

# Manual Transmission and Steering Wheel Support for GTA V

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Version 4.6.6



## Description

This mod enables manual transmission and offers various options to fine-tune your gameplay, from gearbox selection to engine braking.

Support for steering wheels is fully integrated into this mod with full force feedback support, support for multiple input devices and every setting is customizable to fit your wheel and personal preferences.

## Features

- Friendly in-game menu for configuration
- Supports keyboard, controller and wheel input
- Supports for all land-based engine-powered vehicles
- Loads of options for every aspect of the mod!
- Choose between transmission systems - On the fly!:
  - Sequential gearbox
  - H-pattern gearbox
  - Custom automatic gearbox
- Engine and transmission mechanics:
  - Clutch support
  - Engine braking
  - Engine damage

- Engine stalling

## Downloads

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

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## Requirements

- [Grand Theft Auto V](#) 1.0.877.1 to 1.0.1604.0
- [ScriptHookV](#)

## Installation and usage

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

### **Additional steps for wheel users**

Remove or disable any XInput or DirectInput input hook configurations for your wheel for GTA V (x360ce, for

example)

Use the menu hotkey (`[{`) to open the menu. Configure your preferences and options in the menu.

### **Mandatory for wheel users!**

## FiveM installation

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

No official support for FiveM is given beyond this package. If you'd like to give conversion to server or FiveM itself a try, I'll try helping where I can.

## Updating

Replace `Gears.asi` and the folder `ManualTransmission` in your GTA V folder. If the changelog indicated settings changed, you might want to check the options. Otherwise it should be fine to keep `settings_wheel.ini`, `settings_general.ini` and `settings_menu.ini`.

## Recommended mods

You might want to install some additional mods to enhance your experience.

Any speedometer supporting RPM/Gear reading from memory:

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

Any handling mod that aims to improve handling accuracy:

- [Realistic Driving V](#)

Mods that counter the power loss when sliding sideways:

- [InversePower](#)
- [Drift Assist](#)

Fix gear ratios:

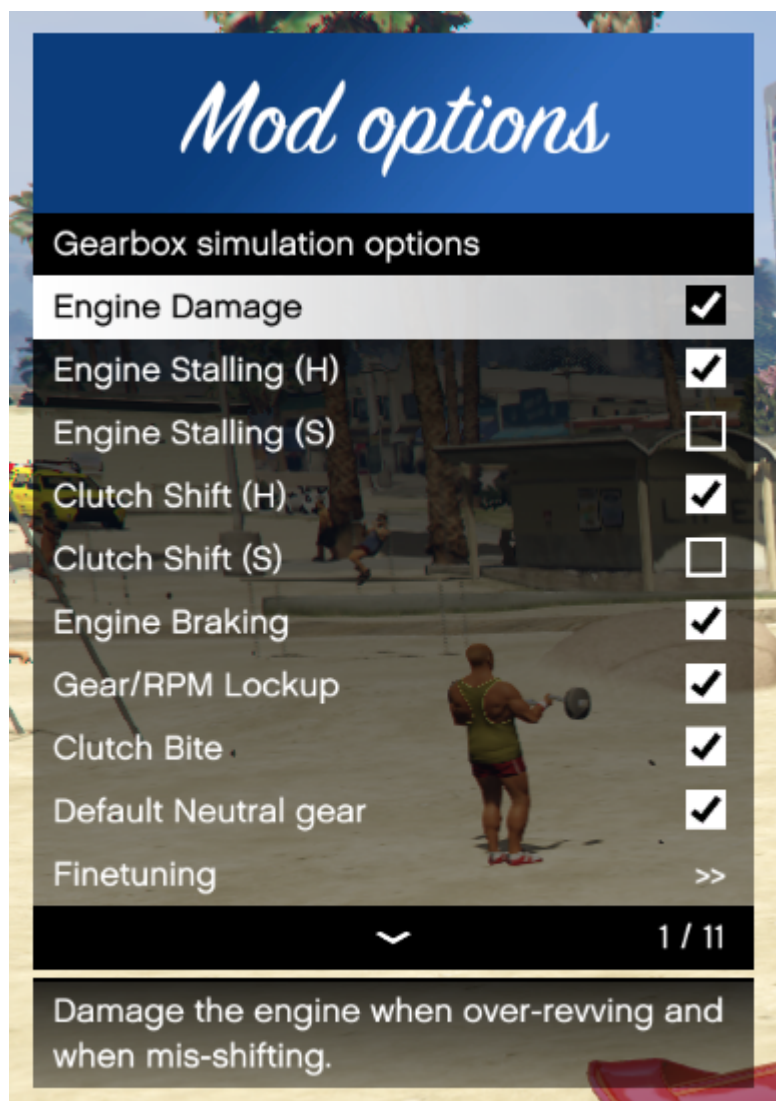
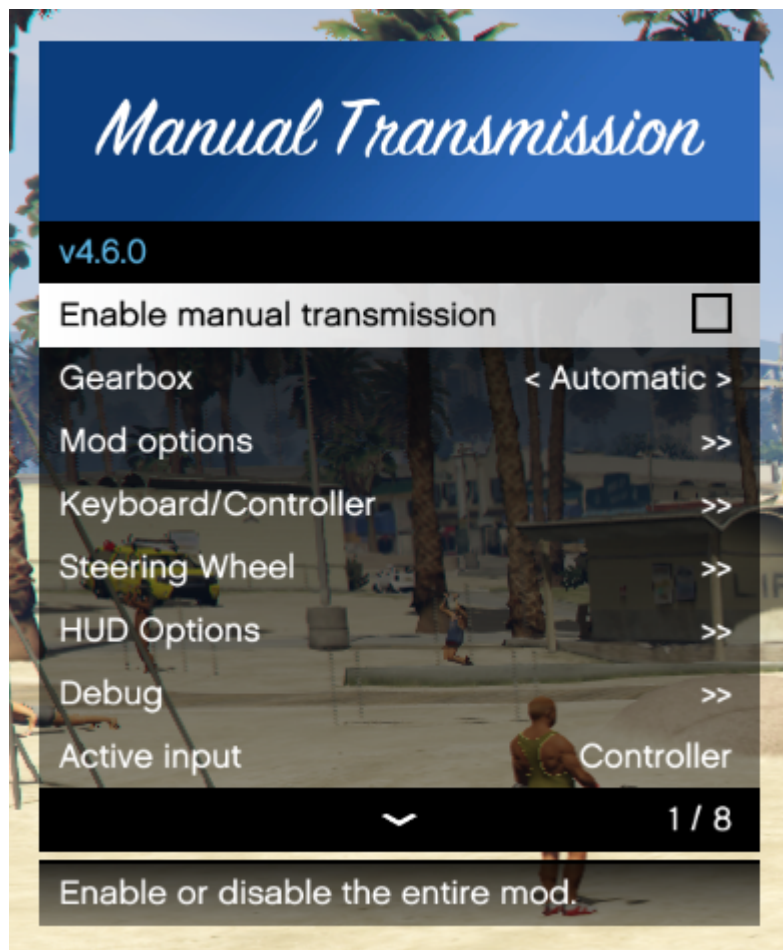
- [Custom Gear Ratios](#)

## Controls

Refer to `settings_menu.ini` for keys.

Opening the menu:

- Press `[{` to access the menu or
- Enter the `mtmenu` cheat or
- Press `RB + B` on your controller.



## Keyboard defaults (US-ANSI)

By default, **W** and **S** are assigned to throttle and brake respectively.

- 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

H-shifter mode:

- Press **Numpad 0** for Reverse
- Press **Numpad 1-7** for H-shifter gears 1-7
- Press **Numpad 9** for Neutral

## Controller defaults

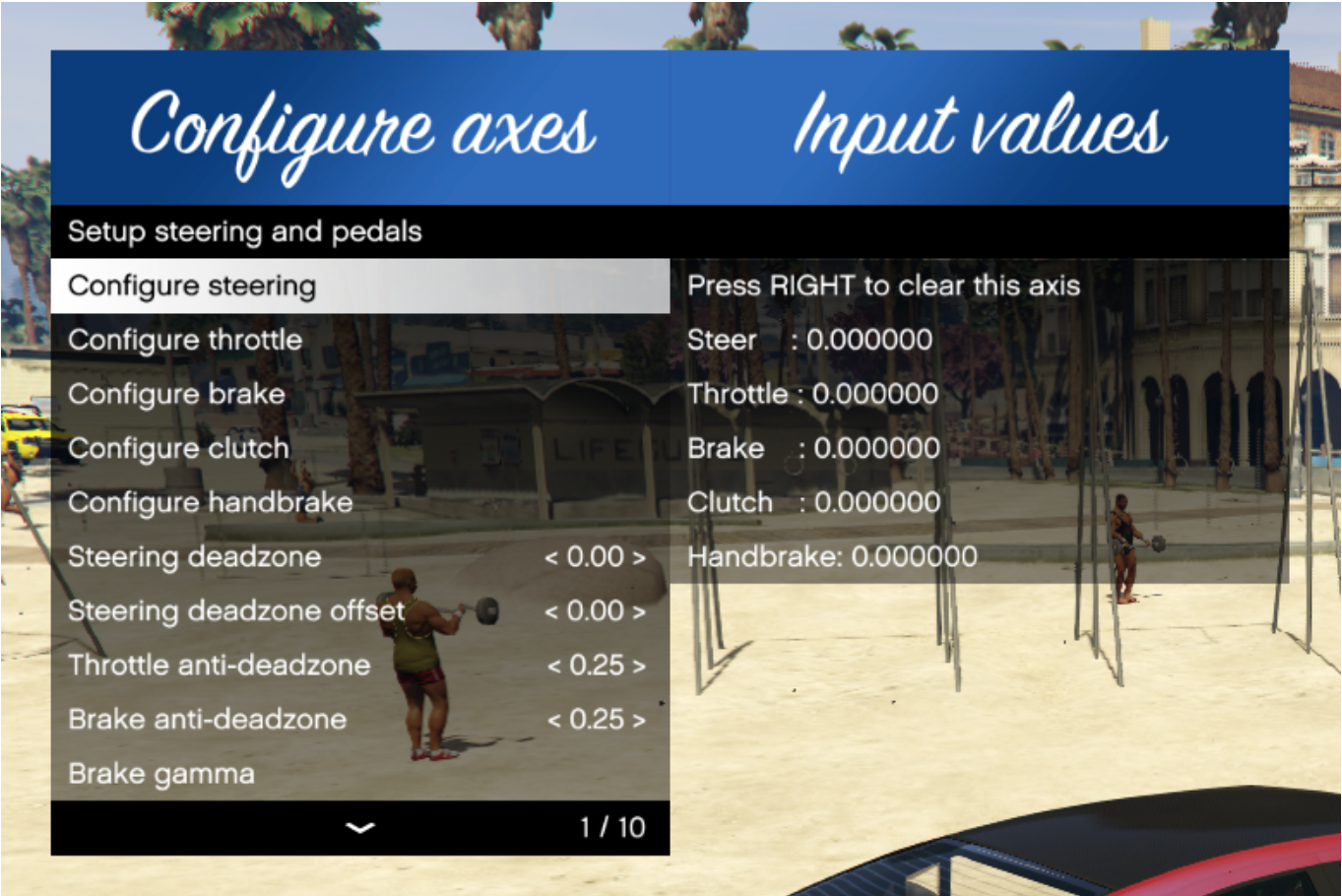
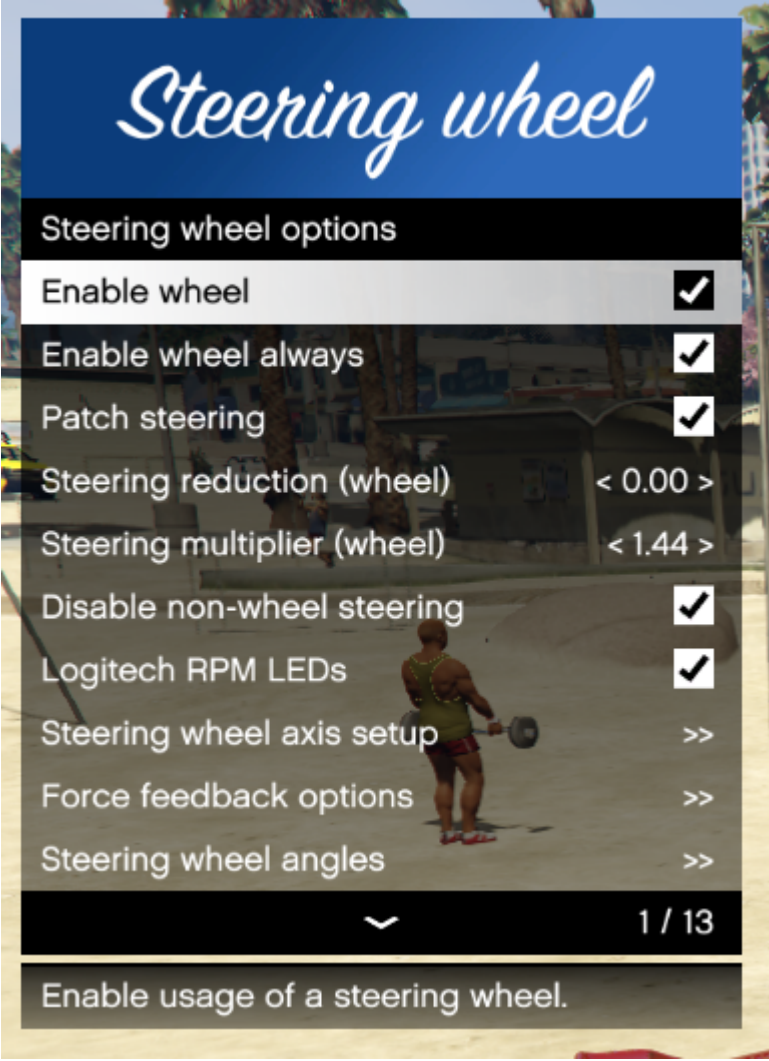
By default, **RightTrigger** and **LeftTrigger** are assigned to throttle and brake respectively.

- Hold **Dpad Right** to disable or enable manual transmission (disabled at the moment)
- Hold **B** to switch between sequential, H-pattern 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. You need to use the menu to assign your controls.





## Controls priority

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.

## 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.

## Configuration files

**WARNING: This section is just for reference! Please use the in-game menu for configuration!**

This section explains the options and their parameters.

### settings\_general.ini

This file contains most general settings. Configuring only this is sufficient if no steering wheel is used.

#### [OPTIONS]

The [OPTIONS] section is where you can configure how the mod behaves globally and turn off and on features you want.

**Enable :** true or false

This option is whether to enable or disable the mod. Toggling the mod in-game will write the new value to this option, so your preference will be stored between sessions.

- **false:** The mod is disabled and the original automatic transmission from GTA V is fully restored.

- **true**: The mod is active and this mod will take over the transmission with manual control.

**ShiftMode** : 0, 1 or 2

This option switched between the sequential gearbox, H-pattern gearbox and automatic gearbox. For the steering wheel and the keyboard this option can be enabled and shifting happens with the numpad or with the H-shifter. Toggling the mod in-game will write the new value to this option, so your preferences will be stored between sessions.

**If controller input is detected, this option automatic reverts to sequential.**

- 0: Sequential
- 1: H-pattern
- 2: Automatic

**SimpleBike** : true or false

Disable stalling and clutch catching for bikes regardless of regular settings. Useful for making bikes easier to operate.

- **false**: Clutch grabbing and stalling enabled
- **true**: Clutch grabbing and stalling disabled

**EngineDamage** : true or false

This option turns on or off the engine damage when overrevving or shifting without pressing the clutch. The damage values can be configured: **RPMDamage** and **MisshiftDamage**.

- **false**: Engine damage disabled
- **true**: Engine damage on over revving and shifting with the H-pattern gearbox without using the clutch

**EngineStalling** : true or false

This option turns on or off the engine stalling when releasing the clutch with a low RPM at very low speeds. The point it shuts down is configured with **ClutchCatchpoint**. Applies to H-pattern only.

- **false**: Engine stalling disabled
- **true**: Engine stalls at low RPM with engaged clutch

**EngineStallingS** : true or false

This option turns on or off the engine stalling when releasing the clutch with a low RPM at very low speeds. The point it shuts down is configured with **ClutchCatchpoint**. Applies to sequential only.

- **false**: Engine stalling disabled
- **true**: Engine stalls at low RPM with engaged clutch

**EngineBraking** : true or false



This options controls engine braking. If driving at speed and downshifting to a lower gear, the car will be slowed down accordingly.

- **false**: Engine braking disabled
- **true**: Engine braking active when over max gear speed

**ClutchCatching** : **true** or **false**

This option will make the vehicle drive slowly if clutch is released gently, and keeps the vehicle rolling at a speed depending on the gear.

- **false**: Clutch catching disabled
- **true**: Clutch catches/grabs/bites at specified point

**ClutchShiftingH** : **true** or **false**

This option controls the requirement to hold the clutch for H-shifting.

- **false**: No need to hold the clutch while shifting
- **true**: Need to hold the clutch while shifting. Gearbox pops into neutral when not holding the clutch.

**ClutchShiftingS** : **true** or **false**

This option controls the requirement to hold the clutch for sequential shifting.

- **false**: No need to hold the clutch while shifting
- **true**: Need to hold the clutch while shifting. Gearbox pops into neutral when not holding the clutch.

**DefaultNeutral** : **true** or **false**

This option controls whether new vehicles start in neutral or not when you enter them. This is useful to turn on when you have **ClutchCatching** and/or **EngineStalling** turned on.

- **false**: Vehicle starts in gear 1
- **true**: Vehicle starts in neutral gear

**ClutchCatchpoint** : **0** to **100**

This specifies the point where the clutch starts making your vehicle roll. The higher this value, the higher you need to lift the clutch pedal to get going.

**StallingThreshold** : **0** to **100**

This specifies the point where your engine stalls with regard to the clutch point. If you're going too slowly and your clutch is lifted higher than this point, your engine will stall. Keep this higher than **ClutchCatchpoint** to get both working together nicely.

**RPMDamage** : **0** to any value

- Requires: **EngineDamage** = 1

This specifies how much damage your engine receives while overrevving. Every tick, the engine gets damaged with **RPMDamage/100**.

**MisshiftDamage** : 0 to any value

- Requires: **EnableH** = 1
- Requires: **EngineDamage** = 1
- Requires: **ClutchShiftingH** = 1

This specifies how much damage your engine receives when you shift. Every time you shift into a gear without pressing the clutch past **ClutchCatchpoint**, your engine will be damaged by **MisshiftDamage**. When you shift into Neutral with an insufficiently pressed clutch, your engine will be damaged by **MisshiftDamage/10**.

**HillBrakeWorkaround** : true or false

Turn this on to emulate a hill start and car roll on a hill. It gives your car a little push. Idea and implementation by XMOD.

- **false**: No change
- **true**: Workaround enabled. A force will push the car down a slope.

**AutoGear1** : true or false

Turn this on to automatically shift into first gear when stopped, with a sequential gearbox.

- **false**: No change
- **true**: Shift into first gear on stop while using the sequential gear box.

**AutoLookBack** : true or false

Turn this on to automatically look back while in the reverse gear.

- **false**: No change
- **true**: Look back automatically

**ThrottleStart** : true or false

Turn this on to be able to start the engine by pressing clutch + throttle, like in some other games. This works alongside the usual button to start the engine.

- **false**: Can only start engine with button
- **true**: Can start engine with button and clutch + throttle

**CrossScript** : true or false

Turn this off to disable communication (shift indicators and neutral gear) to other mods.

- **false**: No mod info available for other mods
- **true**: Mod info available for other mods

**HidePlayerInFPV : true or false**

Turn this on to hide the player in first person camera.

- **false**: Do not hide player in first person camera
- **true**: Hide player in first person camera

**HardLimiter : true or false**

Turn this on to limit speed when max RPM is reached.

- **false**: Do not limit speed when max RPM is reached
- **true**: Speed is limited when max RPM is reached

This is especially noticeable when in top gear, and the car still has power to accelerate even though the RPM needle is pinned. Speed is limited by cutting throttle, just like a normal rev limiter would do.

**CustomABS : true or false**

Turn this on to enable experimental ABS.

Works for vehicles with both real ABS and no ABS. It stops braking a wheel when a lock-up is detected, allowing for slightly more control under max braking.

**[AUTO\_BOX]**

The automatic gearbox this mod provides is fully customizable. Since **v4.6.6** the following values are used:

**UpshiftLoad : 0.01 to 0.20 (default 0.05)**

The engine load at which the car should shift up. A lower value means it shifts up in a higher RPM.

**DownshiftLoad : 0.50 to 1.00 (default 0.55)**

The engine load at which the car should shift down. The car downshifts when the load is higher than this value.

**NextGearMinRPM : 0.20 to 0.50 (default 0.33)**

The car does not shift up until the RPM in the next gear is higher than this value.

**CurrGearMinRPM : 0.20 to 0.50 (default 0.27)**

The car shifts down when the RPM drops below this value.

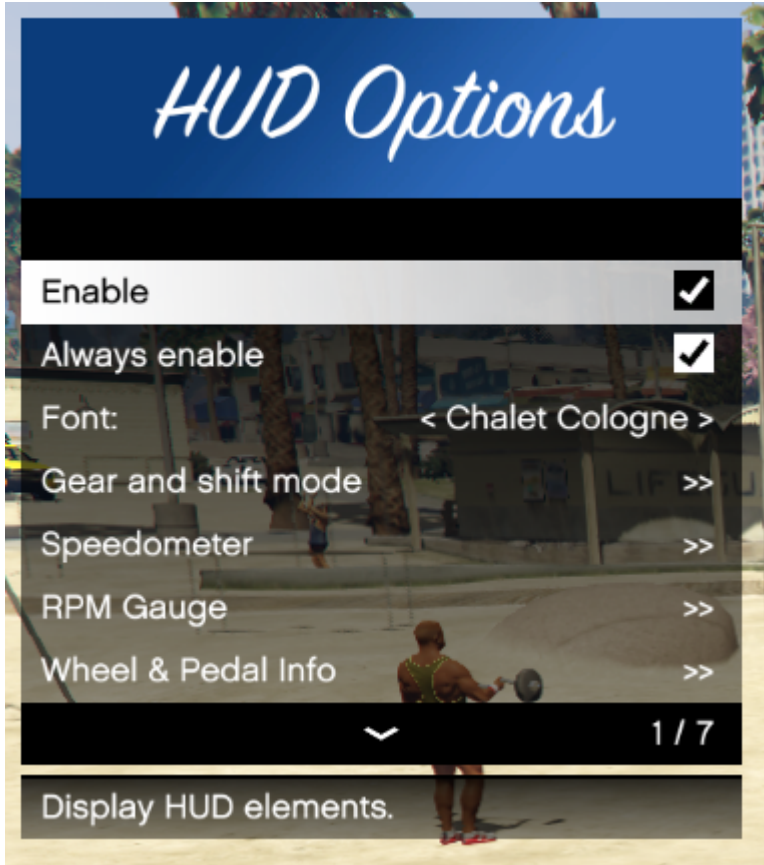
**EcoRate: 0.01 to 0.50 (default 0.05)**

On releasing or easing off the throttle, this value affects when the car shifts up. A lower value shifts up after a longer time than a high value.

Lowering this value makes the car stay in a low gear, in a high RPM longer. Set this value low to make it race-like, set this value high to make it economical.

### [HUD]

Some info you can enable or disable at will. It's pretty self-explanatory.



- Gear: Current gear
- GearTopColor: Color for when the top gear is reached
- ShiftMode: Displays gearbox mode
- Speedo: Custom speedometer matching the needle on the dashboard
- RPM Indicator: Linear indicator. Colors can be adjusted
- Redline: When the bar should turn another color
- Revlimit: Absolute rev limit color. (yeah these two are different)
- PedalInfo: Display bars and a steering wheel matching actual wheel

### [CONTROLLER]

The controller can only be used for a sequential gearbox or automatic gearbox. Upon having switched to this input, sequential shifting mode will automatically engage if in H-Shifter mode.

The default settings are laid out so they conflict least with regular gameplay. The controller assumes an Xbox 360 controller, the following buttons and options are available.

DpadUp  
DpadDown  
DpadLeft

```
DpadRight
Start
Back
LeftThumb
RightThumb
LeftShoulder
RightShoulder
A
B
X
Y
LeftTrigger
RightTrigger
LeftThumbLeft
LeftThumbRight
RightThumbLeft
RightThumbRight
LeftThumbUp
LeftThumbDown
RightThumbUp
RightThumbDown
```

### **Toggle**

Hold this button to toggle Manual Transmission on or off

### **ToggleShift**

Hold this button to toggle between Automatic and Sequential Transmission

### **ToggleTime : Any (milliseconds)**

How long it takes for a button hold to register. Example, **ToggleTime = 500** means you need to hold it half a second to trigger.

### **TriggerValue : 0.0 to 1.0**

How many % the analog axis needs to be pressed in or pushed to, to register as a button press.

### **ShiftUp : Any button**

Shift up one gear.

### **ShiftDown : Any button**

Shift down one gear.

### **Clutch : Any button**



Press the clutch.

**Engine** : Any button

Turn on or off engine.

**ToggleEngine** : true or false

- **false**: On pressing **Engine**, engine only turns on when off
- **true**: On pressing **Engine**, engine can also turn off when on

**Throttle and Brake**

You **need** to correctly set these to get braking and a standstill and reversing with the throttle to work.

**ShiftUpBlocks** : Any eControl

Control that is blocked when shifting, and active when Shift Up is held.

**ShiftDownBlocks** : Any eControl

Control that is blocked when shifting, and active when Shift Down is held.

**BlockCarControls** : true or false

- **false**: Don't block specified controls
- **true**: Block specified controls. Holding them activates original functionality.

## [CONTROLLER\_LEGACY]

For if you're using a not-Xbox controller. Same stuff applies as in [CONTROLLER].

Control name	Xbox equivalent	Control ID
ControlFrontendDown	Dpad Down	187
ControlFrontendUp	Dpad Up	188
ControlFrontendLeft	Dpad Left	189
ControlFrontendRight	Dpad Right	190
ControlFrontendRdown	??????????	191
ControlFrontendRup	??????????	192
ControlFrontendRleft	??????????	193
ControlFrontendRright	??????????	194
ControlFrontendAxisX	Left stick X	195
ControlFrontendAxisY	Left stick Y	196

Control name	Xbox equivalent	Control ID
ControlFrontendRightAxisX	Right stick X	197
ControlFrontendRightAxisY	Right stick Y	198
ControlFrontendPause	Start	199
ControlFrontendAccept	A	201
ControlFrontendCancel	B	202
ControlFrontendX	X	203
ControlFrontendY	Y	204
ControlFrontendLb	Left shoulder	205
ControlFrontendRb	Right shoulder	206
ControlFrontendLt	Left trigger	207
ControlFrontendRt	Right trigger	208
ControlFrontendLs	Left stick click	209
ControlFrontendRs	Right stick click	210
ControlFrontendDelete	??????????	214
ControlFrontendSelect	Back	217

Note: No BlockCarControls here.

## [KEYBOARD]

This section assumes a regular ANSI keyboard with the US/QWERTY layout.

Look up available keys in `Keys.txt`.

### Toggle

Key to toggle mod on or off.

### ToggleH

Key to toggle between shifting modes.

### Throttle and Brake

You **need** to correctly set these to get braking and a standstill and reversing with the throttle to work.

## [DEBUG]

**DisplayInfo** : true or false

- `false`: No debug info onscreen
- `true`: Debug info onscreen with transmission info, input info and force feedback info

`DisplayWheelInfo` : `true` or `false`

- `false`: No debug info onscreen
- `true`: Vehicle wheel info onscreen

`DisplayGearingInfo` : `true` or `false`

- `false`: No debug info onscreen
- `true`: Vehicle gear info onscreen while manual transmission active

`DisplayFFBInfo` : `true` or `false`

- `false`: No info onscreen
- `true`: Force feedback forces and direction are drawn onscreen

### [UPDATE]

An update checking mechanism is built in since v4.6.6. This checks GitHub for new releases and alerts the user. Internet access is needed.

`EnableUpdate` : `true` or `false`

- `false`: Don't check for updates on startup
- `true`: Check for update on startup

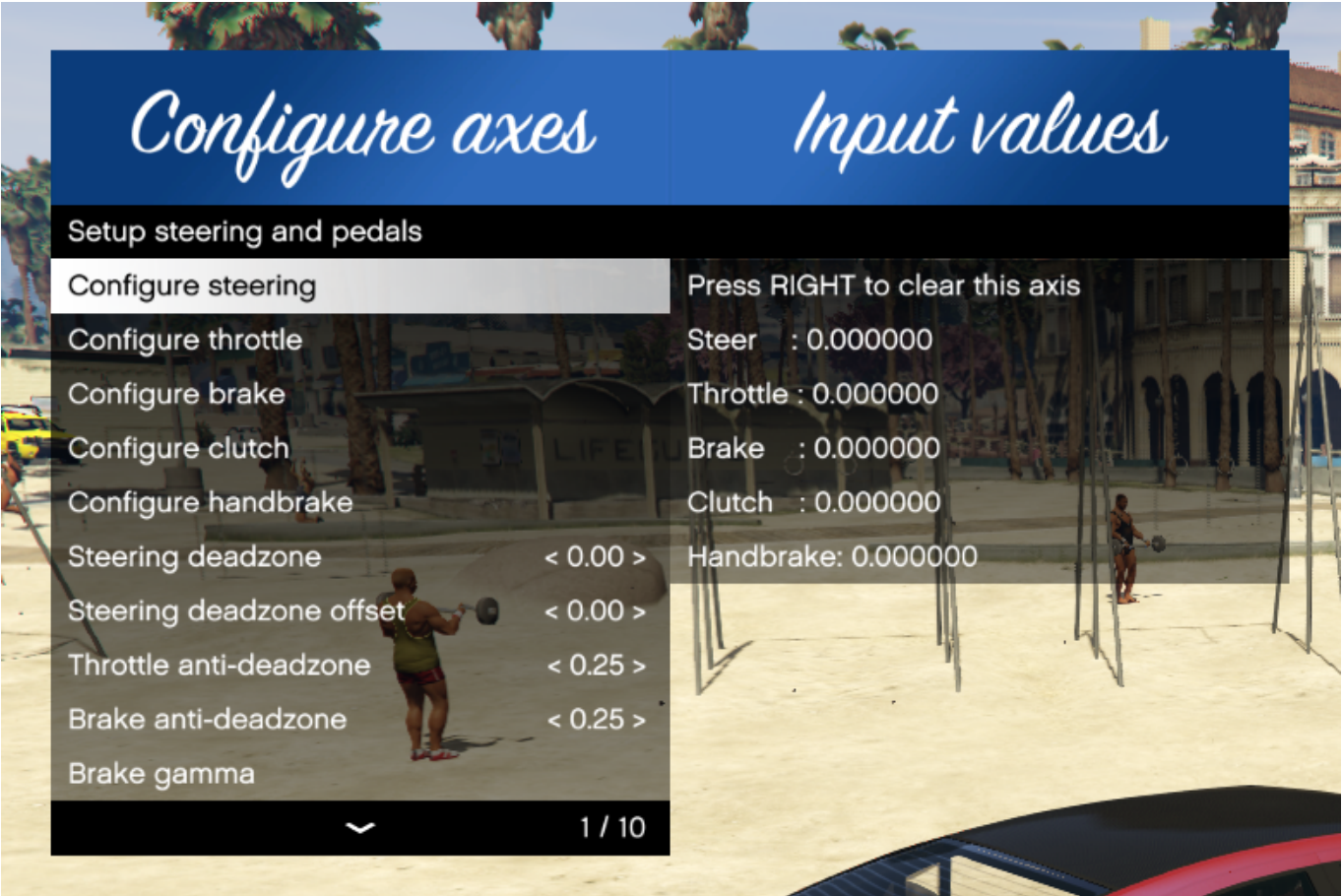
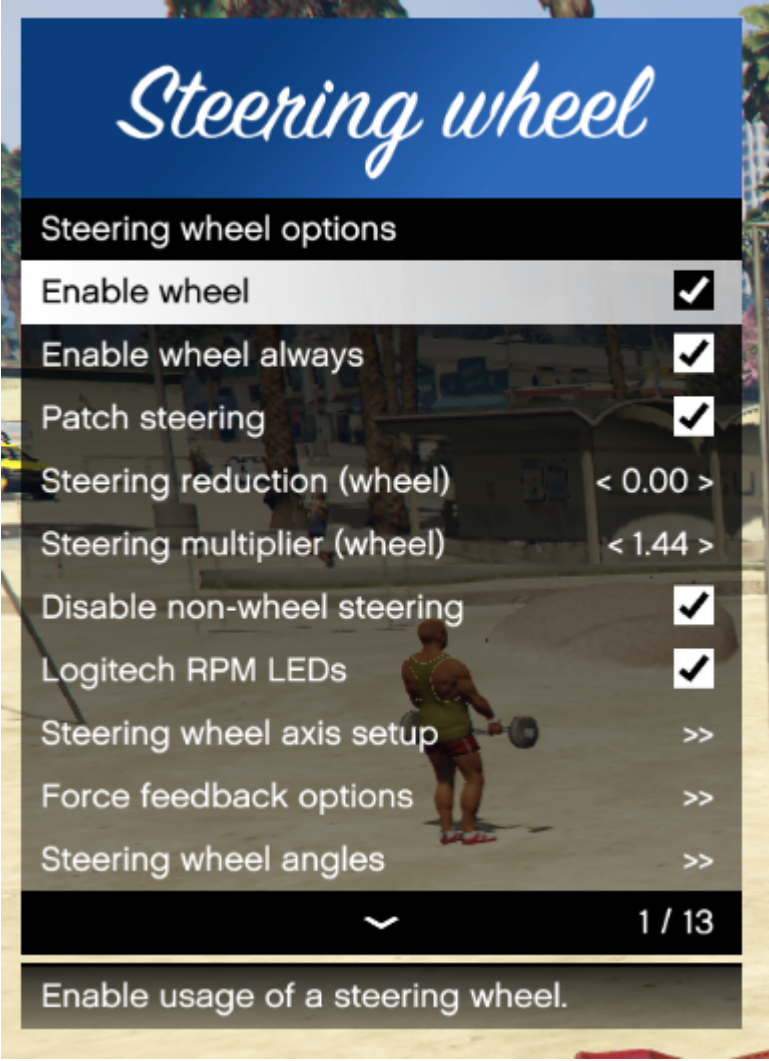
`IgnoredVersion` : `string`

Ignore update notifications for a specific version, e.g. your current version is v4.6.6 and v4.6.7 only contains FiveM fixes, which you don't use anyway. In that case, fill in `v4.6.7` here. This value is also automatically set via the menu when the option is chosen.

### `settings_wheel.ini`

This file contains all settings for the wheel controls. I recommend using the in-game menu to configure the axis-inputs and H-shifter.

When assigning axes and buttons, **DO THIS IN-GAME!** The script will resolve the correct values.





### [OPTIONS] (Wheel)

**EnableWheel** : true or false

Enable detection and usage of a DirectInput wheel. Turn this on if you want to use your racing wheel with GTA V and this mod.

**WheelWithoutManual** : true or false

Enable usage of a wheel without using Manual Transmission features.

**PatchSteering** : true or false

Patch steering correction. Credits to InfamousSabre's original [CustomSteering](#). This is essential for 1:1 steering wheel and vehicle wheel mapping. Only works on cars and trucks.

Patching/unpatching happens automatically depending on input, so this option can be safely left on if there's playing with controllers or keyboard and mouse.

**PatchSteeringAlways** : true or false

Override the automatic unpatching, so the steering is still mapped 1:1 to your controller or keyboard input. Recommended to leaving this off, for gameplay purposes.

**LogitechLEDs** : true or false



Enable the RPM LEDs on Logitech wheels

**HPatternKeyboard** : true or false

Enable usage of the keyboard-assigned H-pattern keys for wheel shifting. For if your setup is exceedingly crappy and you still want to H-shift.

**InvertSteer** : true or false

Inverts the direction of the steering wheel.

**InvertThrottle** : true or false

Inverts the direction of the throttle.

**InvertBrake** : true or false

Inverts the direction of the brake.

**InvertClutch** : true or false

Inverts the direction of the clutch.

**SteeringReductionWheel** : 0.0 to 1.0

Reduce steering at speed. Applies to wheels.

**GameSteerMultWheel** : 0.1 to 2.0

Increase steering and steering lock. Applies to wheels.

**SteeringReductionOther** : 0.0 to 1.0

Reduce steering at speed. Applies to keyboard, controller.

**GameSteerMultOther** : 0.1 to 2.0

Increase steering and steering lock. Applies to keyboard, controller.

## [ FORCE\_FEEDBACK ]

**Enable** : true or false

Disable or enable force feedback.

**SATampMult** : 0 to any

Force feedback strength for steering. Increase for weak wheels, decrease for strong/fast wheels. Putting this too high clips force feedback. Too low and the car doesn't feel responsive.

**DetailMult : 0 to any**

How strong the feedback is from suspension compression. Think for terrain details like road texture, potholes, manhole covers, sidewalk curbs etc.

**DamperMax : 0 to 100**

Controls the friction feel when the vehicle is at a stop. A higher value means more friction. Keep this higher than **DamperMin**.

**DamperMin : 0 to 100**

Controls the friction feel when the vehicle is moving. A higher value means more friction. Keep this lower than **DamperMax**.

**DamperMinSpeed : 0 to any (in m/s)**

Sets the speed at which the damper effect is minimal. This is in meters per second!

**[ INPUT\_DEVICES ]**

A list of registered devices and their names.

An example entry looks like this:

```
[ INPUT_DEVICES ]
DEV0 = Logitech G27 Racing Wheel USB
GUID0 = {F69653F0-19B9-11E6-8002-444553540000}
```

The mod (**Gears.asi**) generates these after configuration.

A sample detection entry looks like this:

```
[23:20:19.989] Found 3 device(s)
[23:20:19.989] Device: Logitech G27 Racing Wheel USB
[23:20:19.989] GUID:    {F69653F0-19B9-11E6-8002-444553540000}
```

Which displays *all* compatible DirectInput devices.

**Most controls**

The button controls are listed below with how they can be used.

Control	Usage	Effect
Toggle	Press	Toggle Manual Transmission on/off

Control	Usage	Effect
ToggleH	Press	Switch between sequential, H-shifter or automatic
ShiftUp	Press	Shift up 1 gear (sequential/auto)
ShiftDown	Press	Shift down 1 gear (sequential/auto)
Handbrake	Hold	Applies the hand brake
Horn	Hold	Sound the horn
LookBack	Hold	Look back
Engine	Press	Restart the engine or turn it off
Lights	Press	Switch between off, low beam and full beam
Camera	Press	Switch through cameras
RadioNext	Press	Next radio channel
RadioPrev	Press	Previous radio channel
IndicatorLeft	Press	Switch on/off left indicator
IndicatorRight	Press	Switch on/off right indicator
IndicatorHazard	Press	Switch on/off hazard lights

Every single control can be assigned to any device.

**[STEER], [THROTTLE], [BRAKES], [CLUTCH] and [HANDBRAKE\_ANALOG]**

**To properly configure your wheel, use the in-game menu!**

These sections maps your wheel input axes.

**DEVICE : Any**

The device associated with the control. Matches up against DEV[n] in **[INPUT\_DEVICES]**

**BUTTON : Any**

Mapping of the control to a button on your wheel/controller.

**AXLE : Any of Supported input axes**

Analog mapping of the control to your hardware analog input.

**Supported input axes and ranges**

1X  
1Y

```
lZ
lRx
lRy
lRz
rglSlider0
rglSlider1
```

**MIN : 0 to 65535 are usually reported**

Value of axis while pedal is not pressed (or steering is fully left)

**MAX : 0 to 65535 are usually reported**

Value of axis while pedal is fully pressed (or steering is fully right)

**FFB : Any of Supported input axes**

Force feedback axis is usually the steering axis but you can reassign this to some other axis.

**SteerAngleMax : Any**

Physical steering wheel steering degrees (lock to lock), in angles. Match this with your wheel spec.

**SteerAngleCar : Any less than SteerAngleMax**

Soft lock for in cars.

**SteerAngleBike : Any less than SteerAngleMax**

Soft lock for on bikes.

**SteerAngleAlt : Any less than SteerAngleMax**

Soft lock for in planes and boats.

#### ANTIDEADZONE

Anti-deadzone for throttle and brake, so throttle and brake are direct. **[STEER]** also has this entry but it's only active if steering control isn't patched.

#### [TO\_KEYBOARD]

In this section you can assign wheel buttons to keyboard keys. A few examples have been given. The format is **[BUTTON] = [KEY]**. Up to 128 buttons are supported. Any keyboard key can be chosen, but Num Lock needs to be OFF for keys to be interpreted correctly. Use the included **Keyboard\_Keys.txt** for reference!

Only one device can be used for this feature.

Examples:

- **7 = H** makes **Button 7** act as the **H** key, which turns on the headlights.
- **20 = E** makes **Button 20** act as the **E** key, which is the horn or emergency lights.
- **18 = X** makes **Button 18** act as the **X** key. If **Slam It** is installed, it'll lower the car.
- **16 = LEFT** makes **Button 16** act as the **LEFT** key. If **Windscreen Wipers** is installed and a compatible car is used, the wipers are turned on.

This feature is fully configurable via the in-game menu.

### settings\_menu.ini

You can change your menu keys here. Available keys are in Keyboard\_Keys.txt. Pay attention to the OEM VK keys as they can differ for your locale. A controller shortcut can be assigned here, with the same input control ID's listed in the (legacy) Controller section.

## Troubleshooting

### Compatibility

The mod has been tested with GTA V version v1.0.877.1 to v1.0.1604.0 with:

- ScriptHookV
- ScriptHookVDotNet
- RAGEPluginHook
- OpenIV

### Known generic 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. Remove CustomSteering if **PatchSteering** is enabled.
- **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

Massive thanks to these people!

- [Rockstar Games](#) for the amazing game
- [Alexander Blade](#) for ScriptHookV
- [Crosire](#) for ScriptHookVDotNet
- [LeFix](#)
- [XMOD](#)
- [InfamousSabre](#)
- [leftas](#)
- [kagikn](#)
- [zorg93](#)
- [Unknown Modder](#)
- All others who helped 😊

## Source code

This mod is fully open source. The source code is available at <https://github.com/E66666666/GTAVManualTransmission>.

Contributing in any way is very welcome!