

Speedster 3 ForceShock Xbox Recommended Settings

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Recommended Settings

Game	Publisher	DE	SE	SH	FO	SP	FI	Tested Version	Comments
Burnout	Acclaim	-8	5	3	3	2	0		
Burnout 3	EA	-7	4	3	3	2	0	PAL	3+4
colin mcrae rally 04	Codemasters	-8	4	3	2	3	1		1
colinmcrae 2005	Codemasters	5	9	3	3	2	0		
DTM Race Driver 2/ TOCA Race Driver 2 / V8 Superstars 2	Codemasters	-2	3	3	3	3	0	PAL	3+5
DTM Race Driver/ TOCA Race Driver / V8 Superstars	Codemasters	-6	0	3	3	3	0	PAL	2
Forza Motorsport	Microsoft	1	0	3	1	2	1		2
Indycar series	Codemasters	0	0	3	3	3	1		1
Midnight Club 3	Rockstar	2	-3	3	3	3	0		
Need for Speed Underground	EA	-7	2	3	3	2	1	PAL	
Outrun 2	SEGA	-1	4	3	3	3	1		
Project Gotham Racing	Microsoft	-1	0	3	2	2	1		
Project Gotham Racing 2	Microsoft	-2	2	3	3	2	2		
Rallisport Challenge	Microsoft	-7	3	3	2	3	1		
Rallisport Challenge 2	Microsoft	-3	3	3	3	3	3	PAL	
Rally Fusion	Activision	0	2	3	3	3	0		1
Richard Burns Rally	SCI	-1	2	3	1	3	1		
Sega GT online	Sega	-1	1	3	3	2	1		
The Italian Job		-6	4	3	3	2	0		3+6

- Comment 1 Make sure that the level of "vibration" is turned "on" or "full" in the options menu of the game
- Comment 2 Select "Steering wheel" in the "controller" options of the game
- Comment 3 The ForceShock effects are weak due to weak vibrations signals coming from the game
- Comment 4 Map special function (e.g. "boost") to handlever
- Comment 5 Options menu in the game: Set the deadzone for all axis to "0"
- Comment 6 Make sure that acceleration and brake is assigned to the triggers in the options menu of the game

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