

# Manual Installation Steering Wheel for the Nintendo Switch

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**D4E1**



The Collective – Accessible Gaming

2024 – 25

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## **Enter Configuration Mode:**

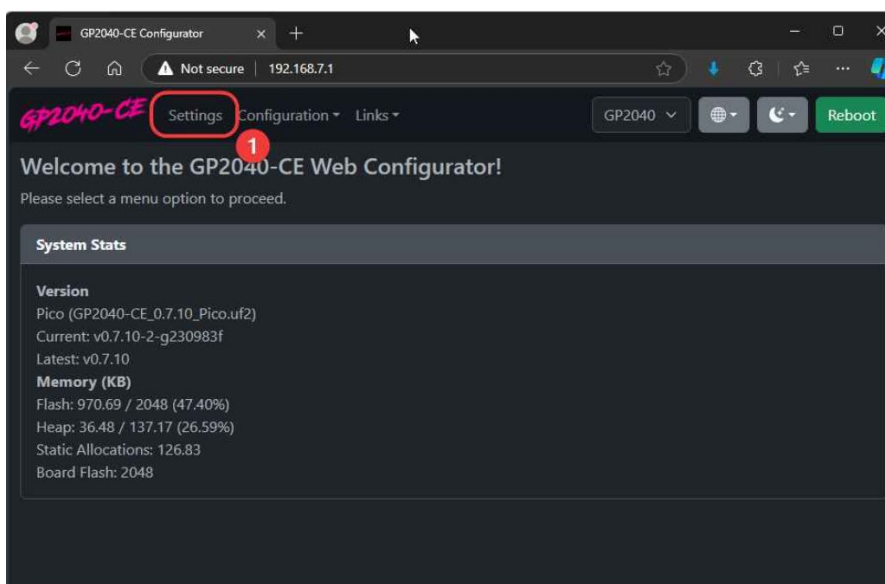
You'll need a laptop and the steering wheel to enter configuration mode. In this website you can check and adjust the settings of the steering wheel. To enter configuration mode, you follow these steps:

- Unplug the steering wheel so that it is not connected to the laptop or the Nintendo Switch;
- Hold the yellow button and plug the Pico back into the USB port of the laptop;
- Open your browser and navigate to <http://192.168.7.1>.

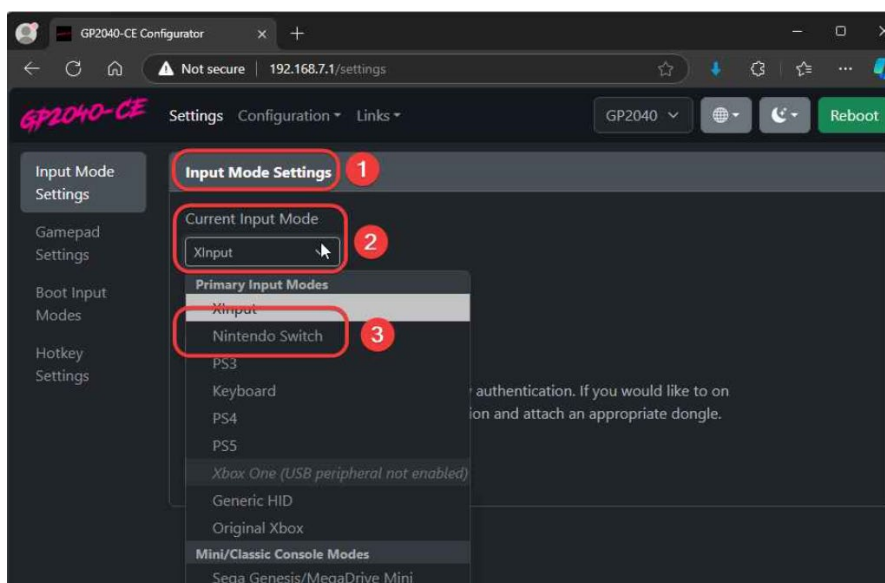
## **Enable Switch Mode:**

To be able to use the steering wheel on the Nintendo Switch, it has to be enabled in the settings. If this was not done previously or if you want to check, follow these steps:

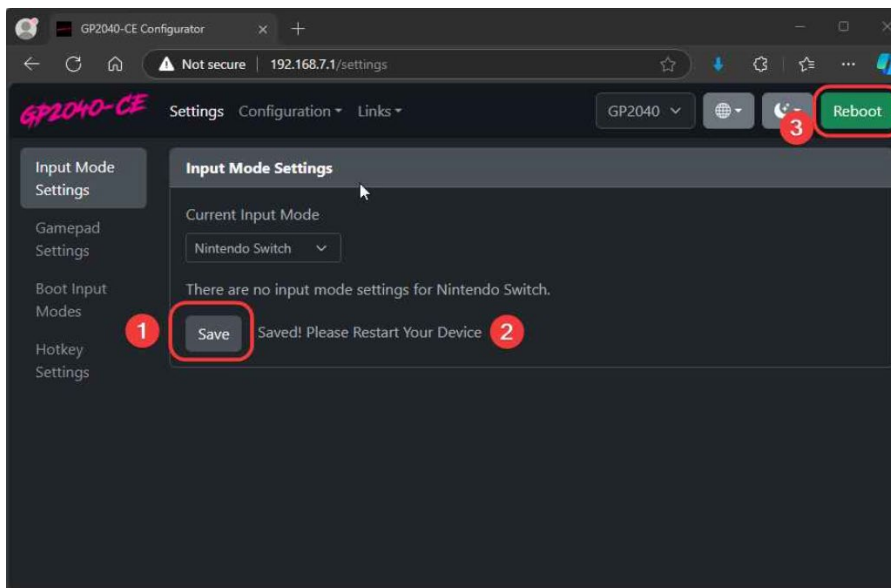
- Go to **settings**.



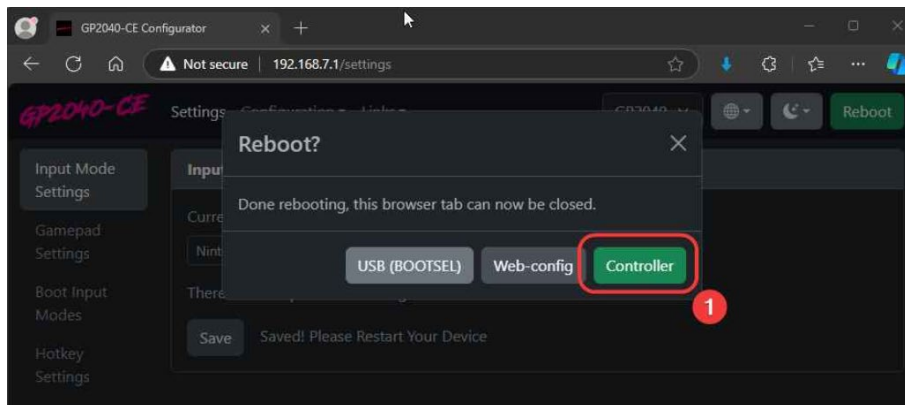
- In the **Input Mode Settings**, set **Current Input Mode** to **Nintendo Switch**.



- Press **Save**, and then click on **Reboot**.



- Click **Controller** to test the configuration.





## Testing the Controller:

Before you can start playing, you can check if each button has an input. When moving and pressing buttons, responses should be visible on the laptop (numbers changing from 0 to 1...). To do this, follow these steps.

- The steering wheel should be connected to the laptop, if not follow the steps of **'Enter configuration mode'**, but you don't have to follow the link.
- Go to <https://hardwaretester.com/gamepad>.
- When you press the 'A' button, the controller should be recognized as **POKKEN CONTROLLER**.
- Button presses will be reflected in real-time.

The screenshot shows the HardwareTester Gamepad Tester interface. At the top, there's a navigation bar with 'Gamepad Tester', 'GPU Tester', 'Mic Tester', and 'MIDI Tester'. The main content area displays 'PLAYER 1 POKKEN CONTROLLER (Vendor: 0f0d Product: 0092)' with a red circle '1' around it. Below this, there's a table of button inputs (B0-B15) and axis inputs (AXIS 0-9). A red circle '2' highlights the B2 button input value of 1.00, and a red circle '3' highlights the AXIS 9 input value of 1.28571. The table also shows 'CONNECTED: Yes' and 'TIMESTAMP: 118267.60000'.

INDEX	CONNECTED	MAPPING	TIMESTAMP
0	Yes	n/a	118267.60000

Pose	HapticActuators	Hand	DisplayId	Vibration
n/a	n/a	n/a	n/a	n/a

B0	B1	B2	B3	B4	B5	B6	B7	B8	B9	B10	B11	B12	B13
0.00	0.00	1.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00	0.00
B14	B15												
0.00	0.00												

AXIS 0	AXIS 1	AXIS 2	AXIS 3	AXIS 4	AXIS 5	AXIS 6	AXIS 7	AXIS 8
0.00392	0.00392	0.00392	0.00000	0.00000	0.00392	0.00000	0.00000	0.00000
AXIS 9								
1.28571								

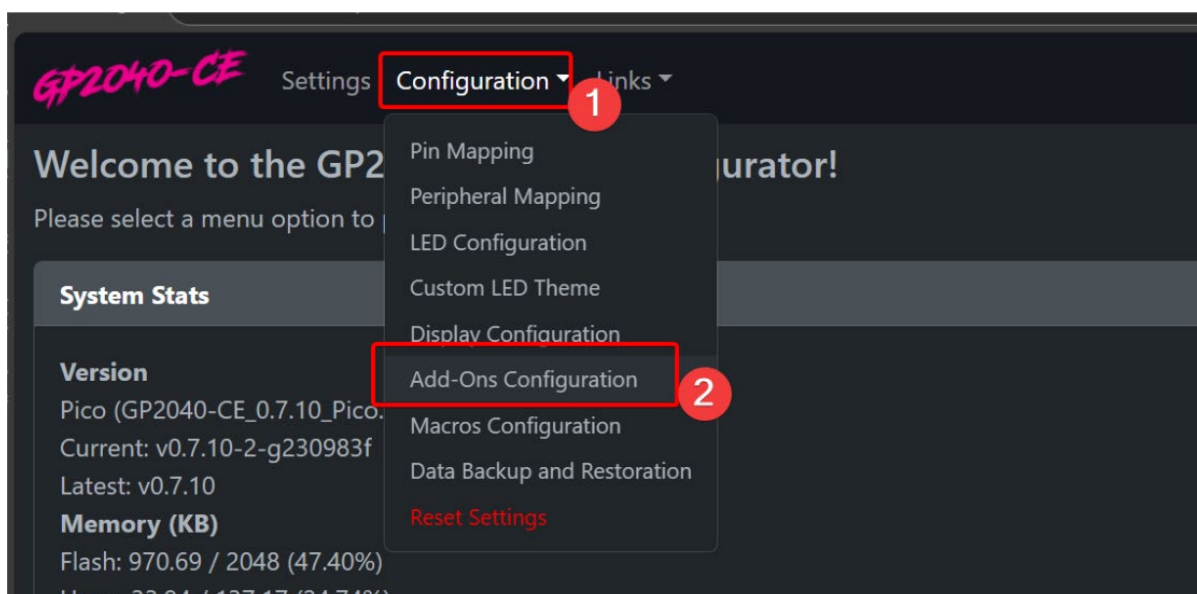
With this setup, you'll have a fully functional Nintendo Switch controller that you can easily customize to fit your needs.



## Enable the Analog addon:

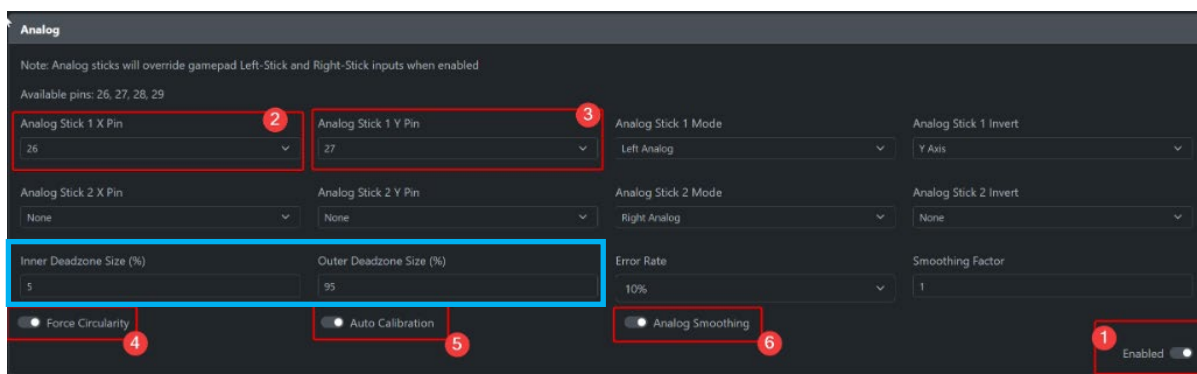
Within the settings, the sensitivity of the steering wheel can be adjusted to the client's needs. To do this, follow these steps:

- The steering wheel should be connected to the laptop, if not follow the steps of 'Enter configuration mode', but you don't have to follow the link.
- Go to **Configuration (1)** menu;
- Select **Add-Ons Configuration (2)**.



In the **Analog menu** you can customize and adjust the setting of the controller to the preference of the user.

The sensitivity can be adjusted in the '**Inner Deadzone Size (%)**' and '**Outer Deadzone Size (%)**'. (see blue frame)



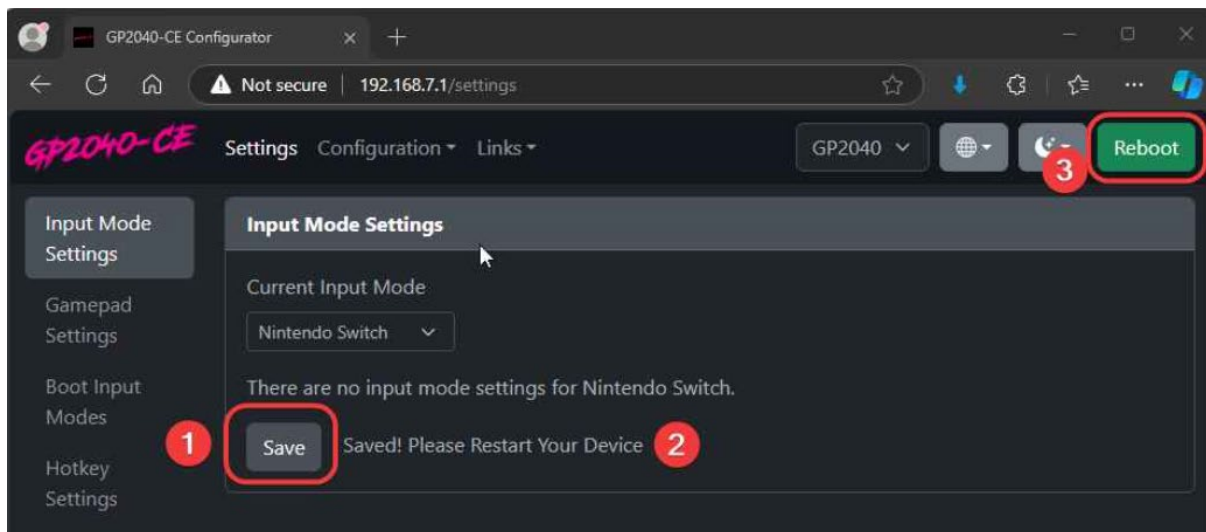
**Inner and outer deadzone size (%)** indicates how much input the steering wheel needs to register. For example, an inner deadzone size of 0% immediately registers the input and an outer deadzone size of 20% registers the maximum input.

To adjust the sensitivity, you can change the **outer deadzone size (%)**.



At the end, save the changes. Scroll down to the bottom and click the **Save** button.

Go to the **Input Mode Settings**, **save** again and click on **Reboot**. Click **Controller** to test the configuration.



### **Connect to Nintendo Switch:**

To connect the steering wheel to the Nintendo Switch, you can follow these steps:

- Unplug the steering wheel so that it is not connected to the laptop;
- Hold the yellow button and plug the Pico back into the USB port of the Nintendo Switch (black box).

Once you have connected the steering wheel to the Nintendo Switch, you will receive a popup. Now you're ready to use the steering wheel.



**Controller use:**

Joystick: Used to choose options in the game such as the map, vehicle, type of race...

A button (Right Red Button): Accelerate

B button (Left Red Button): Backwards

Yellow button: Use to enter Configuration Mode

