.xbox.com/support](http://www.xbox.com/support) or call Xbox Customer Support:

- Ireland: 1-800-509-186  
(TTY users: 1-800-509-197)
- South Africa: 0800-99-1550
- United Kingdom: 0800-587-1102  
(TTY users: 0800-587-1103)

Do not take your Xbox 360 console or its accessories to your retailer for repair or service unless instructed to do so by an Xbox Customer Support representative.



### **Do Not Attempt Repairs**

Do not attempt to take apart, service, or modify the Xbox 360 console, power supply, or its accessories in any way. Doing so could present the risk of serious injury or death from electric shock or fire, and it will void your warranty.

### Disposal of Waste Electrical and Electronic Equipment (WEEE) in the European Union and Other Countries with Separate Collection Systems

This symbol on the product or its packaging means that this product must not be disposed of with your household waste. Instead, it is your responsibility to hand this over to an applicable collection point for the recycling of electrical and electronic equipment. This separate collection and recycling will help conserve natural resources and prevent potential negative consequences for human health and the environment, which inappropriate disposal could cause due to the possible presence of hazardous substances in electrical and electronic equipment. For further information about where to drop off your electrical and electronic waste, please contact your local city/municipality office, your household waste disposal service, or the shop where you purchased this product. Contact [weee@microsoft.com](mailto:weee@microsoft.com) for additional information on WEEE.



### EUROPEAN COMMUNITY DECLARATION OF CONFORMITY



This equipment is intended to be used in all EU and EFTA countries.

To comply with RF exposure compliance requirements, this device must not be co-located or operating in conjunction with any other antenna or transmitter.

Hereby, Microsoft Corp. declares that this Xbox 360 accessory is in compliance with the essential requirements and other relevant provisions of the EMC Directive 89/336/EEC, Low Voltage Directive 73/23/EEC and R&TTE Directive 1999/5/EC.

The following standards were applied:

EMC:

- EN55022:1998+A1:2000+A2:2003
- EN55024:1998+A1:2001+A2:2003

Radio:

- EN 301 489-1 V1.4.1 (2002-08) & EN 301 489-17 V1.2.1 (2002-08)
- EN 300 328 V1.5.1 (2004-08)
- EN 50371 (2002)

Safety:

- IEC 60950 (1999 3rd Edition)

#### Caution

##### Exposure to radio frequency radiation

To comply with RF exposure compliance requirements, a separation distance of at least 20 cm must be maintained between the antenna of this device and all persons. This device must not be co-located or operated in conjunction with any other antenna or transmitter.

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