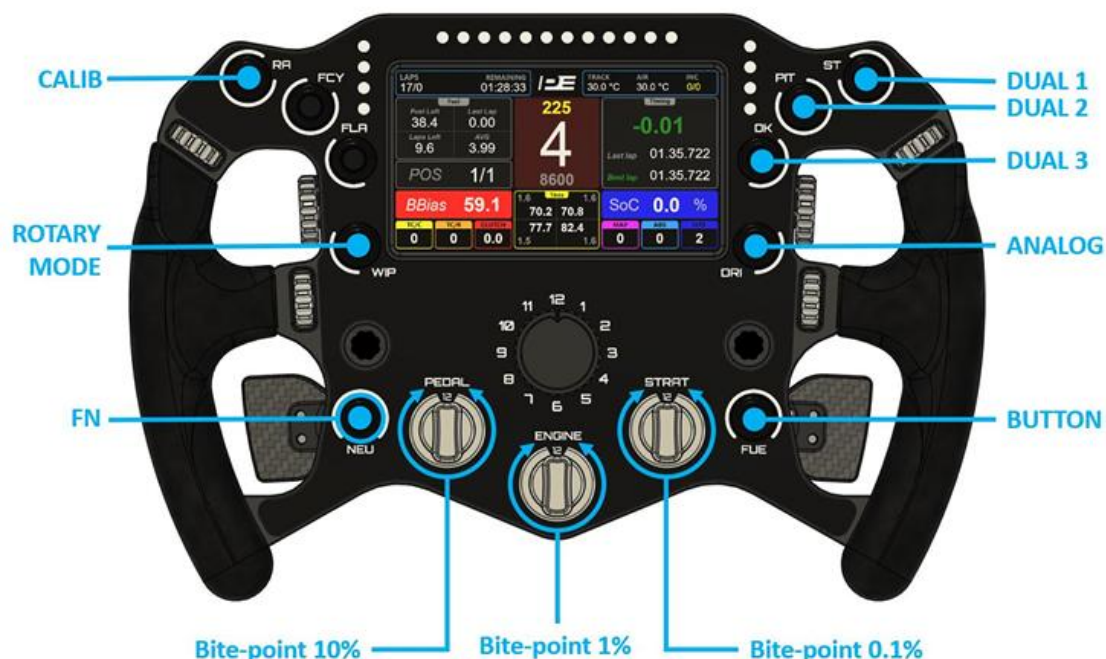


Manual

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



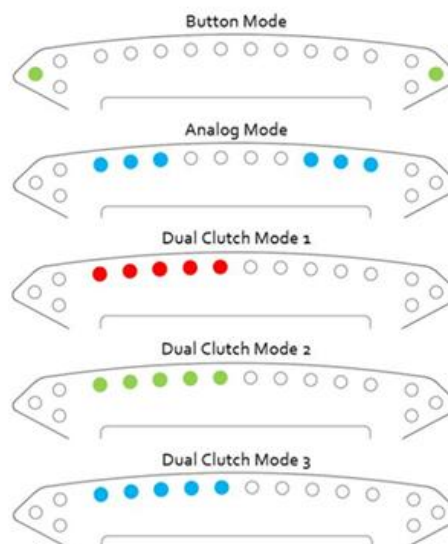
Analog modes

The analog clutch paddles have 3 different modes:

DUAL-CLUTCH	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.
ANALOG	The clutch paddles are working as 2 separate analog inputs.
BUTTON	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.

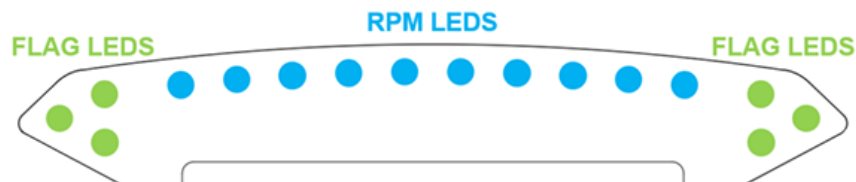
The bitepoint can be adjusted with the **COARSE** (bottom-left), **FINE** (bottom-middle), and **ULTRA-FINE** (bottom-right) front rotary encoders while **pressing and holding the FN button**.

- 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 3rd 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.

Rotary modes

The front rotary switches have 3 modes:

- Position (all 12 positions give different input) - green
- Encoder (+/- pulses) - blue
- Multi rotary (2 encoders linked giving 12x2 inputs) - red

You can switch between modes by pressing and holding **FN + ROTARY MODE** button and rotating the rotary switch. Each rotary can be set up separately.

The bottom 3 rotary can be set to **position** or **encoder** mode.

The middle rotary can be set to **position**, **encoder** and **multi** mode. If it's set to **multi** (linked) mode, the rotary underneath is assigned to it as an adjust rotary.

So, if the middle rotary is set to multi mode, then then it works as a parameter selector while the rotary underneath can be used to adjust the selected value.