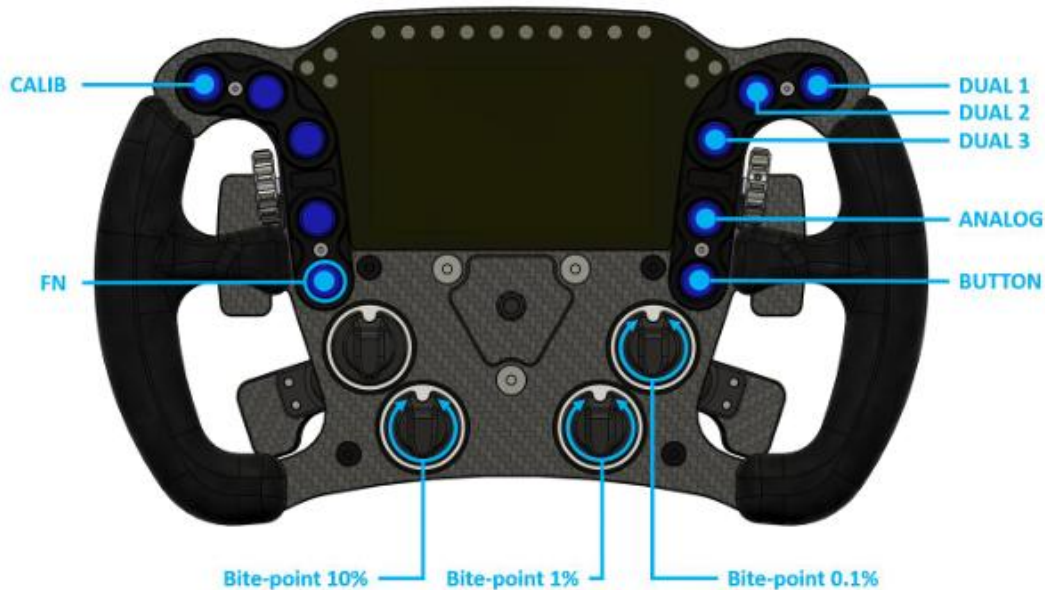


# Manual

The secondary functions shown on the image below can be accessed by pressing and holding the **FN** (function) button.



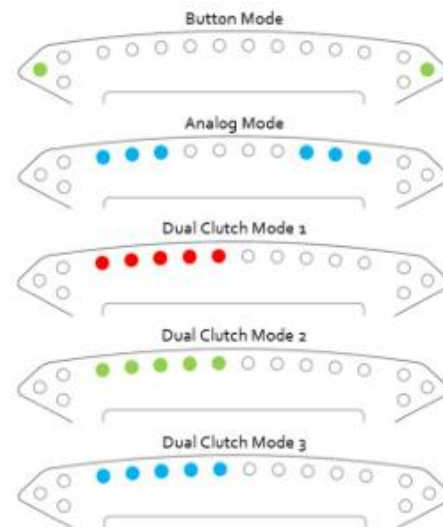
## Analog modes

The analog clutch paddles have 3 different modes:

<b>DUAL-CLUTCH</b>	The clutch paddles are working as a single analog axis with bitepoint adjustment. There are 4 different DUAL-CLUTCH modes (DUAL1, DUAL2, DUAL3) that work the same way but can store 3 different bitepoints.
<b>ANALOG</b>	The clutch paddles are working as 2 separate analog inputs.
<b>BUTTON</b>	The clutch paddles are working as momentary buttons.

Modes can be switched by pressing and holding the **FN** button and then pressing the desired mode for 1 sec: DUAL1, DUAL2, DUAL3, ANALOG, BUTTON.

When the mode is successfully changed, the LEDs indicate the newly selected mode with a specific pattern and color.



## Analog paddle calibration

Before using the analog clutch paddles, calibration is required.

First, it's recommended to switch to (separate) ANALOG mode by pressing and holding the **FN** button and pressing the **ANALOG** button. To check the analog values of the wheel, open the Windows Game Controller panel, select the wheel, and click "Properties". Here you can check the analog values after calibration.

**Enter Calibration Mode by pressing and holding the FN and the CALIB button at the same time for 5 sec.** LEDs will start flashing blue when entering Calibration Mode. Buttons can now be released.

**Press and release both analog paddles fully 3-5 times.** (Move them in the full range.)

**Press and hold the FN button and press the CALIB button once again to exit Calibration Mode.** By exiting Calibration Mode, LEDs will stop flashing and the new calibration values will be saved.

## Bitepoint adjustment

The bitepoint can only be adjusted in the DUAL-CLUTCH modes. Each DUAL-CLUTCH mode can store separate bitepoint values. This feature can be useful when switching often cars, so you can quickly switch between presets.

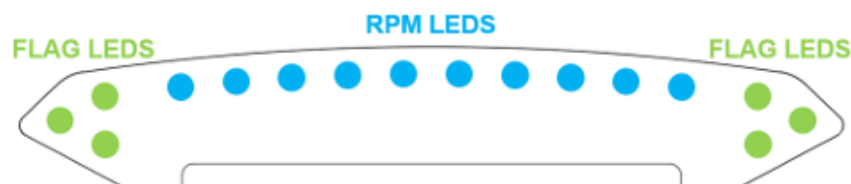
The bitepoint can be adjusted with the **COARSE** (bottom-left), **FINE** (bottom-middle), and **ULTRA-FINE** (bottom-right) front rotary encoders while **pressing and holding** the **FN** button.

- COARSE – 10% (3 flag LEDs flash once)
- FINE – 1% (2 flag LEDs flash once)
- ULTRA-FINE – 0.1% (1 flag LED flashes once)

When adjusting the bitepoint, the current value (10% per LED) is shown on the middle 10 RPM LEDs. The visual feedback helps to know where the bitepoint roughly is.

For further help, the FLAG LEDs show each adjustment click: when increasing the bitepoint, the right-side FLAG LEDs flash once, when decreasing the bitepoint value, the left-side FLAG LEDs flash once each click.

The bitepoint is also reported as a 3<sup>rd</sup> axis in the HID game controller device, so it can be displayed in the SimHub dash.




The bite-point value is saved upon releasing the **FN** button.



## Pokorny Engineering LMP PRO V2

[Power settings](#) [Delete](#) [Rename](#) [Export settings](#)

Searching device ... 

LCD

LEDs

Controls



100%

### Static buttons lighting presets

*Presets can be reordered using drag and drop*



### Individual leds



Daniel Newman Racing - Pokorny LMP Pro V2 (incl 3-10-3 RPM) - V5.6.4

[Edit profile](#) [Import profile](#) [Profiles manager](#)

### Default lighting

- ☒ Use buttons and encoders default lighting colors
- ☒ Always on ☐ On when in race

### Individual leds profiles

- ☐ Disabled ☐ Combined ☒ Individual profile only

*Allows to draw across the whole device individual leds (ie : for advanced or idle animations etc ...). Content is drawn on top of other regular effects when using combined mode*

### Brightness limiter and balance

Telemetry Leds limit : 100%

Buttons lighting limit : 36%

[Edit brightness options](#)

### Connection status

Searching device ...