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Saitek RX600

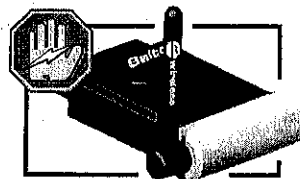
WIRELESS WHEEL



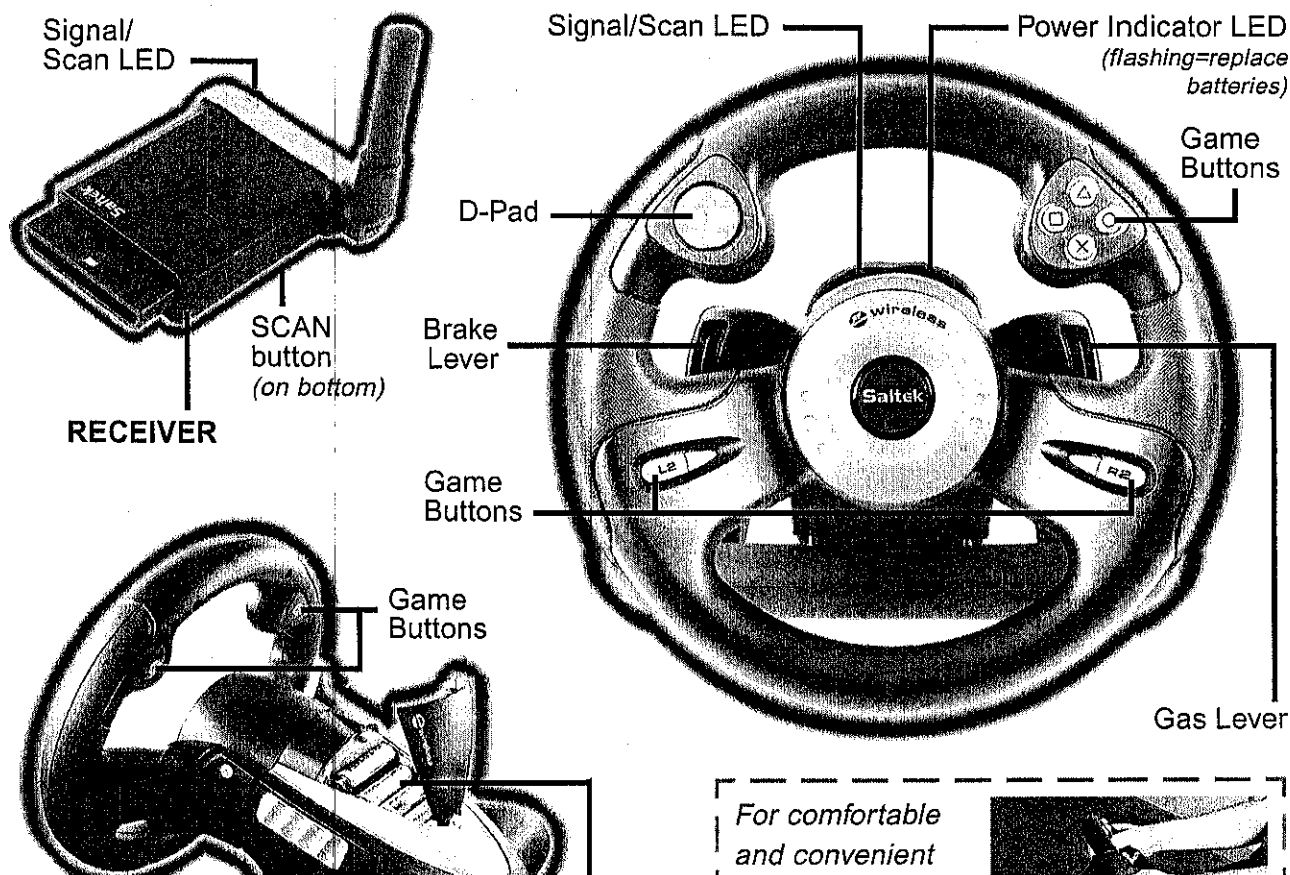
USER MANUAL

GETTING CONNECTED: IT'S SO EASY!

- 1** Before you start, make certain that your Sony PlayStation®2 is turned OFF!
- 2** Install the Receiver into one of the game console's controller ports by lining it up carefully and inserting it gently, but firmly. Now, power up the PlayStation®2.
- 3** Open the battery compartment on the back of the Wheel, insert 4 fresh AA batteries, and close the compartment cover.
Note that the green Wheel and Receiver LEDs will both flash while communication is being established. Once this has occurred, both of the LEDs will remain on solidly.
- 4** Next, decide where you want to play. Position yourself anywhere up to 10 metres (approximately 30 feet) of the console! Attach the Wheel securely to the edge of a desk or table by turning the clamp grip on the bottom. *Be careful not to overtighten!*
If you'd rather play with the unit on your lap, simply tighten the clamp screw to keep it in place, and position the unit as shown below. The clamp is custom-molded and designed to fit comfortably when you're in a sitting position!
- 5** Okay, time to start up one of your PlayStation® games and have some fun!



FEATURES AND CONTROLS



1. A LOOK AT THE BASICS

Ready for a revolutionary way to play all your favorite PlayStation®2 racing simulation games? You've come to the right place! Saitek's new RX600 Wireless Wheel gives you total freedom over where you play—no more cables in the way, no more sitting right next to the video game console. Now, you can actually play your games from up to 10 metres (approximately 30 feet) away, and still maintain precise control over all the exciting action! Simply insert the Receiver into one of the PlayStation®2's game ports, set up the Wheel, make yourself comfortable, and start up your favorite game. As shown under *Features and Controls*, the RX600 Wheel boasts 8 fully analog buttons, 2 hand-operated levers for gas and brake functions, and an analog D-Pad, all conveniently located right on the Wheel for easy access. The analog buttons give an extremely smooth and precise drive, while the hand levers provide superb control over gas and brake functions. In addition, the DoubleShock 2 vibration effect offers awesome sensory feedback, thanks to the twin motors built right into the unit. Designed with comfort and versatility in mind, you also have the option of either desktop or laptop play! Clamp the RX600 to a desk or table from 1 to 5 cm (0.5 to 2 inches) thick, or position the Wheel on your lap, as described under *Getting Connected*.

A QUICK WORD ON BATTERIES

We've included 4 AA batteries with your new RX600 Wireless Wheel, giving you over 50 hours of exciting game play right out of the box! When the batteries eventually need to be replaced, simply open the battery compartment cover, pop out the batteries, replace them with 4 fresh AAs, and close the cover. Please also note the following:

- The red Power Indicator LED on the Wheel will *light solidly* when the power is on, and *flash* when the batteries need to be replaced.
- If no buttons are pressed or the Wheel is not turned for a period of about 3 minutes, the unit will automatically enter a battery-preserving **Sleep Mode**. To reactivate the Wheel, simply press **START** or **SELECT**. *Note that the Receiver's green Signal/Scan LED flashes during Sleep Mode, and both Wheel LEDs turn off.*

THE WIRELESS CONNECTION: SOME IMPORTANT NOTES!

- If the Radio Frequency signal should become temporarily blocked (due to interference or too great a distance between the Wheel and Receiver), the green Wheel and Receiver LEDs will start to flash and your game will automatically be paused. As soon as the signal is reinstated, the LEDs will turn back on solidly, and you can resume playing.
- The green LEDs on the Wheel and Receiver will flash during setup, and light solidly when the two units are working together correctly.
- To set up another RX600 for multi-player gaming, simply press the **SCAN** button on the bottom of the Receiver, and simultaneously press the **START** and **SELECT** buttons on the Wheel itself. The green Wheel and Receiver LEDs will flash for about 20 seconds while communication is being established. Once this occurs, both LEDs will remain on solidly. Please also note the following:
 - *If you should press the **SCAN** button on the bottom of the Receiver by mistake (without pressing the buttons on the Wheel), your system will enter a 20-second loop and then return to its original frequency.*
 - *If the second Wheel doesn't seem to be operating correctly, repeat the scanning process to find another frequency.*
- Although the range for using your Wireless Wheel is up to 10 metres (approximately 30 feet), experimentation will give you actual boundaries for your particular setting.

2. HAVE QUESTIONS? HERE'S SOME HELP!

a. My Wheel doesn't seem to be functioning.

- Check the cable connections. Turn the PlayStation®2 off, and unplug the Receiver from the controller port. Then plug it back in, making certain the connection is snug.
- Check to see that your console's power cord is plugged in snugly, both into the unit itself and into the wall. Consult your PlayStation®2 manual for console troubleshooting.
- Switch the console off, and turn it back on again. While doing this, make sure the Wheel is in the center position and be careful not to press any buttons on the Wheel.
- Be sure that you are positioned within the recommended distance, as described in Section 1.

b. How can I try out the laptop play option?

- Simply tighten the clamp screw to keep it in place, and position the Wheel on your lap, as shown under *Features and Controls*.

c. Why isn't the vibration feature working?

- Not all games support this feature. Check out the documentation for your particular game to see if it supports the vibration function.

d. The green Signal/Scan LEDs on the Wheel and Receiver are flashing. Why?

- On setup: This occurs when the Wheel and Receiver are first establishing communication. Once this has been accomplished, both LEDs remain on steadily.
- During game play: This occurs if the Radio Frequency signal has been temporarily blocked. You may be sitting too far away from the Receiver, or there may be interference from other equipment in the area. When this happens, the game will automatically be paused. Once the signal is reinstated, you'll be returned to normal game play.

e. Why is the red LED on my Wheel flashing?

- The flashing red LED indicates that the batteries are low. When this occurs, replace the batteries with fresh AAs as soon as possible.

PLAY IT SAFE!

Whether you're in the middle of an exciting race or simply out for a drive, remember that it's very important to be aware of how you're sitting and how you're gripping the Wheel! With both desktop and laptop play, try not to stay in the same position for too long, and be sure to take breaks now and then. Be smart—don't take a chance on straining your wrists, hands, or fingers! Plus, a word of caution: If you have strained muscles, broken bones, or joint problems in your fingers, hands, or arms, do not use the Wheel with any games that support the vibration feature.



3. IF YOU NEED MORE SUPPORT...

Give our website a visit at www.saitek.com. Besides obtaining help with many of your technical questions, you'll also find up-to-date news and product information, as well as related links that are sure to interest you. And, while you're there, why not explore our website a little further and check out all the other products Saitek has to offer, including a great variety of game controllers, chess computers, and other electronic products—you might just come across something you've never seen before!

If you need additional help with the setup or use of your RX600 Wireless Wheel, you can also obtain comprehensive product support by contacting your nearest **Technical Support Center**. You'll find a complete listing of our worldwide affiliates on a separate sheet, included in the box with your RX600 Wheel. We've provided everything you might need, including e-mail addresses, mailing addresses, and telephone numbers. In order to deal with your problems as

- Describe the problem you are having and the events that led up to it, trying to be as precise as possible. Remember—the better we can understand the problem, the faster we can find the solution!

PlayStation®2 is a trademark of Sony Computer Entertainment Inc.

CONDITIONS OF WARRANTY

1. Warranty period is 2 years from date of purchase with proof of purchase submitted.
2. Operating instructions must be followed.
3. Product must not have been damaged as a result of defacement, misuse, abuse, neglect, accident, destruction or alteration of the serial number, improper electrical voltages or currents, repair, alteration or maintenance by any person or party other than our own service facility or an authorized service center, use or installation of non-Saitek replacement parts in the product or the modification of this product in any way, or the incorporation of this product into any other products, or damage to the product caused by accident, fire, floods, lightning, or acts of God, or any use violative of instructions furnished by Saitex plc.
4. Obligations of Saitex shall be limited to repair or replacement with the same or similar unit, at our option. To obtain repairs under this warranty, present the product and proof of purchase (e.g., bill or invoice) to the authorized Saitex Technical Support Center (listed on the separate sheet packaged with this product), transportation charges prepaid. Any requirements that conflict with any state or Federal laws, rules and/or obligations shall not be enforceable in that particular territory and Saitex will adhere to those laws, rules, and/or obligations.
5. When returning the product for repair, please pack it very carefully, preferably using the original packaging materials. Please also include an explanatory note.
6. **IMPORTANT:** To save yourself unnecessary cost and inconvenience, please check carefully that you have read and followed the instructions in this manual.
7. This warranty is in Lieu of all other expressed warranties, obligations or liabilities. **ANY IMPLIED WARRANTIES, OBLIGATIONS, OR LIABILITIES, INCLUDING BUT NOT LIMITED TO THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, SHALL BE LIMITED IN DURATION TO THE DURATION OF THIS WRITTEN LIMITED WARRANTY.** Some states do not allow limitations on how long an implied warranty lasts, so the above limitations may not apply to you. **IN NO EVENT SHALL WE BE LIABLE FOR ANY SPECIAL OR CONSEQUENTIAL DAMAGES FOR BREACH OF THIS OR ANY OTHER WARRANTY, EXPRESS OR IMPLIED, WHATSOEVER.** Some states do not allow the exclusion or limitation of special, incidental or consequential damages, so the above limitation may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.



ENGLISH

Information for Customers in the United States:

FCC Compliance and Advisory Statement

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:

1. This device may not cause harmful interference, and
2. This device must accept any interference received, including interference that may cause undesired operation.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by

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