

# Hyper Stimulator Racing 2.0

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## Help Guide

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## System Requirements

Hyper Stimulator Racing 2.0 requires (at minimum) the following software to be pre-installed on your computer.




-  Microsoft Windows 95, 98, 98SE, ME, 2000 or XP operating systems.
-  Microsoft DirectX Version 7.0a.

This software is compatible with the following Hyper Stimulator Race Car controllers.

-  Hyper Stimulator SP.
-  Hyper Stimulator SP with 2 to 1 Adapter.
-  Hyper Stimulator S with 2 to 1 Adapter.

## Getting Ready

Before you install Hyper Stimulator Racing 2.0 please ensure that you have performed the following.

-  Removed any Hyper Stimulator controllers using the Game Controllers applet under Windows Control Panel.
-  Uninstall any previous versions of Hyper Stimulator Racing using Add/Remove Programs applet under Windows Control Panel.
-  Cold boot your computer. In order to ensure that the Hyper Stimulator electronics have reset to their default settings you must power down your computer completely, and leave it off for a few seconds, then turn it back on via the power switch.

**Note.** The Uninstaller will **not** delete any Game Profiles you have created with previous versions of this software, so they should be available after you upgrade. By default your profiles are stored in the *c:\Program Files\Hyper Stimulator\Hyper Stimulator Racing 2.0\Profiles* folder. These files can be copied to your new

destination folder if you choose a different folder to the default.

## Installation

Insert the Hyper Stimulator Racing 2.0 CD into your CD-ROM driver. The installation process should begin immediately. If it doesn't then click on My Computer then double click your CD-ROM drive letter to start the installer.

If you are running Windows 2000 or XP ensure you logged in as a user who has Administrative rights.

The Hyper Stimulator Racing 2.0 Installer should now appear.



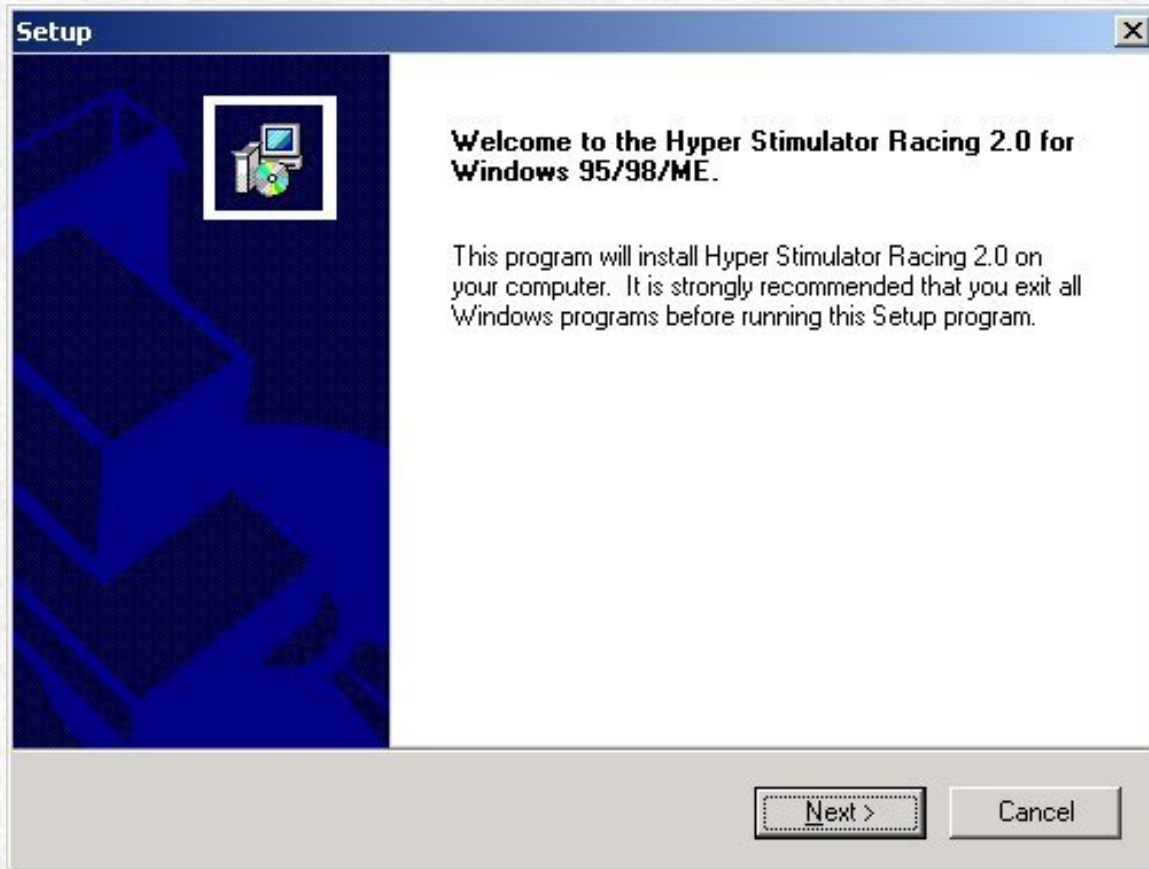
The Installer will give you the following options.

- Install Hyper Stimulator Racing 2.0 onto your computer.
- Install DirectX 8.0a onto your computer.
- Help guide for Hyper Stimulator Racing 2.0 (the document you are reading).
- Quit the Installer.

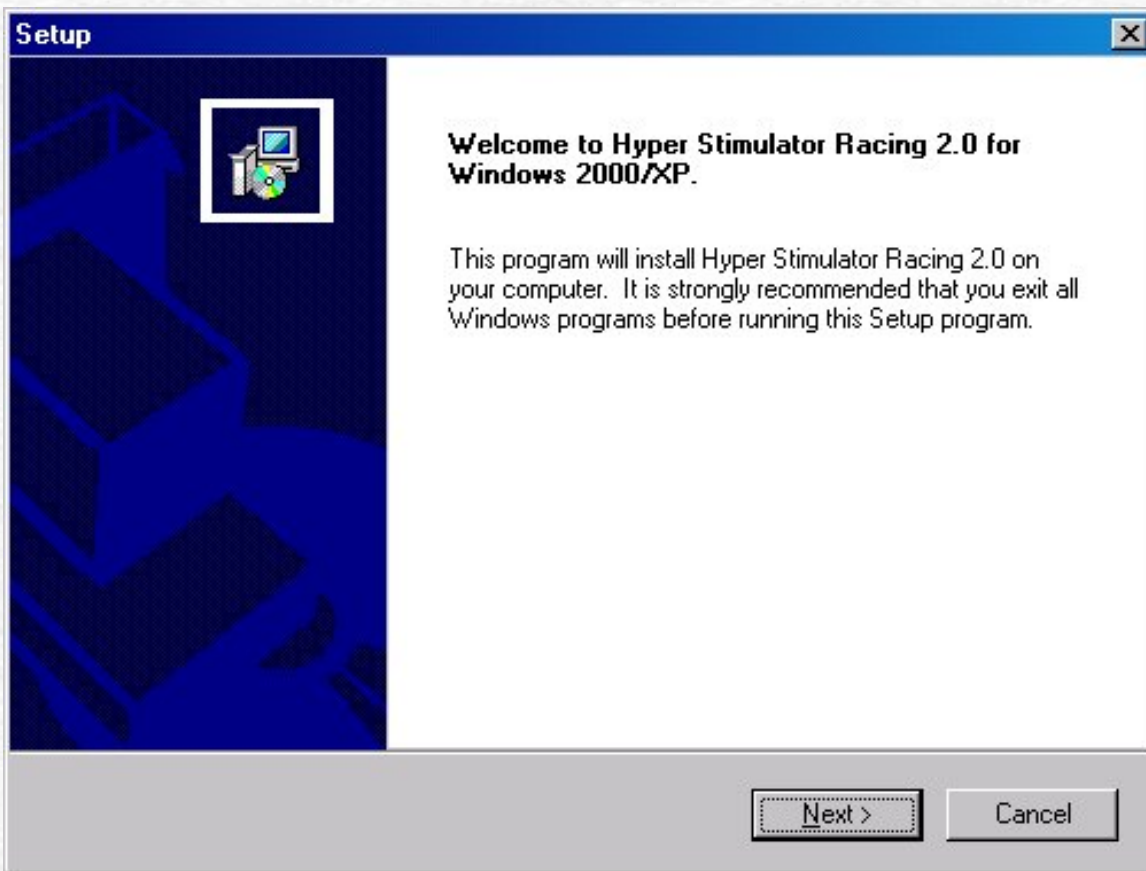
If Hyper Stimulator Racing 2.0 is already installed on your computer, you will only have the option to Uninstall i.e.



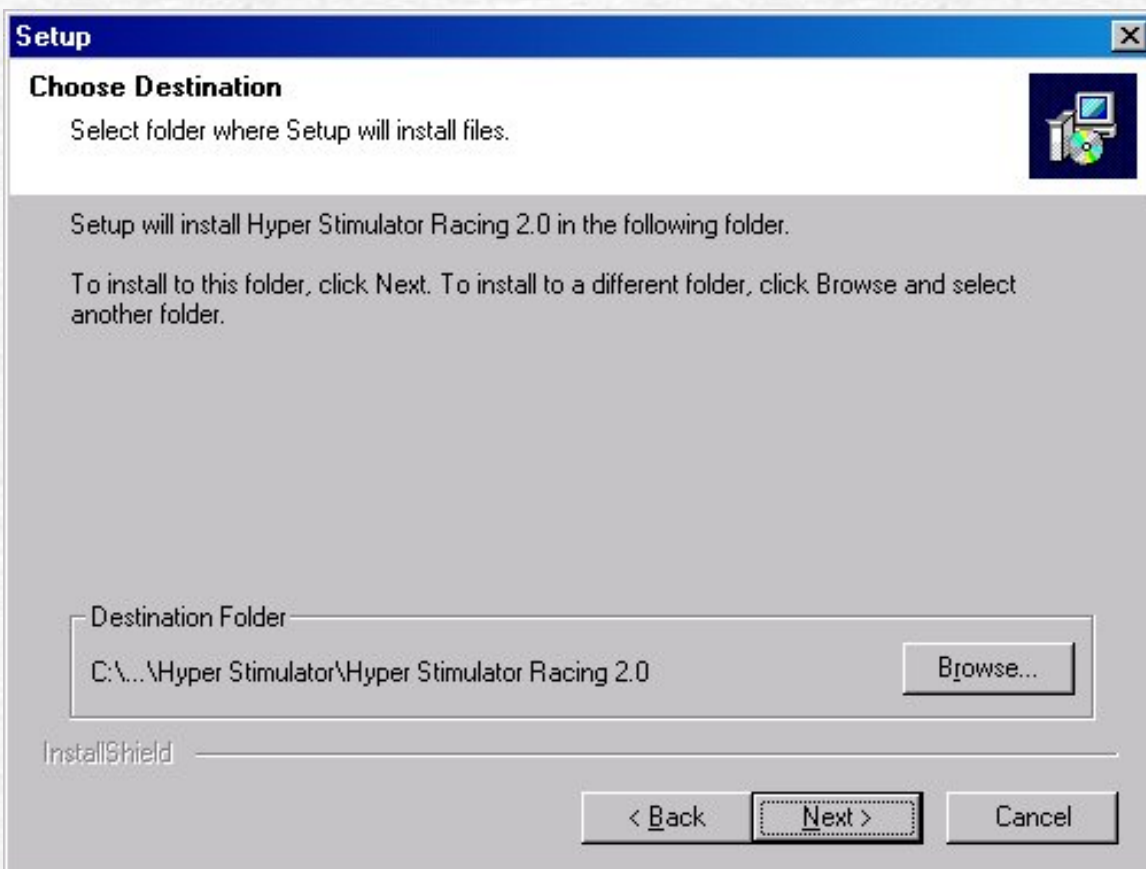
Press the Install button to begin the Installation Wizard. If you are using Windows 95, 98 or ME, the following screen will appear.



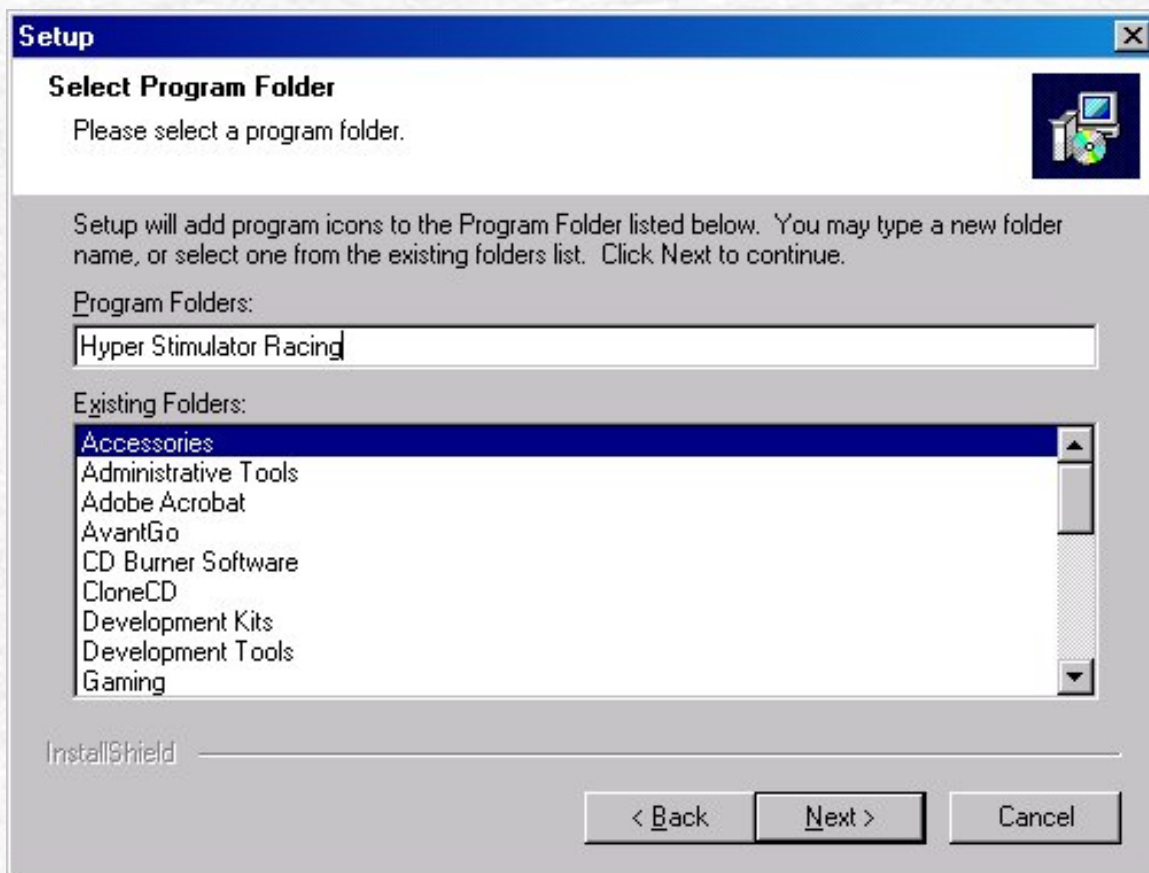
For Windows 2000 and XP the following screen should appear.



Press the Next button to begin the setup process for the selected operating system. The Installation Wizard will now display the Choose Destination screen.

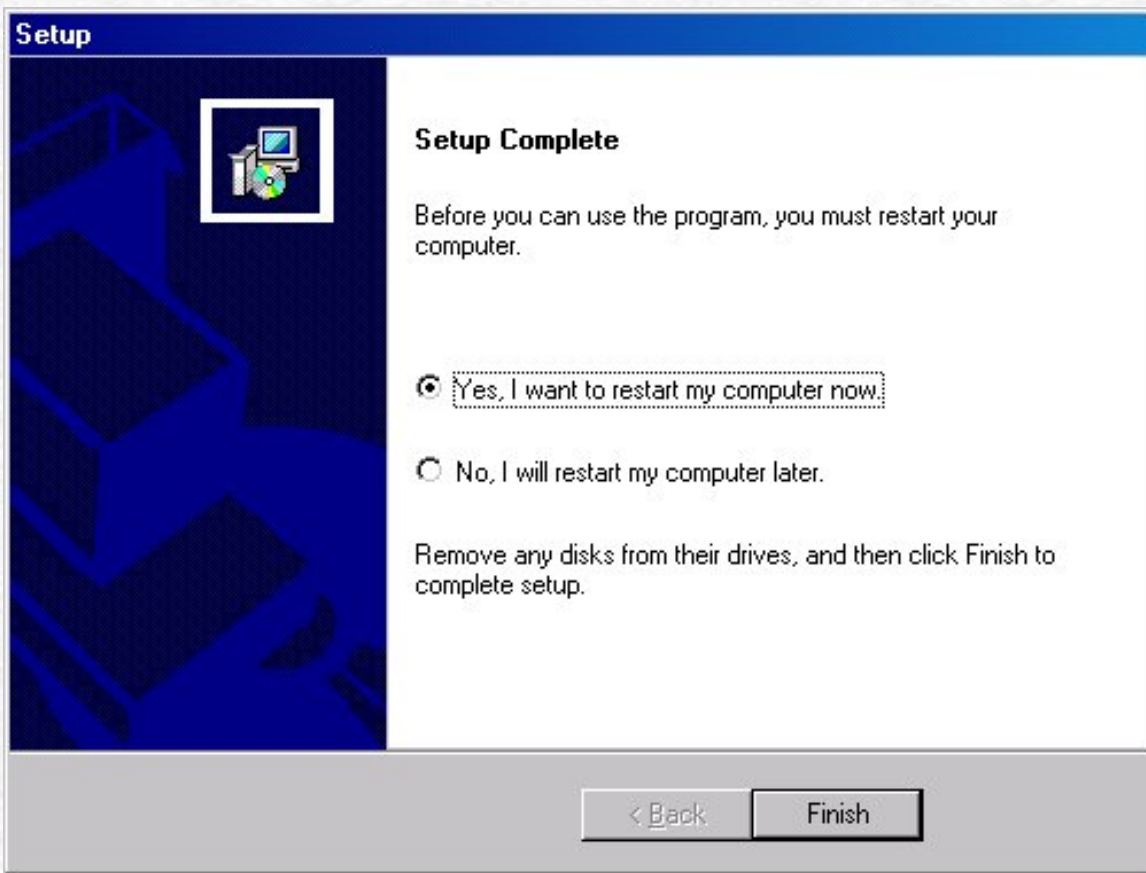


Select the folder where you wish to install Hyper Stimulator Racing 2.0, then press the Next button. The Installation Wizard will not display the Select Program Folder screen.



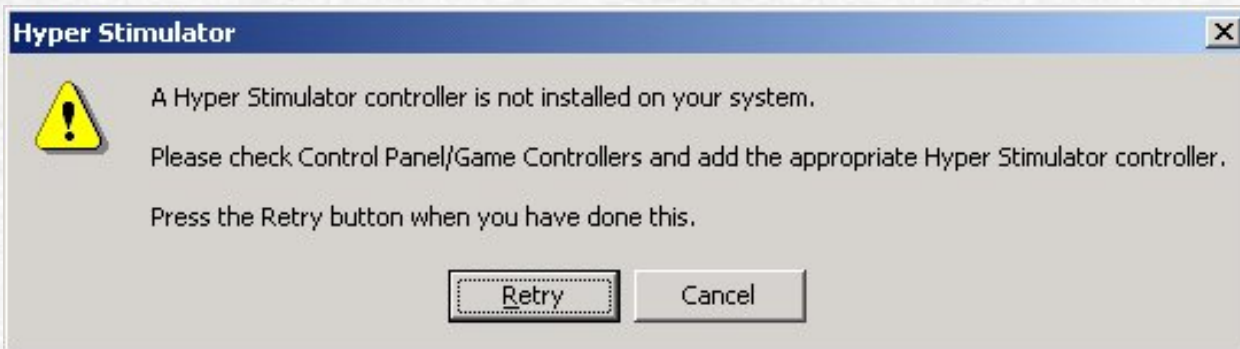
Select the Program Folder where you wish to install Hyper Stimulator Racing 2.0 shortcuts, then press the Next button.

The Installation Wizard will then install the necessary files onto your computer. When this has finished the Setup Complete screen will be displayed.

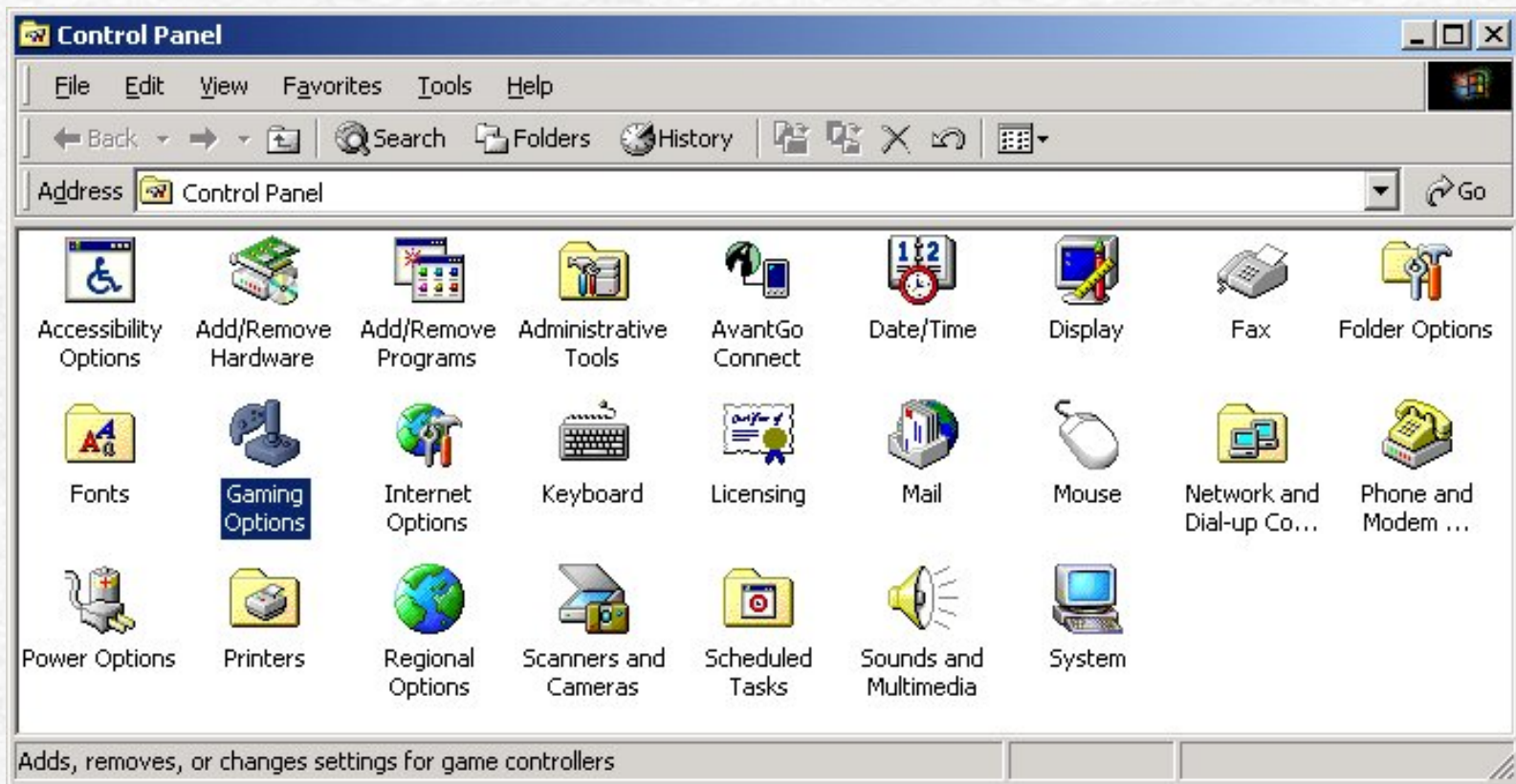


Select whether you should restart your computer (highly recommended). Please ensure that you do not attempt to use Hyper Stimulator Racing 2.0 until your computer has restarted.

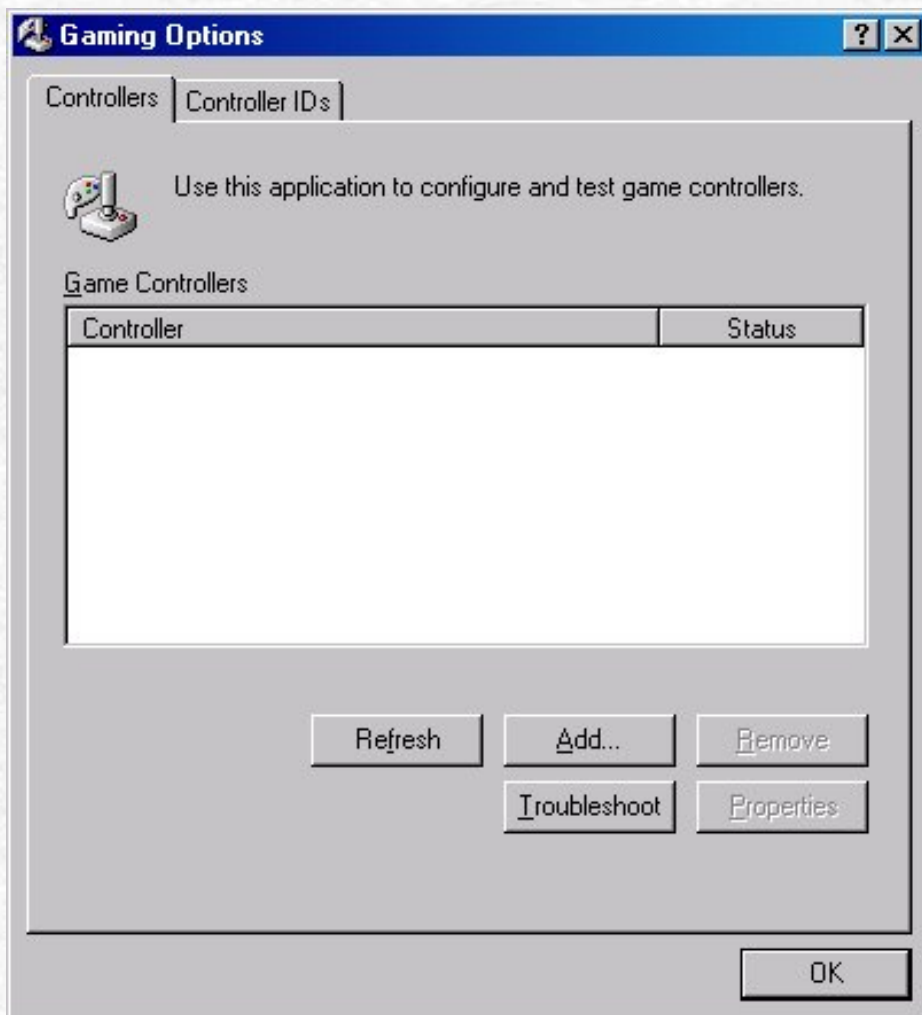
After your computer has restarted the Hyper Stimulator Racing software will automatically load. You will get the following message.



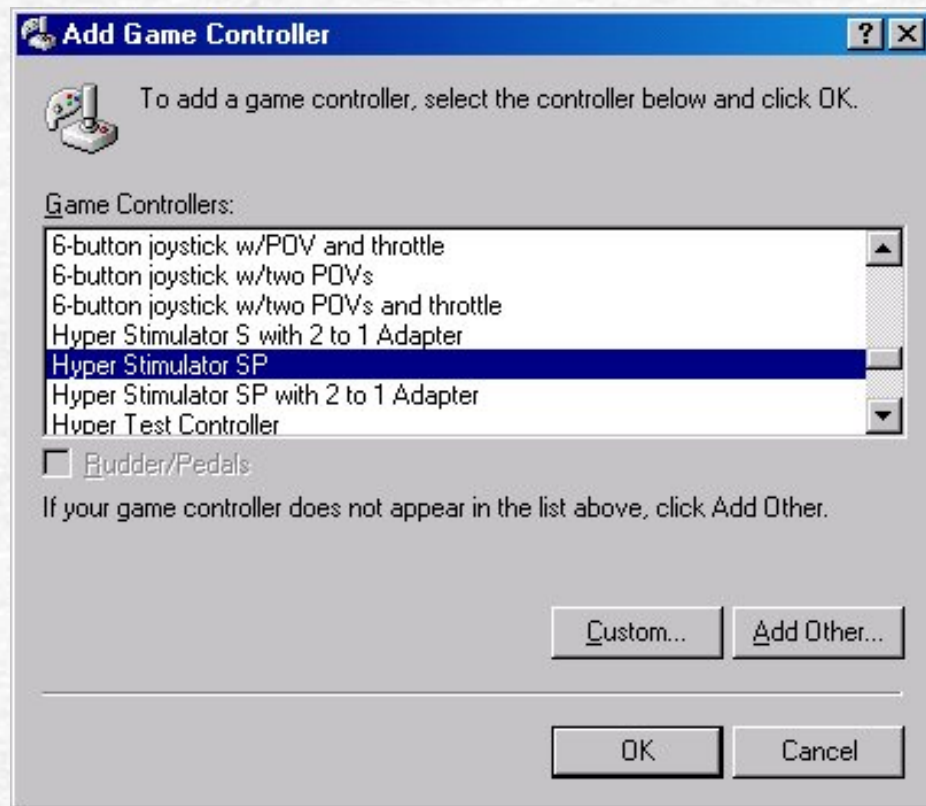
Select the  menu on the Windows taskbar and select Settings then Control Panel.



Select Gaming Options or Game Controllers. The following screen should appear.



Select the Add button, which will display the following screen.



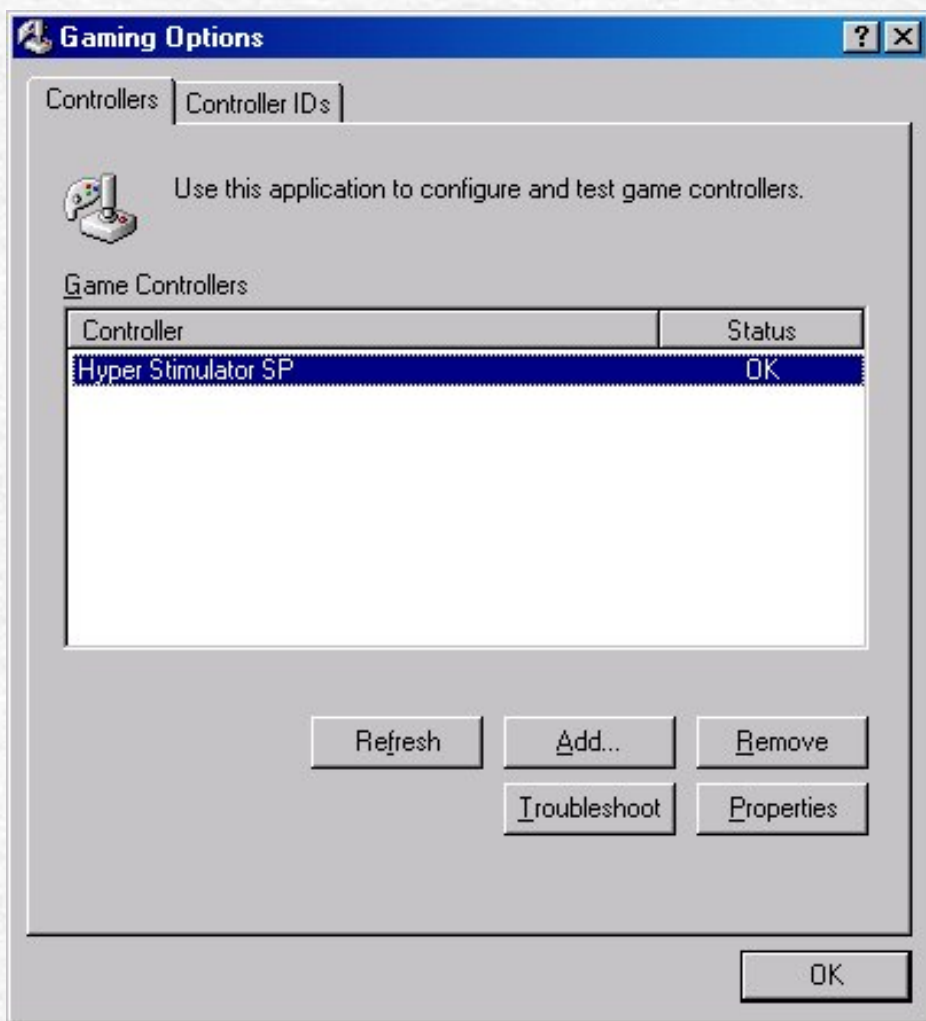
Select the appropriate Hyper Stimulator model, then press the OK button.


If you are using Windows 2000 or XP the Windows hardware wizard will automatically search your system for the appropriate driver. After a short period of time the following screen will be shown.



Select Yes to complete the driver installation for Windows 2000 and XP.

The Gaming Options screen will now contain an entry for the selected Hyper Stimulator model you have just installed.

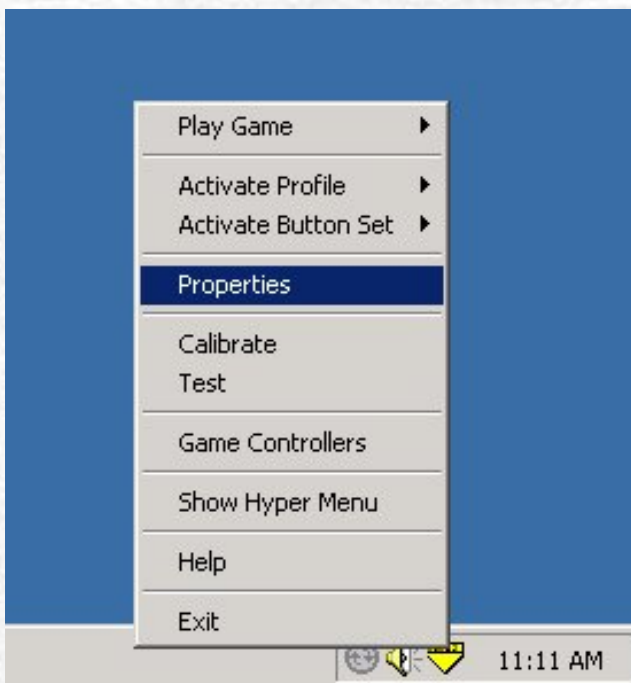


Press OK to close the Gaming Options screen and then press the Retry button on the Hyper Stimulator Racing warning message. If you pressed Cancel by mistake, select the shortcut to Hyper Stimulator Racing from the  Start menu.

Hyper Stimulator Racing should now be running on your Windows taskbar as follows.



Click on the yellow Hyper Stimulator Racing icon with your right mouse button and then select the Properties menu item as follows.



The Hyper Stimulator Properties screen will now appear.



**Tip.** You can also access the above screen by double clicking on the Hyper Stimulator Racing icon in the taskbar or by pressing the Properties button on the Gaming Options screen under Control Panel.

You must now calibrate your Hyper Stimulator's Default Profile in both Separate and Combined Pedal mode to complete the installation. To do this, press the Calibrate button and follow the instructions.

Click the Combine Accelerator and Pedals onto Single Axis check box. Press the Calibrate button once more and follow the instructions.

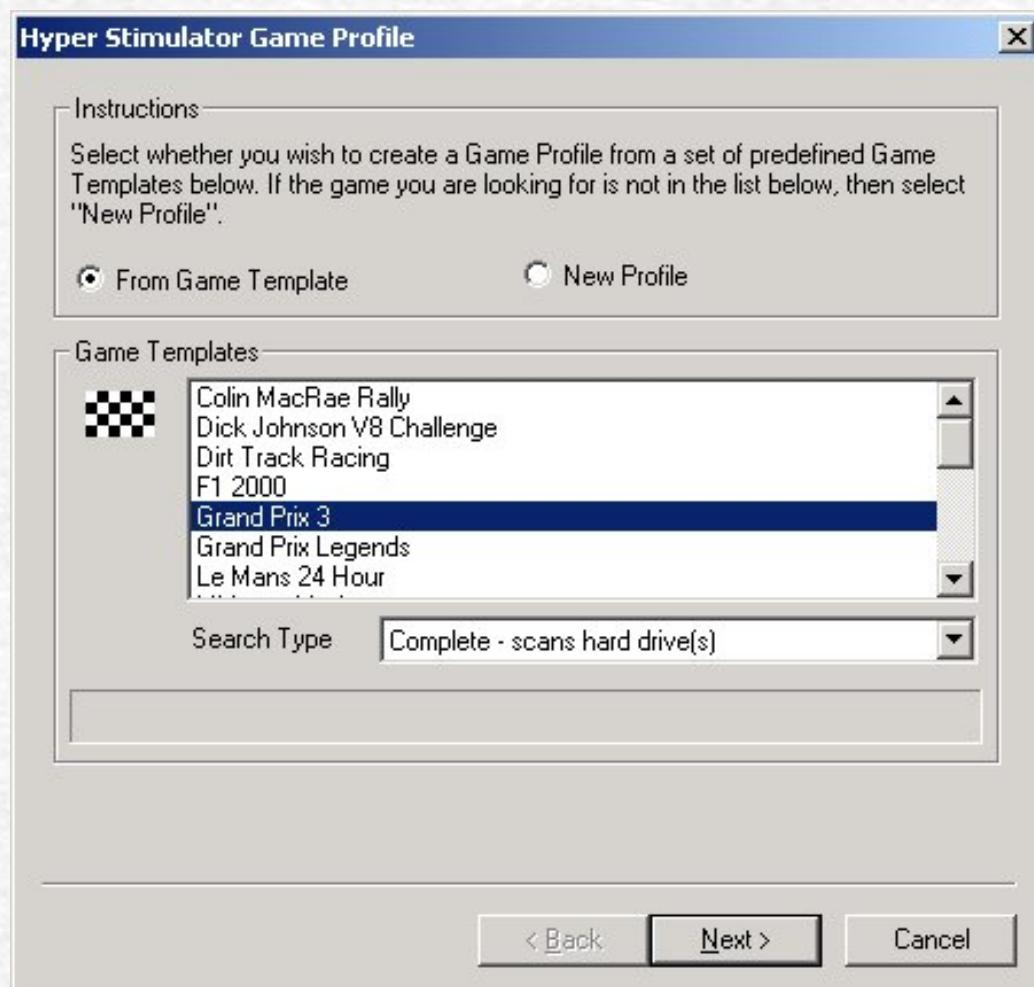
Use the Test button to ensure your controller is calibrated correctly.

Press the OK button to close the Hyper Stimulator Properties screen. You have now completed the installation process.

## Profiles

Game Profiles are used to customise your Hyper Stimulator for each game you have installed on your system. Hyper Stimulator Racing 2.0 comes installed with a special in-built Default Profile used to store default values for your Hyper Stimulator. These values are used to initialise any new Game Profiles you create.

To create a Game Profile, press the New button. The Hyper Stimulator Game Profile wizard will now appear as follows.

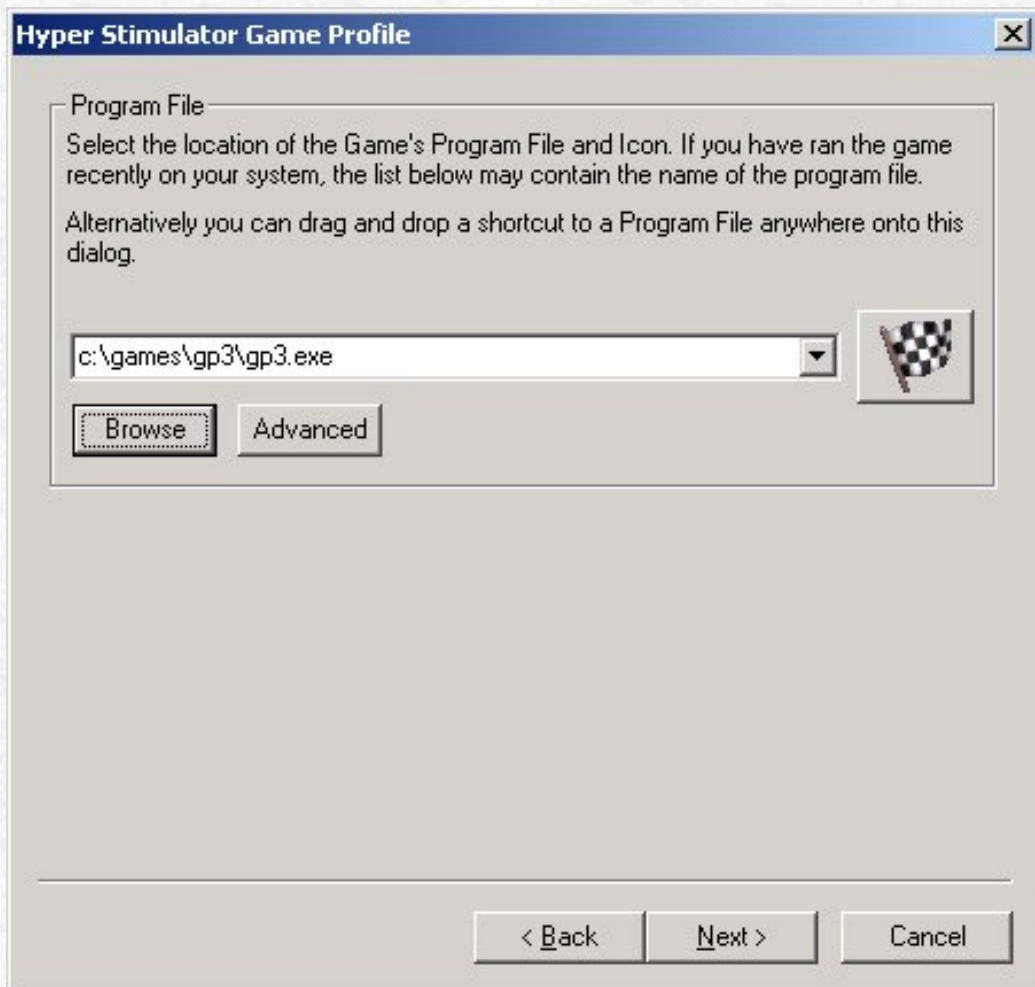


You have the option to create a new Game Profile from a predefined Game Template. Select the game you wish to install from the predefined list of templates or select "New Profile" to create a profile from scratch.

**Tip.** If you are connected to the Internet you can download the latest Game Templates using the Update page.

If you have chosen to create the Profile from a Game Template, pressing the Next button will search your system for the game.

If the game is found the following screen is displayed.



If you have chosen to create a "New Profile" then you must specify the location of the Games Program File and Icon. You can do this one of three ways.

- ☞ Select the Browse button to locate the Game's Program File.
- ☞ Select the Drop Down List which contains a list of recently used Program Files.
- ☞ Drag and Drop a shortcut to the Game's Program File anywhere on the dialog.

Confirm the Program File and Icon and then press the Next button.

**Hyper Stimulator Game Profile**

**Profile Name**  
 Enter the name of the Game Profile.  
 Grand Prix 3

**Calibration**  
 Select the type of Calibration required for this Game Profile. If you are unsure, select Default.  
 Default Windows Calibration

**Pedal Configuration**  
 Select the type of pedal configuration required for this Game Profile. If you are unsure, then select Combine Accelerator and Brake Pedals.  
 Combine Accelerator and Brake Pedals onto Single Axis  
 Invert Accelerator Axis  
 Invert Brake Axis  
 Defaults

< Back   Finish   Cancel

Specify the name of the game profile.

Specify the type of Calibration used by this Game. You have the following choices.

- ☛ **Default Windows Calibration** specifies that the Game uses the Windows calibration settings of the Default Profile. This means that when you calibrate this new Profile you are actually calibrating the "Default" Profile. This means you have one common calibration setting that can be shared amongst many games.
- ☛ **Custom Windows Calibration** specifies that the Game uses Windows calibration values, but the values are to be unique to this game only. In other words, when you calibrate this Profile it has no effect on any other Game Profiles.
- ☛ **In-Game Calibration** specifies that the Game has its own in-built calibration routine. This means that the game does not use the calibration settings of Windows. Examples of games that have their own calibration routines are Grand Prix Legends, Nascar 4, TOCA2 and Grand Prix 3.

If you are unsure which calibration setting to choose, select Default Windows Calibration, as this will provide the best compatibility, even if the Game has its own in-built calibration routines.

Finally, specify the Pedal Configuration to be used by the Game. The Hyper Stimulator supports two types of Pedal Configuration.

If you specify Combine Accelerator and Brake Pedals onto Single Axis, the Hyper Stimulator pedals are configured as follows.

Mapping	DirectInput Axis
Accelerator	Y-
Brake	Y+

This configuration is compatible with almost all games, however it has one major drawback in the you cannot Brake and Accelerate at the same time, so techniques such as trail braking cannot be used.

If you specify not to Combine Accelerator and Brake Pedals onto Single Axis, the Hyper Stimulator is configured as follows. This mode is sometimes called Split, Separate or Dual Axis mode.

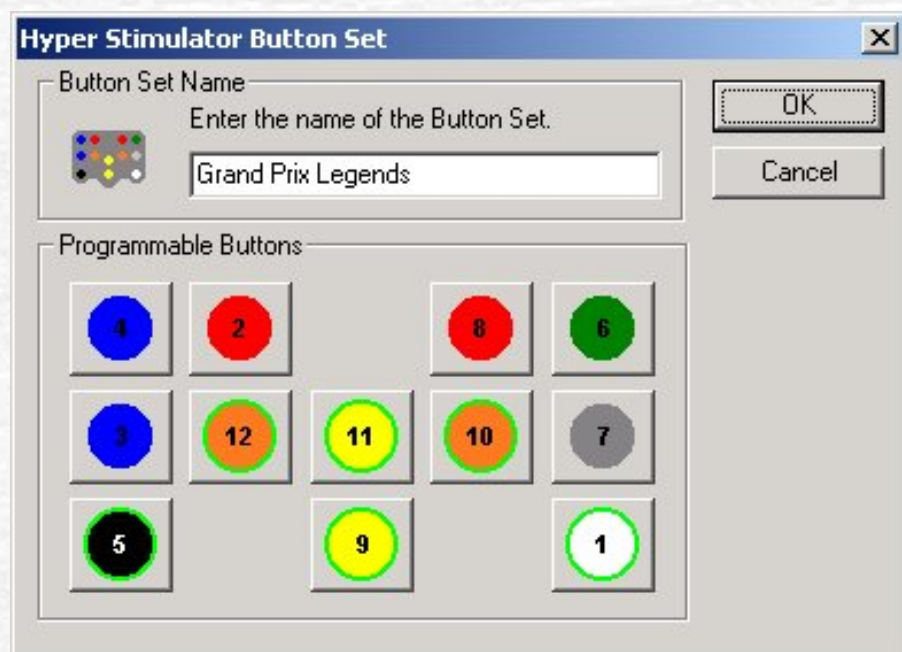
Mapping	DirectInput Axis
Accelerator	Rz
Brake	Z

Separate Axis mode offers the most realistic configuration of your Hyper Stimulator pedals, and is supported by most modern day simulations such as Grand Prix Legends and Nascar 4.

Press the Finish button to save the New Profile.

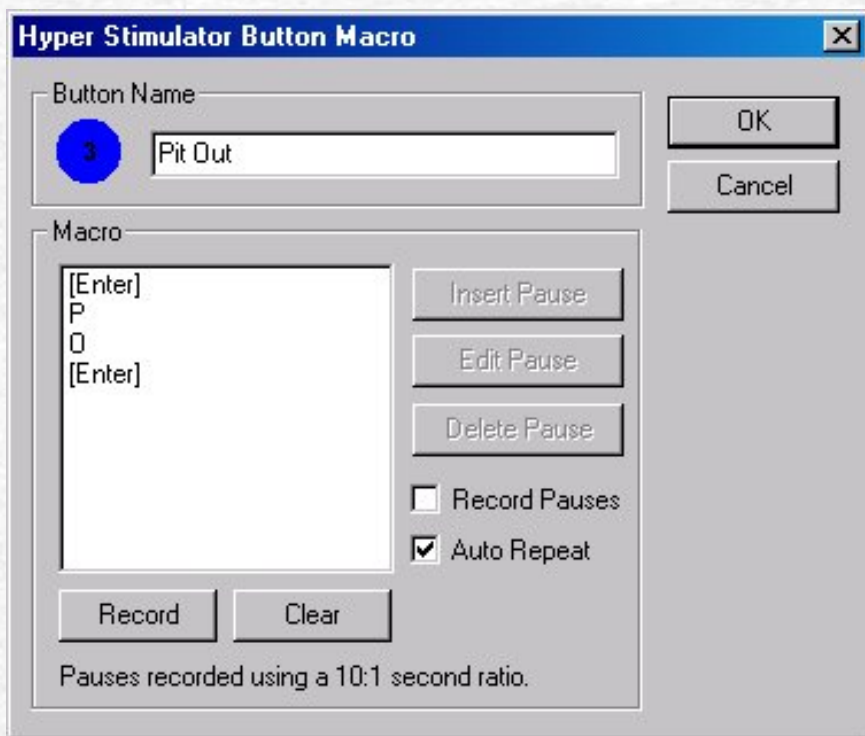
## Button Sets

A Game Profile can have one or more Button Sets. If you have a Hyper Stimulator SP model, you can define a set of keystrokes to assign to the 12 programmable buttons on the Hyper Stimulator steering wheel. To create a new Button Set, select the "New" button.



The above screen shows the programmable buttons on the Hyper Stimulator steering wheel. Each button can be assigned a sequence of keystrokes. Buttons highlighted with a green circle indicate that a key sequence has been programmed.

Specify the name of the Button Set, and then click on the button you wish to program.



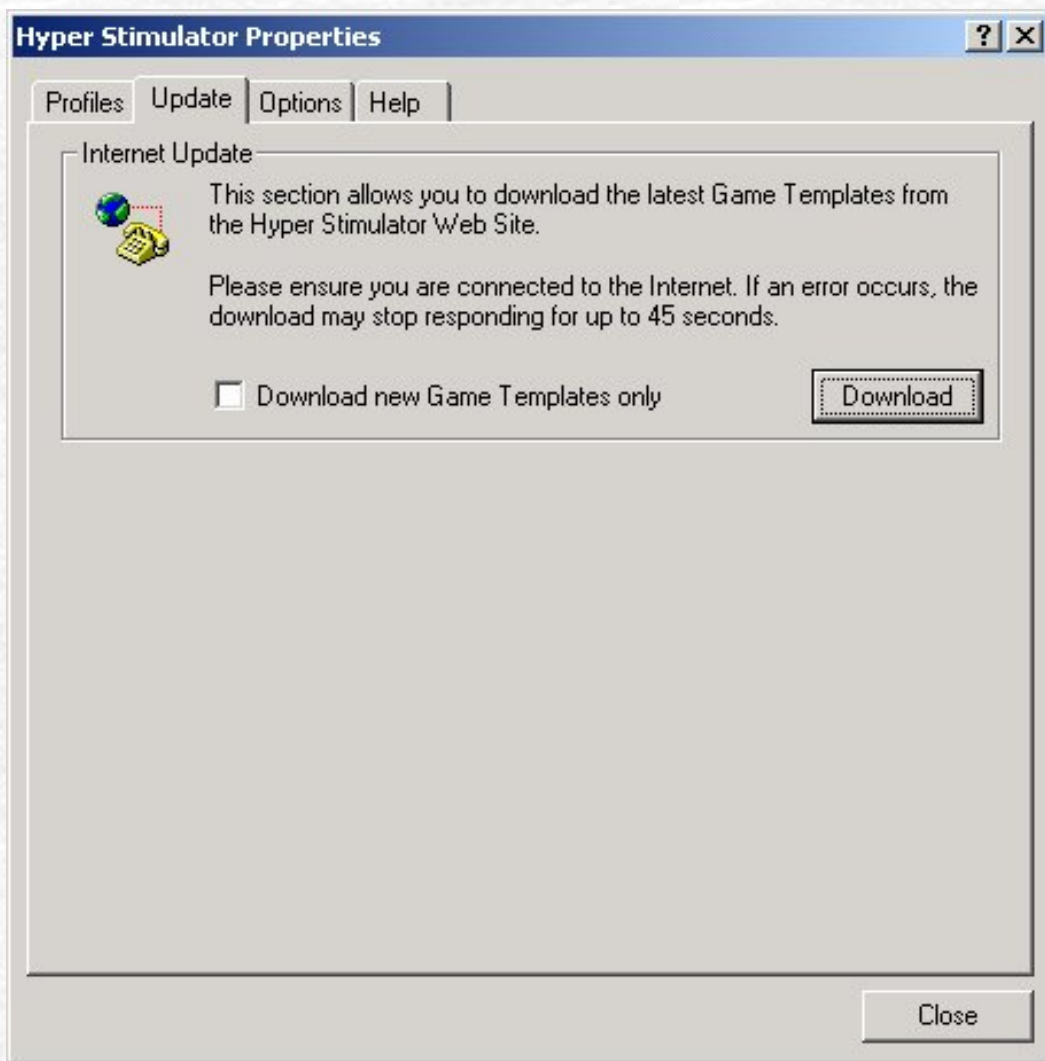
Specify the name of the Button Macro, and then press the Record button to start recording a sequence of keystrokes. If you specify Record Pauses, the time between keystrokes is recorded at a 10:1 ratio. For example if you wait 10 seconds between keystrokes, the actual pause interval will be 1 second. If you require pauses between keystrokes, it is easier to manually insert/edit/delete pauses after you have recorded the keystrokes.

**Note.** If you wish to delete a macro assigned, press Clear then the OK button.

Press the Finish button to stop recording, then OK to save the Button Macro.

Finally, press the OK button to save and activate the Button Set.

## Update



The Update screen allows you to download the latest Hyper Stimulator Game Templates from the Hyper Stimulator web site. Please ensure that you are connected to the Internet before you attempt to Download.

## Options



Hyper Stimulator Options allows you to change various global settings.

- ☞ **Show Hyper Stimulator Racing icon in taskbar** specifies whether you wish to load Hyper Stimulator Racing when Windows starts. If you turn this option off, features such as the Hyper Menu and Auto Profile Activation will be unavailable. Its recommended that you have this option on at all times.
- ☞ **Activate current profile when Hyper Stimulator Racing starts** specifies whether you wish to activate the current profile when your computer starts. By setting this option off, Hyper Stimulator Racing at startup will not initialise the Hyper Stimulator with the current profile. Only when you actually play the game will the profile be activated. Turning this option off will improve the load times of Windows.
- ☞ **Auto activate profiles on game launch** specifies whether Hyper Stimulator Racing should auto detect when a game starts and activate the appropriate settings for that game. You may want to use this option if you launch your game from outside Hyper Stimulator Racing such as another menu system or desktop shortcut etc. An example of this is Grand Prix Legends and the online front end WinVROC. When you join an online game, WinVROC launches GPL. Hyper Stimulator Racing will detect that GPL is about to start and will activate the correct profile. It's highly recommended that you leave this option on.
- ☞ **User Hyper Stimulator gameport driver** specifies whether the Hyper Stimulator gameport driver is to be used. You should only have to turn this option off if you wish to use a third party driver such as those provided by digital gameports. e.g. PDPI. Turning this option off will disable the Invert Axis features of a profile.
- ☞ **Use alternate profile activation method** is an advanced feature only to be used if Auto Activation does not seem to work.
- ☞ **Log diagnostic information** is an advanced feature to be used to help diagnose technical problems with your Hyper Stimulator. Diagnostic information is written to a file called HSILog.txt in the installation folder. Turning this option on will slow down your computer. Its highly recommended that you leave this option off unless directed by technical support.

## Help



The Help screen provides you with links to the following information.

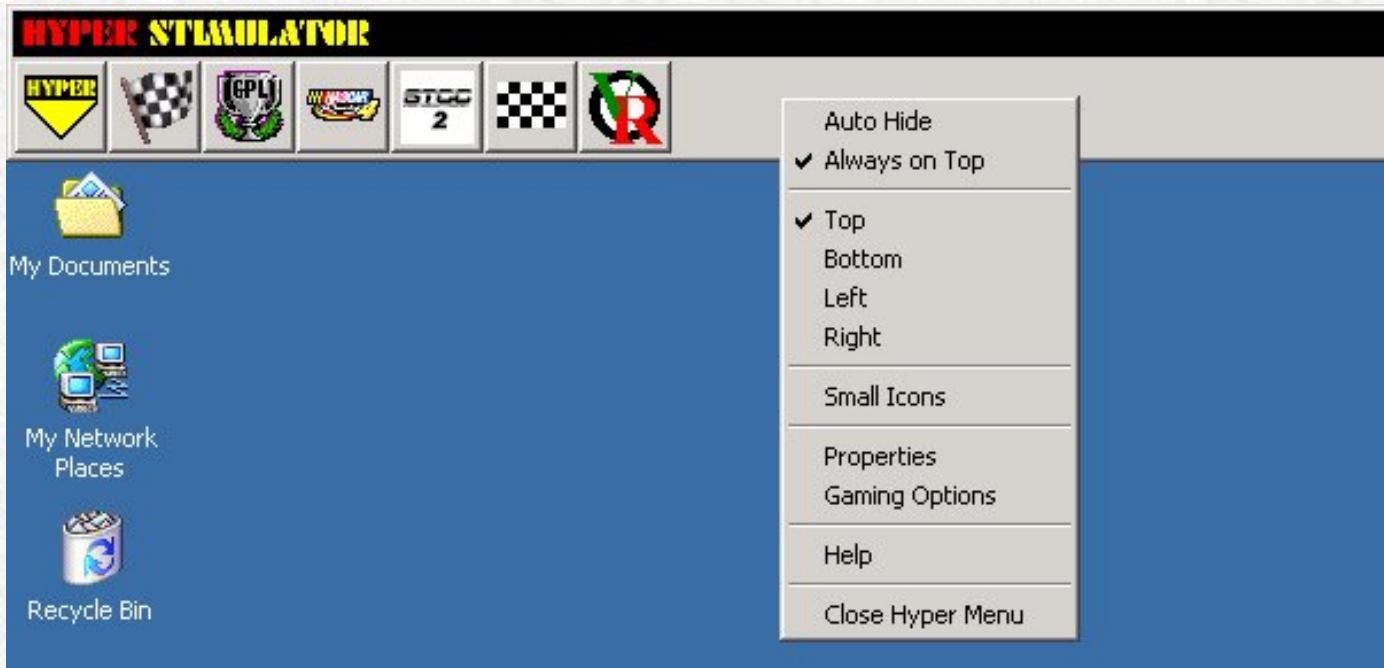
- Help will activate the Hyper Stimulator Racing online Help Guide (the document you are reading).
- [www.hyperstimulator.com](http://www.hyperstimulator.com) is a link to the Hyper Stimulator Web site, where you can find the latest news and updates.
- Credits shows the people who made Hyper Stimulator Racing 2.0 possible.

## Hyper Menu

You can activate the Hyper Menu by right clicking on the Hyper Stimulator Racing icon in the Windows Taskbar as follows.



The Hyper Menu is a quick launch bar attached to either the top, left, bottom or right of the screen. This menu allows you to launch the Game Profiles you have created.



To customise the appearance of the Hyper Menu, right click anywhere on the menu bar.