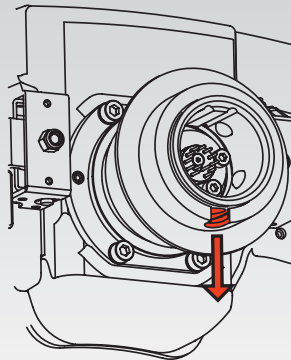


ATTACHING THE STEERING WHEEL

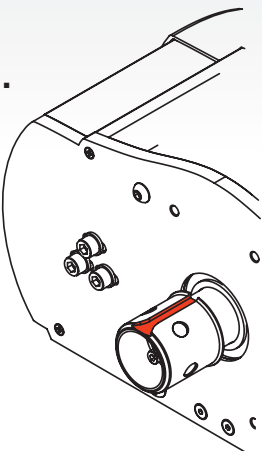


Make sure you installed and operate the wheel base and the F1® steering wheel firmware. You can obtain it from our official website (www.fanatec.com), refer to download section.

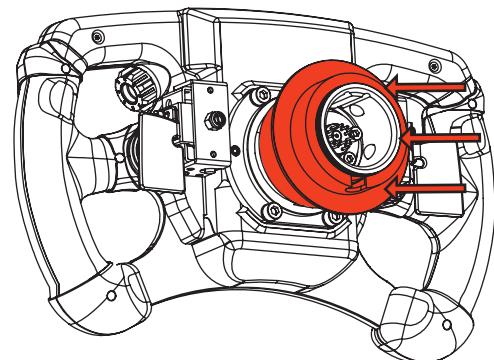
- Remove storage pin.



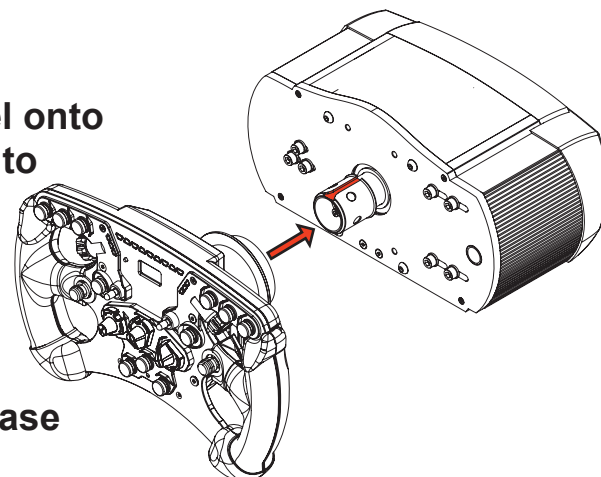
- Align wheel base axle to correct position.



- Press together or “pinch” and hold Quick Release mechanism.



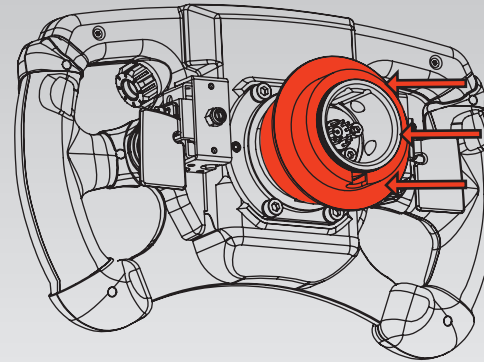
- Slide the steering wheel onto the wheel base axle up to the mechanical limit.



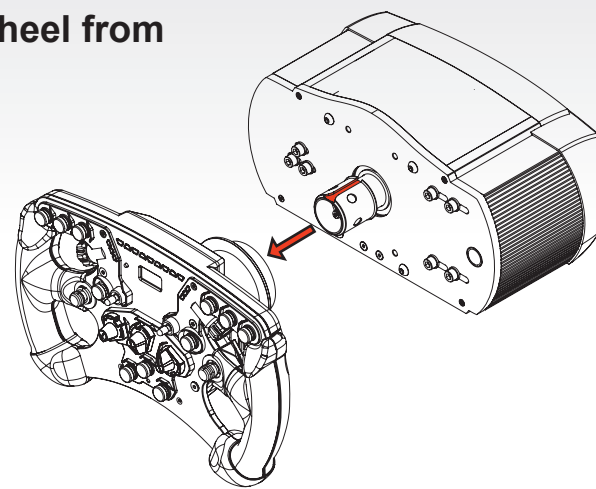
- Release the Quick Release mechanism.

DETACHING THE STEERING WHEEL

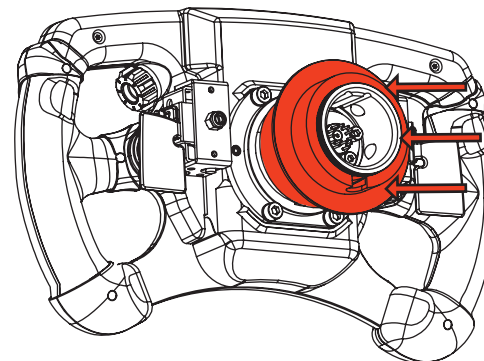
- Compress and hold the Quick Release mechanism.



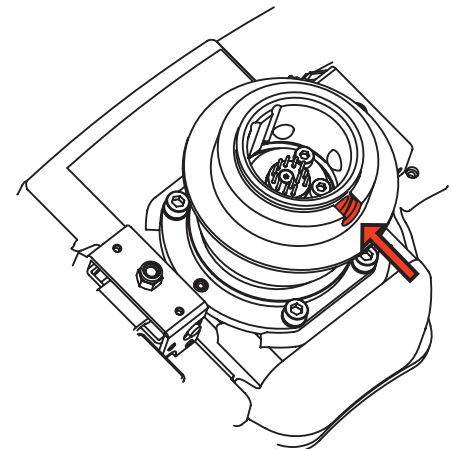
- Pull off the steering wheel from the wheel base axle.



- Press or “pinch” and hold the Quick Release mechanism.



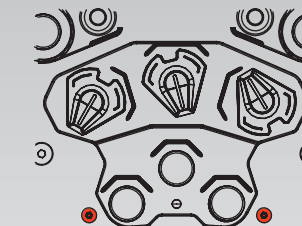
- Insert storage pin.



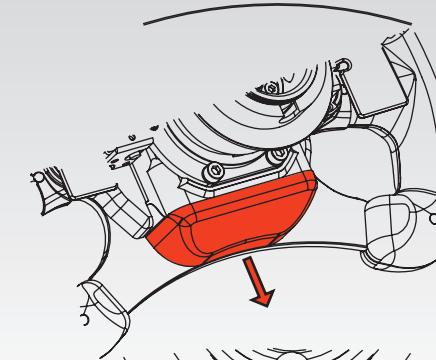
- Release the Quick Release mechanism.

UPGRADE SHIFTER PADDLES

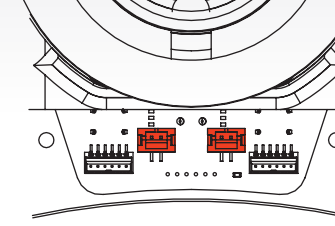
- Loosen the two red highlighted screws.



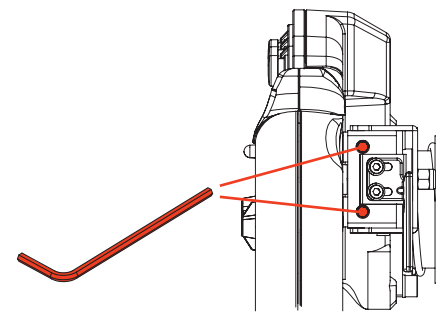
- Remove lower backcover.



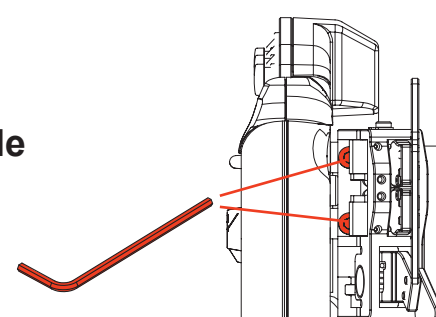
- Disconnect the existing shifter paddle cables.



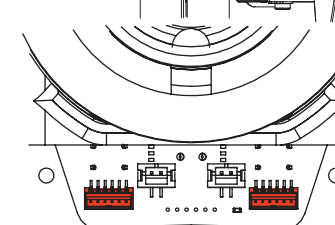
- Loosen the mounting screws as marked red in picture by Allen key 4 mm to detach the standard paddle modules.



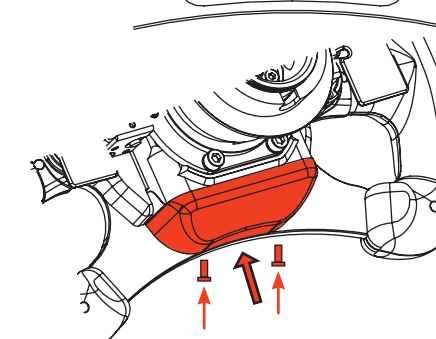
- Attach Podium Advanced Paddle Module (P APM; optional) and tighten the mounting screws.



- Connect the P APM cables to the correct sockets.



- Attach the backcover again, insert and tighten the two screws as first step above.



FANATEC

ClubSport Steering Wheel Formula V2



QuickGuide

EN

Manufactured by
ENDOR
Fanatec® is a registered trademark of Endor AG
Designed and developed by Endor AG in Germany
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Telephone: +49 (871) 9221-122 Fax: +49 (871) 9221-221
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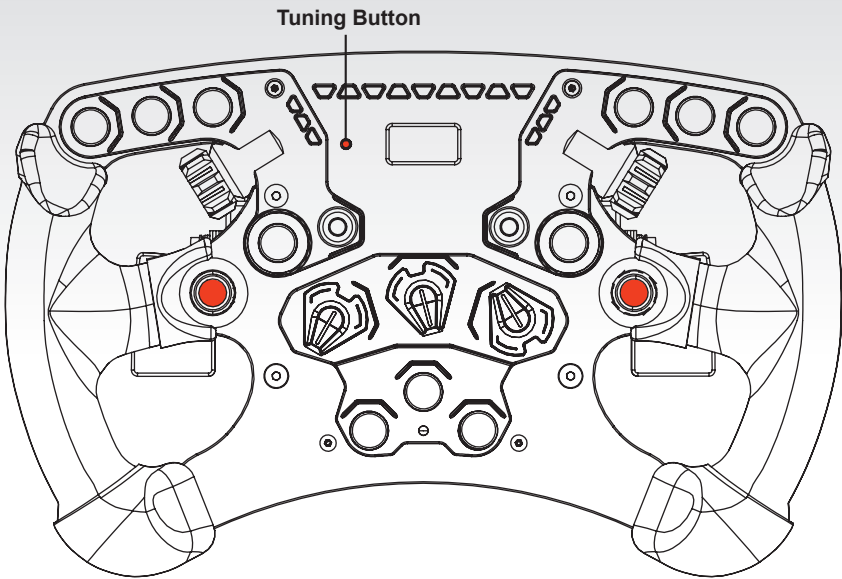


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CENTRE CALIBRATION

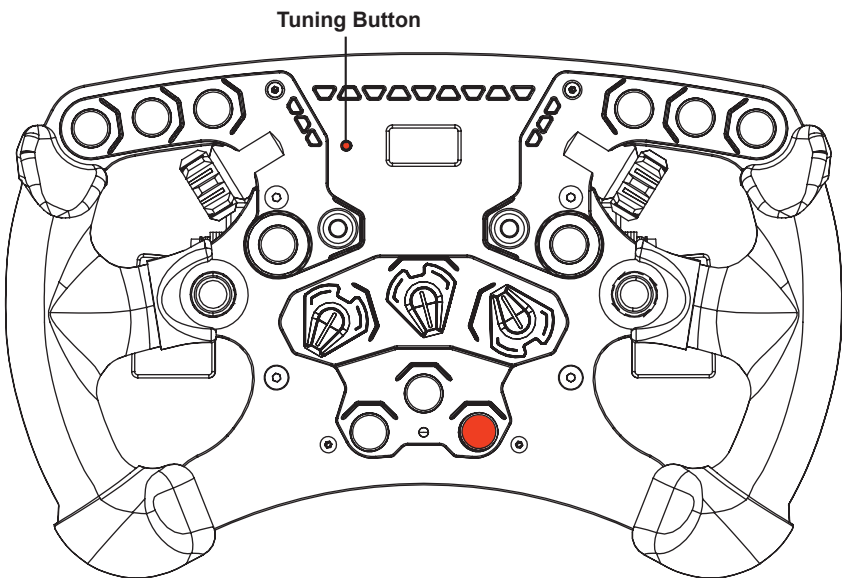
If a centre calibration is needed (e. g. after firmware update of the wheel base) when using the steering wheel you need to press the tuning button as highlighted on the picture below to enter tuning menu.

When tuning menu is active press the analogue stick and the FunkySwitch™ simultaneously to calibrate the wheel centre.



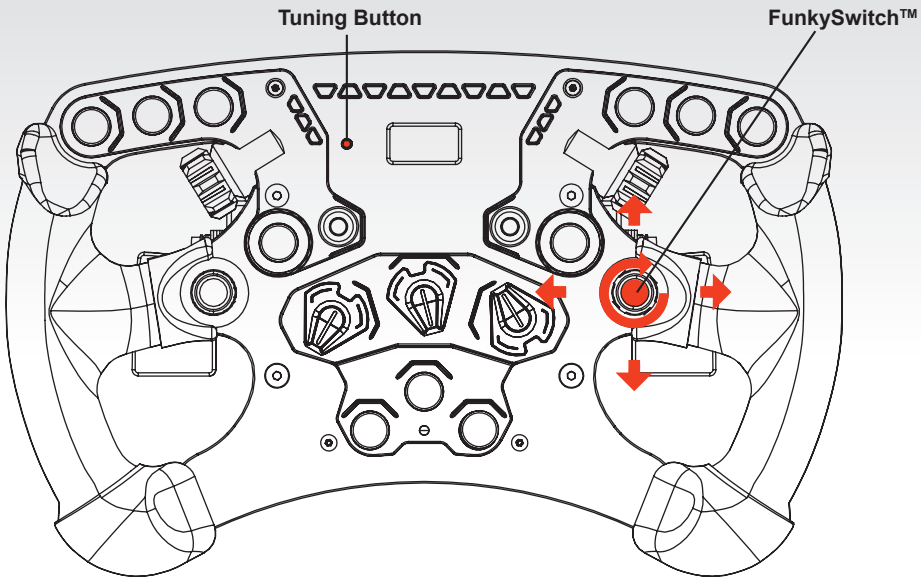
SHIFTER CALIBRATION

To enter shifter calibration mode, simultaneously press the tuning button and the button highlighted below.



TUNING OPTIONS

To enter tuning menu, press tuning button. To navigate inside the menu, use the right FunkySwitch™. Press it up or down to access 5 setups. Press FunkySwitch™ right or left to go through the options and turn the FunkySwitch™ to change option values.

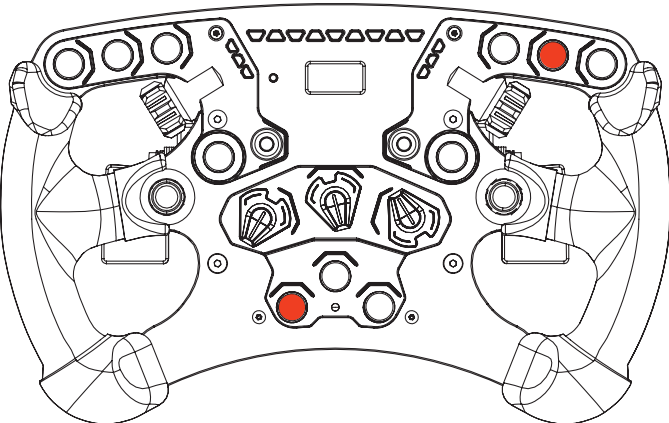


MODES

To switch between modes simultaneously press and hold the two buttons highlighted below, for one second. The wheel base LED indicates the active mode:

- Green means Xbox One mode
- Red means PC mode
- Blue means PS4™ mode*
- Purple means compatibility mode*

* not applicable for every Fanatec wheel base, please check the individual user manuals of your Fanatec wheel base.



ANALOGUE PADDLE MODES

In case you are using the Podium Advanced Paddle Module (P APM; optional) you have total 4 digital buttons plus two analogue axes added to the functionality of the basic steering wheel.

For the analogue axes you can select in which mode these operate by turning the paddle mode switch between position A - D, refer to No. 26 in chapter “button mapping”:

- A Clutch bite point
Left and right analogue paddle work in parallel as clutch, the one pressed further is valid.
- B Clutch + Handbrake
Left paddle is clutch, right paddle is handbrake.
- C Brake + Throttle
Left paddle is brake, right paddle is throttle.
- D Mappable analogue axes
Paddle can be mapped as two additional axes but be aware these are shared with the joystick.

CLUTCH BITE POINT MODES

There are two ways to work with clutch bite point, in any case the paddle mode switch must always be set to position A.

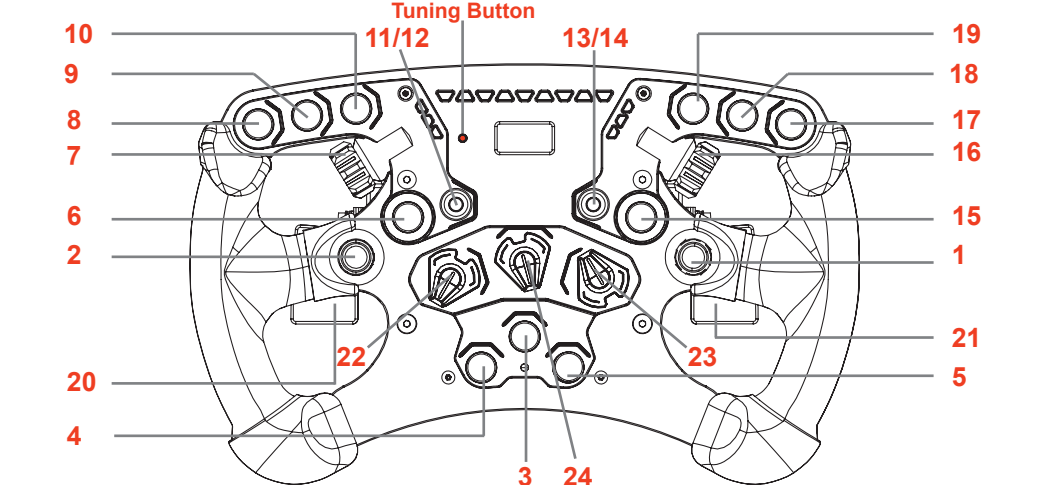
NOTE: For a more detailed and hands on explanation, see our video tutorials on YouTube™.



1. Simplified mode:
 - Press both clutch paddles simultaneously to 5% level or more to activate, move both paddles up to 100%.
 - Release one paddle while keeping the other fully pressed. The display now shows the percentage value of the released paddle while the car’s clutch is still fully pressed.
 - Set the released paddle to the percentage where your car’s clutch starts to bite (recommended to evaluate that by test drives before).
 - As soon as the virtual start lights turn to green, completely release the fully pressed paddle and the clutch is immediately at the bite point, held by the other paddle.
 - Release the other paddle then with the right speed to grant the optimum start acceleration.
2. Advanced mode:
 - Pull both analogue paddles simultaneously to maximum and hold them there, display shows 100%.
 - Press D-pad stick down to lower the percentage to the bite point which you want to adjust fitting best for your car (recommended to evaluate that by test drives before).
 - Release the paddles to set and store the value. Note: You can have individual stored value for each uning menu slot S_1 ... S_5.
 - At race start pull both paddles again to acivate the bite point mode, release one of these paddles and the clutch will immediately be at the bite point.
 - As soon as the virtual start lights turn to green, release the second analogue paddle with the right speed to grant the optimum start acceleration.

BUTTON MAPPING

#	Button no. PC	Function Xbox One	Function PS4™
1	D-pad left	D-pad left	D-pad left
	D-pad right	D-pad right	D-pad right
	D-pad up	D-pad up	D-pad up
	D-pad down	D-pad down	D-pad down
	25	A	Cross
2	23	–	GSB 1*
	22	–	GSB 2*
	Joystick	Joystick	Joystick
	26	HORN	Cross
	21	GUIDE	PS
3	9	VIEW	SHARE
4	10	MENU	OPTIONS
5	11	RSB	R3
6	27	GSB*	GSB*
	21	GSB*	GSB*
7	8	LT	L2
8	12	LSB	L3
9	7	RT	R2
10	34	GSB 1*	GSB 3*
11	32	GSB 2*	GSB 4*
12	33	GSB 3*	GSB 5*
13	31	GSB 4*	GSB 6*
14	2	A	Cross
15	35	GSB*	GSB*
16	36	GSB*	GSB*
	3	B	Circle
17	4	Y	Triangle
18	1	X	Square
19	6	LB	L1
20	5	RB	R1
21	ENC: 37/38, MPS (pulse/const): 37-48	–	GSB 7/8* GSB 7-18*
22	ENC: 49/50, MPS (pulse/const): 49-60	–	GSB 19/20* GSB 19-30*
23	No output to game	No output to game	No output to game
24	No output to game	No output to game	No output to game



* GSB = Game Specific Button