

FANATEC®

ClubSport

Universal Hub for Xbox One



Manual



DESIGNED FOR

Xbox One
Xbox Series X
Windows 10

THE "whatever you want" WHEEL RIM



www.fanatec.com

Thank you for choosing
FANATEC[®]

To get the most out of and before using your new ClubSport Universal Hub for Xbox One, please read this manual for important information regarding your health and how to safely use this product. This manual can also be used as a great tool for future reference.

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 **WARNING!** Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these „photosensitive epileptic seizures” while watching video games. These seizures may have a variety of symptoms, including light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms – children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- Sit farther from the TV screen.
- Use a smaller TV screen.
- Play in a well-lit room.
- Do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

 **WARNING!** Musculoskeletal disorders

Use of game controllers, keyboards, mice, or other electronic input devices may be linked to serious injuries or disorders. When playing video games, as with many activities, you may experience occasional discomfort in your hands, arms, shoulders, neck, or other parts of your body. However, if you experience symptoms such as persistent or recurring discomfort, pain, throbbing, aching, tingling, numbness, burning sensation, or stiffness, **DO NOT IGNORE THESE WARNING SIGNS. PROMPTLY SEE A QUALIFIED HEALTH PROFESSIONAL**, even if symptoms occur when you are not playing a video game. Symptoms such as these can be associated with painful and sometimes permanently disabling injuries or disorders of the nerves, muscles, tendons, blood vessels, and other parts of the body. These musculoskeletal disorders (MSDs) include carpal tunnel syndrome, tendonitis, tenosynovitis, vibration syndromes, and other conditions.

While researchers are not yet able to answer many questions about MSDs, there is general agreement that many factors may be linked to their occurrence, including medical and physical conditions, stress and how one copes with it, overall health, and how a person positions and uses their body during work and other activities (including playing a video game). Some studies suggest that the amount of time a person performs an activity may also be a factor. If you have questions about how your own lifestyle, activities, or medical or physical condition may be related to MSDs, see a qualified health professional.

GENERAL NOTES

- Additional peripheral devices like the ClubSport Wheel Base, the ClubSport Handbrake and others which might be mentioned in this manual are not included within the ClubSport Universal Hub for Xbox One package and sold separately.
- This manual explains a lot about assembly, connections and functions related to FANATEC® wheel bases, other additional peripheral devices and also about PC or console functionalities but this manual is not a replacement for the manuals corresponding to the products! Read the quick guides or user manuals for the other products as well!
- All specifications in this document are subject to change. Especially the wheel base firmware or the PC driver might be changed or updated to implement new features or for general improvements.
- The warranty does not include defects that are due to commercial use of the product. See chapter “Warranty” at the end of this user manual as well as the terms & conditions on www.fanatec.com for more details.
- Technical copying partially or full product and reverse engineering is explicitly prohibited! Violation might have legal consequences.

1

GENERAL

 **ATTENTION**

- The device must not be exposed to rain or humidity in order to avoid risk of fire and the danger of electric shock.
- Operating temperature: 15°C – 35°C room temperature
- Long playing may cause health risks. Take a break of 5 minutes every 20 minutes, and do not play for more than 2 hours per day.
- We strongly advise you to not drive a vehicle immediately after using a video game.
- Utilization of the vibration and Force Feedback function may cause damage to your health.
- In case of interference with other wireless 2.4 GHz devices, the interfering devices must be removed or switched off.
- Not intended for children under the age of 6 years. Contains small pieces. Danger of swallowing!
- Do not open the casing of the device when connected to electrical power or connected to wheel base.
- This device contains components that cannot be repaired by the user. Proper handling of product needed for warranty reasons.

 **WARNING!** Electrical Safety

The Universal Hub must be used with compatible wheel base as an appropriate power source:

- For the used compatible wheel base use only the power supply and AC power cord that came with your compatible wheel base or that you received from an authorised repair centre.
- For the used compatible wheel base do not use non-standard power sources, such as generators or inverters, even if the voltage and frequency appear acceptable. Only use AC power provided by a standard wall outlet.
- Find more detailed information about this in the compatible wheel base user manual or on www.fanatec.com/support/faq.

To avoid damaging the Universal Hub:

- Do not expose your Universal Hub to sources of heat.
- When connecting and / or disconnecting the Universal Hub to / from compatible wheel base take care of the pins inside the quick release.
- Do not try to use the Universal Hub with a wheel base beside the Fanatec compatible wheel base.
- Do not try to use the Universal Hub with an external power source.
- Unplug the power cord of your compatible wheel base during storms or when unused for long periods of time to protect also your Universal Hub.
- If the Universal Hub becomes damaged in any way, stop using it immediately and contact Technical Customer Support at www.fanatec.com/support/faq.

2**INTRODUCTION**

Thank you for purchasing the ClubSport Steering Wheel Universal Hub for Xbox One. This unique and innovative product allows the use of FANATEC® wheel rims as well as most real race car wheel rims with your favourite sim racing software without losing any input functionality; even the Tuning Menu and telemetry display is integrated! Use a wooden rim to drive classic cars, or a NASCAR-style rim for oval racing. What about a smooth, round rim without shifter paddles for drifting, or a high-grip, compact rim for formula racing? The possibilities are endless!

3**COMPATIBILITY**

The ClubSport Universal Hub for Xbox One can be used with all compatible wheel bases from Fanatec.

It can be fitted with many popular original race car steering wheels rims from brands like SPARCO®, OMP® or MOMO® which are used in real race cars.

Option 1: Using the original hole pattern

If the rim has a 70mm diameter pattern with 6 holes or 50mm diameter with 3 holes as shown in the drawing page 14, then you can directly attach the rim to the Universal Hub.

Option 2: Drilling holes

Specialty rims with a smaller diameter are delivered with no holes at all.

If you print out page 16 in an A4 size, it can be used as a **drilling template**.

Option 3: Using an adapter

There are many adapters on the market to make almost any steering wheel rim compatible to the popular 70 mm 6-hole pattern. Please ask the vendor of the steering wheel rim.

4 PREPARATION

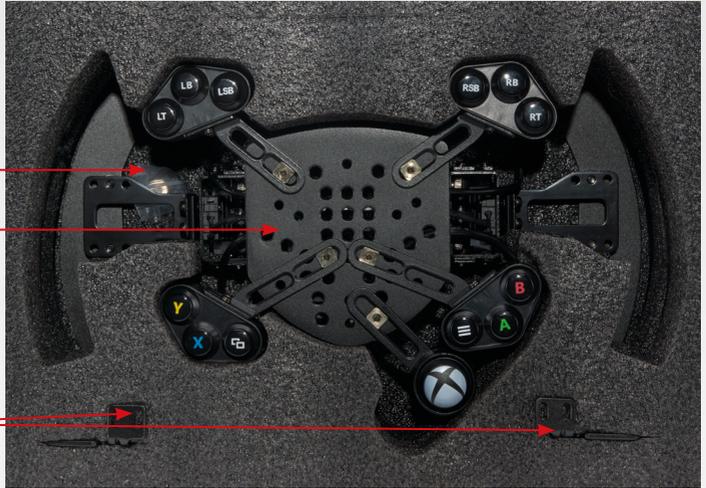
4.1 Package contents

“F” FunkySwitch™
Sticker

Bolt sets

Universal Hub
for Xbox One

Small Shifter
Paddles



4.2 Tools

Allen key 3 mm

Allen key 1,5 mm

Wrench 8 mm

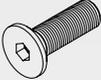
Allen key 2,5 mm

Wrench 10 mm

Screwdriver , Philips 0x50

NOTE: Required tools are not included in Universal Hub for Xbox One package!!

4.3 Part list

| Part number | Part name | usage | Picture | Description |
|-------------|----------------------------------|-------|---|---|
| S1 | Bolt M5 x 11 mm | 5 |  | Bolt for button box and FunkySwitch™ lever (assembled out-of-box) |
| S2 | Non-standard Bolt M4 | 1 |  | Safety bolt for permanent mounting |
| S3 | Bolt M5 x 16 mm | 6 |  | Bolt for third party rim assembly |
| S4 | Bolt M3 x 6.0 mm | 4 |  | Bolt for shifter paddles (assembled out-of-box) |
| N1 | Nut M5 x 7.8 mm x 4.7 mm | 5 |  | Nut for tightening bolt S1 (assembled out-of-box) |
| W1 | Spare washer 13.5 mm x 2.5 mm | 4 |  | Spare replacing lever for button boxes and FunkySwitch™ |
| W2 | Washer M3 x 8.0 mm x 0.8 mm | 4 |  | Washer for shifter paddles bolt S4 (assembled out-of-box) |

4.4 Firmware and driver update

The wheel base unit must be updated to the latest firmware version which is available on our website www.fanatec.com/mediagallery.

You must also use the latest driver version in order to use the wheel base and Universal Hub for Xbox One on a PC.

⚠ IMPORTANT: Install the latest drivers and update the firmwares of your Fanatec hardware where applicable before first use of the ClubSport Universal Hub for Xbox One.

5 GETTING STARTED

5.1 Functions

Basically all functions of the wheel base can be used.

Centre calibration: If a centre calibration is needed when using the Universal Hub for Xbox One you need to enter the Tuning Menu by using the small black button on top of the Universal Hub for Xbox One as shown on the picture:



When Tuning Menu is active then press the buttons + at the same time to calibrate the wheel centre.

⚠ ATTENTION: When initialisation and auto calibration of the wheel base is in progress never touch the Universal Hub for Xbox One or wheel rim in order to avoid injuries or incorrect calibration!

Xbox One Mode: By default the wheel base will switch to Xbox One mode after initialisation and auto calibration is finished.

If you have switched to a different mode and want to go back to Xbox One mode, press the buttons + at the same time.

The Xbox One mode is indicated by green lit ring of light around the wheel base START button as shown on picture on the right hand side:

The established connection between wheel base and Xbox One console is indicated by a white lit status LED on top side of the Universal Hub for Xbox One, see picture below:



PC Mode (also for PlayStation®): By default the wheel base will switch to Xbox One mode after initialisation and auto calibration is finished.

To use the wheel base with attached Universal Hub for Xbox One on a PC or on PlayStation®4 console you have to switch to PC mode by pressing the buttons

 +  at the same time.

The PC mode is indicated by a red lit ring of light around the wheel base START button as shown by the picture on the right:



PS® mode is indicated by a blue lit status LED or text on compatible Fanatec wheel bases that feature an OLED display.

Not applicable for every Fanatec wheel base. Please check the individual user manual of your Fanatec wheel base.

Shifter Calibration Mode: To enter the H-pattern shifter calibration mode press  +  at the same time: Put the H-pattern shifter into the position shown on the tuning display and acknowledge each single position by pressing  to get to the next one:





If your shifter has no 7th gear just acknowledge it by pressing  when the shifter is physically in position of 6th gear. After all gears are calibrated the tuning display shows S_1 and the shifter is ready for use.



5.2 Usage on Xbox One console

To use the Universal Hub for Xbox One on Xbox One console you have to attach it to your compatible wheel base first, make sure the Quick Release is properly locked on the wheel bases' shaft.

Then connect your wheel base to the Xbox One console by USB cable to one of the consoles' USB ports (see console manual for more detailed information). The Universal Hub for Xbox One does not use a wireless data transmission and the USB connection is required.

 **IMPORTANT:** USB extensions and / or USB hubs can cause connection issues.

Then switch on the wheel base by using the 'START' button at the wheel base. After initial calibration run the wheel base will switch to Xbox mode automatically, indicated by green lit ring of light around the wheel bases' 'START' button (see also above section 5.1 "Functions" of this user manual).

NOTE: Depending on the power settings of your Xbox One console it is possible to wake up the console by the Xbox guide button of the Universal Hub for Xbox One. Therefore the power settings must allow the resume feature while console is in stand-by. If the power settings are adjusted to have the console switched off completely instead of stand-by the user must switch on the console at the consoles' start button and it is not possible to wake up the console by Universal Hub for Xbox One.

Once the wheel base is connected to the Xbox One console the white status LED on top side of the Universal Hub for Xbox One is lit and the user can operate the console with the Universal Hub for Xbox One when the wheel base is in Xbox mode with established connection and the console operating system is booted (navigation in Xbox dashboard and inside games).

5.3 Usage on PlayStation®4 console

To use the Universal Hub for Xbox One on a PlayStation®4 console you have to attach it to your PlayStation®4 compatible wheel base first, make sure the Quick Release is properly locked on the wheel bases' shaft.

Then connect your wheel base to the PlayStation®4 console by USB cable to one of the consoles' USB ports (see console manual for more detailed information).

 **IMPORTANT:** USB extensions and / or USB hubs can cause connection issues.

Switch on the PlayStation®4 console and start the game you want to play.

 **IMPORTANT:** We strongly recommend checking if the game you have chosen supports the Fanatec wheel bases by FAQs on game websites and / or with our Fanatec customer support team.

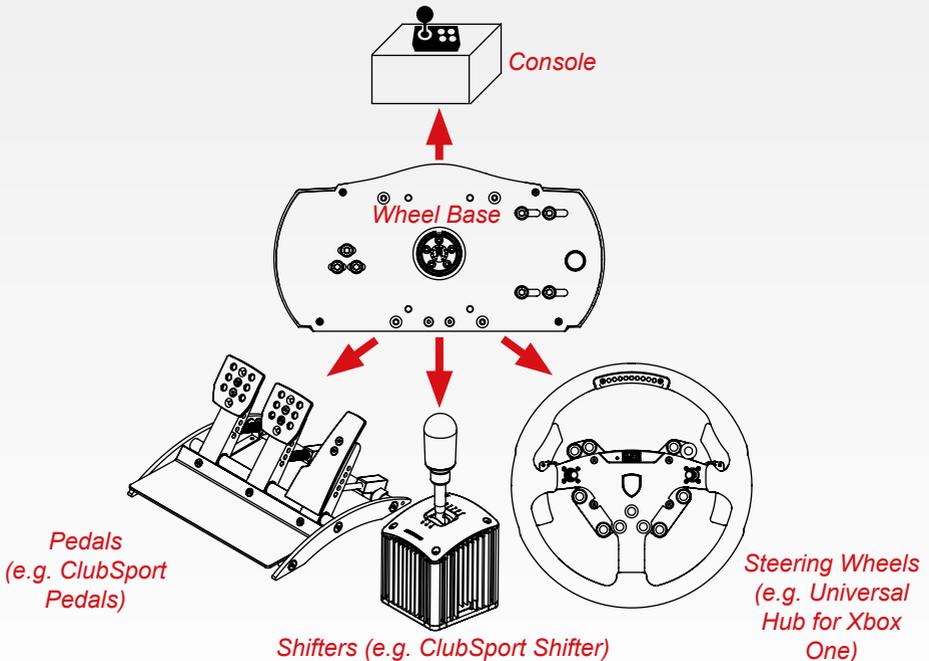
NOTE: After completing a firmware update of your compatible Fanatec wheel base, the wheel base may initially start in Xbox mode. See section 5.1 (Functions) for the button combination to change the mode.

NOTE: Operating the PlayStation®4 dashboard, PlayStation® button, share button and touch pad surface of the original PlayStation®4 controller are not supported by FANATEC wheel bases and you need the original controller for these functionalities and features.

5.4 Peripheral devices at consoles

To use further peripherals like pedals or shifters on consoles these devices must be connected to the Fanatec wheel base and the wheel base is the only device connected to the console.

NOTE: Please also check the quick guides and manuals of the corresponding devices to get more detailed informations how to connect them correctly.



6

ASSEMBLY

6.1 Plan your wheel

You can operate the Universal Hub for Xbox One without using any of the additional buttons or paddle shifter units. Just bolt on a wheel rim and you are ready to go.

Even on consoles you can fully operate the wheel by using the buttons on top of the hub. For a classic wooden rim this would perhaps be the most stylish solution.

You get more functionality and better ergonomics if you install the additional button boxes and/or the FunkySwitch™.

In Xbox One mode, PlayStation®4 mode and PC mode, the additional button boxes are mapped with the same buttons you find on the top side of the hub (see section “Button Mapping” on page 19). On consoles additional buttons are not supported, on PC it makes it easier to change wheel rims during gameplay without changing the mapping in-game.

The addition of a fifth button box is possible, such as connecting one of the button boxes from the [ClubSport Button Cluster Pack](#).

After you purchase a compatible wheel rim you should make the following decisions:

- Number and positions of the button boxes.
- How to mount the button boxes: Long or short lever, which side to connect the lever with the button boxes (depending on wheel rim to be used)
- Position of the FunkySwitch™

NOTE: The Universal Hub for Xbox One comes fully assembled to fit to the Fanatec Wheel Rim GT out-of-box and no further adjustments on button box or FunkySwitch™ positions are necessary.

6.2 Mounting / adjusting FunkySwitch™ and button boxes

Open the case of the hub by loosening the four bolts on the backside.



Mechanical:

The ClubSport Universal Hub for Xbox One comes fully assembled out-of-box. The button boxes and FunkySwitch™ are mounted between the main body front plate and the wheel rim.

In case you only use just a single button box on one side you need to use washer W1 (13.5 mm x 2.5 mm) between the wheel rim and the hub base in order to avoid the rim being slanted.

Please notice that the FunkySwitch™ cable is bigger in diameter and there is only one of the rubber cable protectors suitable for the FunkySwitch™ cable. It is located on the left hand side as shown on the picture:





Note: The ClubSport Universal Hub for Xbox One comes fully assembled out-of-box. The following steps explain how the assembly has to be done correctly in case you want to change the number of used button boxes or adjust their positions.

First you need to take off the frontplate of the Universal Hub by loosening the four bolts on the backside as described above. Then choose the holes where you want to mount a button box or the FunkySwitch™. Please note that the holes with gears must be used for mounting of the rim! Put on the button box lever or FunkySwitch™ lever on the outside of the frontplate. Then use the special bolt S1 (M5 x 11 mm) and put it through the lever's hole and then through the chosen hole on the frontplate. Turn on a nut N1 (M5 x 7.8 mm x 4.7 mm) onto the bolt thread from the inside of the frontplate. Adjust the lever position according to your favour and to the used rim and then tighten the nut N1 on the bolt S1. The position of the button box or FunkySwitch™ is fixed now.

Then connect the cable of the button box or the FunkySwitch™ to the specified socket on the electronics. Please see further description about the sockets at the end of this chapter as well as chapter 7 of this user manual.



After mechanical adjustment of the FunkySwitch™ you need to make sure that the arrow is located on the top side. If this is not the case you can loosen the small worm bolts and turn the FunkySwitch™. Tighten the worm bolts again after adjusting the arrow position.



The button boxes can be mounted to short or long levers and on each of the three sides of the button box.



When the button boxes are adjusted to your favourite positions and orientation you can pull off the button caps from the buttons and re-attach them onto the buttons well orientated and aligned.

Electrical

The FunkySwitch™ needs to be plugged in at long socket labelled (ENCODER1). Connect the plug of the button box cable to any of the remaining 5 plugs on the PCB labelled BUT_2 to BUT_6.

BUTTON MAPPING

PC, PS4™, and Xbox One*

| 4. Group BUT 4 | | | |
|----------------|---------------|------------|------------------------|
| Button | Button no. PC | Func. PS4™ | Xbox One |
| LT | 8 | L2 | LT 100% (brake) |
| LB | 12 | L3 | LB |
| LSB | 7 | R2 | LSB -> LB (shift down) |

| 3. Group BUT 3 | | | |
|----------------|---------------|------------|-----------------------|
| Button | Button no. PC | Func. PS4™ | Xbox One |
| RSB | 1 | Square | RSB -> RB (shift up) |
| RB | 4 | Triangle | RB |
| RT | 3 | Circle | RT 100% (accelerator) |

| Paddle Shift Left | | | |
|-------------------|---------------|---------------|----------|
| Button | Button no. PC | Function PS4™ | Xbox One |
| 1 Shift L | 6 | L1 | LB |

| Paddle Shift Right | | | |
|--------------------|---------------|---------------|----------|
| Button | Button no. PC | Function PS4™ | Xbox One |
| 1 Shift R | 5 | R1 | RB |



| 6. Group BUT 6 | | | |
|----------------|---------------|------------------------|----------|
| Button | Button no. PC | Func. PS4™ | Xbox One |
| VIEW | 9 | Touch pad Button | VIEW |
| X | 22 | Game specific Button 1 | X |
| Y | 10 | Options | Y |

| 2. Group BUT 2 | | | |
|----------------|---------------|------------------------|----------|
| Button | Button no. PC | Func. PS4™ | Xbox One |
| B | 26 | Game Specific Button 2 | B |
| A | 2 | Cross | A |
| MENU | 11 | R3 | MENU |

| 1. FunkySwitch™ / d-Pad | | | |
|-------------------------|---------------|---------------|-------------|
| Action | Button no. PC | Function PS4™ | Xbox One |
| 1 Turn clockwise | 24 | - | - |
| 1 Turn counterclockwise | 23 | - | - |
| 3 Press button | 25 | Cross | Guide |
| d-pad left | d-pad left | d-pad left | d-pad left |
| d-pad right | d-pad right | d-pad right | d-pad right |
| d-pad up | d-pad up | d-pad up | d-pad up |
| d-pad down | d-pad down | d-pad down | d-pad down |

*Xbox One Mapping:

Due to limitations of the current Xbox One Force Feedback Wheel interface we are not able to use all buttons (for individual functions). After a potential interface update more buttons could be usable.

BUTTON MAPPING

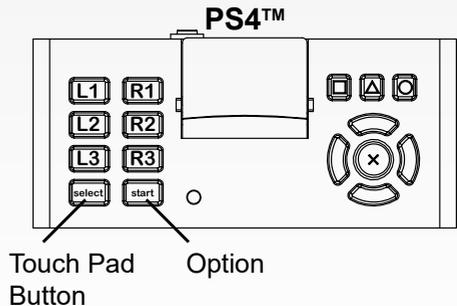
PC, PS4™, and Xbox One



| Button | Xbox One |
|--------|------------------------|
| LB | LB |
| LT | LT 100% (brake) |
| LSB | LSB -> LB (shift down) |
| RB | RB |
| RT | RT 100% (accelerator) |
| RSB | RSB -> RB (shift up) |
| | VIEW |
| | MENU |
| X | X |
| Y | Y |
| B | B |
| A | A |

| Button | PC |
|--------|----|
| LB | 6 |
| LT | 8 |
| LSB | 12 |
| RB | 5 |
| RT | 7 |
| RSB | 11 |
| | 9 |
| | 10 |
| X | 1 |
| Y | 4 |
| B | 3 |
| A | 2 |

| Button | PS4™ |
|--------|---------------------------|
| LB | L1 |
| LT | L2 |
| LSB | L3 |
| RB | R1 |
| RT | R2 |
| RSB | R3 |
| | Select / Touch pad Button |
| | Start / Options |
| X | Square |
| Y | Triangle |
| B | Circle |
| A | Cross |

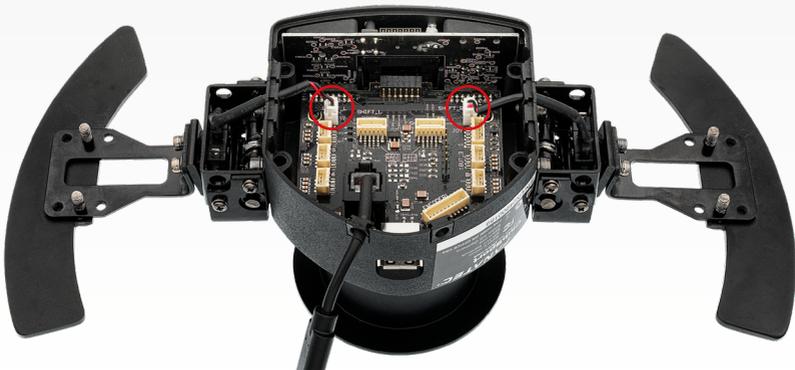


**MOUNTING THE PODIUM
ADVANCED PADDLE MODULE**

Loosen and remove the four bolts on the back of the Universal Hub main body. Detach the front cover to open the housing and have access to the connectors inside.



Open the Universal Hub and disconnect the standard shifter paddle cables.



Loosen the mounting bolts as marked red using a 4 mm Allen key to detach the standard paddle modules as shown below.



Store the mounting bolts with the standard shifter paddles for later use.



There are two mounting positions on the sides of the Universal Hub, depending on the used steering wheel.



Position 1 - M5x16 mm bolts

Position 2 - M5x12 mm bolts

NOTE: Bolts are included in the Podium Advanced Paddle Module package contents.

Attach the Podium Advanced Paddle Module using the appropriate bolts from the package contents depending on the mounting position and tighten them.



Connect the Podium Advanced Paddle Module cables to the correct sockets.



! IMPORTANT: Please mind the correct direction of the plug and use no force to connect the plugs!

Insert and tighten the four locking bolts again.



! ATTENTION: Be careful when positioning the cables in the cable holes of the Universal Hub to avoid pinching of the cables.

**MOUNTING THE PODIUM
BUTTON MODULE ENDURANCE**

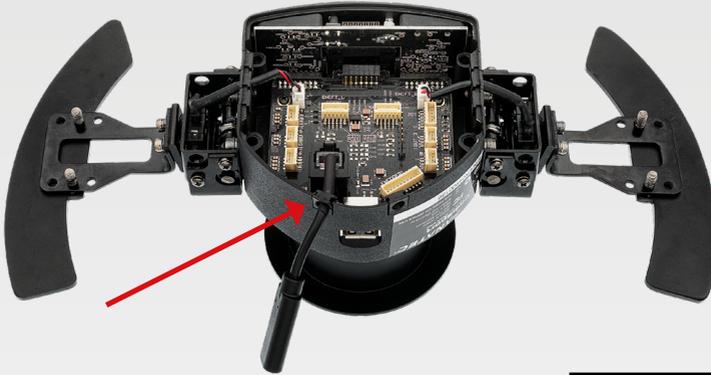
Loosen and remove the four locking bolts on the back of the Universal Hub main body. Detach the front cover to open the housing and have access to the connectors inside.



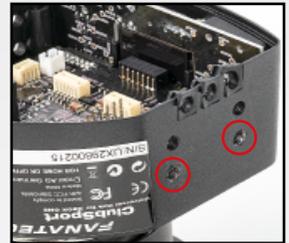
Open the Universal Hub and connect the DataPort-C to RJ12 adapter to the connector as shown below:



After connecting, position the adapter carefully in a lower hole to prevent damage to the cable.



⚠ ATTENTION: To use the Podium Button Module Endurance with shifter paddles, they must be attached to the rearward set of mounting holes.



Insert and tighten the four locking bolts again.



⚠ ATTENTION: Carefully position the adapter cable in one of the cable holes of the Universal Hub to avoid pinching.

Now position the Podium Button Module Endurance on the front-plate together with the Wheel Rim.



Use the longer mounting bolts that are included in the Podium Button Module Endurance package and tighten down the Wheel Rim.

Connect the Podium Button Module Endurance to the installed adapter.

! **IMPORTANT:** The Podium Button Module Endurance is only suitable for steering wheels with a 6x70mm hole pattern.

To check if your wheel rim is suitable, a sizing template is available in the Downloads section of the Podium Button Module Endurance product page.

! **IMPORTANT:** Read the quick guides and / or manuals for the following products for detailed instructions:

- Podium Button Module Endurance
- Podium Advanced Paddle Module
- ClubSport Magnetic Paddle Module

6.3 Wheel rim

After you have installed / adjusted the Podium Button Module Endurance or all the button boxes and the FunkySwitch™ you can install the wheel rim. Make sure you use the washers W1 (13.5 mm x 2.5 mm; included in Universal Hub box) if you are not using button boxes on all four sides equally.

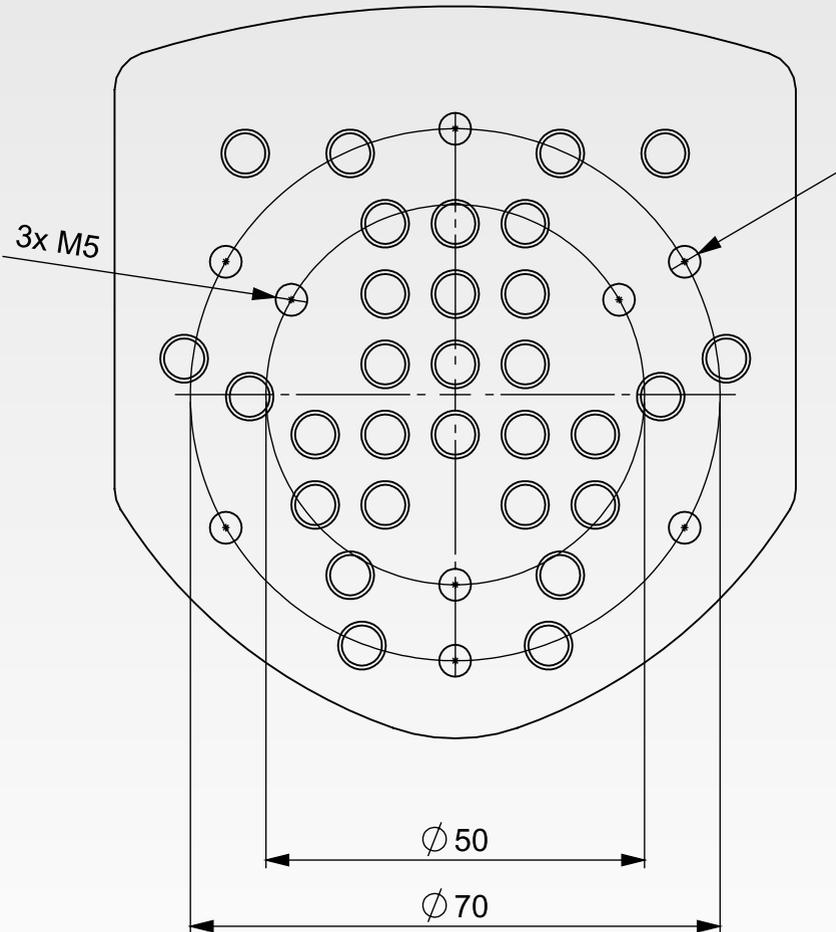
You need to use M5 bolts with a max. length of 16 mm in order to avoid a collision with the PCBA inside the Universal Hub for Xbox One. For third party rim use the bolts S3 (M5 x 16 mm) which are included in the Universal Hub for Xbox One package. The Fanatec wheel rims come with the correct bolts.

In case your wheel rim does not have holes yet you can use the [drilling template](#) on the next page to drill the correct hole pattern.

Note: The Universal Hub for Xbox One is fully assembled to fit with the Fanatec Wheel Rim GT out-of-box.



DRILLING TEMPLATE



⚠ ATTENTION: The maximum torque on the steering wheels bolts must be 3 - 5 Nm, otherwise the thread can be damaged.

Please use Loctite.

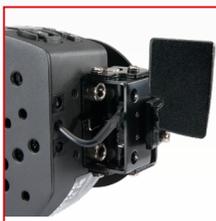
Please print this page in 1:1 scale (100%).

6.4 Shifter paddles

The Universal Hub for Xbox One package contains small shifter paddles, large shifter paddles are assembled by default to the Universal Hub for Xbox One. It is up to your taste which size of paddles you prefer and in which direction you want to mount them. Please use the correct screws S4 (M3 x 8 mm) and washers W2 (M3 x 8.0 mm x 0.8 mm) for the paddles which are.



Different positions for small shifter paddles





Large shifter paddles

Note: The Universal Hub for Xbox One comes with assembled large shifter paddles out-of-box.

Large shifter paddles adjustments



Different positions for large shifter paddles



The large and small shifter paddles are both mounted onto the shifter paddle boxes on the left and right side of the Universal Hub for Xbox One. Even these shifter paddle boxes give the user the opportunity for adjustment: define the distance between wheel rim and shifter paddles according to your individual fondness.

Therefore the Universal Hub for Xbox One has four screw holes on both sides as shown in the picture:



If you use the two screw holes closer to the front side of the Universal Hub for Xbox One the distance to the wheel rim is smaller (depending on used wheel rim):



If you use the two screw holes closer to the back side of the Universal Hub for Xbox One the distance to the wheel rim is bigger (depending on used wheel rim):



The distance between front side holes and backside holes is 10 mm (centre to centre). The holes have gears for M5 screws. The shifter paddle boxes are already assembled to the Universal Hub for Xbox One out-of-box.

6.5 Tuning display

The tuning display can show telemetry data (if supported by platform and game) or is used to change the behaviour settings of your wheel base (e.g. [SEN] Maximum Steering Angle, [FF] Overall FFB Strength, [NDP] Natural Damper), or for calibration of the H-pattern Fanatec shifters like CSS or CSS SQ.

⚠ ATTENTION: Take care for the pins and make sure they fit properly into the sockets to avoid damage!



The tuning display can be used in horizontal or vertical position. To change position you must pull out the display from the Universal Hub for Xbox One and put it back in the direction you want to use it. Note that it's not possible to turn the LED display when it's inside the display slot of the Universal Hub for Xbox One.

For further information check the FAQ section on our website www.fanatec.com/support/faq

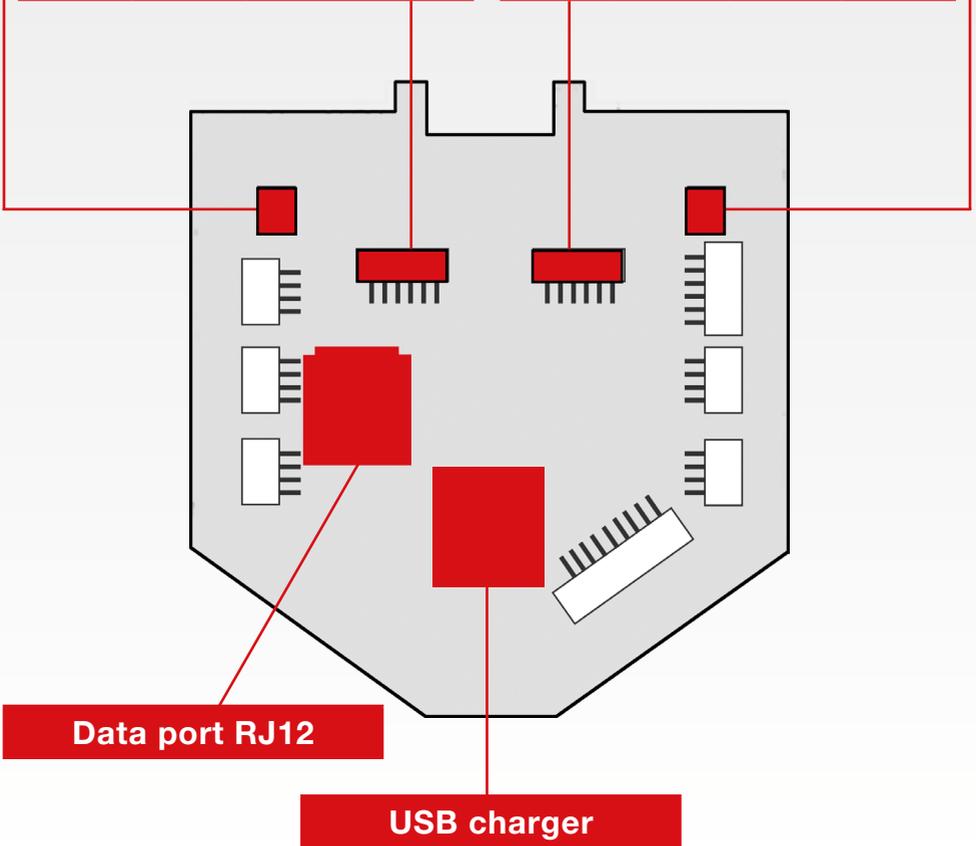
7 ELECTRONIC CONNECTORS

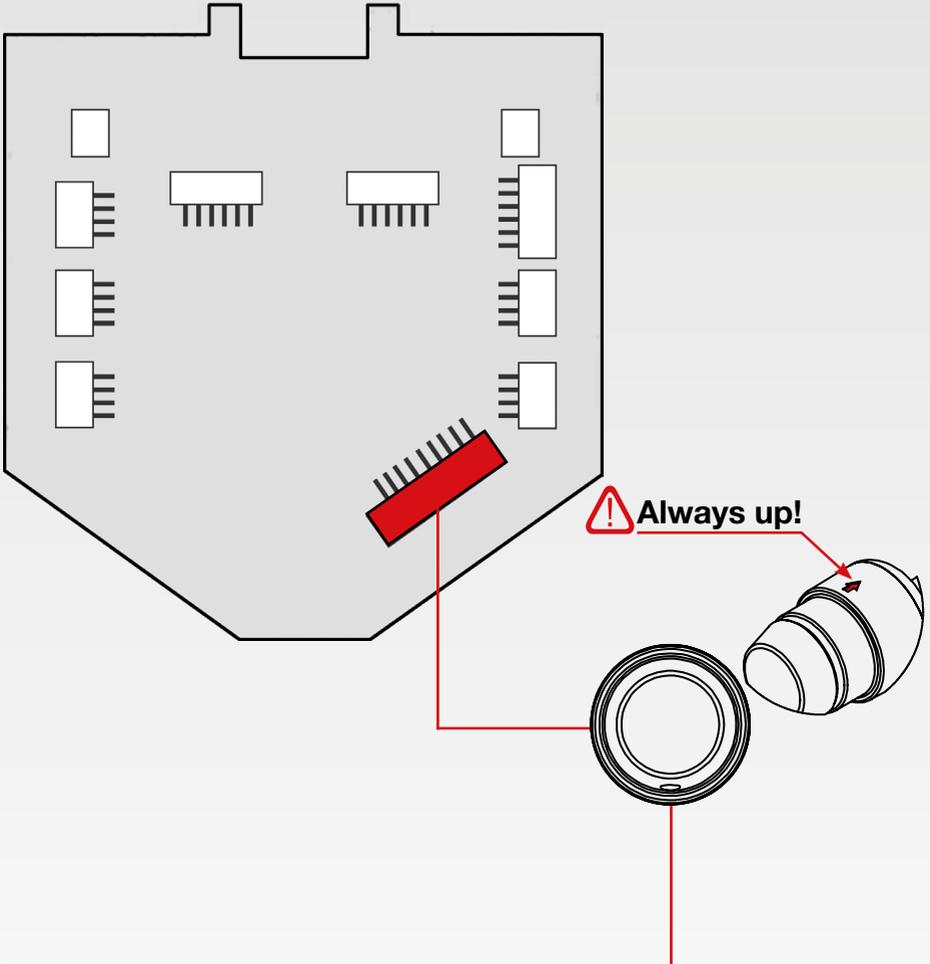
| Paddle Shift Left | | | |
|-------------------|---------------|---------------|----------|
| Button | Button no. PC | Function PS4™ | Xbox One |
| 1 Shift L | 6 | L1 | LB |

| Paddle Shift Right | | | |
|--------------------|---------------|---------------|----------|
| Button | Button no. PC | Function PS4™ | Xbox One |
| 1 Shift R | 5 | R1 | RB |

| *P APM / **CS MPM Left | | | |
|------------------------|---------------|---------------|----------|
| Button | Button no. PC | Function PS4™ | Xbox One |
| 1 Shift L | *5 / **5 | L1 | LB |
| 2 Shift L | *60 | - | - |

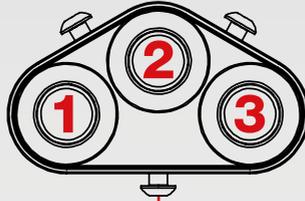
| *P APM / **CS MPM Right | | | |
|-------------------------|---------------|---------------|----------|
| Button | Button no. PC | Function PS4™ | Xbox One |
| 1 Shift R | *4 / **4 | R1 | RB |
| 2 Shift R | *61 | - | - |



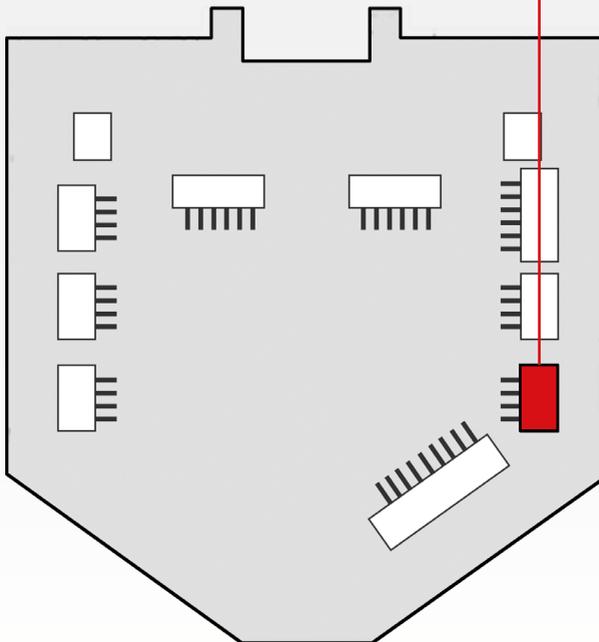


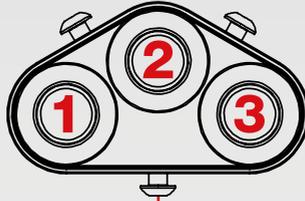
1. FunkySwitch™ / d-Pad

| Action | Button no. PC | Function PS4™ | Xbox One |
|--------------------------|---------------|--------------------------------|-------------|
| 1 Turn clockwise | 24 | - | - |
| 1 Turn counter-clockwise | 23 | - | - |
| 3 Press button | 25 | Cross / Game Specific Button 1 | Guide |
| d-pad left | d-pad left | d-pad left | d-pad left |
| d-pad right | d-pad right | d-pad right | d-pad right |
| d-pad up | d-pad up | d-pad up | d-pad up |
| d-pad down | d-pad down | d-pad down | d-pad down |

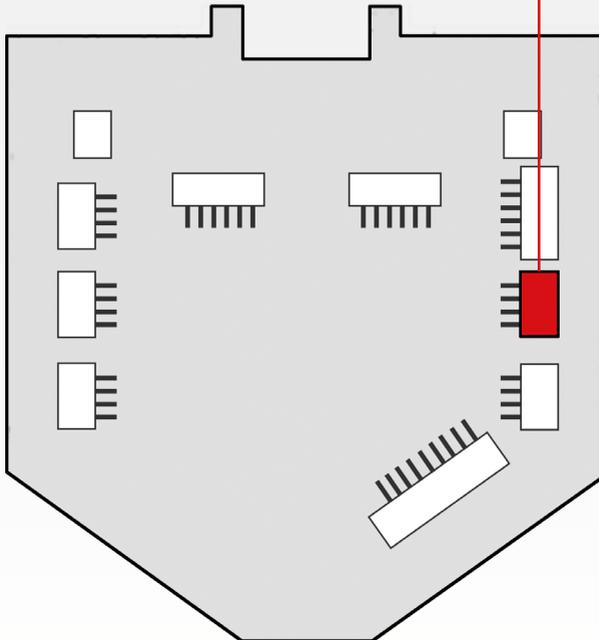


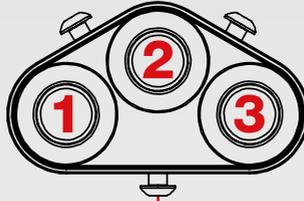
| 2. Group BUT 2 | | | |
|-----------------|---------------|------------------------|----------|
| Button | Button no. PC | Func. PS4™ | Xbox One |
| 1 Left button | 26 | Game Specific Button 2 | B |
| 2 Middle button | 2 | Cross | A |
| 3 Right button | 11 | Options | MENU |



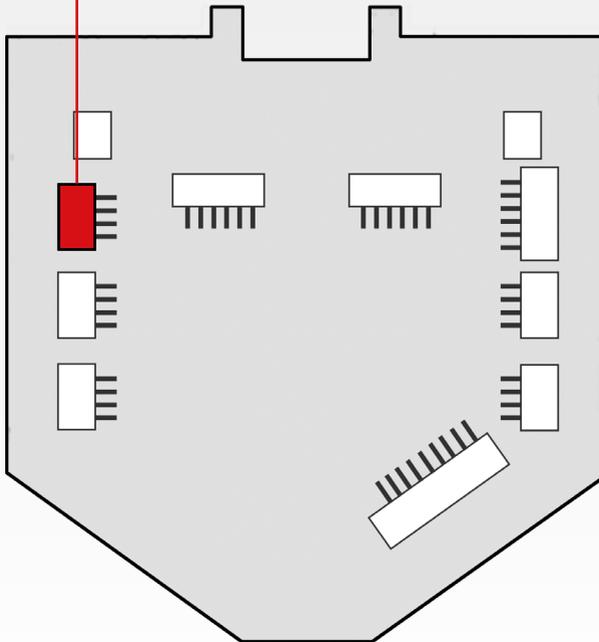


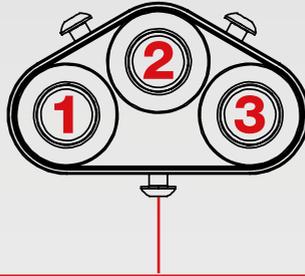
| 3. Group BUT 3 | | | |
|------------------------|---------------|------------|-----------------------|
| Button | Button no. PC | Func. PS4™ | Xbox One |
| 1 Left button | 1 | R3 | RSB -> RB (shift up) |
| 2 Middle button | 4 | R1 | RB |
| 3 Right button | 3 | R2 | RT 100% (accelerator) |



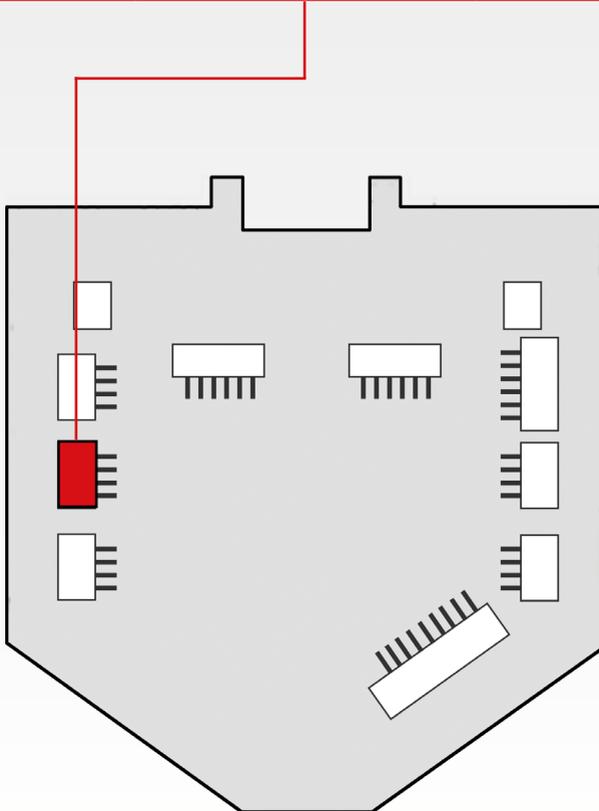


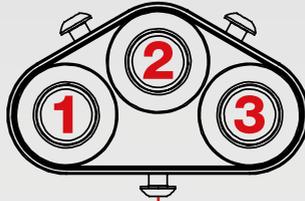
| 4. Group BUT 4 | | | |
|------------------------|---------------|------------|---------------------------|
| Button | Button no. PC | Func. PS4™ | Xbox One |
| 1 Left button | 8 | L2 | LT 100% (brake) |
| 2 Middle button | 12 | L1 | LB |
| 3 Right button | 7 | L3 | LSB -> LB (shift down) |



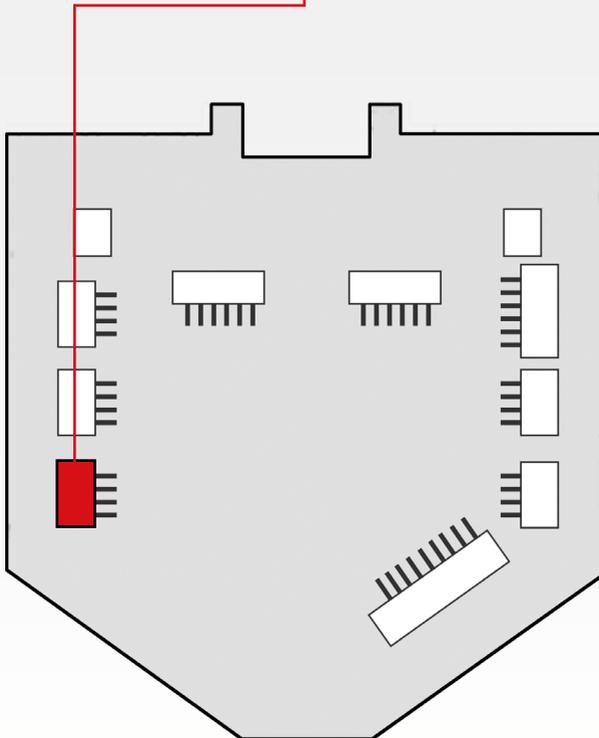


| 5. Group BUT 5 | | | |
|------------------------|---------------|---------------|----------|
| Button | Button no. PC | Function PS4™ | Xbox One |
| 1 Left button | 42 | - | - |
| 2 Middle button | 41 | - | - |
| 3 Right button | 40 | - | - |





| 6. Group BUT 6 | | | |
|-----------------|---------------|------------------|----------|
| Button | Button no. PC | Func. PS4™ | Xbox One |
| 1 Left button | 9 | Touch pad Button | VIEW |
| 2 Middle button | 22 | Square | X |
| 3 Right button | 10 | Triangle | Y |



8 CLEANING

Clean only with a dry or slightly damp cloth. Using cleaning solutions may damage your Universal Hub for Xbox One.

9 TROUBLESHOOTING

The Universal Hub must not be modified differently than described in this manual. Endor® AG expressly prohibits analysis and utilization of the electronics, hardware, software and firmware contained in the controller. In case difficulties occur in connection with utilization of the Universal Hub, please use the following guide for elimination of errors. On the website www.fanatec.com/support/faq you will find further details and contact data.

If the Universal Hub is not working properly:

| Problem description | Solution |
|--|---|
| After switching on the wheel base with attached Universal Hub for Xbox One the auto calibration is not working properly. | <p>Make sure that you have updated your wheel base to the latest firmware version which can be downloaded from www.fanatec.com/support/faq.</p> <p>Try to use another steering wheel like the RFormula or RBMW. If the auto calibration is not working properly with this rims the wheel base might be damaged.</p> |
| The driver window does not show the attached steering wheel. | <p>Make sure that you have updated your wheel base to the latest firmware version which can be downloaded from www.fanatec.com/support/faq.</p> <p>Check the pins inside the Quick Release of the Universal Hub for Xbox One, these must not be bent or damaged.</p> <p>Try to use another steering wheel like the RFormula or RBMW. If this is also not detected the wheel base might be damaged.</p> |
| In driver window the button mapping seems to be wrong as button boxes are not shown. | The buttons of the button boxes are mirrored from the buttons on the top side of the Universal Hub for Xbox One. For more detailed description please see chapter 7 (Electronic connectors) of this user manual. |

| Problem description | Solution |
|--|--|
| It is not possible to flip the tuning display of the Universal Hub for Xbox One. | Due to the design it is not possible to flip the tuning display, it must be pulled out and pushed back in to the position you want to use it. See chapter. 6.5 (Tuning display) of this user manual for more detailed description. |
| The tuning display does not show anything or is not working partially. | <p>Pull out the tuning display from the Universal Hub for Xbox One and check if all pins are there and not bent or broken.</p> <p>Check the pins inside the Quick Release of the Universal Hub for Xbox One, these must not be bent or damaged.</p> |
| Centre calibration is not working because of missing D-pad / sticks. | For the Universal Hub for Xbox One there is a different button combination. See description in chapter 5.1 (Functions) of this user manual. |
| The USB port does not charge your mobile device. | <p>Make sure you use the USB connector cable which came with your mobile phone or a USB cable which is made especially for your mobile phone.</p> <p>If you want to charge a tablet instead of a mobile phone please note that some models of tablets may need a stronger power source for charging than the USB port.</p> |

10 TRADEMARKS

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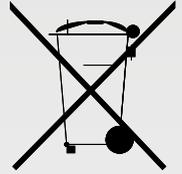
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11**ECOLOGY ADVICE**

In the European Union: At the end of its working life, this product should not be disposed of with standard household waste, but rather dropped off at a collection point for the disposal of Waste Electrical and Electronic Equipment (WEEE) for recycling.



Depending on their characteristics, the materials may be recycled. Through recycling and other forms of processing Waste Electrical and Electronic Equipment, you can make a significant contribution towards helping to protect the environment.



Please contact your local authorities for information on the collection point nearest you.

For all other countries: Please adhere to local recycling laws for electrical and electronic equipment.

Retain this information. Colours and decorations may vary.

In the European Union: The packaging materials can be depolluted for recycling according to the legal regulations depending on the country responsible for the corresponding law.



For all other countries: Please adhere to local recycling laws for packaging materials.

12 FCC COMPLIANCE

This device complies with part 15 of the FCC rules. The operation of this device is subject to the following two conditions:



- This device may not cause harmful interference, and must accept any interference received, including interference that may cause undesired operation.
- This device was not modified different than described explicitly in this user manual.

Note: This device was tested and approved to the limitations for class B of digital devices according to part 15 of the FCC rules. This limitations should ensure an adequate protection against harming interferences in residential areas. However, a warranty for non-recurring of interferences is not assumed.

Do not modify the device different than described explicitly in this user manual. Nevertheless, if you do modifications different from the described in this manual you can be determined to stop the operation of the device.

13 CE COMPLIANCE

This device complies with the European product regulations according to CE regulations.



The CE regulations contain basic requirements for safe usage of technical products.

Please check the FAQ database at www.fanatec.com/support/faq to see if your problem can be solved there. Normally, the warranty period is one year. However, this may differ depending on the respective state.

1) Endor® AG grants for the hardware product – as extension of shorter national warranty regulations, if applicable a one- year warranty for material and manufacturing defects. The warranty does not include defects that are due to commercial use of the product and/or normal wear and tear and/or damaging by third parties and/or improper utilisation or treatment and/or utilisation of the product contrary + to the operating and maintenance instructions and/or not intended installation and/or non-compliance with the local safety standards and/or the results of an intervention by a third party or a not authorised opening of the device including any measures for modification, adjustment and/or adaptation measures (also in case of professional execution). Warranty applies as of the date of purchase when the final customer purchased the product, and is exclusively limited to the rights as of 2), as far as this does not limit any further legal warranty claims on the basis of various national laws. Warranty is subject to return of the defective product with carriage paid, within the warranty period, including the original receipt that must include date of purchase as well as the company stamp/company print of the first dealer.

2) The warranty covers – at the choice of Endor® AG – either gratis repair or replacement of the device or components of the device. With defects that are not covered by the warranty and/or that are excluded from warranty (see above), possibilities for repair are to be requested with the local customer service or the local dealer. As far as permitted by law, any further liability - with the exception of intent and gross negligence – is excluded for any indirect or direct damages and consequential damages, regardless of whatsoever basis of claim.

This applies in particular to damages with other property, damages to persons, data losses as well as financial losses like loss of profit as well as transport damages in connection with returns to Endor® AG. As far as liability limitations are not legally allowed or effective in certain states or certain regions, the limitations are to be effective to such extent that exclusions of liability. This gaming device is designed to withstand approximately one hour of use per day during the course of the warranty period of one year.

