

# Manual Transmission and Steering Wheel Support for GTA V

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Version 4.8.2



## Description

This mod adds manual transmission support, with loads of customization options for the drivetrain and handling.

Fully supports steering wheels: It adds force feedback, works with about all driving hardware, and every imaginable setting is customizable to fit your wheel and driving style.

## Features

- Steering wheel, gamepad and keyboard support
- Seamless input switching
- Easy in-game configuration menu, with many options
- Per-vehicle settings
- Sequential, H-pattern and custom automatic transmissions
- Engine and transmission mechanics:
  - Working clutch
  - Engine braking, engine damage, stalling
  - Engine damage
  - Engine stalling
- Customizable steering assists
- Custom realistic Stability Control, Traction Control, Anti-Lock Brakes

- Supports UDP telemetry (DiRT 4 format) for SimHub and similar tools
- Synchronized steering animations

## Downloads

- [GTA5-Mods.com](#)
- [GitHub release \(older versions\)](#)
- [Latest automated builds](#)

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## Requirements

- [Grand Theft Auto V](#)
- [ScriptHookV](#)

### Optional requirements (Downloads)

- [DashHook](#)
- [CamxxCore's DismembermentASI](#)

## Installation and usage

Put **Gears.asi** and the folder **ManualTransmission** in your GTA V folder (overwrite when asked).

**Make sure the folder is writeable! (not Read Only)**

Open the menu using the **mtmenu** cheat or the **\|** hotkey, and start customizing things.

### Optional requirements (Install)

- **DashHook:** Install as instructed by the mod page.
- **Dismemberment:** Place **DismembermentASI.asi** in your GTA V folder. It is used by the custom first person vehicle camera to hide the player head.

### Additional steps for wheel users

0. Remove or disable any XInput or DirectInput input hook configurations for your wheel for GTA V (x360ce, for example).
1. Open the menu, navigate to **Controls, Wheel & pedals**.
2. Open **Analog input setup** and set up your analog inputs (throttle, brakes, steering).
3. Go back to the **Wheel & pedals** menu and go through **all** options. **Read the description of each option.**

### FiveM installation (unsupported)

1. Create a **plugins** folder in FiveM Application Data.
2. Put **Gears.asi** and the folder **ManualTransmission** in **plugins**.

You can also just copy-paste the **ManualTransmission** folder if you have configured the mod for singleplayer already.

No further support is given for FiveM. If you want to convert this to FiveM, I'm available for help. Otherwise, I'm not planning on converting it to or integrating this script with FiveM.

## Updating

Replace **Gears.asi** and copy the **ManualTransmission** folder. You do **not** need to overwrite changes in the **ManualTransmission** folder.

It's okay to keep your old settings. If the changelog indicated settings changed, it's a good idea to check the new or changed options.

## Recommended mods

- **Realistic Driving V:** Improves general car physics. Must-have if you have a force-feedback wheel, since it correctly reduces lateral grip to more realistic levels.
- **Custom Gear Ratios:** Essential if you have cars with more than 6 gears, and allows matching gear ratios with the real car counterparts. **Autosport Racing System by Eddlm:** Complete custom racing system with advanced AI.
- **Turbo Fix:** Fixes spool rates of the turbo upgrade.
- **Dial Accuracy Fix:** Remap dashboard dials to match your actual speed.

- [ACSPatch](#): Keep wheels turned when exiting cars

Any speedometer supporting RPM/Gear reading from memory:

- [NFS Speedo](#)
- [LeFix Speedometer](#)
- [NFSU Speedometer](#)

Mods that counter the power loss when sliding sideways (Also partially mitigated by LSD):

- [InversePower](#)
- [Drift Assist](#)
- [True Realistic Driving V](#)

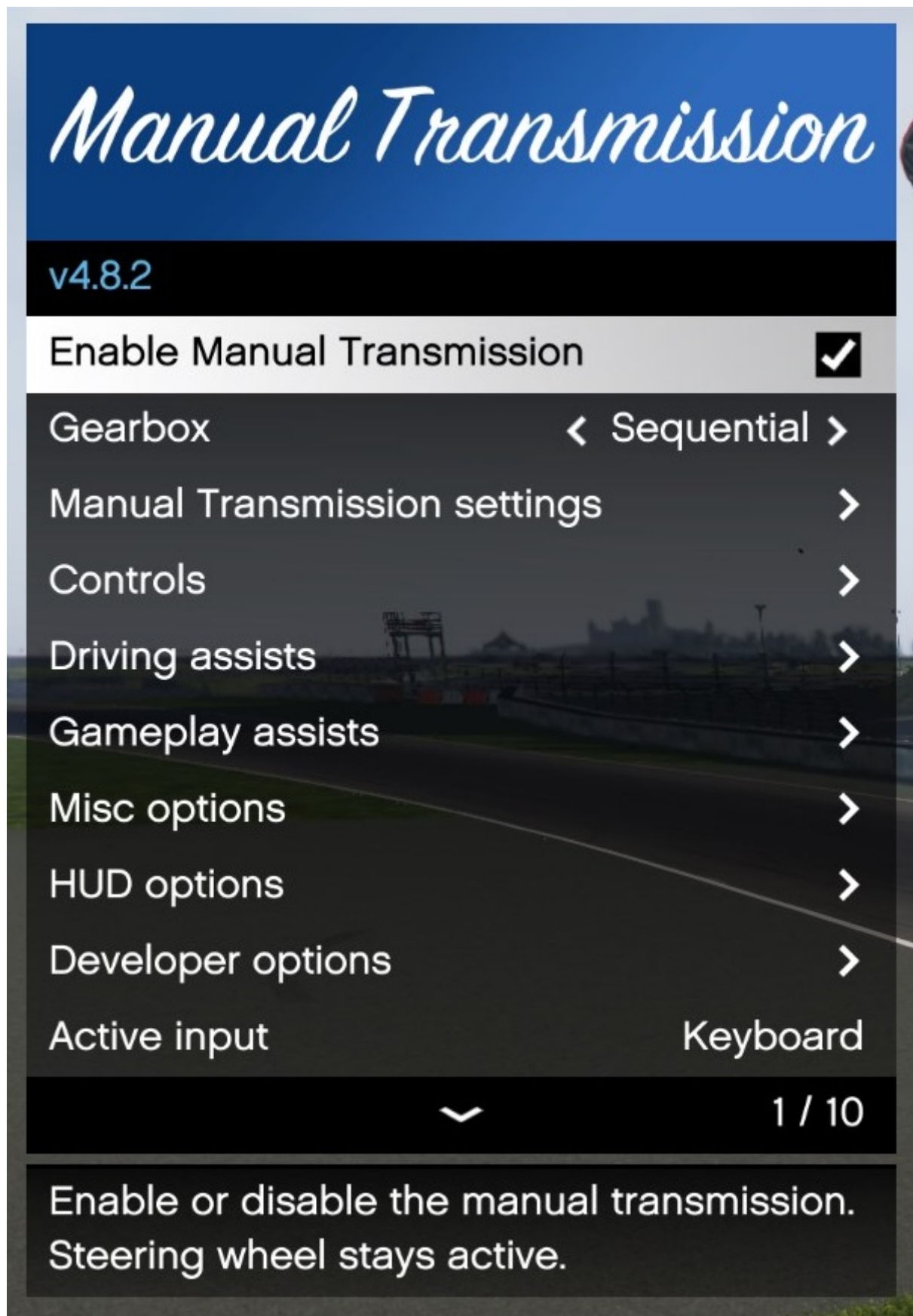
## Default controls

Refer to [settings\\_controls.ini](#) for the default controls.

Opening the menu:

- Press [\[ {](#) to access the menu or
- Enter the [mtmenu](#) cheat or
- Press [RB](#) + [B](#) on your controller.

These shortcuts can be changed in [settings\\_menu.ini](#).



### Keyboard defaults (US-ANSI)

By default, **W** is throttle and **S** is brake.

- Press **\|** to disable or enable manual transmission
- Press **]]** to switch between sequential, H-pattern or automatic

- Press **Z** for Clutch
- Press **X** for Engine

Sequential and Automatic:

- Press **LSHIFT** to shift up
- Press **LCTRL** to shift down

## Controller defaults

By default, **RightTrigger** is throttle and **LeftTrigger** is brake.

- Hold **B** to switch between sequential or automatic
- Press **A** to shift up
- Press **X** to shift down
- Use **LeftThumbUp** to control the clutch
- Press **DpadDown** for Engine

## Wheel defaults

There are no defaults. Use the menu to assign your controls.

## Input switching

The mod picks up the last control and is only active for that set of controls. To switch between inputs (keyboard, controller or wheel), you only need to tap the throttle on that device. The mod automatically switches between these inputs.

Specifically for wheel users, you might need to fully depress the throttle pedal or clutch pedal (once) if the mod keeps swapping away from the keyboard or controller.

If for some reason you want to lock the controls, head over to **Debug** and check **Disable input detection**. This allows switching inputs manually in the main menu.

## Vehicle Configurations

The mod supports using a different mod configuration depending on the vehicle you are in. For instructions for this feature, check **ManualTransmission/Vehicles/Information.txt**.

## Animations

The script now overrides the animations and matches the steering wheel rotation. The system needs a bit of help to understand what to do, though.

Let me know if anything is missing, so I can update **animations.yml** to support as many vehicle types as possible out-of-the-box.

**animations.yml** is a text file containing the animation definitions: What animations to use for which vehicle layouts, and how many degrees of rotation chosen the animation supports. *Most* game vehicles are present already, but most add-ons need to be added.

If a vehicle doesn't have matching animations, do this:

1. Open the `vehicles.meta` containing your car.
2. Find the `<layout>` for your car entry.
3. Copy the contents of that (for example, `LAYOUT_STD_AE86`).
4. Paste it in `animations.yml` in a suitable animation.

You can usually guess what's suitable from the other entries already present. The debug menu has an animation section where you can force animations, you can also use that to find a suitable animation.

If a vehicle defines an animation clipset *not* in `animations.yml`, it can be added.

1. Check the layout name in `vehicles.meta`.
2. Check the corresponding clipset dictionaries in `vehiclelayouts.meta`
3. Check the corresponding clipset dictionaries in `clip_sets.xml`
4. Make an educated guess what the dictionary is for your vehicle
5. Check the dictionary in `clip_anim.rpf`
6. Open the `.ycd` in notepad and hope you find a `steer_no_lean` or `pov_steer`
7. Copy an - **Animation:** entry in `animations.yml` - **mind the indentation!**
8. Substitute the dictionary and animation name for your vehicle, replace layouts with your new layout and throw in an educated guess what the rotation degree is.

Useful resource: [AlexGuirre's animation list](#).

If the current steering angle is more than what the animation supports, it will just stay at the maximum.

## Driving with Manual Transmission

Just like with literally any other non-automatic vehicle, you'll need to use the clutch. If this is troublesome I recommend you to get familiar with your average car.

**Stalling:** Depending on your settings, you might or might not need to operate the clutch to make a smooth start. Like a real vehicle, remember to not let the RPM dip too low for the current gear. It might stall otherwise.

**Braking:** To brake, press the brake/reverse key, button or pedal. When coming to a halt, the vehicle will not reverse like the original game.

**Reversing:** To reverse, shift into the reverse gear. Press the accelerator key, button or pedal. Pressing brake only applies the brake.

All of this can feel unnatural if done on a controller or keyboard, but should feel perfectly normal like a normal car when you use a wheel.

**Wheel-specific:** While the *Manual Transmission* is active, the pedals behave like real pedals. When the manual transmission part of the mod is turned off, the throttle and the brake work like the left or right triggers on a controller. Steering is still direct, and other car controls (blinkers, lights) still work.

## Troubleshooting

### Compatibility

The current version of the mod has been tested with GTA V version v1.0.1604.0 through v1.0.1868.4. Limited support runs back to v1.0.877.1, but new features have been added since.



- ScriptHookV
- ScriptHookVDotNet
- RAGEPluginHook
- OpenIV
- FiveM

## Known issues

- **x360ce** will conflict with input detection if throttle, brake, clutch or steering axes are mapped in x360ce. Assigning inputs without overlap is no problem.
- **Strapped** will conflict with inputs.
- **CustomSteering** will conflict with steering patching.
- **ScriptHookVDotNet** crashes the Logitech G920.
  - Workaround: Disable ScriptHookVDotNet.
  - Workaround: Launch the game with RAGEPluginHook. (Found by BULLFAYCE)
- Steering wheel sticks to full left/full throttle.
  - Workaround: Re-toggle the script, prevent alt-tabbing while not paused.
- Wheel not detected at all when using Steam.
  - Fix: Uncheck **Generic Gamepad Configuration Support** in Steam Big Picture settings, Controller settings. (Found by Kaerali)

## Steering wheel issues

### Strange values reported

Check if your wheel is recognized correctly, a recent Windows 10 update forces new Logitech software which will mess up older Logitech steering wheels.

### Steering wheel not detected

- Try toggling the mod (|\\ key)
- Ensure you have removed xinput dlls from the GTA V directory
- [Tag me on this page](#) or any of the linked forum threads with a copy of **ManualTransmission\\Gears.log**.

## Credits

A massive *Thank You* to everyone who contributed!

- [Rockstar Games](#)
- [Alexander Blade](#)
- [Crosire](#)
- [LeFix](#)
- [XMOD](#)
- [InfamousSabre](#)
- [leftas](#)
- [kagikn](#)
- [zorg93](#)



- [Unknown Modder](#)
- [any333](#)
- [Nyconing](#)
- [CamxxCore](#)
- [guilhermelimak](#)
- [Rbn3D](#)
- [LeeC2202](#)
- All others who helped 😊

## Source code

You can check the source code at <https://github.com/E666666666/GTAVManualTransmission>.

Feel free to make issues, PRs and other contributions 😊