I find that my wheel is not precise enough or overly sensitive in certain games. What should I do?

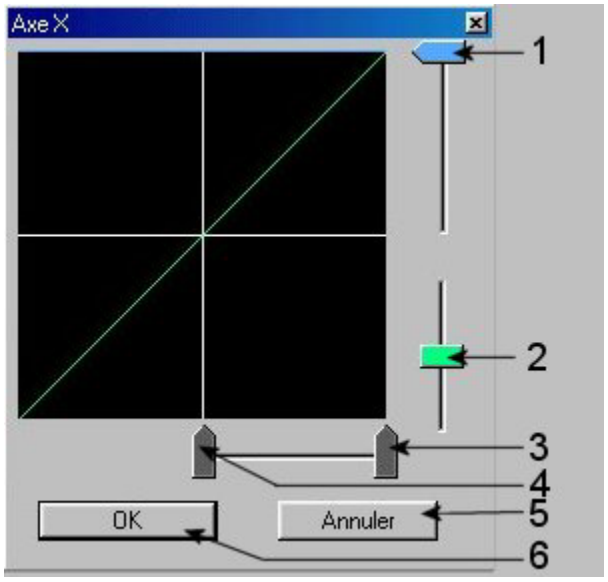
Some car-racing games have been developed specifically with the aim of giving players a highly arcade-style driving experience.

Thanks to the Thrustmapper software, however, you can adjust the sensitivity and other aspects of the wheel's directional axis. Bear in mind that you will never have the same degree of sensitivity in these highly arcade-style games as you would in a simulation game.

You will have to create a profile in order to do away with this inconvenience.

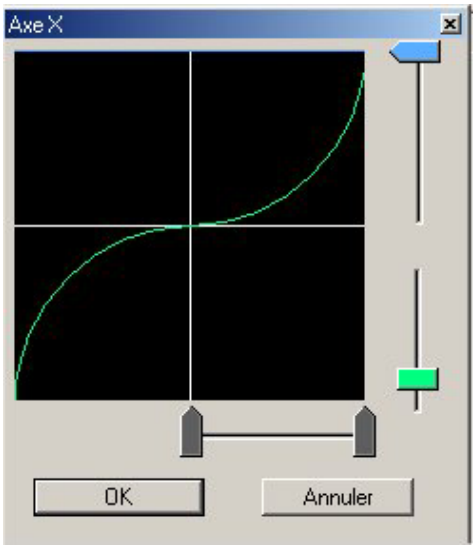
- Right-click on the **Thrustmapper** icon on the taskbar. A menu appears.
- Click on **Thrustmapper**.
- In the **Accessory** field, select the wheel you which to use.
- In the **Gaming Profile** field, select **Drive Simulators**.
- Click on **Browse...**.
- Click on the scroll-down list to the right of the **Explorer**, select **C:** and then select your game's directory.
- Select the executable file which launches the game.
- Click on **Open**.
- Click on **OK** to validate.
- Select the **Axes** tab in the Thrustmapper's central column.
- Click on **View**, and then on **Advanced Axis Mode** for detailed adjustment of axes' sensitivity and so on.

- The graphs that appear allow you to adjust the sensitivity of axes according to your own personal taste. You should keep in mind that a diagonal line (the default setting) is the most linear – and therefore the most progressive – configuration possible.



1	This slider allows you to decrease or increase the car's steering range: the lower the slider is set, the less the car will turn.
2	This slider allows you to configure steering exponentially (as opposed to in a linear fashion). If you move the slider lower, the car's steering will be gentle at the beginning of the wheel's range of travel, but will then become more abrupt the more it is turned. If you move the slider higher, the effects will be reversed (compared to when the slider is in a lower position).
3	This slider allows you to lower the steering progression time: the more you move the slider to the left, the quicker the car's steering will progress to the maximum value (even though, in reality, the steering wheel will not have been turned to the limit). This is ideal if the car does not turn quickly enough for you.
4	This slider allows you to increase the steering dead zone: the more you move the slider to the right, the more you will have to turn the steering wheel to get the car to start to turn in the game. This is ideal if the car does not drive in a straight line when you are not touching the wheel.
5	This button allows you to cancel any modifications.
6	This button allows you to validate and save modifications.

- In this case, you should use slider no. 4 to reproduce the effects portrayed in the diagram below:



Save the configuration and launch your game.