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REDLINE GT
GAME THEATER

⚠ Flat Panel Television and Flight Controls Not Included ⚠

Display Requirements: 32” to 42” Television with HDMI Input

CHICAGO GAMING COMPANY

4616 W. 19th Street, Cicero, IL 60804 (800) 379-9776

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Redline GT™

Thank you for purchasing Chicago Gaming Company's Redline GT. We strongly recommend that you follow the instructions and procedures as presented in this Owner's Manual and that it be read in its entirety before setting up your game.

1. LEGAL INFORMATION

1.1 SAFETY PROCEDURES

The following guidelines will help protect you and your ***Redline GT***.

Caution: For your safety follow these instructions.

Caution: Shock hazard if instructions are not followed.

- Read these instructions.
- Keep these instructions.
- Heed all warnings.
- Follow all instructions.
- Do not use this apparatus near water.
- Clean only with a dry cloth.
- Do not block any ventilation openings. Install in accordance with manufacturer's instructions.
- Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
- Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade and third prong are provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.
- Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.
- Only use attachments/accessories specified from the manufacturer.
- Unplug this apparatus during lightning storms or when unused for long periods of time.
- Refer all servicing to qualified personnel. Servicing is required when the apparatus has been damaged in any way, such as power supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.
- Use with only 115 volts ~ 60Hz
- We recommend using a surge suppresser or UPS (Uninterruptible Power Supply) to safeguard the game from abrupt power spikes or losses.

- **WARNING:** To reduce the risk of fire or electric shock, do not expose your system to rain or moisture.
- Do not expose your system to dripping or splashing.
- Be sure to disconnect the power cable before working on the machine.
- Optimum operating environment is between 50-105° Fahrenheit.

1.2 WARRANTY INFORMATION

All parts are warranted against manufacturing defects for a period of 180 days. Free telephone support is available for the life of the product.

2. GAME SETUP

2.1 INSTALLATION

- Remove the game from its packaging.
- When moving the unit, please treat it as delicately as possible.
- Be sure to install it in a dry location.
- Plug the machine into a three-prong A/C outlet.

2.2 SUPPORTED TELEVISIONS

- Redline GT supports most 32” to 42” flat panel televisions, or those with VESA compliant mountings up to 400mm x 400mm.

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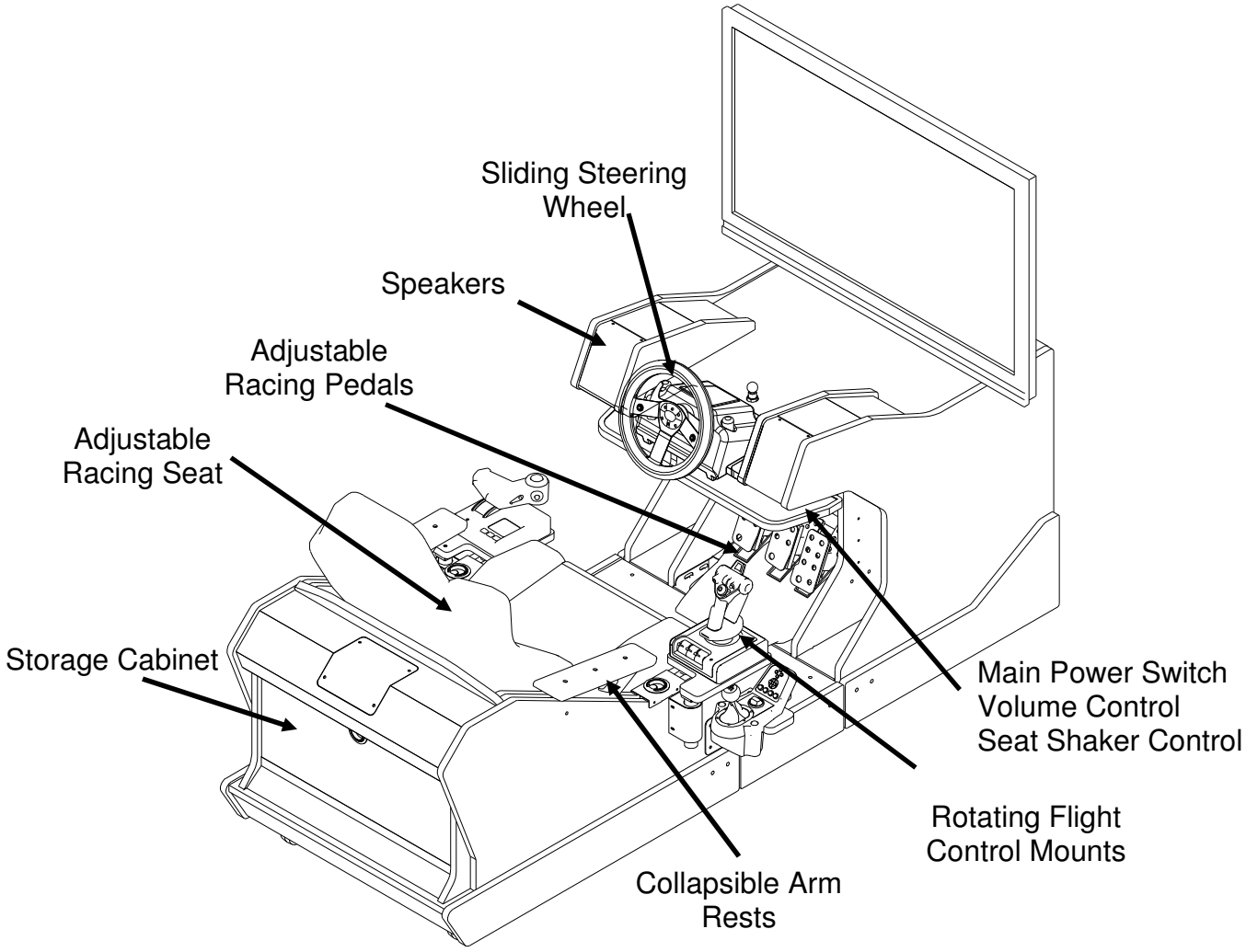
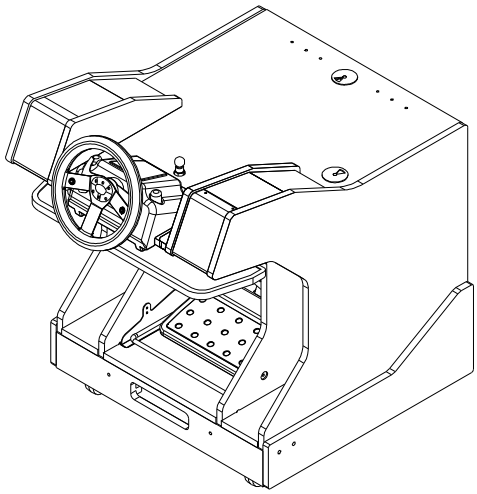
2.3 Key Features



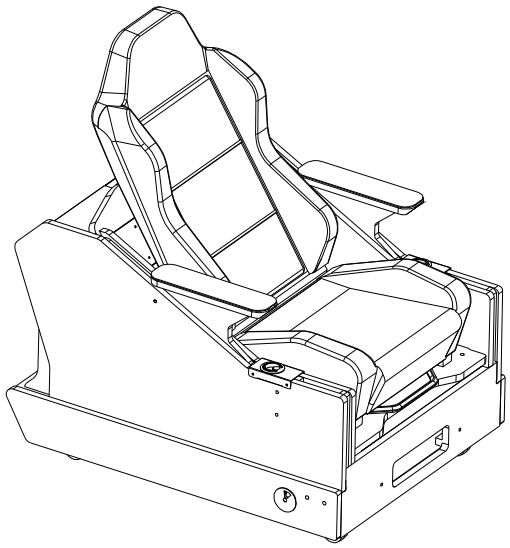
For more details on the features of Redline GT, see page 19

3. How to Assemble

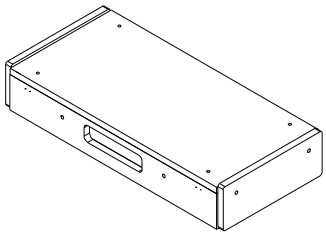
Monitor Cabinet



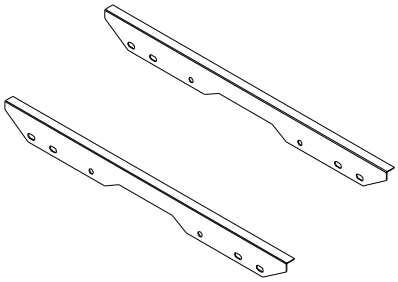
Seat Cabinet



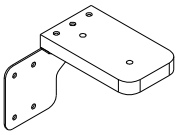
Foot Box



Cabinet Connector Brackets

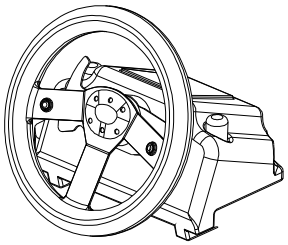


Shift Mounting Bracket

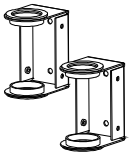


Shifter

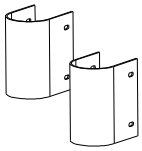
Steering Wheel



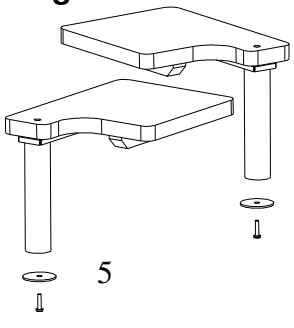
Flight Control Mounting Brackets



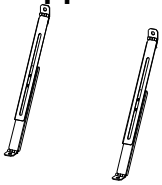
Tube Covers



Flight Control Arms



TV Support Brackets



Hardware List

Connector Bracket Hardware

(12x) ¼-20 x 1-¾" Black Socket Head Cap Screws
(12x) ¼" Black Flat Washers

Foot Box Connect Hardware

(4x) ¼-20 x 1-¾" Hex Head Bolts
(4x) ¼" Flat Washers

Shifter Bracket Hardware

(4x) ¼-20 x 1" Socket Head Cap Screws

Shifter Mounting Hardware

(2x) M6 x 25mm Phillips Pan Head Screws

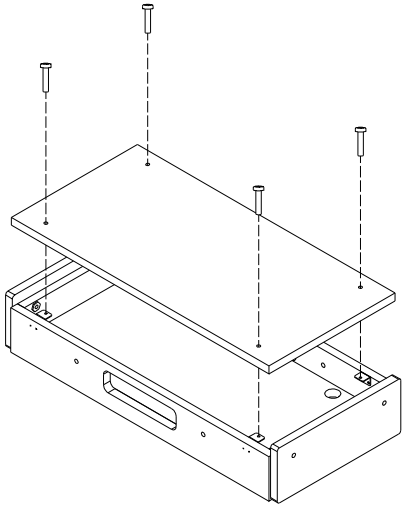
TV Bracket Hardware

(2x) M4 x 12mm Phillips Pan Head Screws
(2x) M6 x 12mm Phillips Pan Head Screws
(2x) M8 x 12mm Phillips Pan Head Screws
(2x) 10-32 x 1" Black Phillips Pan Head Screws
(4x) ¼" Black Flat Washer
(2x) 3/8" Black Flat Washer

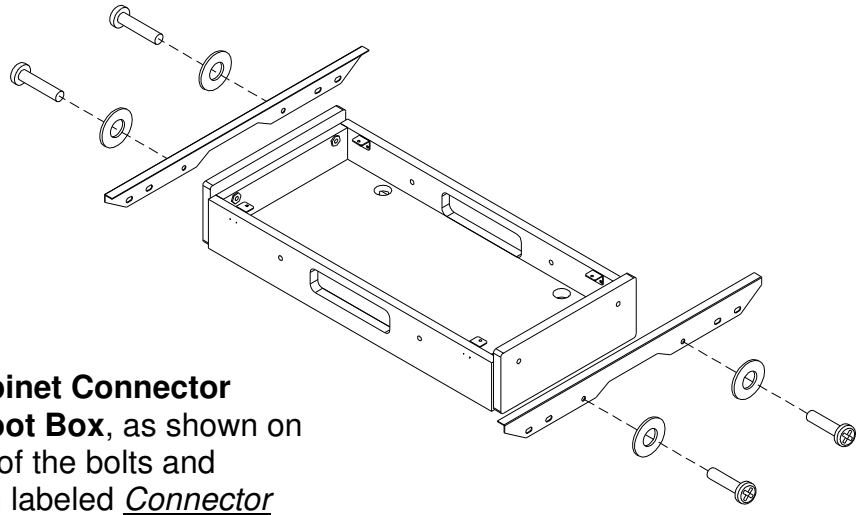
Saitek Control Mounting Hardware

(4x) 6-32 x 2-3/4" Black Phillips Pan Head Screws

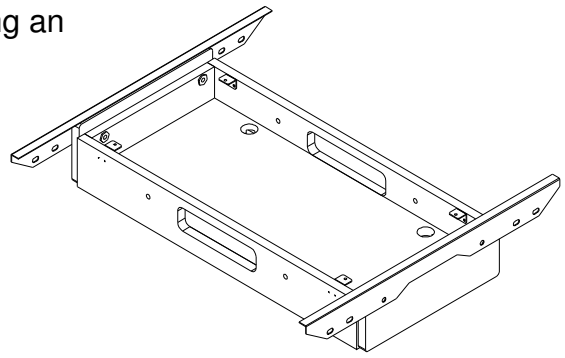
3.1 Connecting the Cabinets



Start by removing the lid of the **Foot Box**. Remove the four Phillips head screws to free the lid, and it will pull straight up. Do not close the **Foot Box** until you have finished setting up and connected all of the cables.

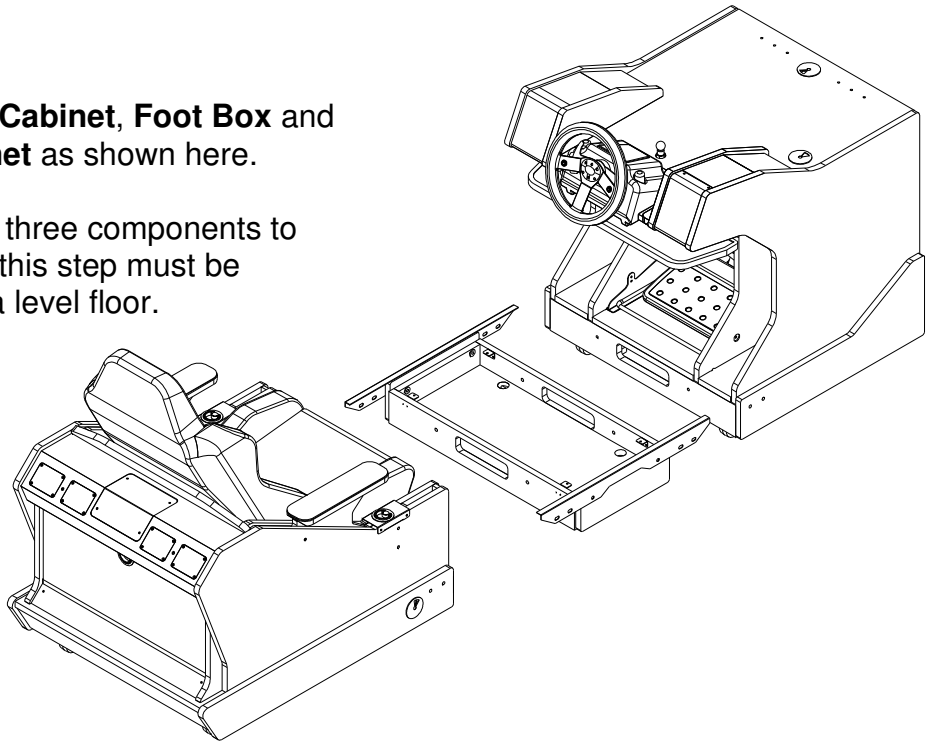


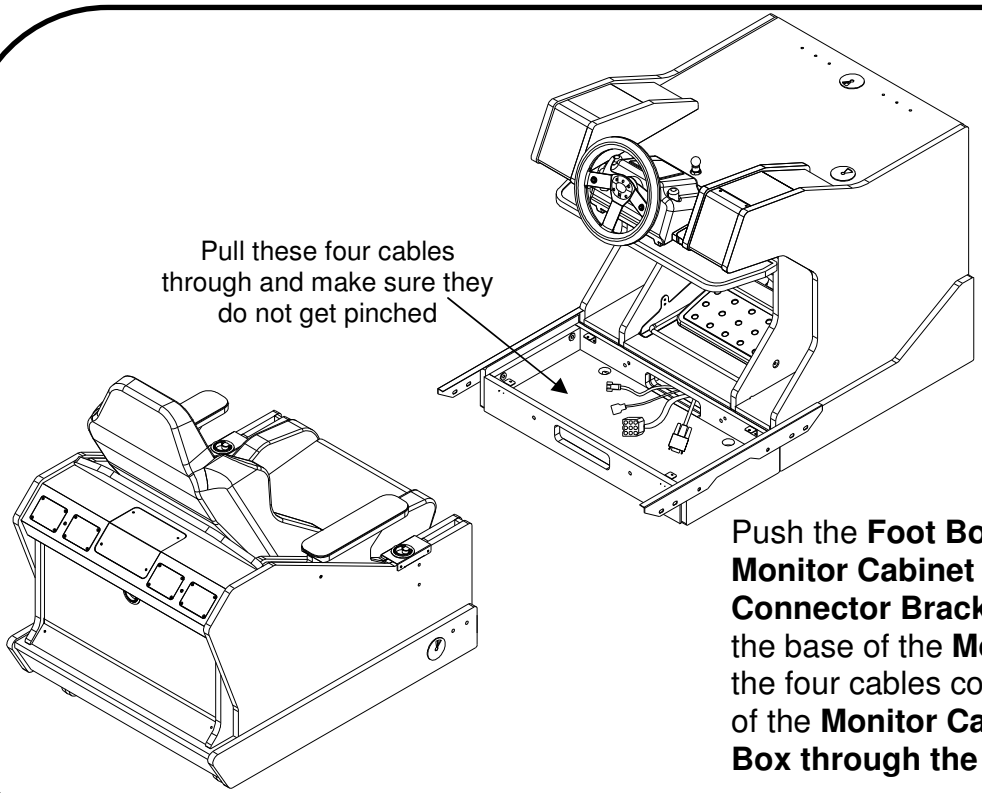
Attach the two **Cabinet Connector Brackets** to the **Foot Box**, as shown on the right. Use four of the bolts and washers in the bag labeled *Connector Bracket Hardware* and tighten using an Allen wrench.



Align the **Seat Cabinet**, **Foot Box** and **Monitor Cabinet** as shown here.

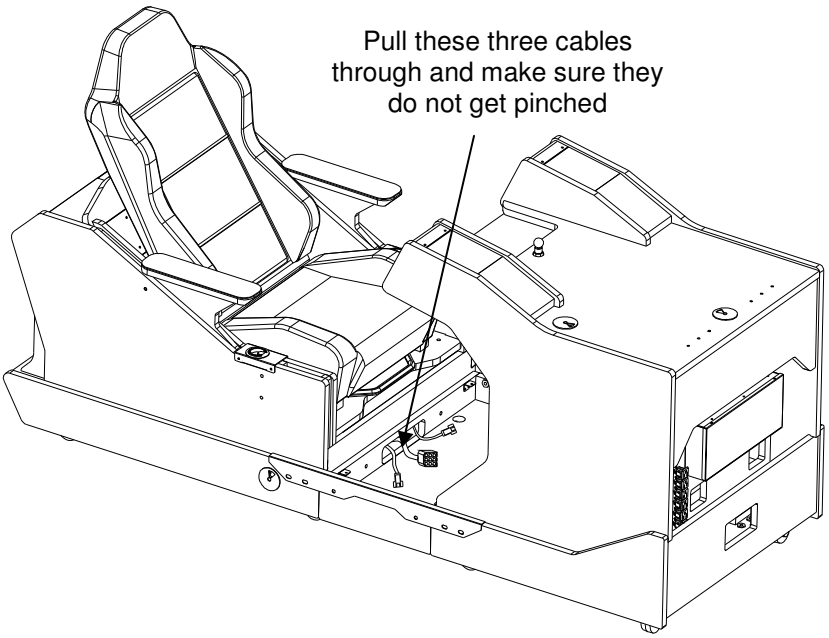
NOTE: For the three components to align properly, this step must be performed on a level floor.





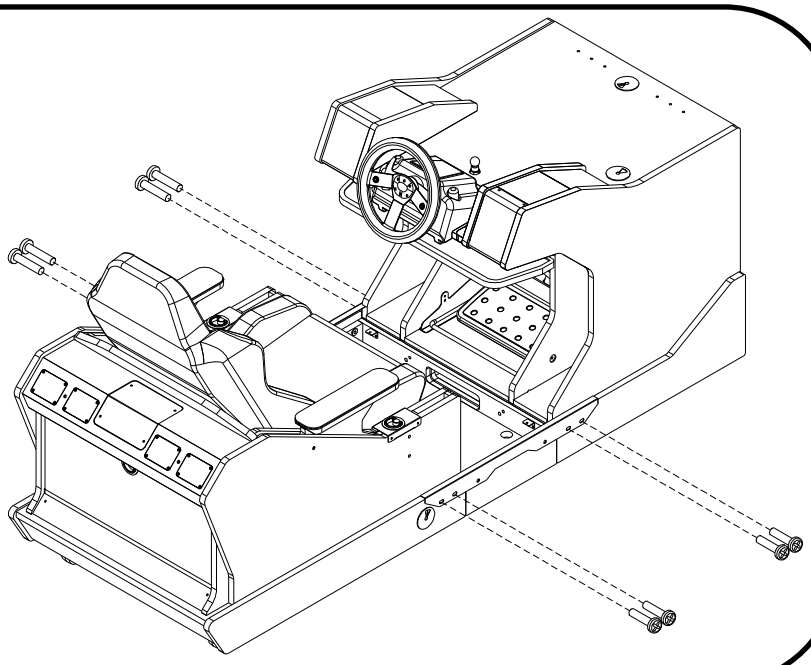
Push the **Foot Box** up against the **Monitor Cabinet** so the **Cabinet Connector Brackets** are resting on the base of the **Monitor Cabinet**. Pull the four cables coming from the bottom of the **Monitor Cabinet** into the **Foot Box through the rectangular hole**.

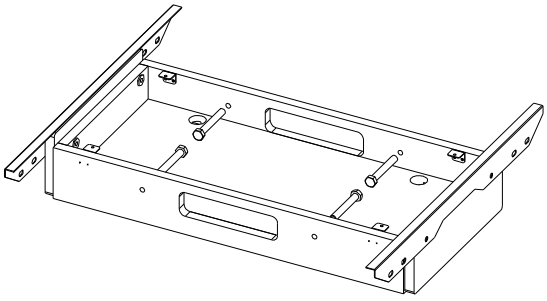
Push the **Seat Cabinet** up to the **Foot Box** as shown, so that the **Connector Brackets** are resting on the bases of the **Monitor Cabinet** and **Seat Cabinet**. Pull the three cables coming from the bottom of the **Seat Cabinet** into the **Foot Box** through the rectangular hole.



Use the eight remaining bolts and washers in the bag labeled *Connector Bracket Hardware* to connect the **Foot Box** to the other two cabinets through the **Connector Brackets**.

Only tighten the bolts with your hands. Do not tighten with an Allen wrench until after the next step.

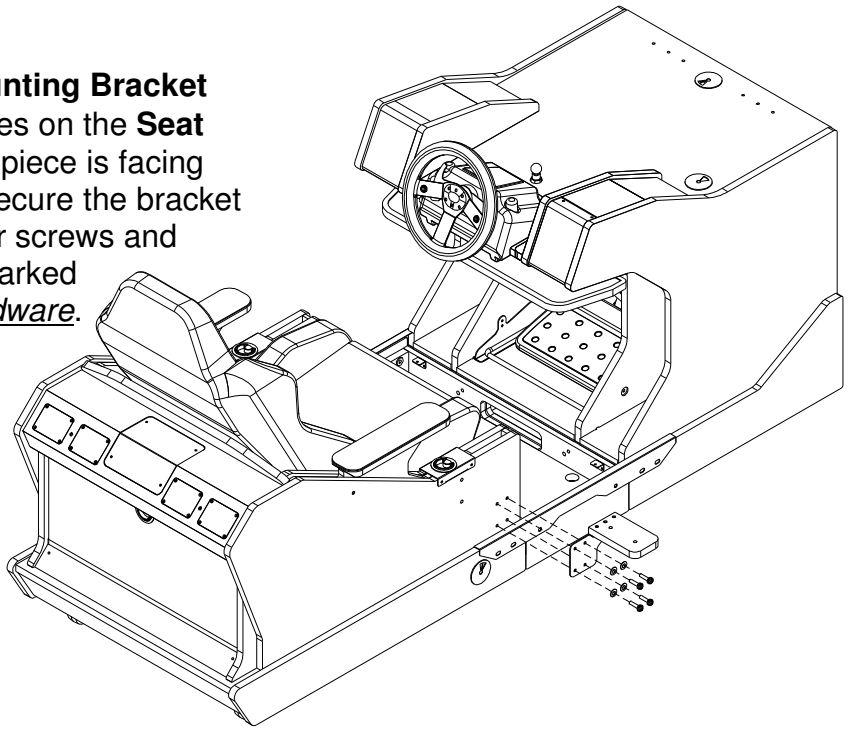




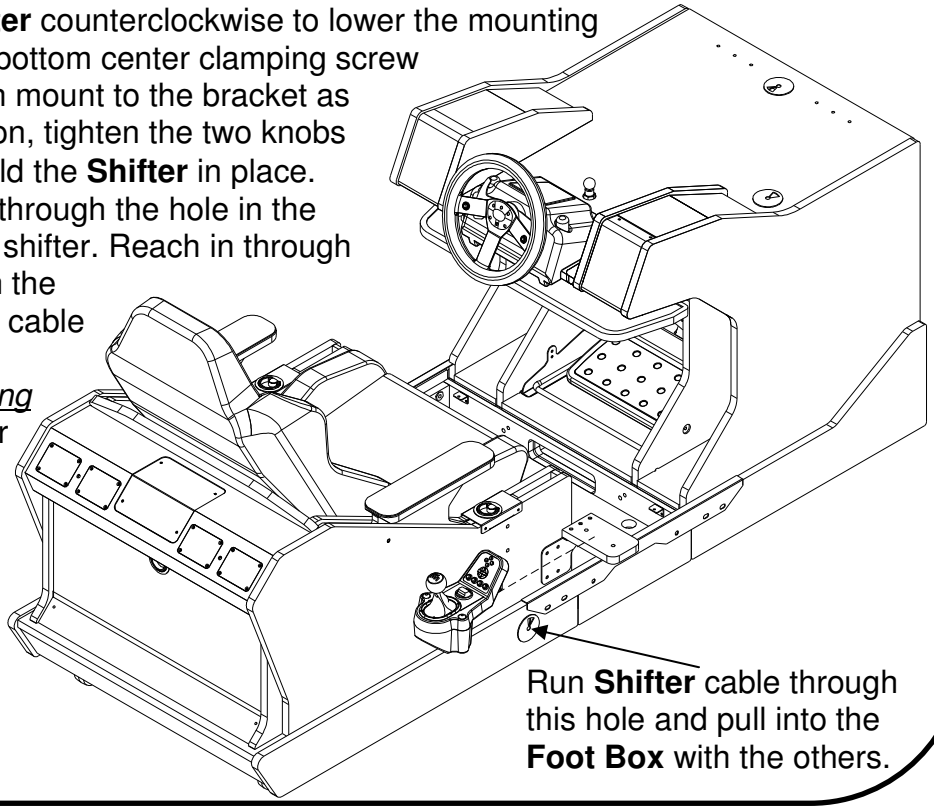
Use the four bolts and washers in the bag labeled *Foot Box Connect Hardware* to connect the **Foot Box** to the **Monitor Cabinet** and **Seat Cabinet** as shown to the left. Tighten the bolts with a 7/16” wrench. Note that this image does not show the **Monitor Cabinet** or **Seat Cabinet** so that you can easily see where the bolts attach. After thes bolts are tightened, tighten the outside bolts with an Allen wrench.

3.2 Connecting the Shifter

Align the **Shifter Mounting Bracket** with the mounting holes on the **Seat Cabinet** so the wood piece is facing up, as shown here. Secure the bracket in place using the four screws and washers in the bag marked *Shifter Mounting Hardware*.



To connect the **Shifter** to the **Shifter Mounting Bracket**, you must first loosen the mounting clamps on the **Shifter**. Turn the knobs on both sides of the **Shifter** counterclockwise to lower the mounting clamps, and twist the bottom center clamping screw so that the **Shifter** can mount to the bracket as shown. Once in position, tighten the two knobs and screw again to hold the **Shifter** in place. Pull the **Shifter** cable through the hole in the cabinet just below the shifter. Reach in through the rectangular hole in the **Foot Box** and pull the cable through. Find the bag labeled *Shifter Mounting Hardware*. From under the **Shifter**, use the two screws to secure the **Shifter** to the **Shifter Mounting Bracket**.

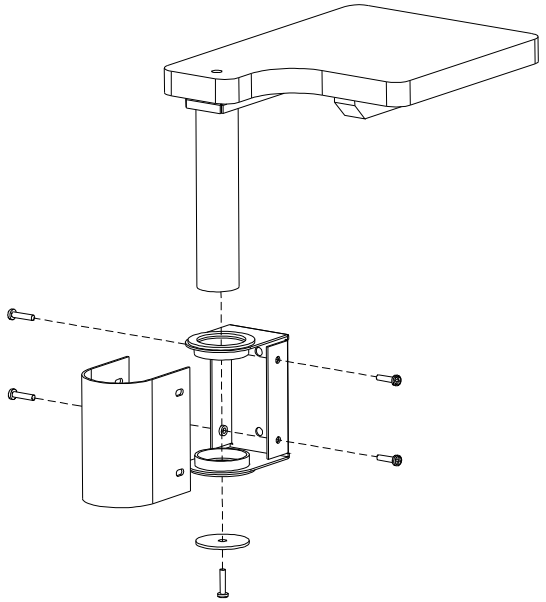


3.3 Connecting the Flight Control Arm Assembly

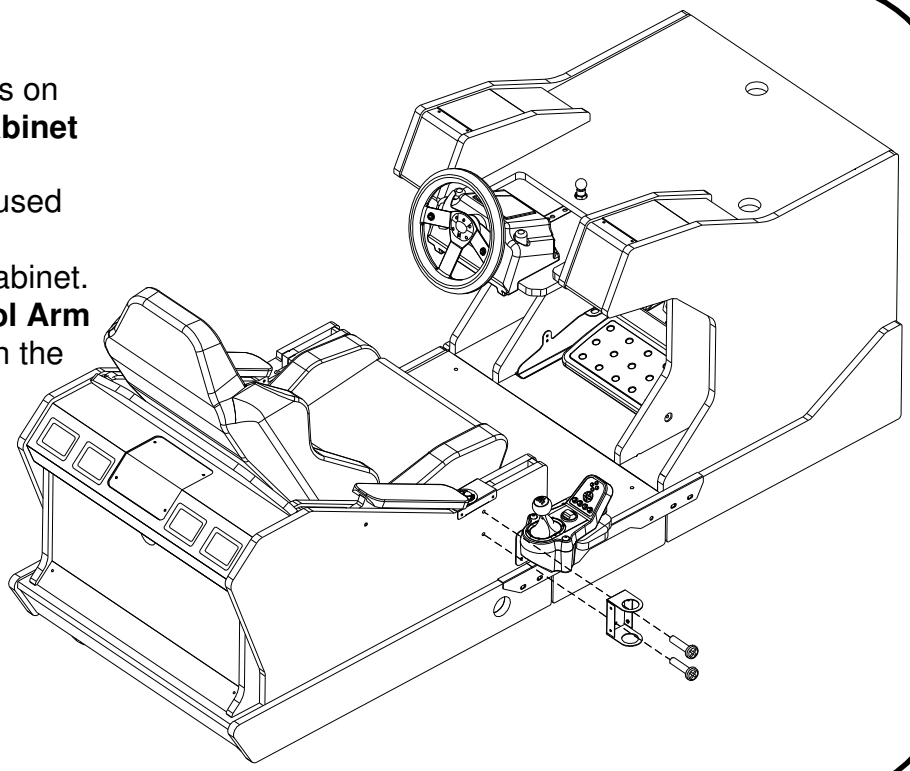
NOTE: Flight Control Arm installation is optional. Install only if you intend to purchase flight controls.

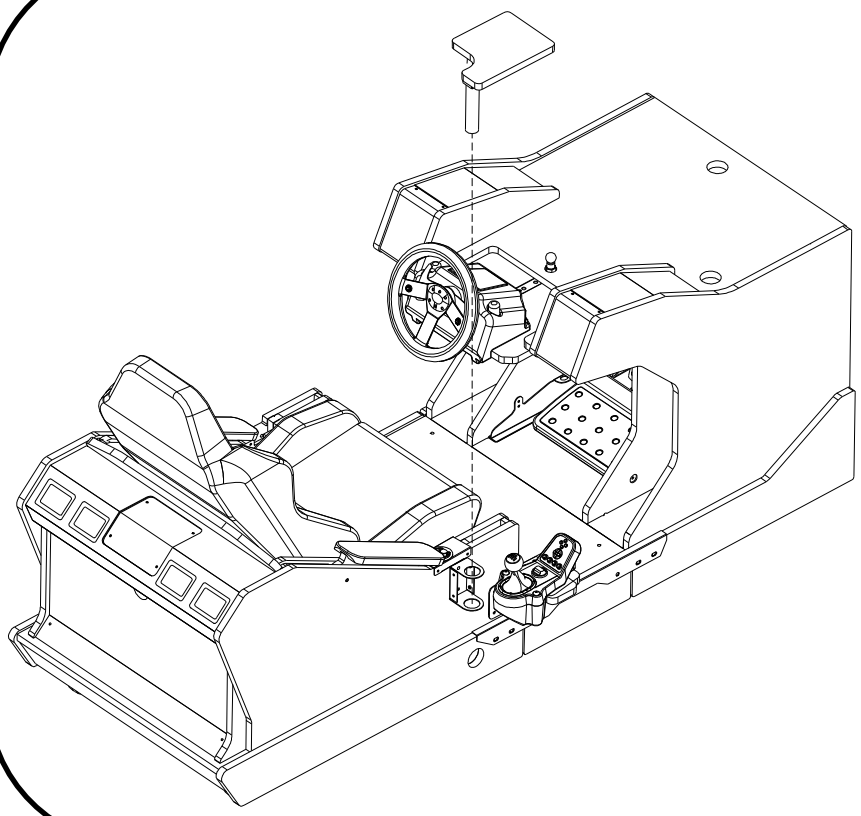
If you are not planning on installing flight controls, please skip to page 15.

The image on the right shows an exploded image of the left **Flight Control Arm**. The **Flight Control Arm** comes assembled, but you must disassemble it to connect it to Redline GT. Start by removing the screw and washer from the bottom of the assembly. Slide the tube up to free it. Next, remove the four screws on the side of the **Tube Cover**, which will then come free.



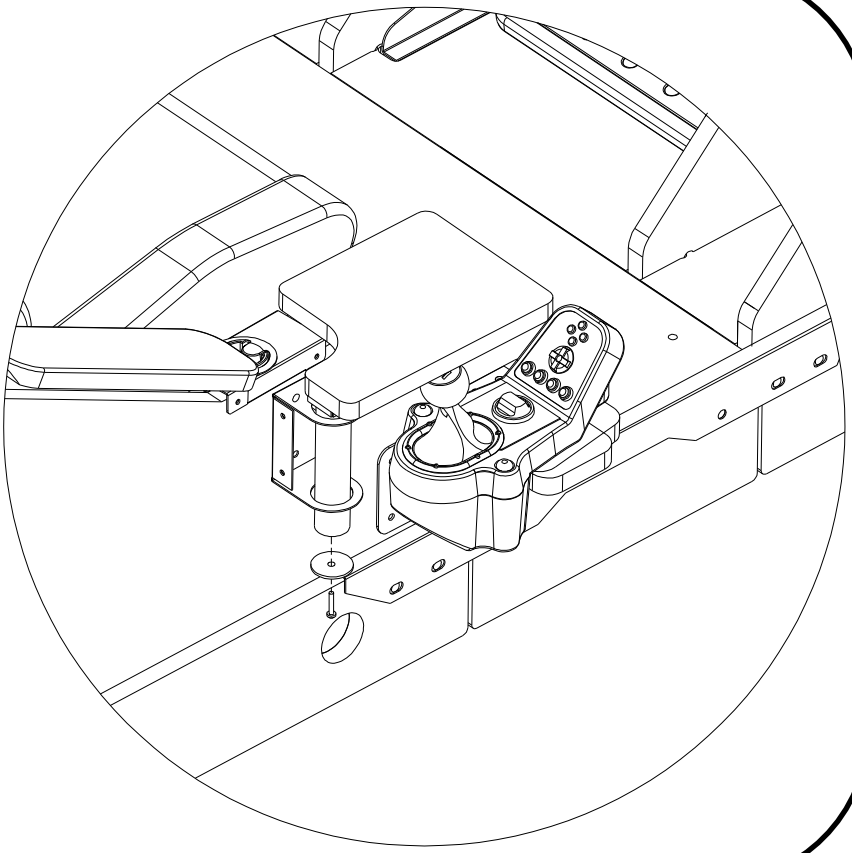
Remove the two screws on the side of the **Seat Cabinet** just below the armrest release. These will be used to connect the **Flight Control Arm** to your cabinet. Align the **Flight Control Arm Mounting Bracket** with the mounting holes, and attach the bracket with the screws you just removed.

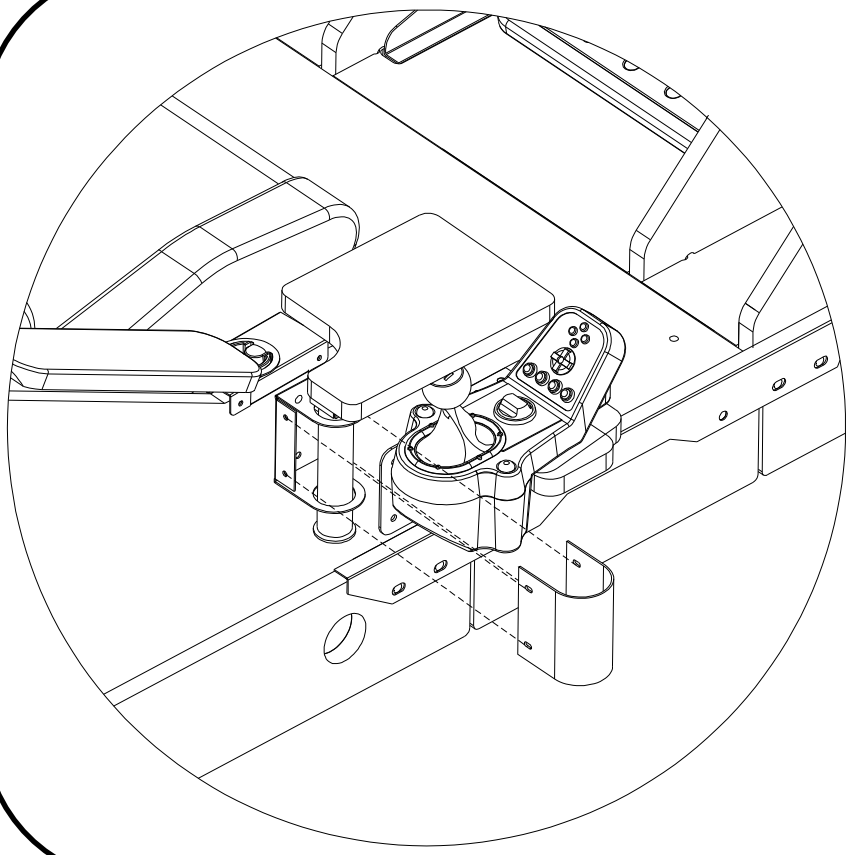




Take the right **Flight Control Arm** and slide it through the mounted **Flight Control Mounting Bracket**.

Reattach the screw and washer you removed from the bottom of the tube as shown. This will prevent the arm from coming loose.

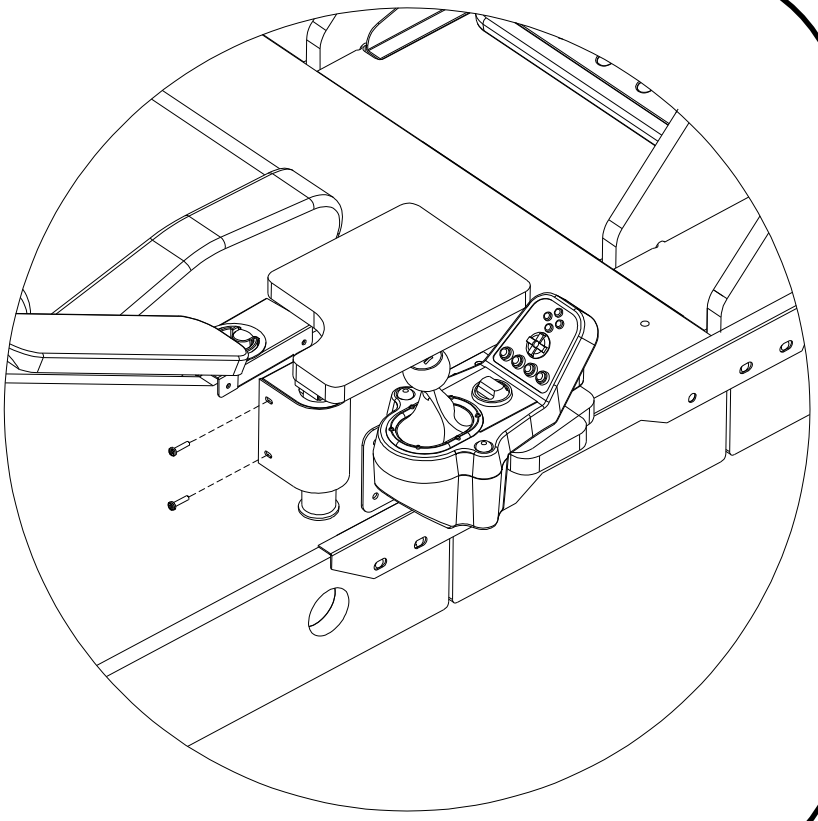




Slide the **Tube Cover** over the **Flight Control Mounting Bracket**, aligning the mounting holes.

Using the four screws and washers you removed; attach the **Tube Cover** to the bracket you mounted. If your screwdriver is too long, you may need to remove the **Shifter** to tighten one two of the screws.

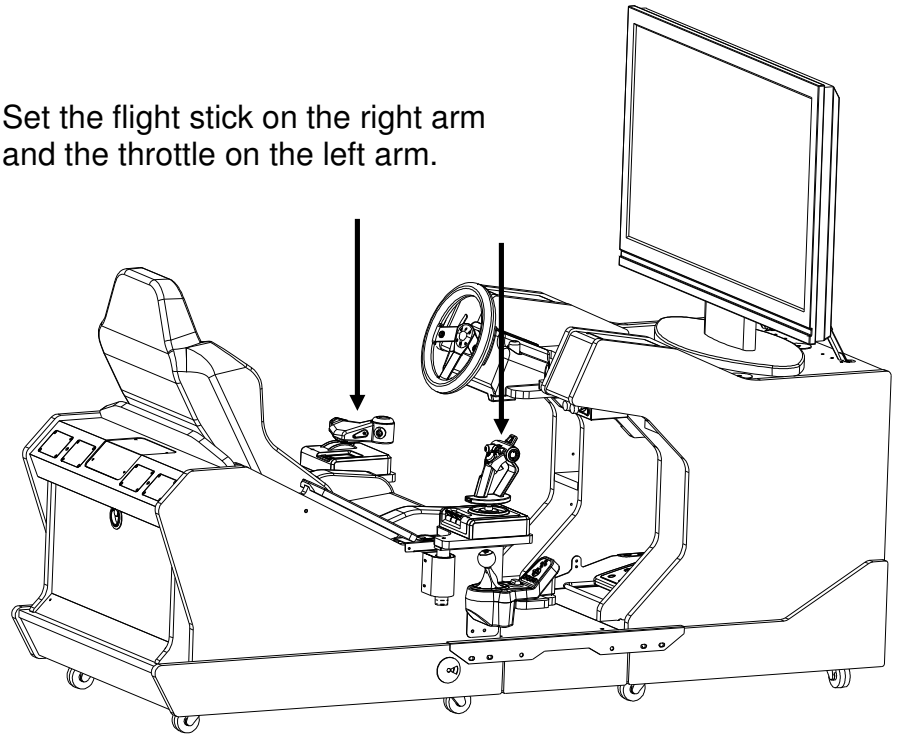
Repeat these steps to connect the **Flight Control Arm** to the left side.

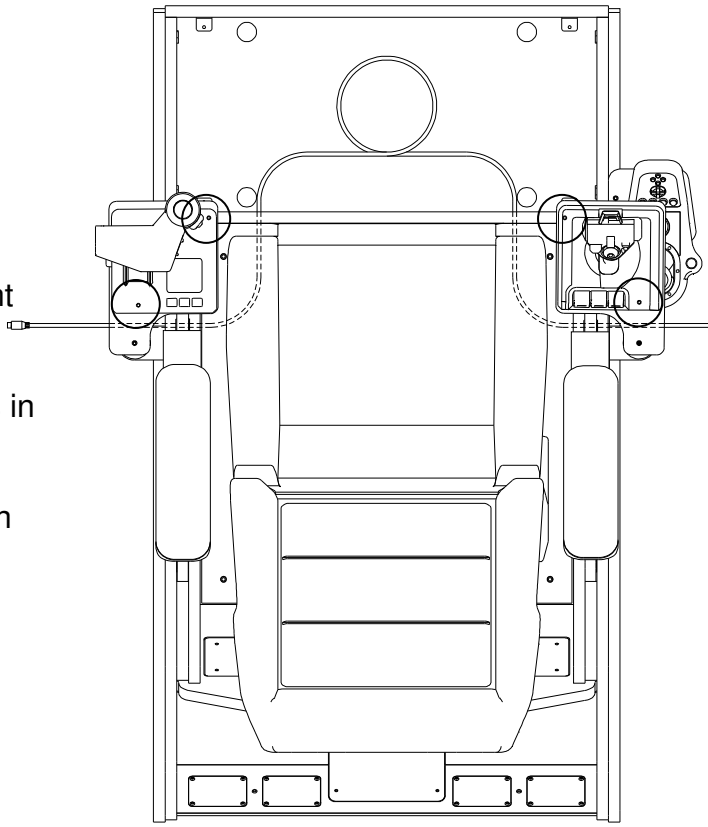


3.4 Connecting Flight Controls

The Flight Control Arms of Redline GT are designed to work with the Saitek X52 Flight System. Other flight control sticks will work, but you may have to measure and drill the correct mounting holes through the wooden mounting piece.

Set the flight stick on the right arm and the throttle on the left arm.





Secure the flight controls to the mounting arms with the screws in the bag labeled *Saitek Control Hardware*. Each piece is held in place with two screws, circled here.

The cable that comes with the Saitek X52 Flight System is slightly too short to run through the cabinet and connect the flight stick with the throttle, so a longer cable is included with Redline GT.

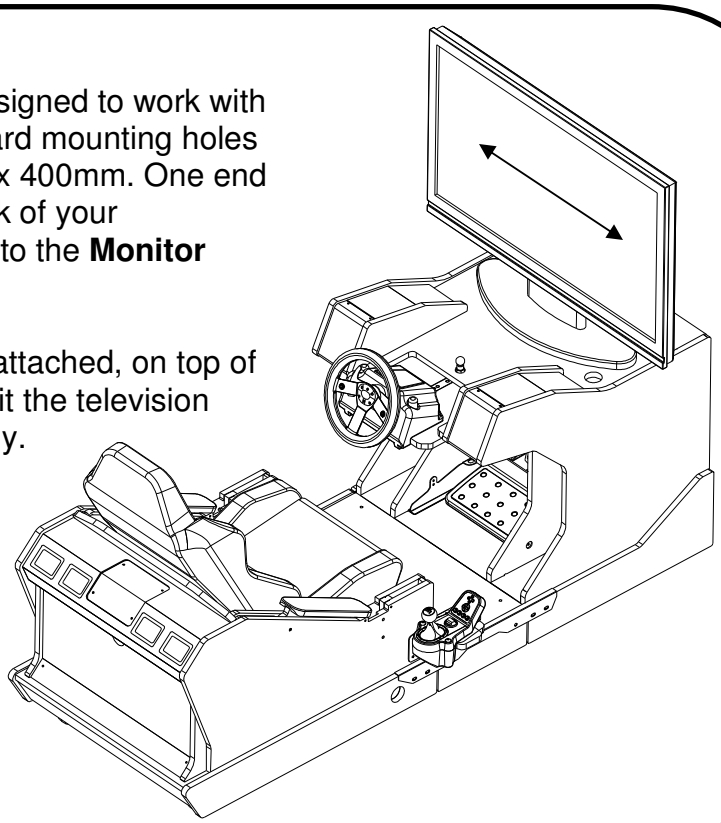
Take this cable and lay it in the open **Foot Box**. Run one end of the cable under the seat and out through the hole that the shifter cable passes through. Connect this end to the flight stick. Run the other side of the cable through the opposite side and connect it to the throttle.

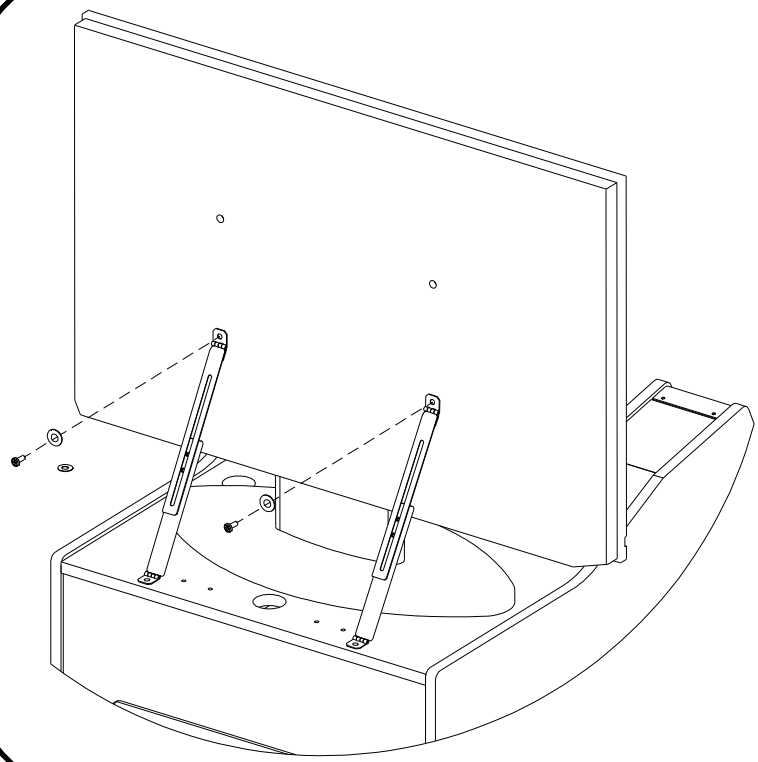
Run the USB cable from the throttle through that hole, into the **Foot Box**, and connect it to the USB cable marked **F**.

3.5 Television Support Brackets

The **TV Support Brackets** are designed to work with televisions that have VESA standard mounting holes from 200mm x 200mm to 400mm x 400mm. One end of the bracket connects to the back of your television, and the other connects to the **Monitor Cabinet**.

Set your television, with the base attached, on top of the **Monitor Cabinet.** Try to keep it the television approximately centered horizontally.

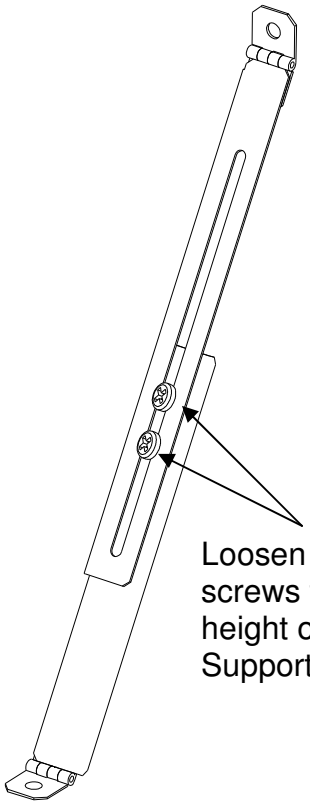




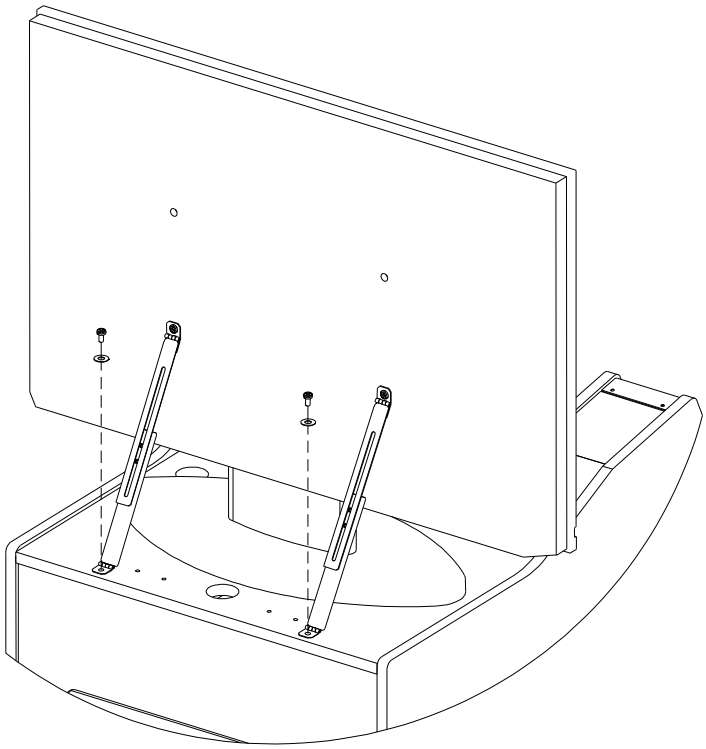
Find the bag labeled *TV Bracket Hardware*, which contains four different types of screws and some washers. The three sets that look similar are different sizes used to connect wall-mounting brackets to different televisions. Usually, the larger the television, the larger the screw used. Find the set of screws that fit the mounting holes on the back of your television.

Attach the **TV Support Brackets** to the lower set of mounting holes on your television with the slotted piece at the top. For the smaller screws, you will need to use the washers to keep the screw from sliding through the bracket.

You will now need to adjust the length of the **TV Support Brackets** so that the bottom mounting hole lines up with the pilot holes behind the television. Loosen, but do not remove, the two screws in the center of the bracket.

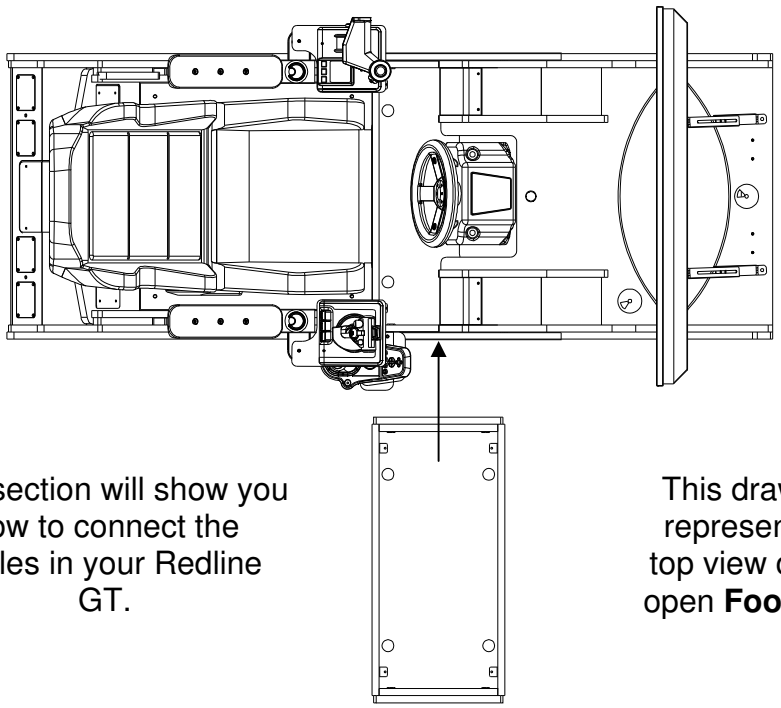


Loosen these two screws to adjust the height of the TV Support Brackets



When you have adjusted the bracket to the correct length and aligned it with the pilot hole in the cabinet, use the two longest screws and two washers in the *TV Bracket Hardware* bag to connect the bracket to the cabinet. Tighten the screws that were loosened to adjust the length of the bracket.

3.6 Connecting Foot Box Cables



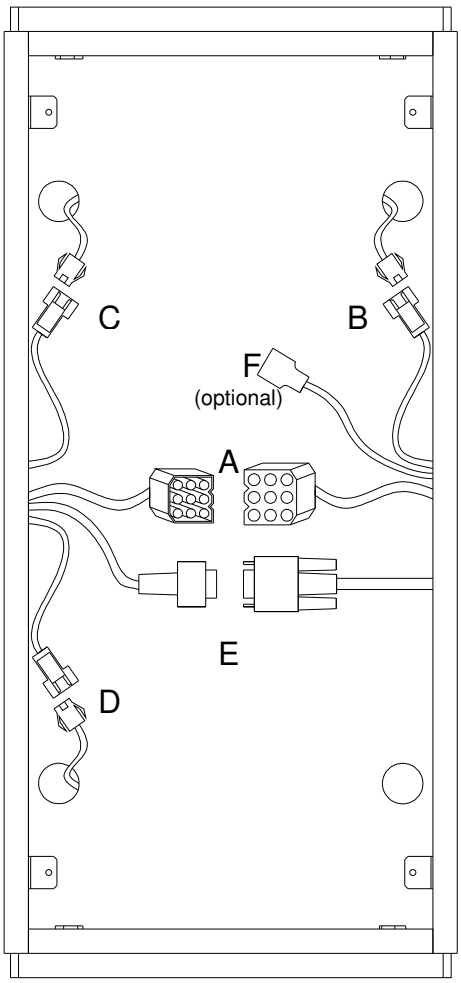
This section will show you how to connect the cables in your Redline GT.

This drawing represents a top view of the open **Foot Box**

Connect the four sets of cables that you pulled into the **Foot Box** when you connected the cabinets. First, connect the cables with the 9-pin connectors, marked A. This cable powers the taillights and speakers in the **Seat Cabinet**.

Next, connect cables B, C and D to the matching cables, which are coming up through the holes in the bottom of the **Foot Box**. These cables power the strip lighting that runs underneath Redline GT.

Connect the **Shifter** cable that you pulled through earlier to the shifter extender cable marked **E**.



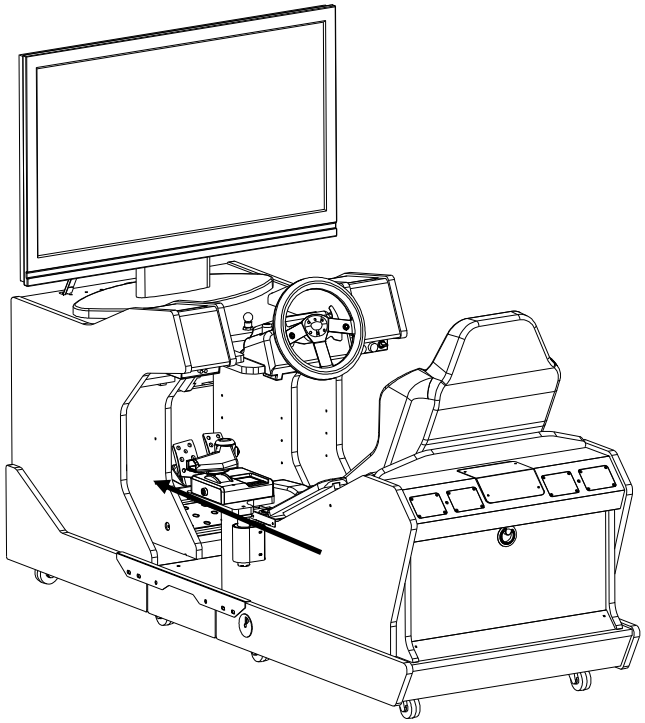
Make sure to check the labels on the cables before connecting them.

If you are using USB flight sticks, connect the USB cable from the flight sticks to cable F. For information on how to connect flight sticks, see page 14.

If you are not using USB flight sticks, cable F is unused.

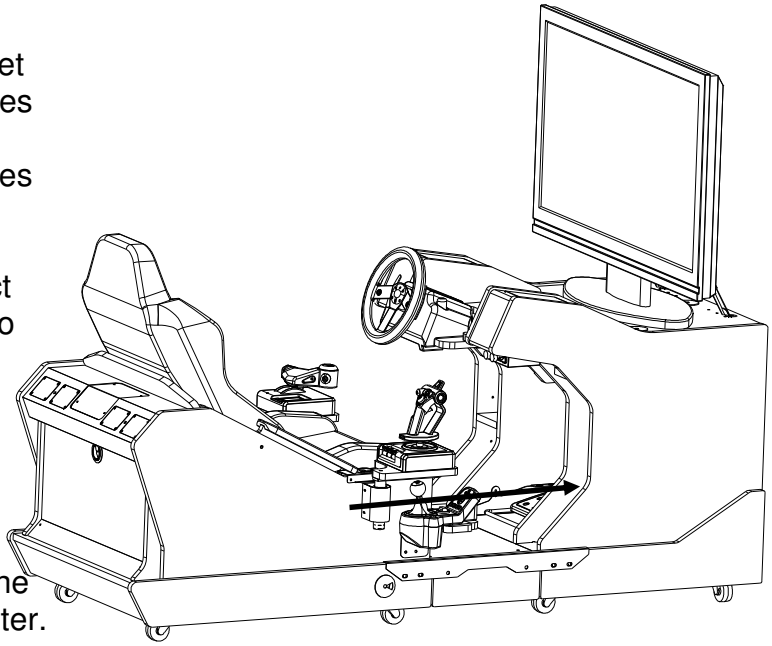
When you have finished connecting the cables, replace the Foot Box Lid and secure it with the screws you removed.

4. Connecting Gaming Systems



Slide your Playstation into the cabinet on the left side. Running the cables through the back of the cabinet, connect the HDMI cable to the Playstation and HDMI port on the television. Connect the power cord to the Playstation and power strip. Connect the USB cable labeled **PS3** to the front USB port on the Playstation.

Slide your computer into the cabinet on the right side. Running the cables through the back of the cabinet, connect your video and audio cables to the computer and television. Connect the power cord to the computer and power strip. Connect the USB cable labeled *Computer* to a rear USB port on the computer. Set your keyboard and mouse on the keyboard shelf, run the cables through the back of the cabinet, and connect them to the rear USB ports on your computer. If you are using a wireless mouse, connect the dongle before installing the computer.



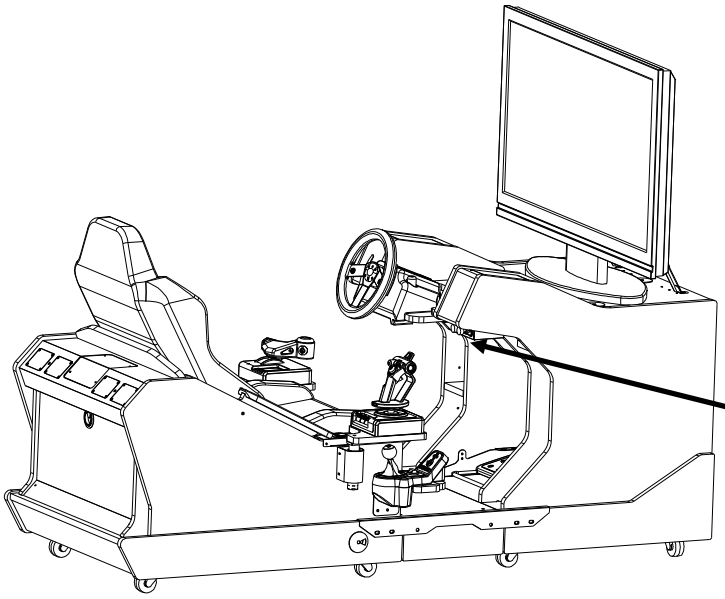
You can also install your computer in the rear cabinet. In order to do this, you will need some longer cables that are not included. Run the computer cables through the cabinet under the seat. These cables can be found at an electronics store or PI Manufacturing's website, www.PIMFG.com. The part numbers for these cables on PI Manufacturing's site are:

12 Foot Audio Cable: STEREO-12-MM
12 Foot Power Cable: CORD-1-2
15 Foot VGA Cable: H15-MM-15
10 Foot USB Extension Cable: USB2-10AA-EXT-B

5. Redline GT Features

In order to display the Playstation or computer on your television, you must switch the television to the correct input. For the Playstation, you will select HDMI1, HDMI2, or whichever input you connected the HDMI cable to. For the computer, if you used a VGA cable, you will select VGA, PC, or RGB from the list of inputs.

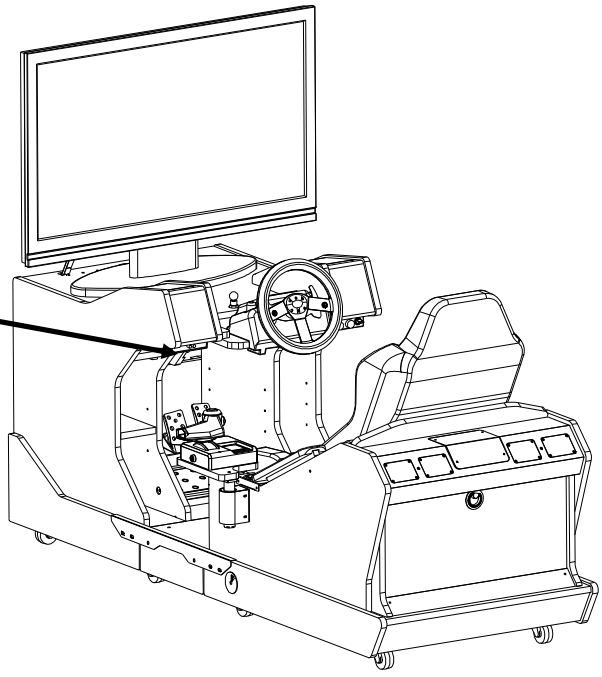
Different televisions have different ways of changing the input. On your television remote, press INPUT to open the input menu. From here you will either use the UP or DOWN buttons on the remote to select an input, press a number on the remote to select an input, or repeatedly press the INPUT button to cycle through available input options.



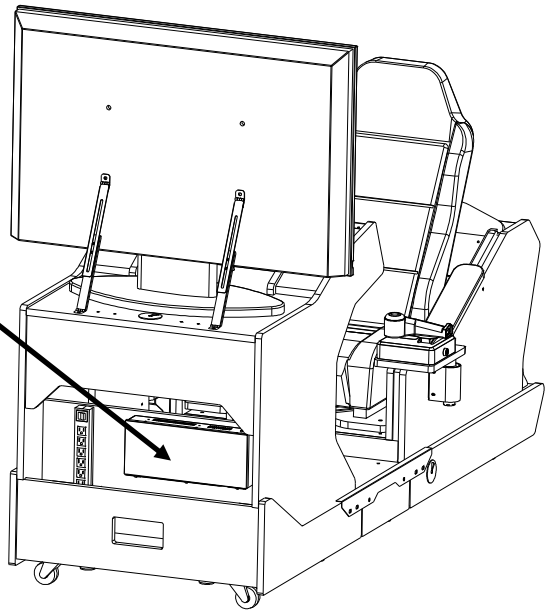
The main power switch, volume control knob and bass shaker knob are located below the right speaker

So that the Logitech Racing Wheel will work with both a Playstation and computer, Redline GT has a USB Switcher.

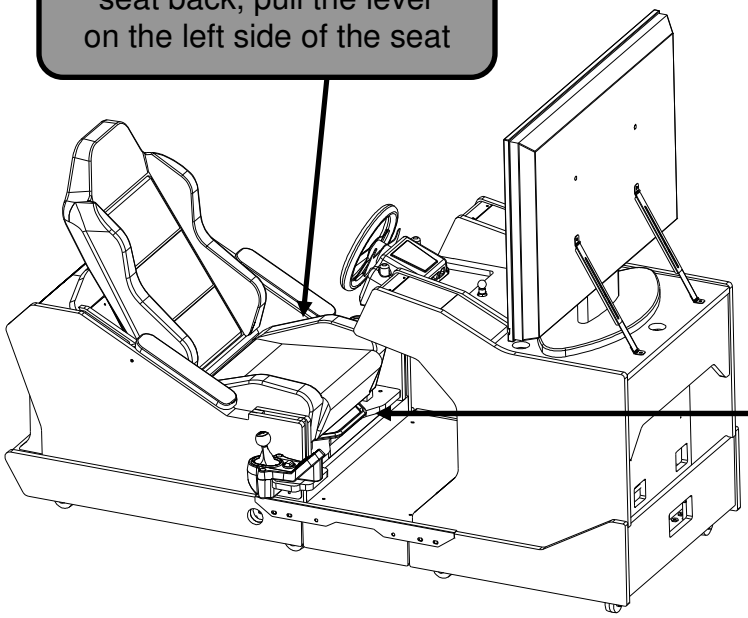
The USB Switcher lets you toggle the steering and flight controls between the Playstation and computer. Pressing the left button will make the controls work for the system on the left, and pressing the right button will make the controls work for the system on the right.



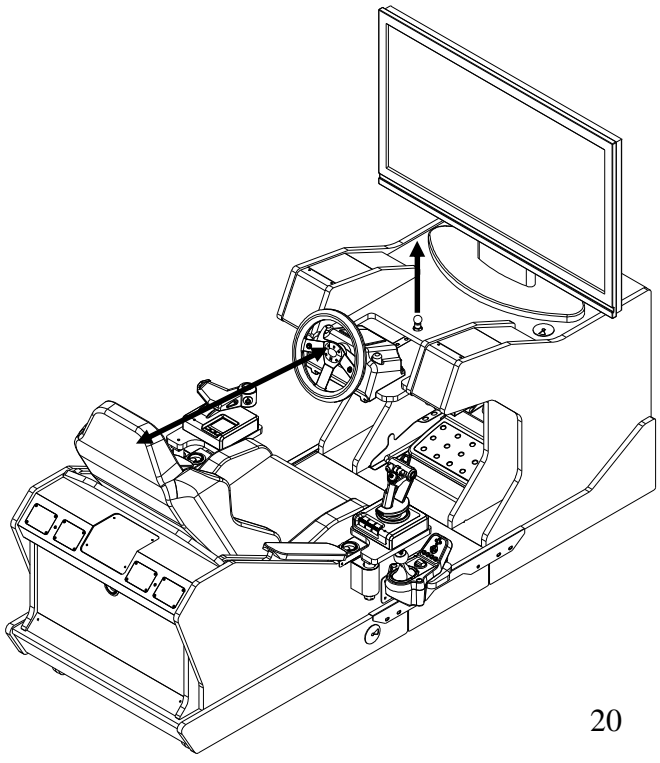
The electronics case is located in the back of the **Monitor Cabinet**. This contains the power supply and amp for the speaker system. The 3.5mm audio jack is on the top right side of the electronics case.



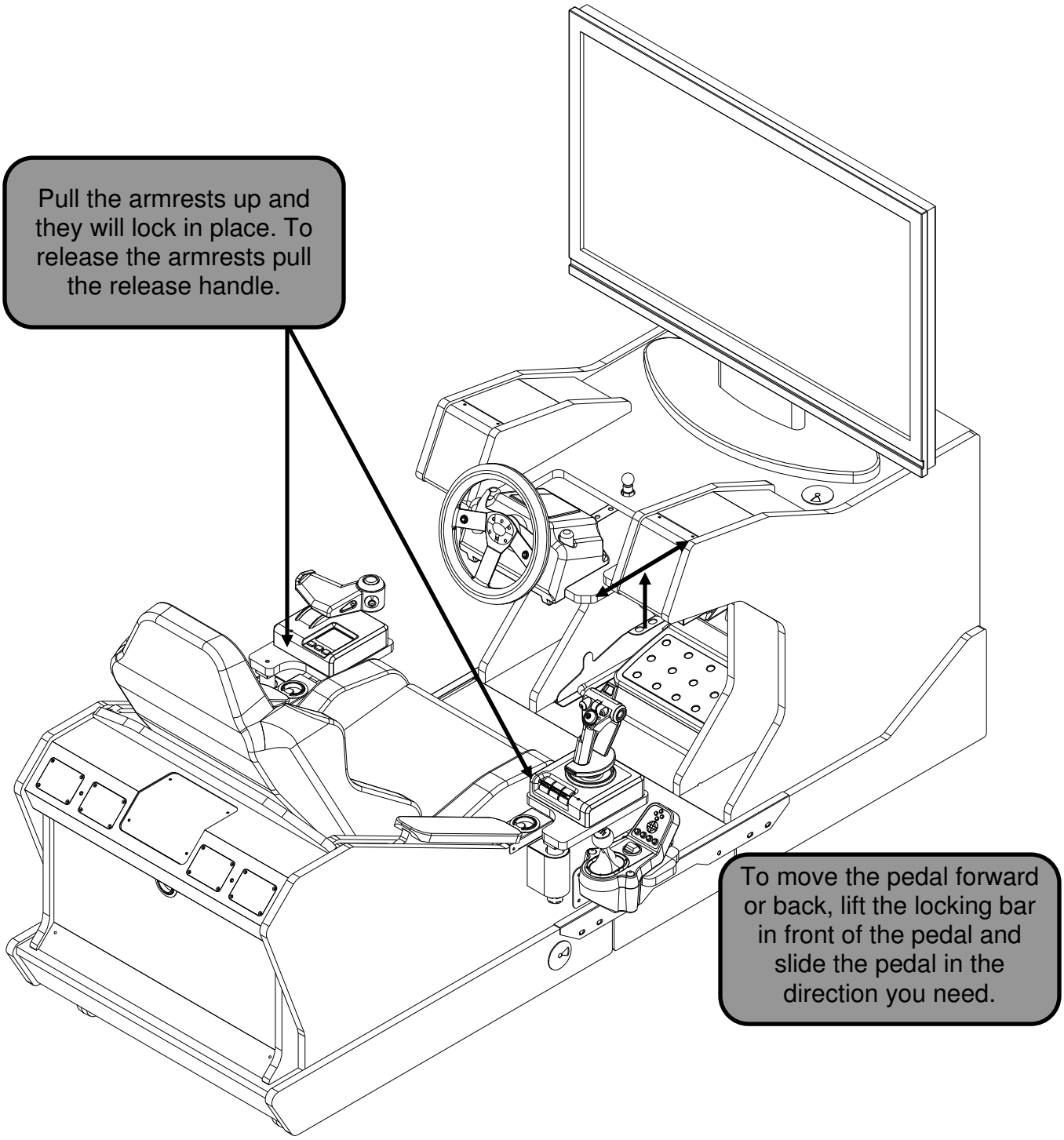
To adjust the angle of the seat back, pull the lever on the left side of the seat



To move the seat forward or back, lift up on the release bar under the front of the seat



To move the steering wheel forward or back, pull up on the release knob and move the shelf in the direction you need.


Pull the armrests up and they will lock in place. To release the armrests pull the release handle.
To move the pedal forward or back, lift the locking bar in front of the pedal and slide the pedal in the direction you need.

4. Compatible Games

PC

PC driving games supporting the six-speed shifter, 900-degree steering, and force feedback of the Logitech G27 Racing Wheel:

DiRT 2
by Codemasters
GTR2
by SimBin
Live for Speed
by Scawen Roberts, Eric Bailey, Victor van Vlaardingen
Need for Speed™: Carbon
by Electonic Arts
Need for Speed™: SHIFT
by Electonic Arts
Need for Speed™: Undercover
by Electonic Arts
Race On
by Viva Media
RACE: The WTCC Game
by SimBin
RACE: Caterham Expansion
by SimBin
RACE 07: The WTCC Game
by SimBin
rFactor™
by ImageSpace
Superstars V8 Racing
by O-games
Test Drive® Unlimited
by Atari

PLAYSTATION®3

PLAYSTATION 3 driving games supporting the six-speed shifter of the Logitech G27 Racing Wheel:

DiRT 2
by Codemasters
Gran Turismo 5 Prologue™
by Sony Computer Entertainment Inc.
Midnight Club Los Angeles
by Rockstar Games
NASCAR® 08
by Electronic Arts
NASCAR® 09
by Electronic Arts

PLAYSTATION®3 Continued

Need for Speed™: Carbon
by Electronic Arts
Need for Speed™: ProStreet
by Electronic Arts
Need for Speed™: SHIFT
by Electonic Arts
Need for Speed™: Undercover
by Electronic Arts

PLAYSTATION 3 driving games supporting the 900-degree steering and force feedback of the Logitech G27 and Driving Force GT wheels:

DiRT 2
by Codemasters
Gran Turismo™ HD
by Sony Computer Entertainment Inc.
Gran Turismo 5 Prologue™
by Sony Computer Entertainment Inc.
Midnight Club Los Angeles
by Rockstar Games
Need for Speed™: Undercover
by Electronic Arts
Need for Speed™: SHIFT
by Electonic Arts

PLAYSTATION 3 driving games supporting the force feedback of the Logitech G27, Driving Force GT, and Driving Force Wireless wheels:

Burnout™ Paradise
by Electronic Arts
DiRT
by Codemasters
DiRT 2
by Codemasters
Formula One™ Championship Edition
by Sony Computer Entertainment Inc.
Gran Turismo™ HD
by Sony Computer Entertainment Inc.
Gran Turismo 5 Prologue™
by Sony Computer Entertainment Inc.
Midnight Club Los Angeles
by Rockstar Games
Need for Speed™: Carbon
by Electronic Arts
Need for Speed™: ProStreet
by Electronic Arts
Need for Speed™: SHIFT
by Electonic Arts
NASCAR® 08
by Electronic Arts

PLAYSTATION®3 Continued

NASCAR® 09
by Electronic Arts
Need for Speed™: Undercover
by Electronic Arts
Ridge Racer 7
by Namco
Sega Rally Revo™
by Sega
Stuntman: Ignition
by THQ

PlayStation®2

PlayStation 2 driving games compatible with the 900-degree steering of the Logitech G27 and Driving Force GT wheels:

Evolution GT™
by Lago Srl.
Flatout™
by Empire Interactive
Gran Turismo™ 4
by Sony Computer Entertainment Inc.
Midnight Club™ 3: DUB Edition
by Rockstar Games
Richard Burns Rally™
by SCi Games
Street Racing Syndicate™
by Empire Interactive
Test Drive® Eve of Destruction
by Atari
TOCA Race Driver™ 2
by Codemasters
TOCA Race Driver™ 3
by Codemasters

PlayStation 2 driving games supporting the force feedback of the Logitech G27, Driving Force GT, and Driving Force Wireless wheels:

18 Wheeler: American Pro Trucker ™
by Acclaim
Auto Modellista
by Capcom Entertainment
Burnout™
by Acclaim
Burnout 2: Point of Impact™
by Acclaim

PlayStation®2 Continued

Burnout 3 Takedown™
by Electronic Arts
Burnout™ Revenge
by Electronic Arts
Burnout™ Dominator
by Electronic Arts
Colin McRae™ 3
by Codemasters
Colin McRae™ Rally 4
by Codemasters
Colin McRae™ 2005
by Codemasters
Corvette®
by Global Star Software
Driven
by Bam Entertainment
Enthusia Professional Racing
by Konami
Evolution GT™
by Lago Srl.
F1™ 2001
by Electronic Arts
F1™ 2002
by Electronic Arts
F1™ Career Challenge
by Electronic Arts
Ferrari® F355 Challenge™
by Sega
Flatout™
by Empire Interactive
Ford Mustang: The Legend Lives
by 2KGames
Formula One 2001™
by Sony Computer Entertainment Europe
Formula One 2002™
by Sony Computer Entertainment Europe
Formula One 2003™
by Sony Computer Entertainment Europe
Formula One 2004™
by Sony Computer Entertainment Europe
Gran Turismo™ Concept: 2001 Tokyo
by Sony Computer Entertainment Inc.
Gran Turismo™ Concept: 2002 Tokyo-Geneva
by Sony Computer Entertainment Inc.
Gran Turismo™ 3 A-spec
by Sony Computer Entertainment Inc.
Gran Turismo™ 4
by Sony Computer Entertainment Inc.

PlayStation®2 Continued

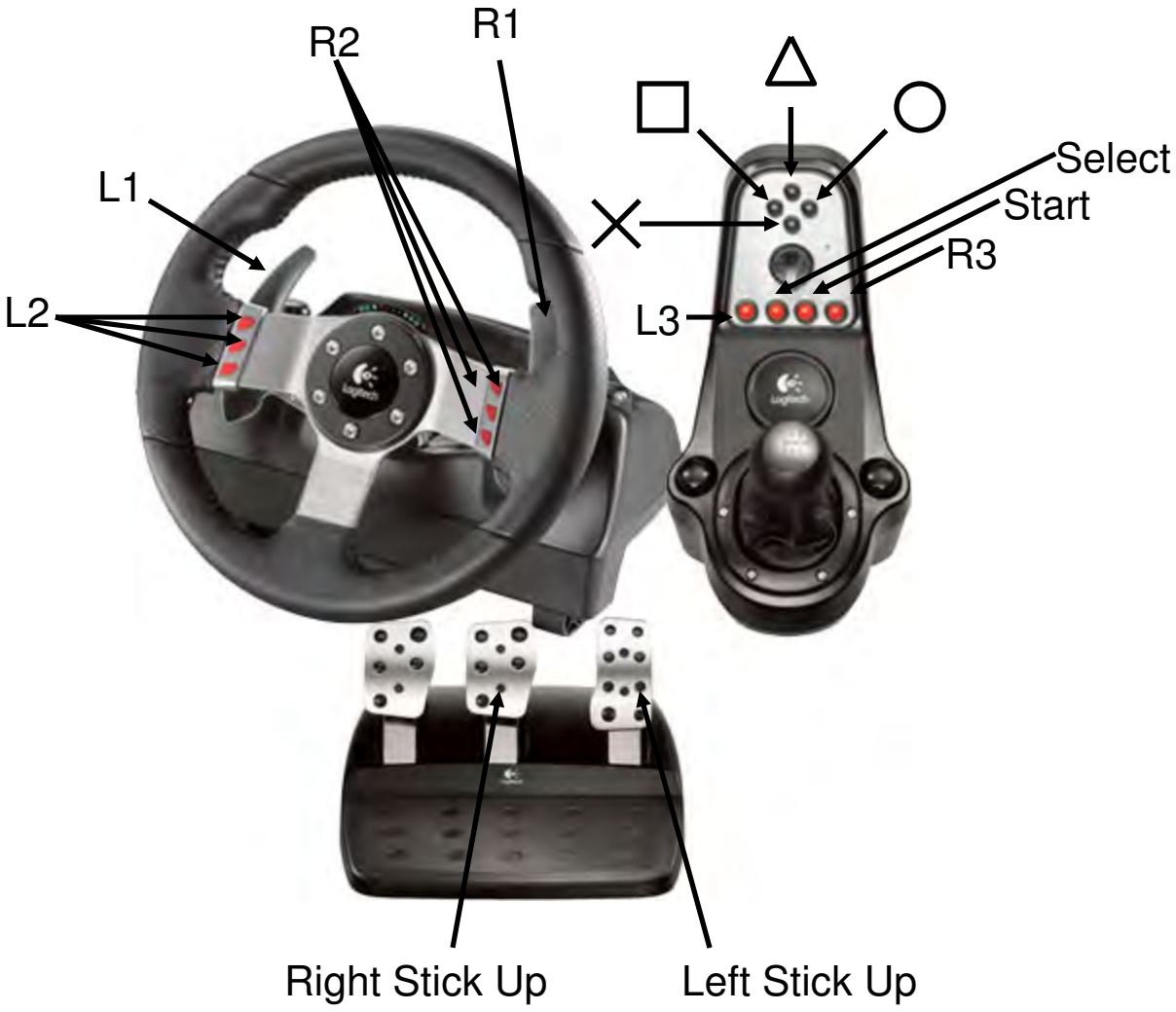
Grand Prix Challenge
by Atari
Hot Wheels ™ Velocity X
by THQ
Initial D: Special Stage
by Sega
Juiced™
by THQ
Knight Rider™
by Universal Interactive
Lotus Challenge™
by Virgin Interactive Entertainment
Midnight Club™ II
by Rockstar Games
Midnight Club™ 3: DUB Edition
by Rockstar Games
Motor Mayhem ™
by Atari
NASCAR 06 Total Team Control™
by Electronic Arts
NASCAR® Heat™ 2002
by Atari
NASCAR® Heat™ 2: Road To The Championship
by Infogrames
NASCAR® Thunder™ 2002
by Electronic Arts
NASCAR® Thunder™ 2003
by Electronic Arts
NASCAR® Thunder™ 2004
by Electronic Arts
NASCAR® 2005: Chase for the Cup™
by Electronic Arts
NASCAR® 06 Total Team Control™
by Electronic Arts
NASCAR® 07
by Electronic Arts
NASCAR® 08
by Electronic Arts
NASCAR® 09
by Electronic Arts
Need For Speed™: Hot Pursuit 2
by Electronic Arts
Need For Speed™ Underground
by Electronic Arts
Need for Speed™: Underground 2
by Electronic Arts
Need for Speed™: Most Wanted
by Electronic Arts

PlayStation®2 Continued

NHRA™ Championship Drag Racing™
by VSE Games
Pro Race Driver
by Codemasters
R: Racing Evolution
by Namco
Rally Championship
by Codemasters
Rally Fusion: Race of Champions
by Activision
Richard Burns Rally™
by SCi Games
RoadKill
by Midway
Shox™
by Electronic Arts
Smuggler's Run 2: Hostile Territory
by Rockstar Games
Starsky & Hutch™
by Gotham Games
Street Racing Syndicate
by Namco
The Simpsons™ Hit & Run
by Vivendi Universal
The Simpsons™ Road Rage
by Electronic Arts
Total Immersion Racing™
by Empire Interactive
Test Drive®
by Atari
Test Drive® Off-Road: Wide Open™
by Atari
Test Drive® Eve of Destruction
by Atari
TOCA Race Driver™ 2
by Codemasters
TOCA Race Driver™ 3
by Codemasters
Twisted Metal Black Online
by Sony Computer Entertainment Inc.
World of Outlaws: Sprint Cars 2002
by Atari
World Rally Championship™
by Sony Computer Entertainment Europe
World Rally Championship™ II Extreme
by Sony Computer Entertainment Europe
World Rally Championship™ IV
by Sony Computer Entertainment Europe
V-Rally™ 3
by Atari

5. Playstation Button Layout

This section shows the button configuration for the Logitech G27 Racing Wheel when used with the Playstation 3.



5. Recommended Settings for Playstation 3 Games

Here we will recommend settings for Playstation 3 games that are compatible with the G27 Racing Wheel. You can use this as a guide when adjusting the settings to your preference.

Burnout™ Paradise

We recommend using the default settings.

Force Feedback can be turned off.

Buttons cannot be reassigned.

DiRT

<u>Wheel Advanced</u>
Steering Deadzone: 0%
Steering Saturation: 80%
Steering Linearity: 0.20
Accel. Pedal Deadzone: 0%
Accel. Pedal Saturation: 100%
Brake Pedal Deadzone: 0%
Brake Pedal Saturation: 100%

<u>Force Feedback</u>
Force: On
Force Strength: 75%
Force Weight: 75%
Effects Strength: 75%

Buttons can be reassigned

DiRT 2

<u>Wheel Advanced</u>
Steering Deadzone: 0%
Steering Saturation: 60%
Steering Linearity: 0
Accel. Pedal Deadzone: 0%
Accel. Pedal Saturation: 100%
Brake Pedal Deadzone: 0%
Brake Pedal Saturation: 100%

<u>Force Feedback</u>
Force: On
Environmental Effects: 60%
Feedback Strength: 100%
Wheel Weight: 70%

Buttons can be reassigned

Ferrari Challenge: Trofeo Pirelli

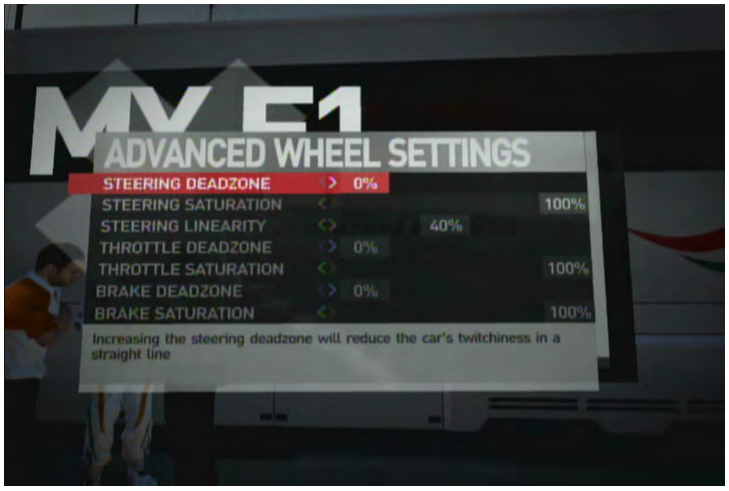
<u>Assists</u>
Wheel Sensitivity: Medium
Pedal Sensitivity: High
Force Feedback: High

F1 2010

<u>Advanced Settings</u>
Steering Deadzone: 0%
Steering Saturation: 100%
Steering Linearity: 40%
Accel. Pedal Deadzone: 0%
Accel. Pedal Saturation: 100%
Brake Pedal Deadzone: 0%
Brake Pedal Saturation: 100%

<u>Force Feedback</u>
Force: On
Environmental Effects: 60%
Feedback Strength: 100%
Wheel Weight: 70%

Buttons can be reassigned

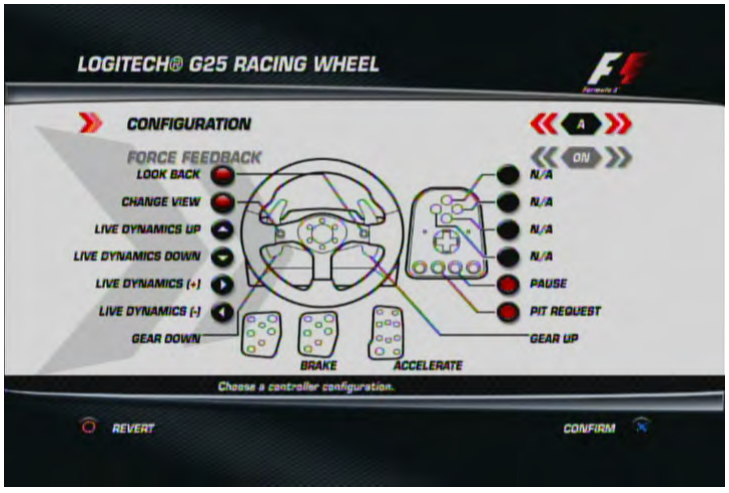


Formula One™ Championship Edition

We recommend using the default settings.

There are no advanced wheel settings.

You can toggle between two preset button configurations.



Gran Turismo™ 5

We recommend using the default settings.

Force Feedback Strength can be adjusted.

Buttons can be reassigned.

Gran Turismo 5 Prologue™

We recommend using the default settings.

Force Feedback Strength can be adjusted.

Buttons can be reassigned.

Midnight Club Los Angeles

We recommend increasing the steering sensitivity to 7.

Buttons can be reassigned.

NASCAR® 08

You can adjust the steering wheel linearity and responsiveness.

Set Linearity to 60.

Set Responsiveness to 80.

Buttons can be reassigned.

NASCAR® 09

You can adjust the steering wheel linearity.

Set Linearity to 60.

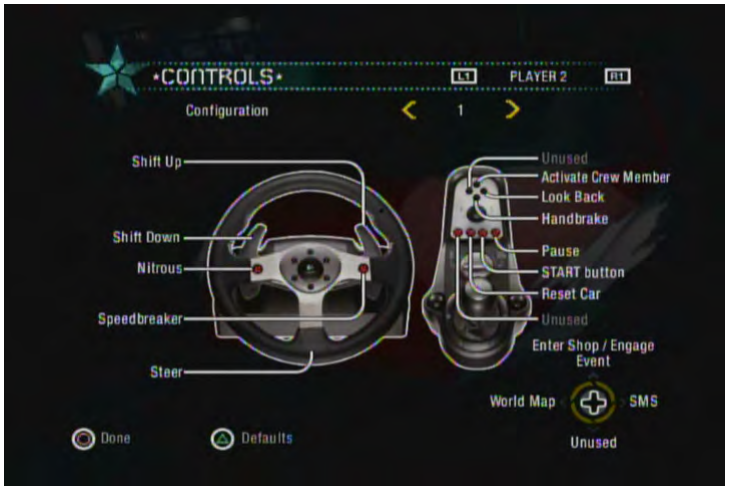
Buttons can be reassigned.

Need for Speed™: Carbon

We recommend using the default settings.

There are no advanced wheel settings.

You can toggle between two preset button configurations.

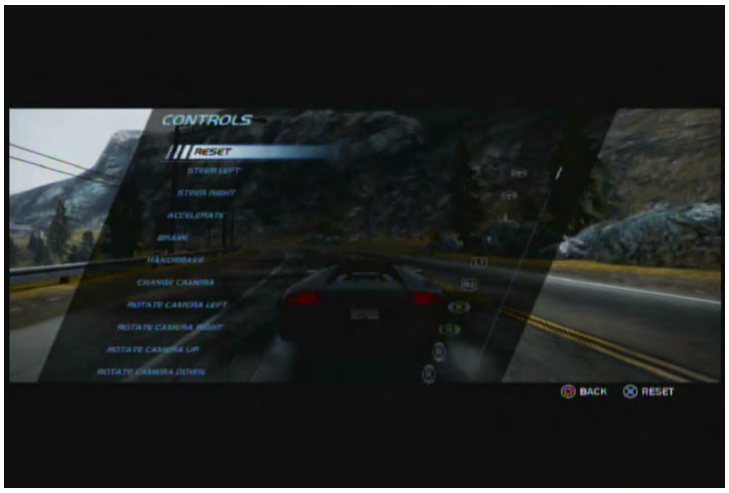


Need for Speed™: Hot Pursuit

We recommend using the default settings.

There are no advanced wheel settings.

Buttons can be reassigned.

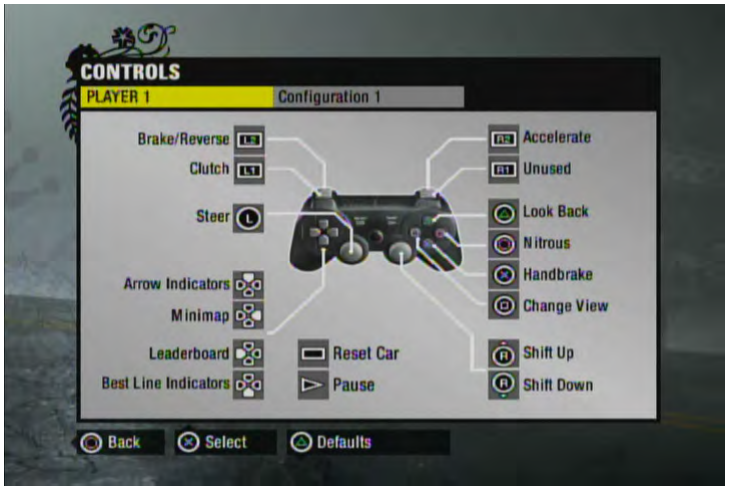


Need for Speed™: ProStreet

We recommend using the default settings.

There are no advanced wheel settings.

You can toggle between two preset button configurations.



Need for Speed™: SHIFT

Steering Deadzone: 0%
Accel. Dead Zone: 5%
Brake Dead Zone: 0%
Clutch Dead Zone: 5%
Steering Sensitivity: 50%
Accel. Sensitivity: 50%
Braking Sensitivity: 50%
Clutch Sensitivity: 50%
Speed Steering Sensitivity: 0%
Force Feedback: 8
Turning Lock: 360
Inverse Shifting: Off
Camera Y Axis: Normal

Need for Speed™: SHIFT 2 Unleashed

Force Feedback Strength: 100%
Steering Deadzone: 0%
Steering Sensitivity: 85%
Throttle Deadzone: 0%
Throttle Sensitivity: 100%
Brake Deadzone: 0%
Brake Sensitivity: 100%
Clutch Deadzone: 0%
Clutch Sensitivity: 50%
Speed Sensitivity: 0%
Speed Sensitivity (Drift): 60%
Steering Lock: 540
Steering Lock (Drift): 300
Invert Gears: Normal
Invert Camera Y Axis: Normal

Need for Speed™: Undercover

You can adjust steering sensitivity and Force Feeback Strength.

Set Sensitivity to 75.

Leave Overall Force at 100.

Buttons cannot be reassigned.

Race Driver: GRID™

Wheel Advanced
Steering Deadzone: 0%
Steering Saturation: 100%
Steering Linearity: 8
Accel. Pedal Deadzone: 0%
Accel. Pedal Saturation: 100%
Brake Pedal Deadzone: 0%
Brake Pedal Saturation: 90%
900 Degree Wheel: Off

Force Feedback
Force: On
Force Strength:
Force Weight:
Effects Strength

Ridge Racer 7

We recommend using the default settings.

There are no advanced wheel settings.

You can toggle between two preset button configurations.

Sega Rally Revo™

We recommend using the default settings.

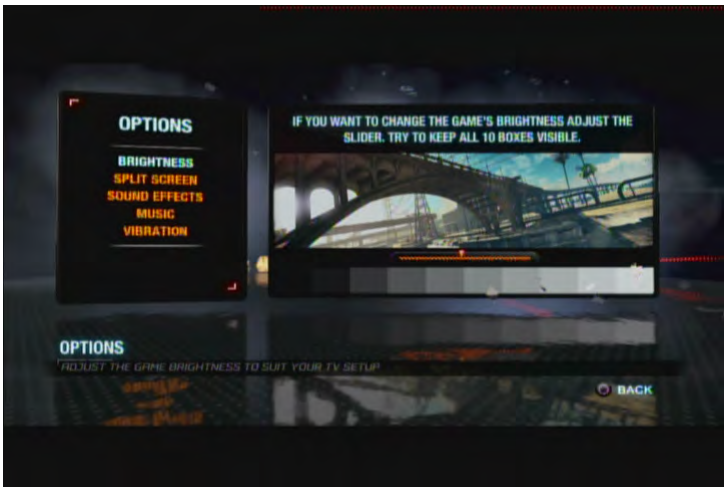
There are no advanced wheel settings.

Force Feedback Strength can be adjusted.

Split Second: Velocity

There are no advanced wheel settings.

Buttons cannot be reassigned.



Stuntman: Ignition

Gameplay
Steering: 85
Force Feedback: 85

Buttons can be reassigned

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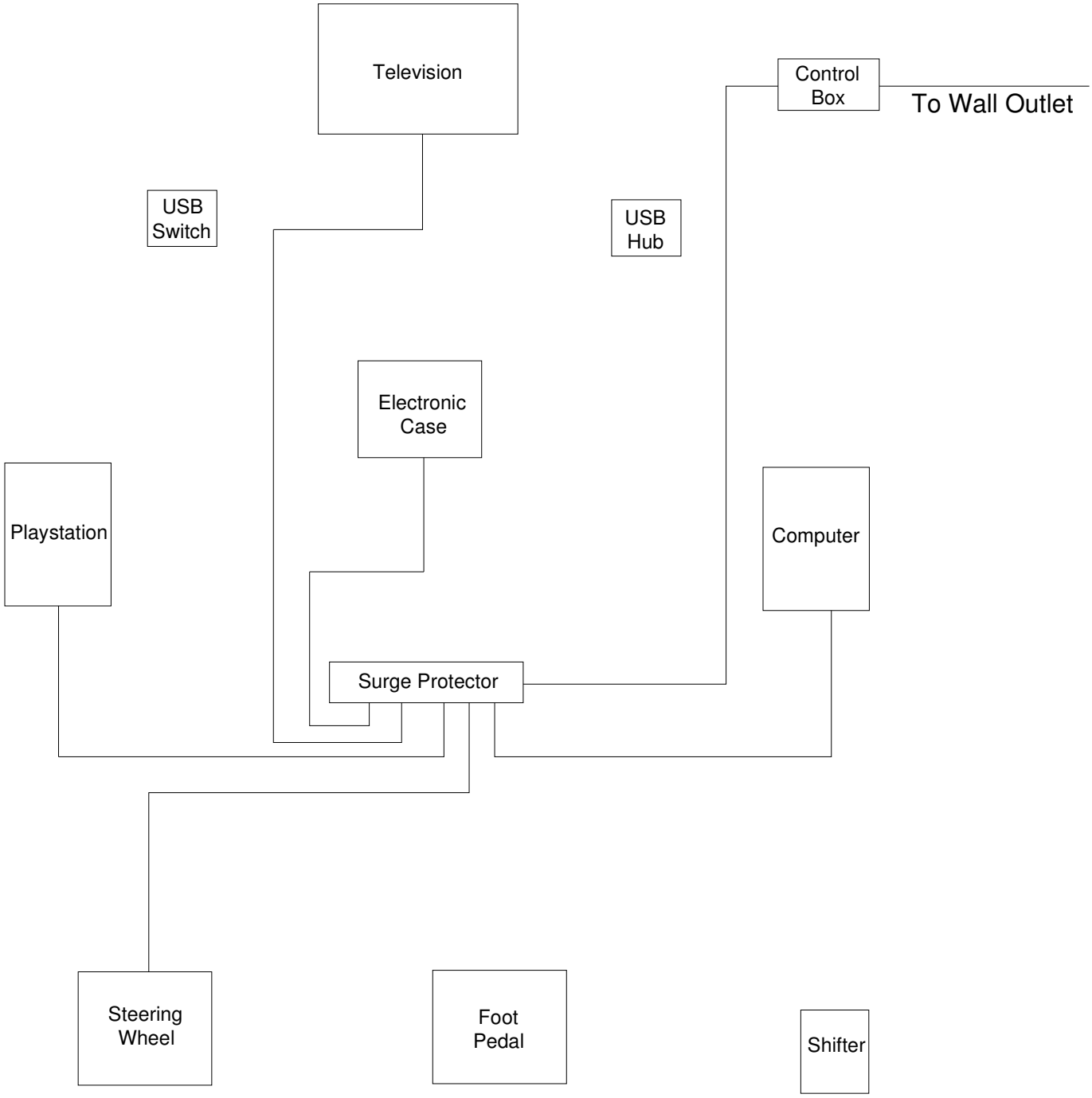
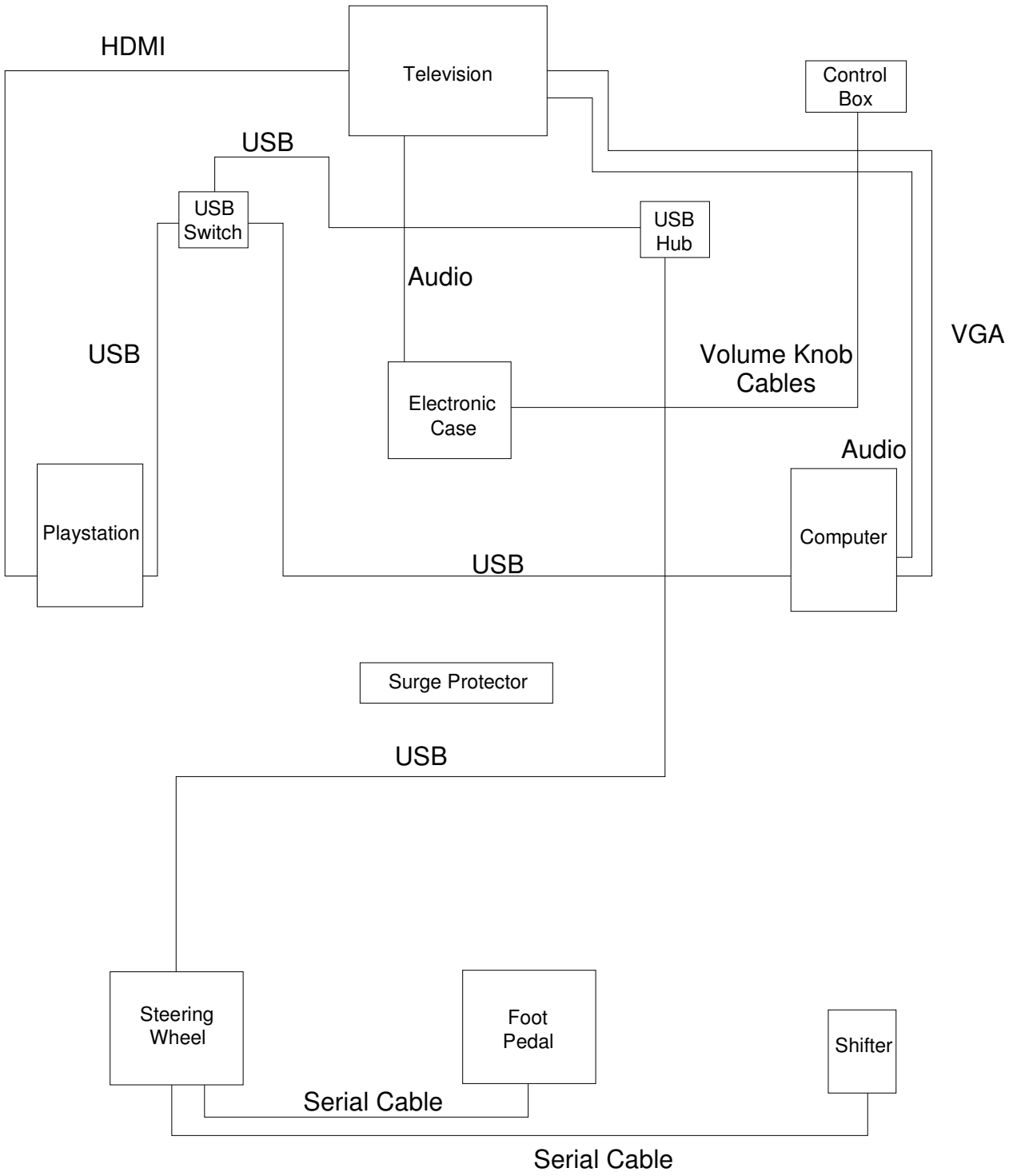
6. AC Wiring



7. USB/Audio/Video Wiring



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8. TECHNICAL SUPPORT

Free telephone support is provided for the ***Redline GT*** system. Technical Support is available from 9:00-5:00 Central Time, Monday through Friday. Call (800)379-9776. Select technical support in phone system menu.

9. FCC COMPLIANCE

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one of more of the following measures:

--Reorient or relocate the receiving antenna.

--Increase the separation between the equipment and receiver.

--Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

--Consult the dealer or an experienced radio/technician for help.

Changes or modifications not expressly approved in writing by Chicago Gaming Company could void the user's authority to operate the product.

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