

BLACK-TEK

Geared Head Simulator



Take all components out of the box



Place the Controller on your desk next to your computer



Place the clamps on the edge of your desk about 10-15 cm apart from each other

Connect the two Lemo-plugs of the wheels to the backside sockets of your Controller

The regular layout is

- Pan-Wheel on the left hand side
- Tilt-Wheel on the right hand side

Connect the GHS controller and your computer with the supplied USB cable



Test the setup

You should now see the MouseCursor moving around the Desktop while moving the wheels.

If the Cursor is not moving, check the DIP-Switch Settings on the back of your Controller

You can adjust speeds and directions of both wheels with the knobs and switches on the front of your controller.

Important note for all users who are new to wheels:

Please make sure you are using the classic Geared Head wheel setup:

- **Pan-Wheel on the left hand side**
Turning it clockwise must pan the camera to the left)
- **Tilt-Wheel on the right hand side**
Turning it clockwise must tilt the camera upwards)

You can change directions on the Controllerbox !

Software Installation

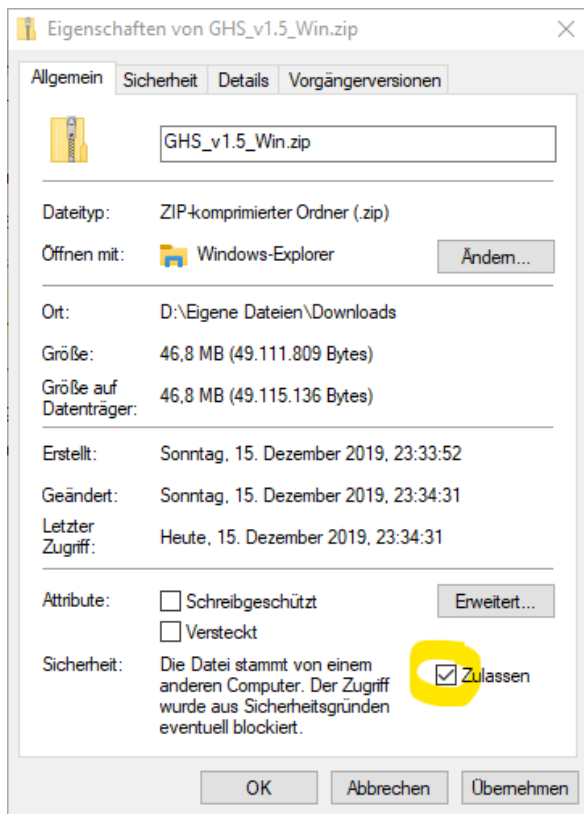
On the USB-Memorystick choose your folder matching to your Operation System

Window or MacOS


or check our Downloadpage for the latest version:

www.Black-Tek.com/ghs/software.php

To run the Windows version of the programm, copy the files to your computer. Right-Click on the EXE-File and go to "Properties" and check the "Allow" / "Zulassen" Checkbox:



You might need the same procedure for the ZIP-File, after you have downloaded software from our website.

In MacOS, when you start the software for the first time, you need to hold the  Key while starting the app



See <https://support.apple.com/de-de/HT202491> for details

Main Menu



Select one of the Scenes to Start the Simulation

There are four Scenarios available:

- Football: Two football-players are running behind a ball
- Car-Chase: You can follow cars chasing each other
- Butterfly: You have two men sitting on a bench with a wild butterfly flying around
- Labyrinth: This is a training scene, where you can follow a 3D-Labyrinth with a red Laserpointer



You can see most of the shortcuts in the lower area of the screen.

to get a full overview on all available ShortCuts, just press **H** or **F1**





Exits the current Scene

Camera-Movement

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 Recalls a saved Position

Shift + 1, 2, 3, 4, 5, 6, 7, 8, 9, 0 Saves a Position

W Moves **Forward**

S Moves **Backwards**

A Moves **Left**

D Moves **Right**

R Moves **Up**

F Moves **Down**

T **Zooms In**

G **Zooms Out**

+ or **Page Up** Increases the speed of the actors (football-players / cars / butterfly)

- or **Page Down** Decreases the speed of the actors

Enter Opens the Settings Dialog

[Space] Starts and Stops the Recorder

C V B N Recalls different Motion-Presets

Open the Settings Dialog to see their use

O Changes the Frame Ratio between 4:3, 1,78:1, 1,85:1, 2:1, 2,39:1 and None

X Switches the Crosshair on and of (It can not be switched off in Labyrinth)

Hardware-Settings

DIP-Switches

Switch 1 - ControllerMode

ON = MouseMode

OFF = Joystick Mode

You must restart the Controller to change Mode !



In MouseMode the Controller moves your MousePointer

You can use any Software that uses the Mouse as a control device

In JoystickMode the Controller behaves like a USB-Joystick.

You can use any Software that uses a Joystick as input device

Switch 2-4 are not assigned yet