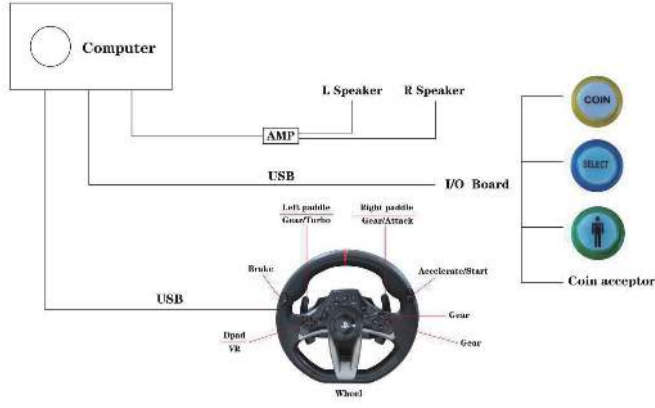


# User Manual (For Driving Machine)

## I. System Layout



## II. Buttons layout

1. Turn wheel left or right to select games.

2. Press to launch game.

3. Press to start game.

4. Long press to exit from game.

5. Left paddle of wheel to shift up or down and right paddle to fire or attack.

6. DPad cross button to change view, □, Δ, ○, × Switch gears in manual mode.

7. L2 is brake, R2 is accelerator.

## III. Warning & trouble shooting

1. Failure: " **No video (or picture) when power on, but CPU fan is working** ". Solution below:

- 1.1 Turn off power and remove power wire.
- 1.2 Reinstall DDR2 RAM Memory. (Release the toggles at the end of the RAM channel and reinsert DDR2)
- 1.3 Connect power wire and turn on.

**If still not working, Change another new DDR2 RAM because of DDR2 maybe destroyed.**

2. Failure: monitor displays " **Reboot and Select proper boot device or Insert Boot Media in Selected Boot Device and press a key** " after power on. Solution below:

- 2.1 Turn off Power and remove power wire.
- 2.2 Check and make data and power cable of hard disk connect closely then power on.

**If failure still exists, Change another new hard disk because of hard disk maybe destroyed.**

3. Failure: " **No video (or picture) when power on and CPU fan doesn't work** ". Solution below:

- 3.1 Check whether the fan of power supply is turning and all cable whether connect closely.
- 3.2 Check fuse.

**If failure still exists, the battery of mainboard (CR2032) maybe die. Try a new CR2032 and trigger mainboard (trigger PWR ON PINS) to turn on the computer.**

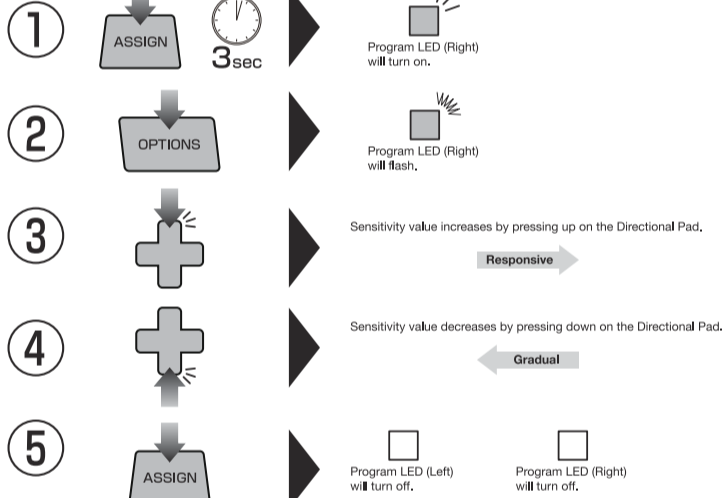
4. Failure: **Cannot enter game system when power on.** Solution below:

- 4.1 Turn off power and remove power cord.
- 4.2 Restart to power on.
- 4.3 Change new SSD.

## Adjustable sensitivity

Steering wheel sensitivity is adjustable to seven levels. The Program LED (Left) color will change to indicate the sensitivity value.

### Steering unit



\* If you do not perform step ② after ①, the ASSIGN LED will turn off after four seconds and button assignment mode will automatically end.

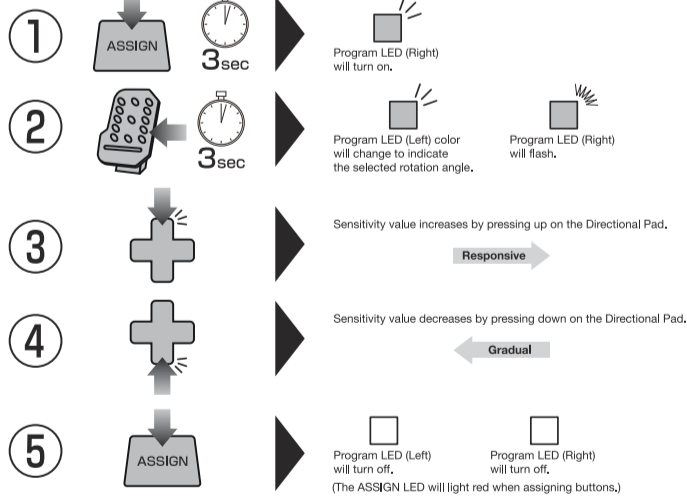
\* During steps 2~4, only the steering unit and foot pedal input are enabled.

\* Controller settings are stored even if the USB is disconnected.



LED color	1	2	3	4	5	6	7
LED color	Green	Yellow	Red	Purple	Blue	Light Blue	White

### Foot pedals



\* If you do not perform step ② after ①, the ASSIGN LED will turn off after four seconds and button assignment mode will automatically end.

\* During steps 2~3, only the steering unit and foot pedal input are enabled.

\* Controller settings are stored even if the USB is disconnected.



LED color	1	2	3	4	5	6	7
LED color	Green	Yellow	Red	Purple	Blue	Light Blue	White

## Adjustable Dial Sensitivity — Mame Game



\* Adjust according to your own feelings to adjust Dial Sensitivity Value.

\* Apply to the following game list.

- |    |   |     |  |
|----|---|-----|--|
| 2  | A.B. Cop (World) (FD1094 317-0169b)             | 67  | Mille Miglia 2: Great 1000 Miles Rally                     |
| 4  | American Speedway (set 1)                       | 69  | Monte Carlo  |
| 5  | APB - All Points Bulletin (French)              | 76  | Out Run (bootleg)  |
| 6  | APB - All Points Bulletin (German)              | 77  | Out Run (deluxe sitdown)                                   |
| 7  | Bad Lands                                       | 78  | Out Run (Japan, deluxe sitdown) (FD1089A 317-0019)         |
| 12 | Championship Sprint (French)                    | 79  | Out Run (sitdown/upright, Rev A)                           |
| 13 | Championship Sprint (German, rev 2)             | 80  | Out Run (sitdown/upright, Rev B) (Enhanced Edition v1.1.0) |
| 14 | Championship Sprint (rev 1)                     | 84  | Pole Position (World)                                      |
| 15 | Championship Sprint (Spanish, rev 2)            | 85  | Pole Position II (Japan)                                   |
| 16 | Change Lanes                                    | 87  | Racing Hero (FD1094 317-0144)                              |
| 25 | Demolition Derby                                | 105 | Sprint 1   |
| 26 | Demolition Derby (MCR-3 Mono Board Version)     | 106 | Sprint 2 (set 2)   |
| 29 | Drift Out (Europe)                              | 107 | Sprint 4 (set 1)   |
| 31 | Enduro Racer (bootleg set 1)                    | 108 | Sprint 8   |
| 32 | Enduro Racer (Rev A, YM2151, FD1089B 317-0013A) | 109 | Super (3/19/85)  |
| 39 | Fire Truck / Smokey Joe                         | 110 | Stocker Bug  |
| 40 | GP Rider (US, FD1094 317-0162) (Twin setup)     | 113 | Super Hang-On (sitdown/upright) (unprotected)              |
| 41 | GP Rider (World, FD1094 317-0163) (Twin setup)  | 114 | Super Sprint (German, rev 2)                               |
| 42 | Great 1000 Miles Rally 2 USA (95/05/18)         | 115 | Super Sprint (rev 1)                                       |
| 45 | Hang-On (Rev A)                                 | 119 | Top Racer (with MB8841 + MB8842, 1984)                     |
| 46 | Hang-On Jr. (Rev. B)                            | 120 | Top Speed (US)   |
| 48 | Hot Chase (set 1)                               | 121 | Top Speed (World)  |
| 50 | Hyper Crash (version D)                         | 122 | Turbo Out Run (cockpit) (FD1094 317-0106)                  |
| 54 | Ironman Ivan Stewart's Super Off-Road Track-Pak | 123 | Turbo Out Run (Out Run upgrade) (FD1094 317-0118)          |
| 58 | Konami GT                                       | 124 | Virtus Racing  |
| 60 | Lucky & Wild                                    | 127 | WEC Le Mans 24 (v2.01)                                     |
| 63 | Max RPM (ver 2)                                 | 128 | World Rally 2: Twin Racing (EPROM version)                 |
| 66 | Midnight Landing (Germany)                      | 129 | World Rally 2: Twin Racing (mask ROM version)              |