

OPERATION

YEESH, ENOUGH ALREADY

I suppose you're going to want to use it now, aren't you?

All right, all right - but first, you should take a look at the glossary. It contains terms and jargon that you'll run into in these instructions, and will almost certainly be useful unless you're already an expert.

STARTUP

Here's how to get going:

- 1 401 power**

Turn on the power switch on the 401's floor. There are two switches - a larger breaker switch on the right, which should always be on, and a smaller vertical switch on the left, which should be used day-to-day to power the simulator.

Using the large switch to power / unpower the machine may damage the switch over time.
- 2 Computer power**

The computers should start automatically; they will take a minute or two to start up. If they don't start on their own, you can use the tiny red buttons on the vertical gray sides of the 'main case'. They're toward the center of the machine compared to the left and right struts, and each is under a small green light which turns on when the computers are on.
- 3 Calibration**

Go over to the 401 and push each pedal down fully, and turn the wheel fully left and right (Note: Newer systems with the Force Dynamics custom wheel don't require this; just center the wheel and press the tiny red button on the left side of the wheel box to reset center position). It doesn't matter in what order.

This tells the game computer where the pedals and wheel 'start' and 'stop'; if this is not done, the brakes might drag or the throttle might always be on, until someone happens to push them down all the way.