## K805 (R180C)

## 180-degree 5-in-1 Game Steering Wheel

## Overview

1. This steering wheel is a multi-platform XBOX360/PS3/PC Xinput, Dinput/SWITCH/Android 5-in-1 plug-and-play steering wheel.

2. Direction potentiometer: It adopts an ultra-long 50 0000 life rotation, wear-resistant and durable zero dead zone.

3. Key: It adopts long life guide rubber, which is wear-resistant and durable. There is no need to worry about key failure. The colorful double-layer key font is permanently wear-free.

4. Circuit design: PCB has strong anti-interference capability, and a special IC designed by CMOS technology. It can drive the motor to achieve very good vibration effect.

5. The powerful power suction cup holds the steering wheel firmly on the table.

6. With the steering wheel pan head three-stage telescopic setting, the main body three-section angle adjustment function

7. PC-side dual-interface vibration steering wheel game controller, which is compatible with USB2.0 protocol and supports various Microsoft operating systems, and has passed USB 9 protocol test and USB command Verifier (USB Command Verifier).



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## • Function Key

1. Gear plus: In the manual gear of the game, control the upshift.

2. Direction control key: control direction selection during game setting.

3. **RB key**: in the controller is the 6th key, the alternate gear + key.

4. **A key:** In the game is the action command key, in the controller No. 1 key, in the Xinput mode, most of the games are confirmation keys.

5. **B key:** In the game is the action command key, in the controller No. 2 key, in the Xinput mode, most of the games are return keys.

6. **START key:** In the controller is the 8th key, and the pause start key is made in the game.

7. Large key: Directinput and Xinput mode switch key, press the big key for 5 seconds to switch between Directinput and Xinput mode.

8. BACK key: In the controller, the 7th key.

9. Y key: In the game, it is the action command key, and the 4th key in the controller.

10. X key: In the game is the action command key, in the controller, the 3rd key.

11. LB key: in the controller is the 5th key, the alternate gear-key.

12. Gear reduction: in the manual gear of the game, control downshift.

13. Gas pedal.

14. Brake pedal.

## • Steering wheel connection setting

1. Connect the pedals unit USB plug to the corresponding place on the back of avoid liquid immersion.

the steering wheel and the pedals unit link is completed.

2. Connect the racing wheel USB plug to the PC or other game console USB port.



## • Connect the computer

Connect the USB cable of the steering wheel to the USB port of the computer and the system will automatically recognize it as "USB Human Input Device". Then open "My Computer"  $\rightarrow$  "Control Panel"  $\rightarrow$  "Game Controller" (or" Game Options"). After opening, you can see that the "USB Controller" status "OK" is displayed under the controller (Image 1). This shows that the steering wheel is connected to the computer and can be used normally.

ame Controller	?
<b>A</b>	
Install the game controller( Controller	N) Status
USB Controller	ОК
Add ( <u>A</u> ) Del	(E) Property (E)
Advanced	D
	ОК

(Image 1)

Driver Installation

1. Install the driver in Xinput mode. Check whether your computer is a 32-bit system or a 64-bit system before installation. By right-clicking on the "Computer" on the desktop, you can see whether the system is 32-bit or 64-bit; depending on the system, install the corresponding Xbox360\_32 bit or Xbox360\_64-bit file package. Example: Click on the XBOX360¬\_32-bit file package (image 2). In the red box, hit "∨" and click "Next". The driver will install itself.

Icrosoft Xbox 360 Accessor Thank you for choosing a	ries Setup ∎Icrosoft Xbox 360	
<b>Accessory</b> This software makes the features of	your product available. Setup will up	date
the software with the latest compone	ents automatically.	
License Terms Agreement for Software for U	Jse with Microsoft® Hardware Devices	^
IMPORTANT - READ CAREFULLY: Be sure to and restrictions described in this Software Li Agreement includes three (3) Parts: 1) the S Provisions for both the Software Liceose Ter	carefully read and understand all of the rights cense Terms Agreement ("Agreement"). This software License Terms Agreement; 2) General ms and the Hardware Device: and (3) a Limite	
Warranty for the SOFTWARE and the Hardw	vare Device.	~
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(Image 2)

After the driver installation is completed, click "Finish" to complete. (image 3)



(Image 3)

2. Install the driver in Directinput mode, open the file package and find the driver named "Vibrating

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Steering wheel", double click the left mouse button to install (image 4)



(Image 4)

Click on the picture below 5 "Next".



(Image 5)

After the driver is automatically installed, click (image 6) "Finish" to complete the installation.





## • Function test

1. Long press the PS button on the steering wheel to enter the DirectInput mode. After the driver is installed, go to "My Computer"  $\rightarrow$  "Control Panel"  $\rightarrow$  "Game Controller" (or "Game Options") and open the interface as shown (image 7). DirectInput mode driver has been installed successfully, and then click on the "Properties" to enter the property test page.



(Image 7)

#### 2. Key test

The 1-12 keys in the test interface correspond to the steering wheel 1/A, 2/B, 3/X, 4/Y, 5/LB, 6/RB, 7/LT, 8/RT, 9/SELECT, 10/ START press any key to light, let go after extinguished (image 8).

		7	
USB Vibratio	n Joystick A	ttributes	? 🛛
👪 Test Page	🖶 Calibration	🖶 Effect Page	About
Axis Info +		PO	V Info
Button State		<b>566</b> 13	8
Device State	The device i	s connected	
	Defi	ne Cancel	Apply

(Image 8)

### 3. Rocker Calibration

In this interface you can see the interface as shown in the figure (image 9). Here, you can test the steering wheel's accuracy and adjust the initial position of the wheel. If there is a deviation from the roulette wheel, you can click "Default" at this point to restore it and let the joystick return to the initial state (Note: The normal axis is centered at 127. If there is a slight offset, the game will not be greatly affected).

ase Test	Calibration	Vibration Test	About	
To Set	ation your Controller's en click button "S	s Center Position, Set" to calibrate it.	first click button	"Default"
	Le	ft Axis	_	
		+		
		X = 127 Y =	127	
	Default		Set	
Conne	cted State Your game co	ontroller is connect	ted correctly.	

(Image 9)

#### 4. Vibration Test

From this screen, you can test the vibration of the steering wheel; you can also adjust the vibration intensity of your steering wheel , and the vibration effect of the steering wheel will be detected by pressing the pedal unit's gas and brake pedals (image 10).

Base Test	Calibration	Vibration Test About	
Effec	t		-
Vibi	ration strength:	85%	
	Left force	Both forces Right force	
		Stop	
		·	
Conn	ected State	ntroller is connected correctly!.	
Conn	ected State Your game cor	ntroller is connected correctly!.	

(Image 10)

Once all the drivers have been installed, you can enjoy the game!

## • Steering wheel tilt adjustment

Rotate the angle lock behind the steering wheel to adjust the tilt angle of the steering wheel. There are 3 tilt angles for you to choose. Before the adjustment, dial the toggle lock to the Unlock position. Choose the angle you want and lock the dial to the Lock position to ensure it is fixed.



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## • Steering wheel height adjustment

Rotate the height lock on the column of the steering wheel to adjust the height of the steering wheel. There are 3 levels of height for you to choose. When adjusting the height, first push the rotary switch to the Unlock position. Pull up the wheel to select different heights. After setting the height you need, push the rotary switch to Lock.



## • PC Minimum Requirements :

- 1. IBM PC and its compatibles.
- 2. CPU: 1G Hz above.
- 3. Memory: 512MB or more.
- 4. Graphics: MX440 or higher.
- 5. Windows 9x / ME / 2000 / XP / Vista / Windows 7 / Windows 8 / Windows 10

With the above minimum configuration, you can smoothly run the game at 640 \* 480 resolution. If you want a better effect and higher resolution, please upgrade the memory, CPU and/or graphics card. Most

newer computers have more than adequate specifications. The steering wheel supports XInput and the older DirectInput interface mode. You can switch between XInput mode and DirectInput mode by pressing the steering wheel's PS button for 3 seconds. In Windows 7 and later systems, the XInput mode game controller will use the standard Windows XInput game controller driver.

XInput is the latest game input standard for Windows operating systems. Most recent racing games support XInput for game controllers, XInput for XBOX360 steering wheel, XInput game controller for games and XInput mode for steering wheel, and vibration feedback. All steering wheel functions will operate normally. If the game supports the XInput game controller and the steering wheel is in DirectInput mode, the game controller will not function properly in the game controllers using Direct-Input. If the game supports the DirectInput game controller and the game controllers using Direct-Input. If the game supports the DirectInput game controller and the game controllers using Direct-Input. If the game supports the DirectInput game controller and the game controller is in XInput mode, most game controller functions will work, but the left and right trigger keys act as single keys and do not support vibration feedback. To have the best DirectInput gaming support, set the gamecontroller to DirectInput mode and install the DirectInput driver. The DirectInput driver does not come installed on newer computers. Install per the driverinstall section on the next page.

## Connect to the SWITCH host

Before connecting the steering wheel to the SWITCH host, you need to turn the wired connection of the host to ON, as shown in the figure below.



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After the wired connection on the host side is turned on, the steering wheel can be directly plugged into the USB port on the SWITCH mainframe to play the game.

## • User Attention

 Important ergonomic information: Prolonged repetitive movements, improper working spaces, improper body posture or poor play habits may cause discomfort and harm nerves, tendons and muscles. If you feel pain, numbness, tingling, weakness, swelling, burning, cramping, or stiffness in your palms, wrists, arms, shoulders, neck, or back, stop playing. If the problem persists, have a qualified medical practitioner check you out.

2. It is recommended during the use of this product to develop good habits such as an hourly break rest for ten minutes and keeping arms parallel to the floor.

3. Please do not disassemble the product. Do not use the product under damp, oily smoke, excessive dust and extreme temperature (strong low temperature, strong high temperature); prohibit sun exposure, clean with non-neutral chemical solvent; avoid liquid immersion.

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# **AXNY Corporation**

Email: <a href="mailto:sales@axnystore.com">sales@axnystore.com</a>

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