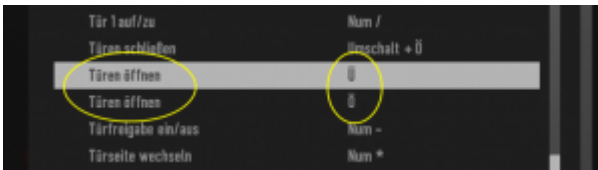


Now all you have to do is press the corresponding key, which is then displayed, and click "OK".

2.2 Adding a key combination

In LOTUS it is possible to assign several key combinations to a function. To do this, you also search for the function in the list to which you want to assign another function. Now click on "Add". The text "LOTUS listens..." appears, you can press the key combination and then click OK.

The difference is that the function is listed twice with different key combinations:



2.3 Re-assign function

Most vehicles have clickable elements that do not simply trigger one of the functions that are already assigned a key combination.

However, you can assign your own key combination to them as well. To do this, load the vehicle, open the options dialog box with the tab "Key assignment" and find vehicle-specific, additional functions there. In the GT6N, for example, this is "A_OpenWindow_L1", which ensures that the front left hinged window is opened or closed. So this is a function which otherwise can only be triggered with the mouse.

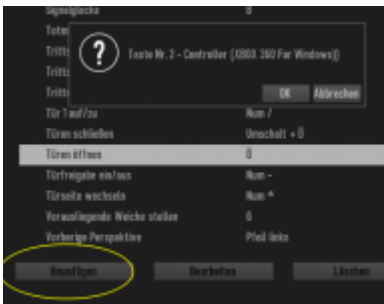


Here too, you click on "add", can then press your desired combination and confirm with "OK".

3 Game controller buttons

The assignment of game controller keys is also done in the tab "Key Assignments".

As with the keyboard mappings, you assign a new game controller key by clicking on "Add". When the message "LOTUS is listening..." appears, simply press the desired key on the game controller. The number of the button and the name of the game controller will then be displayed. Then confirm with "OK".



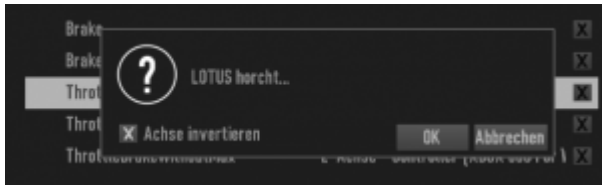
Changing a game controller key is similar to changing a keyboard key combination.

4 Game controller axes

To add game controller axes, a vehicle that supports the corresponding axis must be loaded.

You now switch to "Controller Axes" in the Options dialog box and find a tab that is very similar to the "Key Mappings" tab.

In the list of possible axes you now select the one you want to assign a game controller axis to. Now you click on "Add" and the well-known message appears.



Here too, you now move the desired axis on the game controller so that it is displayed at the top. Here you can also specify that the axis should be inverted, i.e. reversed if necessary. Then confirm with "OK". The table of axes can also be inverted using the check mark behind it.