



## Logitech® G920 Driving Force™ Racing Wheel

User Guide

Guide de l'utilisateur

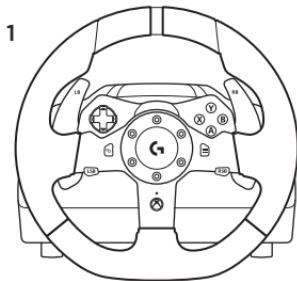


## Contents

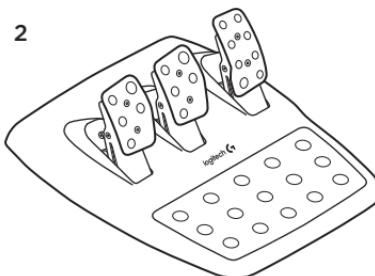
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[www.logitech.com/support/g920](http://www.logitech.com/support/g920)

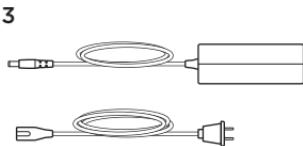
## What's in the box



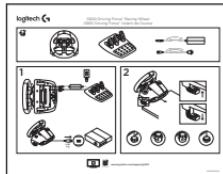
1



2



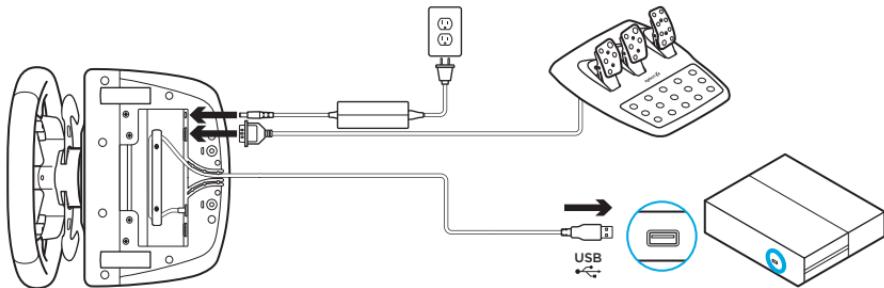
3



4

1. Racing wheel
2. Pedal unit
3. Power adapter
4. User documentation

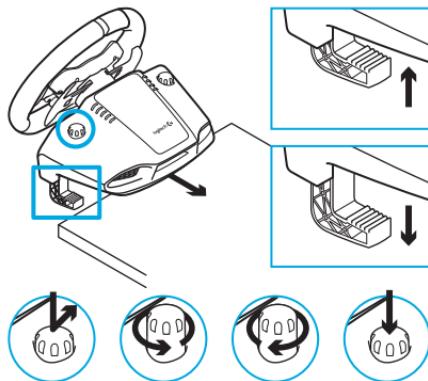
## Installation



Attach power adapter and USB cables as shown.

Every time your Racing Wheel connects with your system, it will rotate fully to each side and then to the center to calibrate. Your wheel will be ready once this calibration is completed.

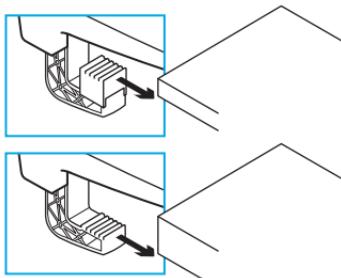
## Mounting clamps



G920 Driving Force Racing Wheel is equipped with a built in clamping system for mounting to a table.

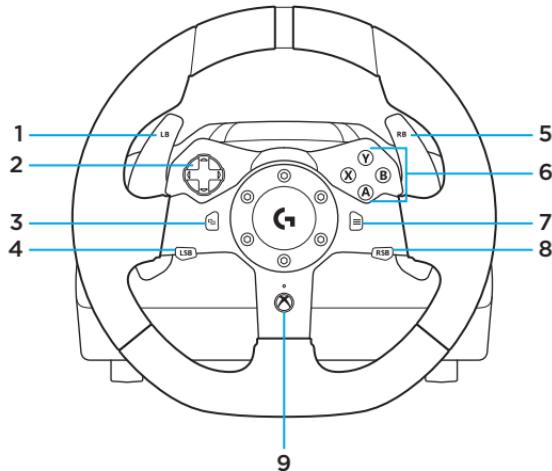
Push down and rotate clamp knobs to lock or unlock.

Rotate clamp knobs to tighten or loosen clamps.



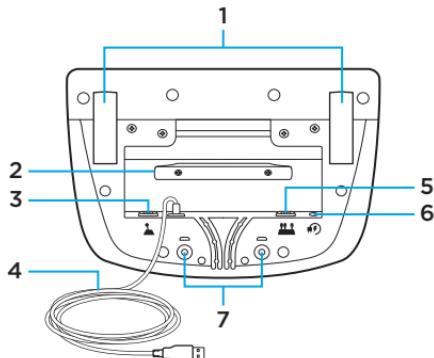
Note: Clamp extenders should be removed for attachment to thicker tables.

## Buttons



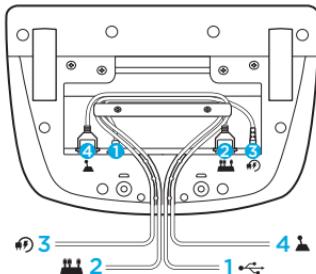
- 1. Left bumper
- 2. Directional pad
- 3. View button
- 4. Left stick button
- 5. Right bumper
- 6. A, B, X, Y buttons
- 7. Menu button
- 8. Right stick button
- 9. Xbox button

## Connections and mount points



1. Mounting clamps
2. Cable management cleat
3. Optional shifter connection (DB-9 male)
4. USB cable
5. Pedal unit connection (DB-9 female)
6. Power connection
7. Bolt mounting points (uses M6X1 bolts)

## Optimal cable routing

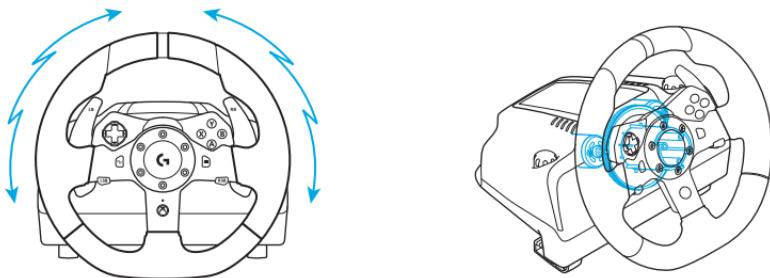


USB and pedal cables (1, 2) should be routed through inner channels.

Power and optional shifter cables (3, 4) should be routed through outer channels.

Cables may be wrapped multiple times around cable management cleat to take in slack.

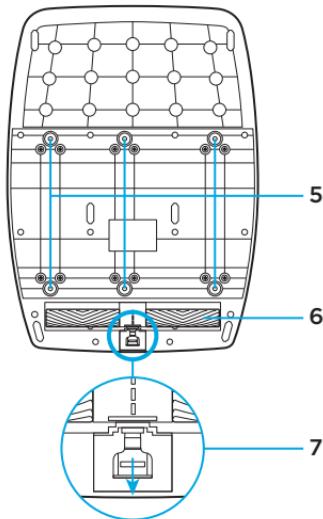
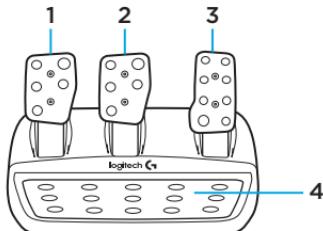
## Force feedback



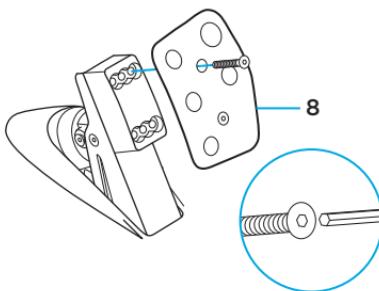
Your Racing Wheel contains dual motors that will provide force feedback with supported games and systems.

Note: Your racing wheel has an overheat protection circuit safeguard to protect it under high-temperature operating conditions. In rare instances, force feedback features may shut down during use while controls continue to operate. If this occurs, allow the wheel to cool down and power it down by unplugging it. If this occurs frequently, contact product support.

## Pedal unit



1. Clutch pedal
2. Brake pedal
3. Throttle pedal
4. Textured heel rest
5. Bolt mounting points (uses M6X1 bolts)
6. Patented carpet grip system
7. Carpet grip release clip  
Push towards rear or pedal unit  
to release
8. Change pedal face position  
(requires 2.5mm hex key)



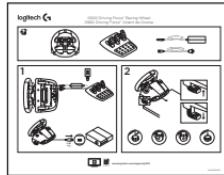
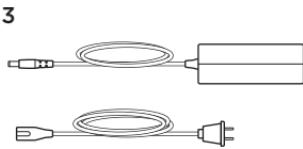
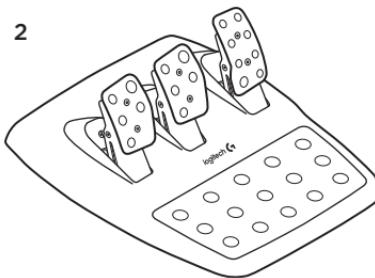
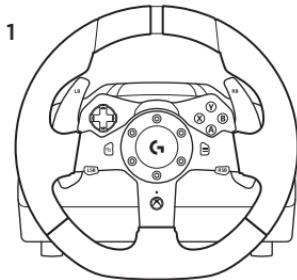
## TouchSense Technology



TouchSense Technology licensed from Immersion Corporation and protected by one or more of the following United States Patents listed at

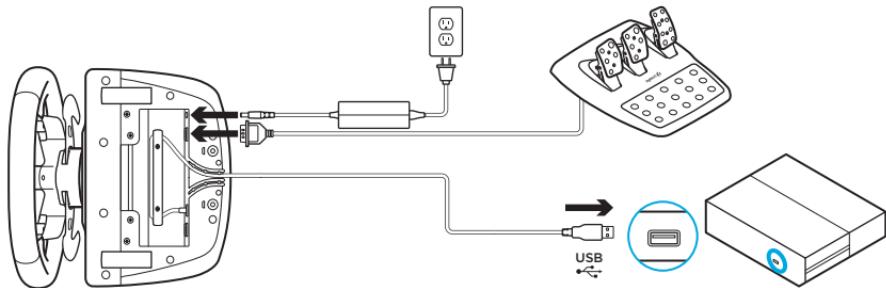
<http://www.immersion.com/haptics-technology/patent-marking/index.html>

## Contenu du coffret



1. Volant de course
2. Pédale
3. Adaptateur secteur
4. Documentation utilisateur

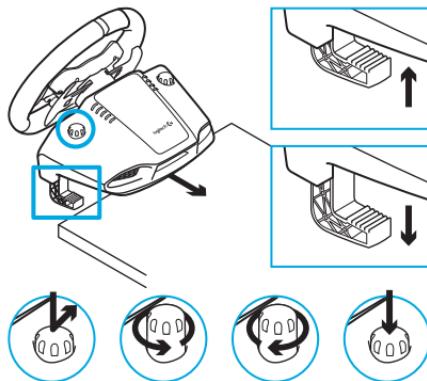
## Installation



Installez l'adaptateur secteur et les câbles USB comme indiqué.

À chaque fois que votre volant de course se connecte à votre système, il tourne entièrement de chaque côté puis se repositionne au centre, pour le calibrage. Votre volant est prêt une fois le calibrage terminé.

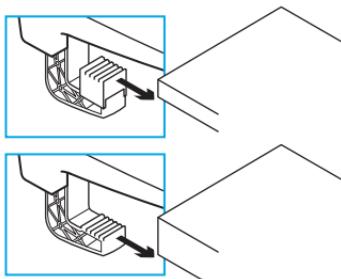
## Fixations de montage



Le volant de course G920 Driving Force Racing Wheel est équipé d'un système de fixation intégré pour le montage sur une table.

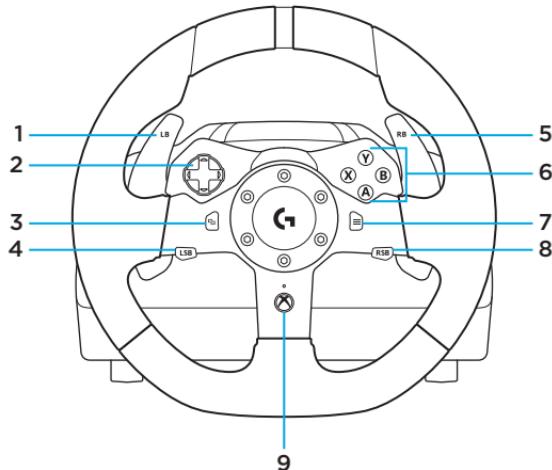
Poussez vers le bas et faites tourner les boutons de fixation pour verrouiller ou déverrouiller.

Faites tourner les boutons de fixation pour serrer ou desserrer les fixations.



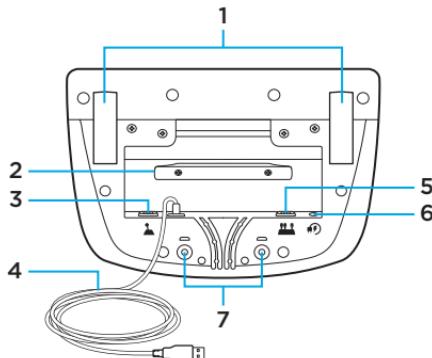
Remarque: Pour fixer le volant sur des tables plus épaisses, vous devez retirer les extenseurs de fixation.

## Boutons



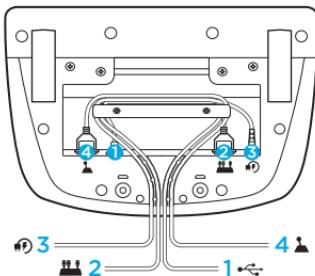
- |                           |                          |
|---------------------------|--------------------------|
| 1. Pare-chocs gauche      | 5. Pare-chocs droit      |
| 2. Pavé directionnel      | 6. Boutons A, B, X, Y    |
| 3. Bouton Vue             | 7. Bouton Menu           |
| 4. Bouton du stick gauche | 8. Bouton du stick droit |
|                           | 9. Bouton Xbox           |

## Connexions et points de montage



1. Fixations de montage
2. Taquet de rangement des câbles
3. Connexion de levier en option (DB-9 mâle)
4. Câble USB
5. Connexion de l'unité de pédale (DB-9 femelle)
6. Alimentation secteur
7. Points de montage de boulon (boulons M6X1)

## Système de passage de câble optimal

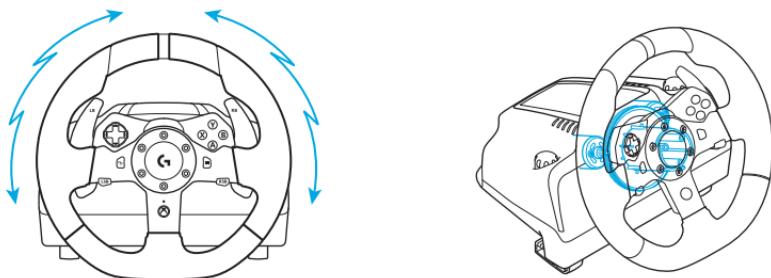


Le câble USB et le câble de la pédale (1, 2) doivent passer par les glissières intérieures.

Les câbles d'alimentation et câbles de levier en option (3, 4) doivent passer par les glissières extérieures.

Les câbles peuvent être enroulés plusieurs fois autour du taquet de rangement des câbles pour éviter qu'il y ait du jeu dans les câbles.

## Retour de force

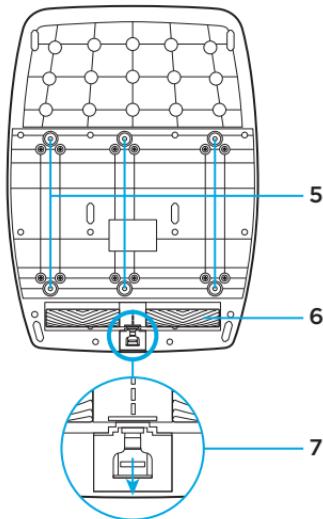
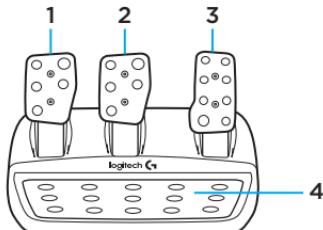


Votre volant de course contient deux moteurs qui fournissent le retour de force sur les jeux et systèmes pris en charge.

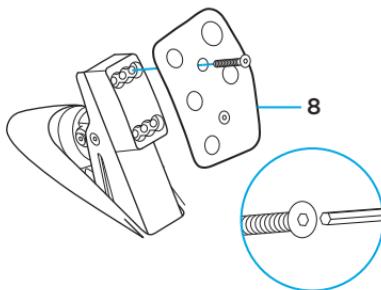
Remarque: Votre volant de course dispose d'un circuit de protection contre la surchauffe pour le protéger dans les conditions de fonctionnement à haute température.

Il arrive parfois que les fonctions de retour de force s'éteignent en cours d'utilisation bien que les commandes fonctionnent toujours. Si cela se produit, laissez le volant refroidir et mettez-le hors tension en le débranchant. Si cela se produit fréquemment, contactez le support produit.

## Pédale



1. Pédale d'embrayage
2. Pédale de frein
3. Pédale de gaz
4. Repose talon texturé
5. Points de montage de boulon (boulons M6X1)
6. Système antidérapant breveté
7. Attache antidérapante  
Poussez vers l'arrière ou sur la pédale pour détacher
8. Changement de position de la face de la pédale  
(clé Allen de 2,5 mm requise)

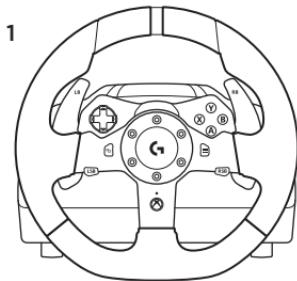


## Technologie TouchSense

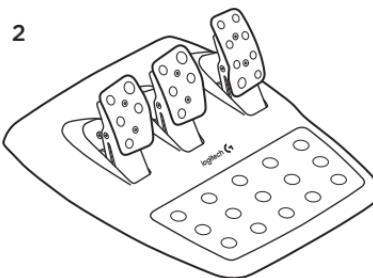


Technologie TouchSense concédée sous licence par Immersion Corporation et protégée par un ou plusieurs brevets des États-Unis répertoriés sur le site <http://www.immersion.com/haptics-technology/patent-marking/index.html>.

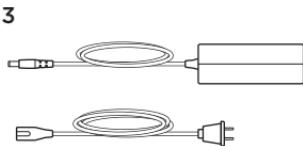
## Contenido de la caja



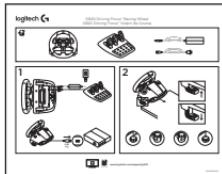
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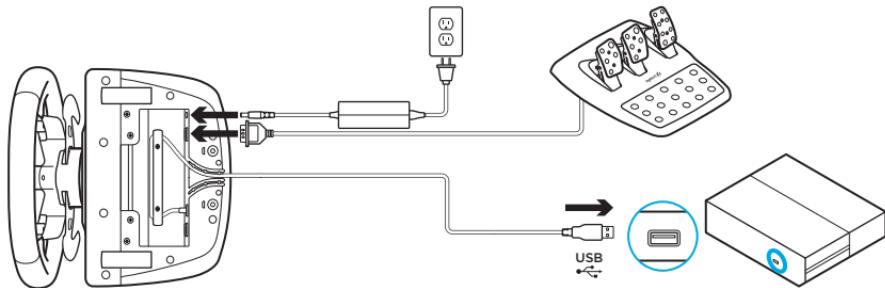
3



4

1. Volante de carreras
2. Unidad de pedales
3. Adaptador de corriente
4. Documentación del usuario

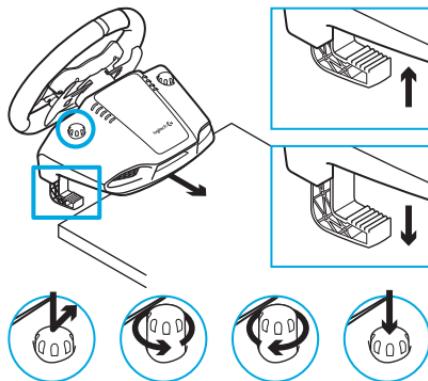
## Instalación



Acople el adaptador de corriente y los cables USB como se muestra en la imagen.

Cada vez que el volante de carreras se conecte al sistema, realizará una rotación completa hacia cada lado y después volverá al centro para calibrarse. Una vez terminada la calibración, el volante estará listo para su uso.

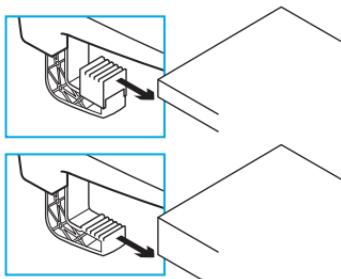
## Pernos de montaje



El volante de carreras G920 Driving Force cuenta con un sistema de pernos integrados para fijarlo a la mesa.

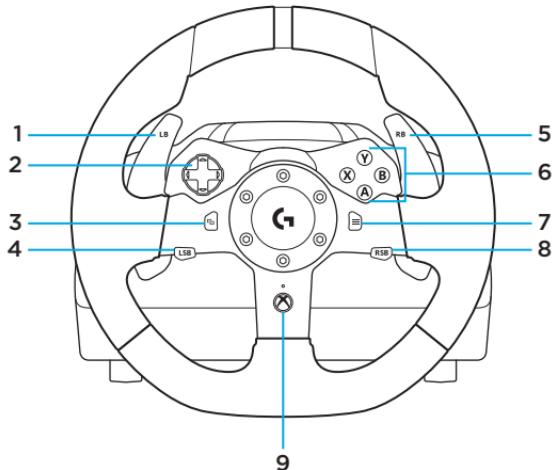
Presiona y gira las cabezas de los pernos para bloquear o desbloquear.

Gira las cabezas de los pernos para apretar o aflojar los pernos.



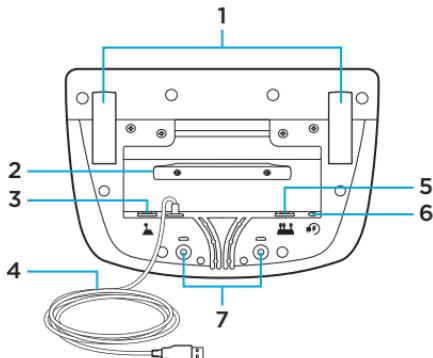
Nota: Si la mesa es gruesa,  
quita los extensores de los pernos.

## Botones



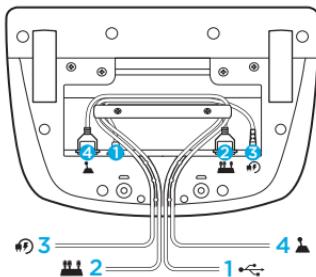
- |                               |                             |
|-------------------------------|-----------------------------|
| 1. Botón superior izquierdo   | 5. Botón superior derecho   |
| 2. Control de dirección       | 6. Botones A, B, X, Y       |
| 3. Botón de vista             | 7. Botón de menú            |
| 4. Botón de palanca izquierda | 8. Botón de palanca derecha |
|                               | 9. Botón de Xbox            |

## Puntos de montaje y conexiones



1. Pernos de montaje
2. Taco para la distribución de cables
3. Conexión de cambio opcional (DB-9 macho)
4. Cable USB
5. Conexión de la unidad de pedales (DB-9 hembra)
6. Conexión de alimentación
7. Puntos de montaje de los tornillos (tornillos M6x1)

## Sistema óptimo de distribución de cables

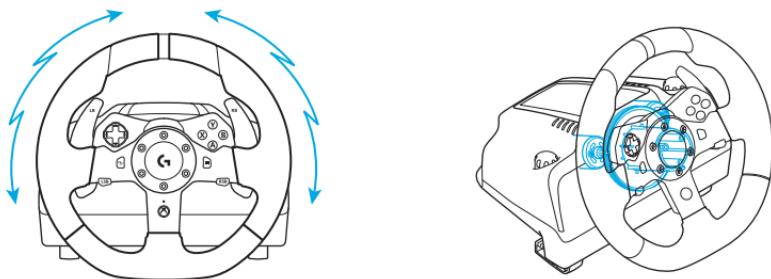


Los cables del pedal y USB (1, 2) deben dirigirse por los canales interiores.

Los cables de cambio opcional y de corriente (3, 4) deben dirigirse por los canales exteriores.

Puedes pasar los cables alrededor del taco para distribuirlos de manera que no queden sueltos.

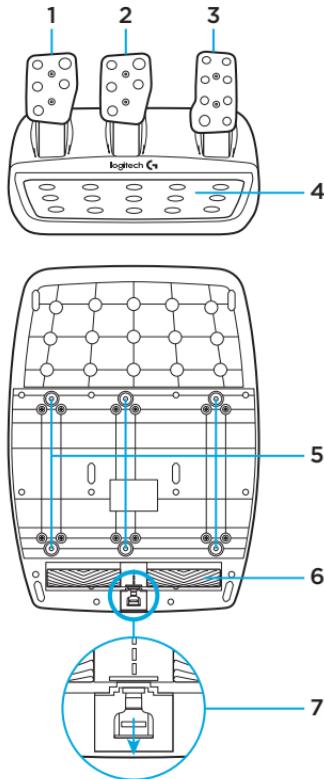
## Force Feedback



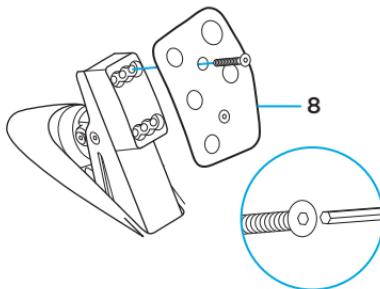
Tu volante de carreras contiene dos motores con Force Feedback para los juegos y sistemas compatibles.

Nota: Tu volante de carreras cuenta con un sistema de protección para evitar cortocircuitos en condiciones de uso en temperaturas altas. Aunque es poco frecuente, es posible que las funciones de Force Feedback se apaguen durante el uso y que los controles sigan disponibles. En tal caso, deja que el volante se enfrie y apágalo mediante la desconexión del cable. Si sucediera con frecuencia, ponte en contacto con el servicio de asistencia al producto.

## Unidad de pedales



1. Pedal del embrague
2. Pedal del freno
3. Pedal del acelerador
4. Reposapiés con textura
5. Puntos de montaje de los tornillos (tornillos M6x1)
6. Sistema de alfombrilla antideslizante patentado
7. Clip para extraer la alfombrilla antideslizante  
Presiona hacia atrás o hacia la unidad de pedales para extraerla
8. Cambio de posición de la cara del pedal (requiere llave allen de 2,5 mm)

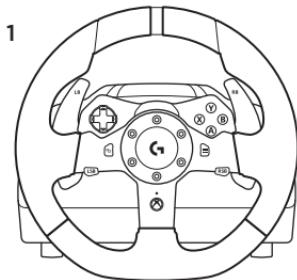


## Tecnología TouchSense

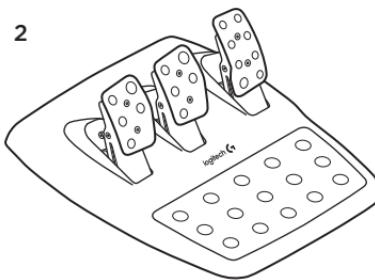


Tecnología TouchSense con licencia de Immersion Corporation y protegida por una o más de las siguientes patentes de Estados Unidos citadas en <http://www.immersion.com/haptics-technology/patent-marking/index.html>

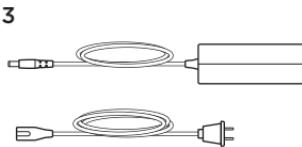
## O que a caixa contém



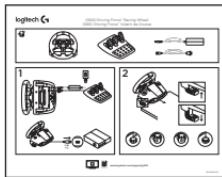
1



2



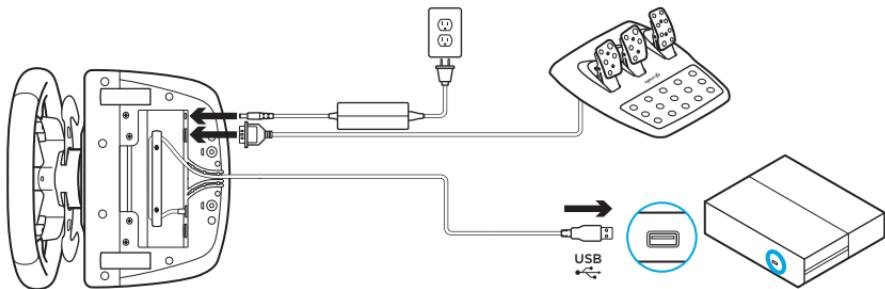
3



4

1. Volante de corrida
2. Unidade de pedal
3. Adaptador de força
4. Documentação do usuário

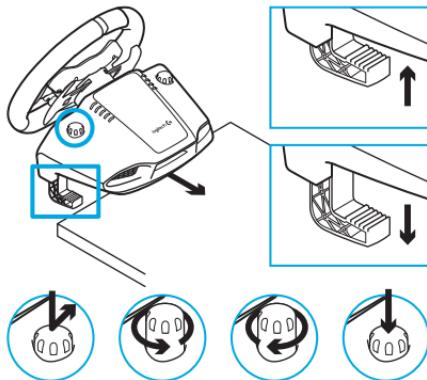
## Instalação



Conecte o adaptador de força e os cabos USB conforme mostrado abaixo

Toda vez que o Volante de corrida se conecta com seu sistema, ele faz um giro completo para cada lado e retorna ao centro para ser calibrado. Seu volante estará pronto para ser usado após a conclusão da calibração.

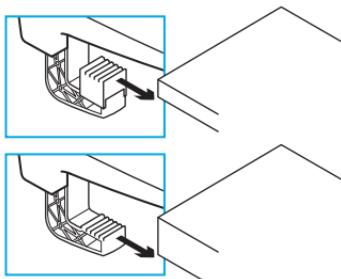
## Braçadeiras de fixação



O G920 Driving Force Racing Wheel possui um sistema de fixação integrado para ser fixado à mesa.

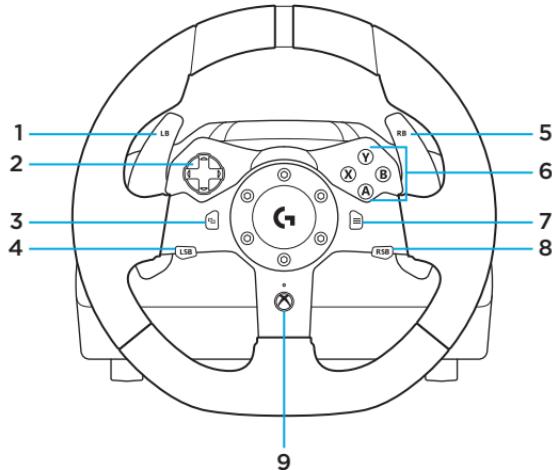
Pressione e gire as braçadeiras de fixação para trancar ou destrancar

Gire os botões de fixação para apertar ou afrouxar as braçadeiras



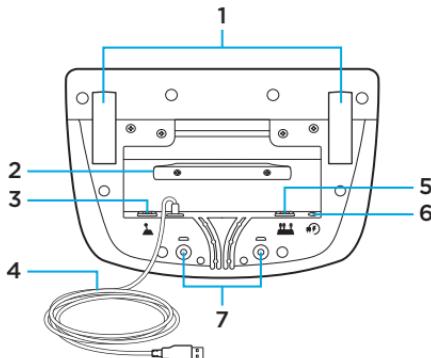
Observação: As extensões de braçadeira devem ser removidas para serem anexadas a mesas mais grossas.

## Botões



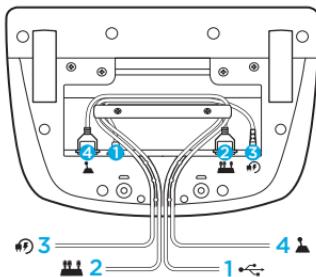
1. Amortecedor esquerdo
2. Controle direcional
3. Botão de visualização
4. Joystick esquerdo
5. Amortecedor direito
6. Botões A, B, X, Y
7. Botão Menu
8. Joystick direito
9. Botão Xbox

## Conexões e pontos de fixação



1. Braçadeiras de fixação
2. Gancho de gerenciamento de cabos
3. Conexão opcional de câmbio (DB-9 macho)
4. Cabo USB
5. Conexão da unidade de pedais (DB-9 fêmea)
6. Conexão de força
7. Ponto de fixação do Bolt (usa parafusos M6X1)

## Roteamento de cabo otimizado

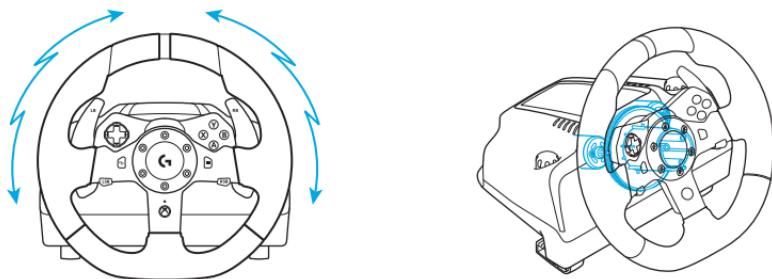


Cabos de USB e de pedal (1, 2) devem ser roteado através de canais internos.

Cabos de força e cabos opcionais de câmbio (3, 4) devem ser roteado através de canais externos.

Os cabos podem ser enrolados diversas vezes no gerenciador de cabos para controlar a folga.

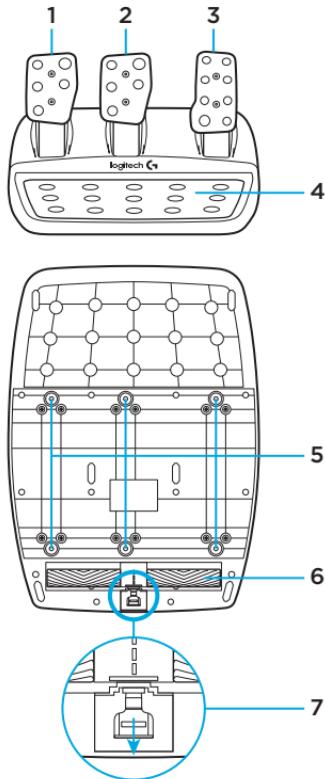
## Reorientação de força



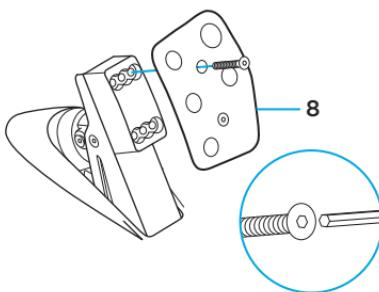
Seu Volante de corrida contém motores duplos que aplicam força contrária nos jogos e sistemas compatíveis.

Observação: Seu volante de corrida possui um sistema de proteção contra superaquecimento para suportar temperaturas elevadas. Em raras situações, o recurso de força contrária pode ser interrompido durante o uso mesmo que outros controles continuem a funcionar normalmente. Se isso ocorrer, aguarde o resfriamento do volante e desligue-o através da desconexão. Se isso ocorrer com frequência, entre em contato com o suporte a produtos.

## Unidade de pedal



1. Pedal de embreagem
2. Pedal de freio
3. Pedal acelerador
4. Apoio texturizado para calcanhar
5. Ponto de fixação do Bolt  
(usa parafusos M6X1)
6. Sistema antiderrapante patenteado
7. Clipe de liberação do carpete  
Empurre para trás ou em direção  
à unidade de pedal para soltar
8. Trocar a posição da face do pedal  
(chave hexagonal de 2,5 mm)



## Tecnologia TouchSense



A Tecnologia TouchSense é licenciada pela Immersion Corporation  
protegida por uma ou mais das seguintes patentes dos EUA listadas em  
<http://www.immersion.com/haptics-technology/patent-marking/index.html>



[gaming.logitech.com](http://gaming.logitech.com)

[www.logitech.com/support/g920](http://www.logitech.com/support/g920)

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