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Manual Porsche 911 GT3 RS Wheel

Thanks for choosing the Porsche 911 GT3 RS Wheel.

Before using this product read this manual for important safety and health information.

Keep all manuals for future reference.

For FAQs and further information please visit www.FANATEC.com.

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Before using this product, read this manual for important safety and health information. Keep all manuals for future reference. For replacement manuals, go to www.FANATEC.com/support.

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GENERAL

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 consciousness. 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.

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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.

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: 0°C – 40°C.
- The maximum operation time of the wheel with continuous Force feedback activity is 1 hour. Let the wheel cool down for a few minutes before you continue.
- 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.
- Utilisation of the vibration and Force Feedback function may cause damage to your health.
- Not intended for children under the age of 3 years.
- Contains small pieces. Danger of swallowing!
- Do not open the casing of the device.
- The device only contains components that cannot be repaired by the user and opening will void the warranty.

WARNING: Electrical Safety

As with many other electrical devices, failure to take the following precautions can result in serious injury or death from electric shock or fire or damage to the racing wheel.
If you use AC power, select an appropriate power source:

- Use only the power supply and AC power cord that came with your racing wheel or that you received from an authorized repair center.
- Do not use non-standard power sources, such as generators or inverters, even if the voltage and

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frequency appear acceptable. Only use AC power provided by a standard wall outlet.

- To avoid damaging the AC power cord:
  - Protect the cord from being pinched or sharply bent, particularly where it connects to the power outlet and the racing wheel.
  - Do not jerk, knot, sharply bend, or otherwise abuse the power cord.
  - Do not expose the power cord to sources of heat.
  - When disconnecting the power cord or power supply, pull on the plug — do not pull on the cord.
  - If the power cord becomes damaged in any way, stop using it immediately and contact Fanatec Customer Support for a replacement.
  - Unplug your racing wheel's power cord during storms or when unused for long periods of time.

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CONTENT OF PACKAGE

- Steering wheel
- Quickguide manual
- 110V-220V Power supply for wheel
- UK Adapter (EU Version only)

Optional Porsche wheel shifter set

- 2 steel bars (410 mm each)
- 6-speed gear stick with reverse (7GS)
- Sequential gear stick (2GS)
- Gear stick connection cable

COMPATABILITY

PC

Minimum requirement:

- Windows Vista / Windows XP SP2 (32 bit)
- 20 MB of Harddisk space
- Free USB 1.1 or higher port
- Direct X9.0 or higher

The game must support Direct X Force Feedback functionality.

Playstation 3

Only racing games which support the Porsche wheel will use the full functionality of the wheel.

To ensure increased compatibility you can switch to a compatibility mode which makes the Porsche wheel compatible to games which only support other Force Feedback wheels. Please note that we cannot guarantee the full functionality for features like the 900° rotation, the clutch or the 6-speed gear stick in this mode.

The Porsche GT3 RS wheel is only supported by a few games on the Playstation 3 and compatibility cannot be guaranteed.

To make the wheel work on some games you need to set back the system date of your PS3 console to a date before Dezember 2008.

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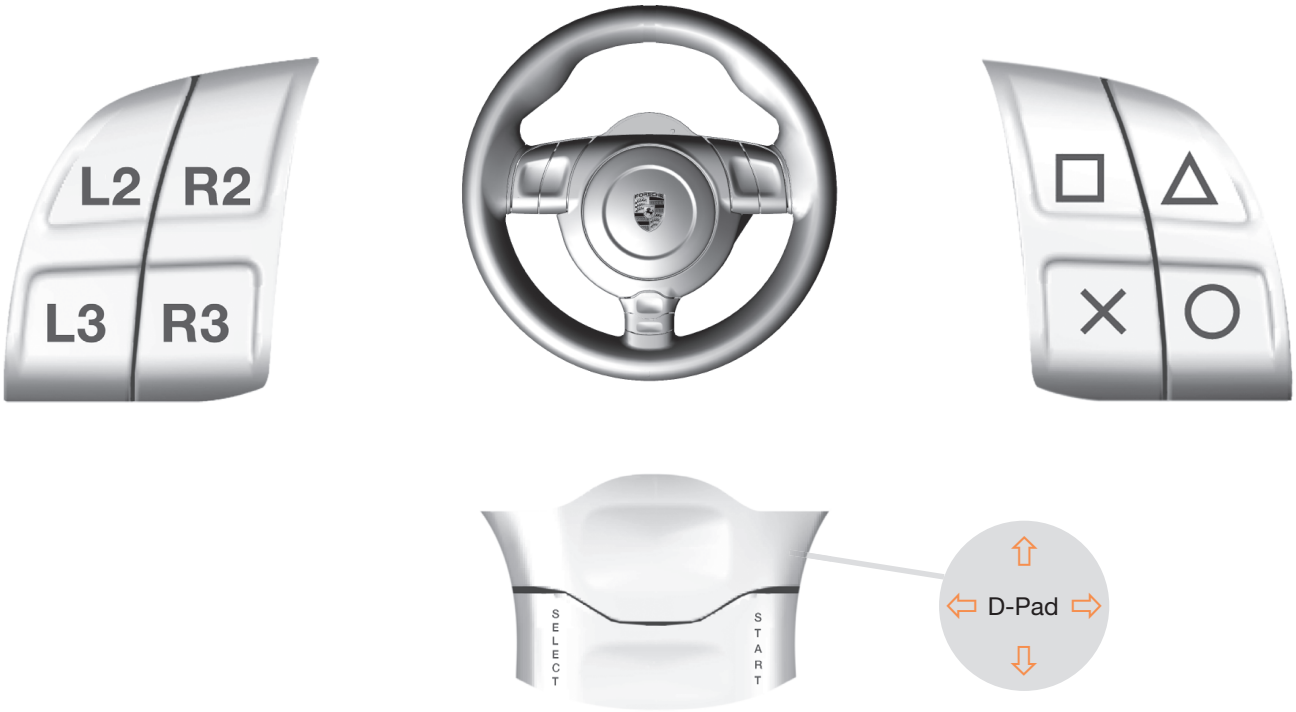
DESCRIPTION OF WHEELBUTTONS

Buttons on Wheel (Playstation Mode)



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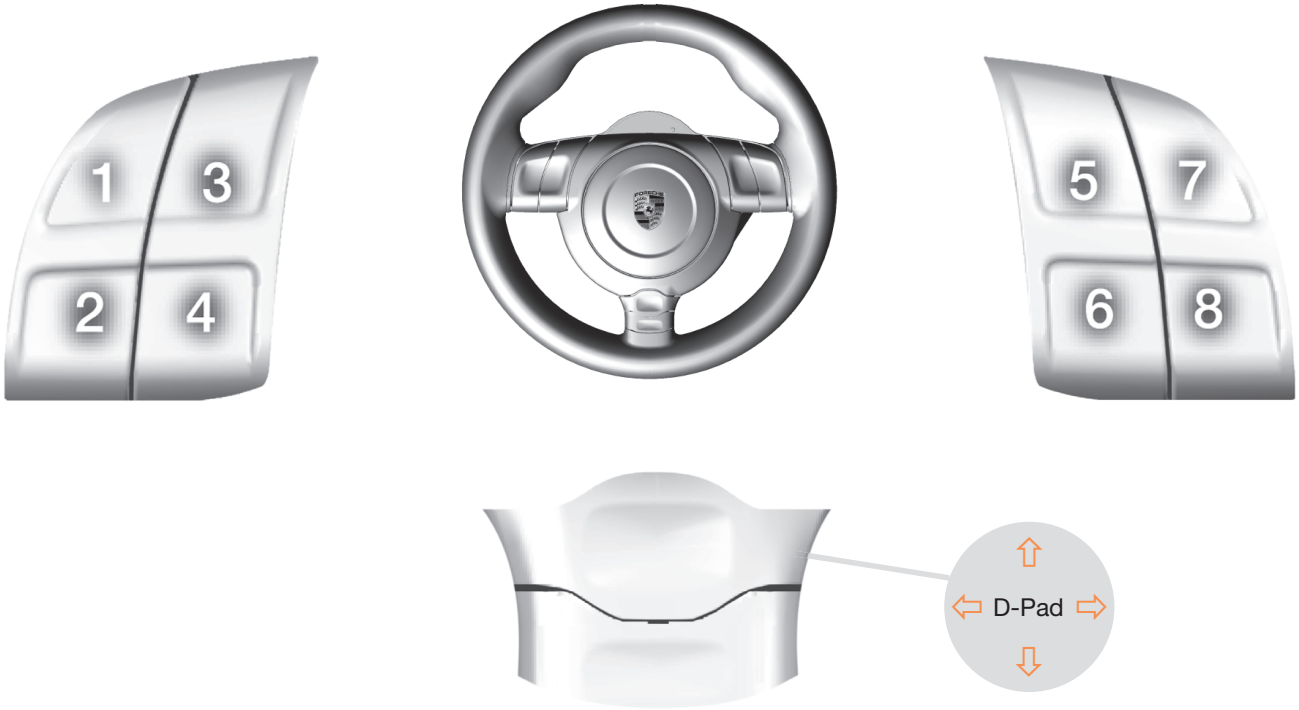
DESCRIPTION OF WHEELBUTTONS

Buttons on Wheel (PC Mode)



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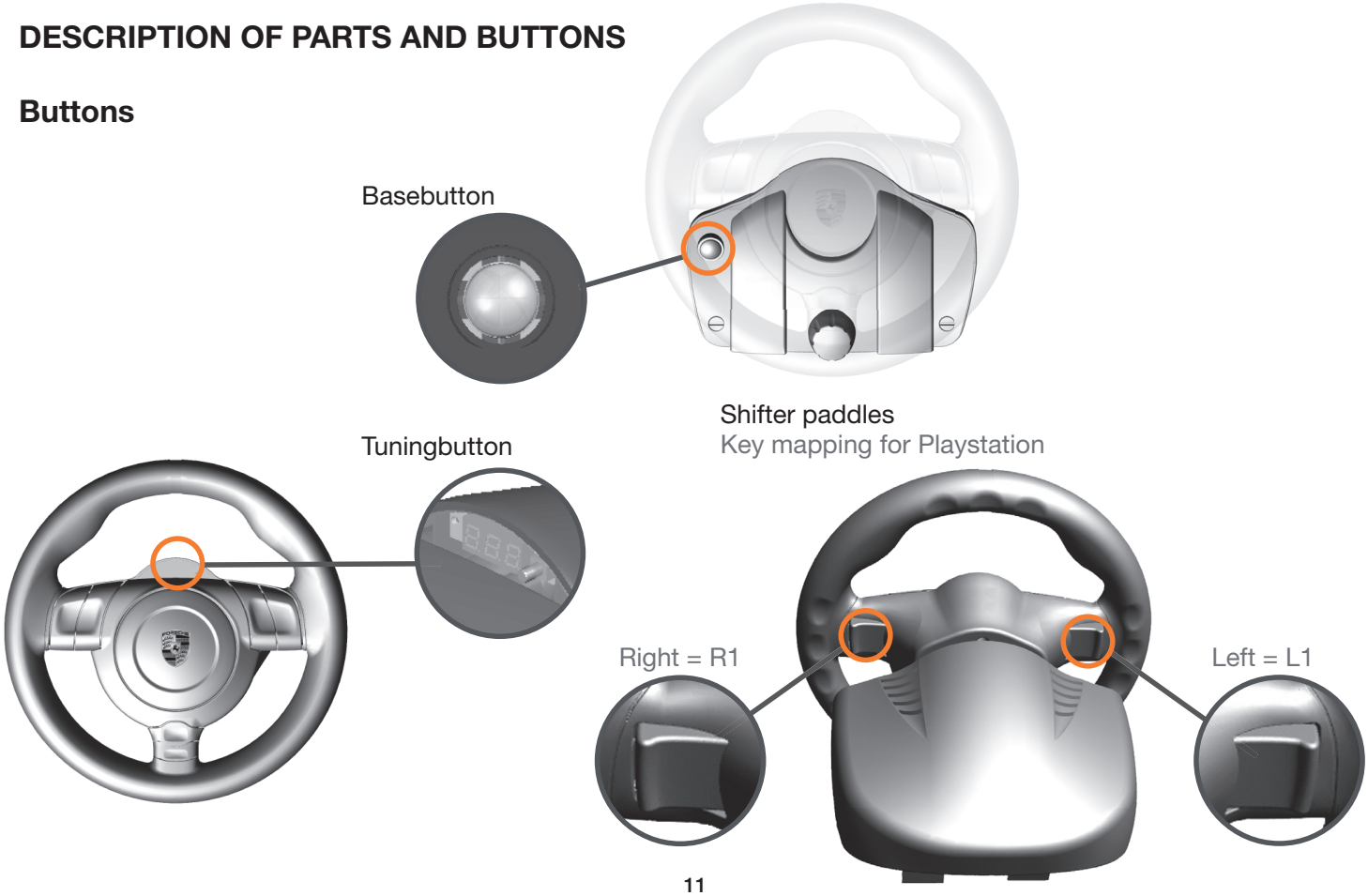
DESCRIPTION OF PARTS AND BUTTONS

Buttons



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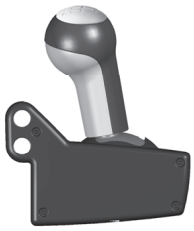
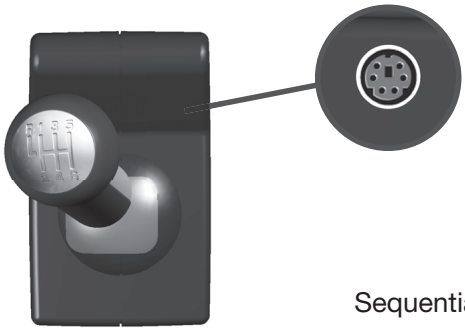
DESCRIPTION OF PARTS AND BUTTONS

Shifter set (optional)

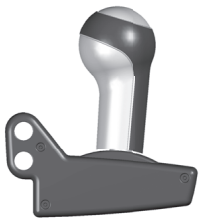
6-speed gear stick plus reverse

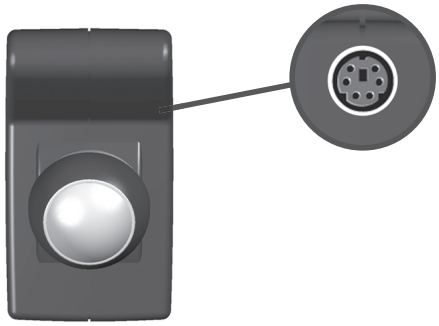




Base to Gear Stick

Sequential





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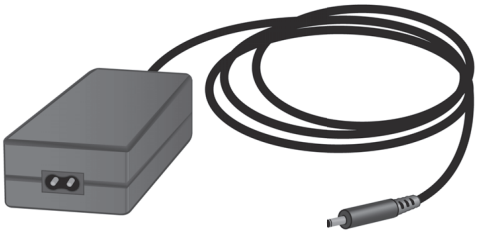
Cables

Power supply (DE)

Power supply (US)

UK Adapter (EU Version only)

110V-220V Power supply for wheel



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INSTALLATION

Installation of gear sticks

1. Make sure that the tube fixation screws are lose. Use a coin and not a screwdriver.

2. Insert the metal tubes into the base from the left or right side. The tubes has to be fully inserted until it comes out of the base on the other side.

3. To build up some counterforce use a flat underground and place the wheel vertical on the tubes. Then push the wheel down with soft pressure.

4. Tighten the tube fixation screws with a coin.

5. Choose either the sequential or the 6-speed gear stick and attach it to the tubes.

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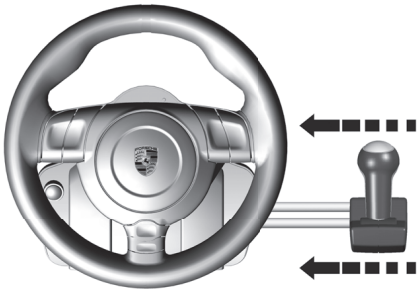
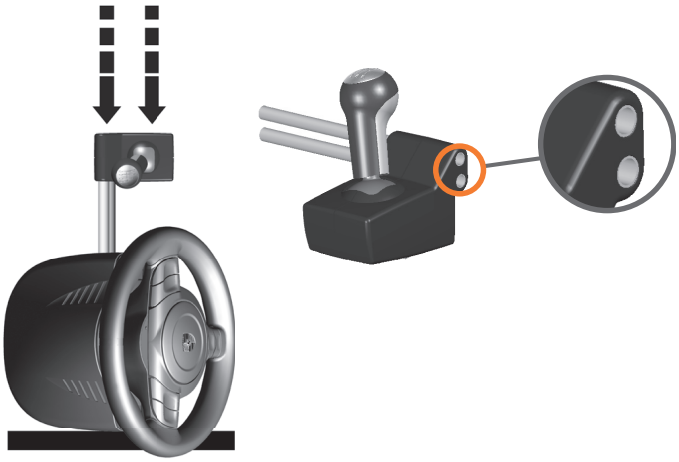
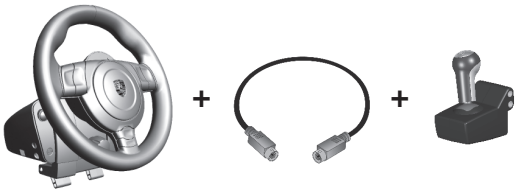


6. Put the wheel on the side to build up some counterforce and press the gear stick on the tubes from above until you see the metal tubes coming out on the other side of the gear stick channels.



7. Connect the gear stick connection cable with the base and the gear stick.



Please note that only one gear stick can be active at the same time. The gear stick can be connected on both sides of the wheel.
There is one PS2 plug on the left and two plugs on the right side of the wheel. Please use the upper plug for the gear stick (the lower plug will be used to connect the pedals).

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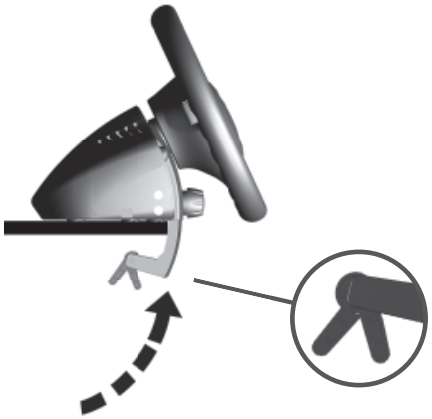
Table installation
To use the wheel

1. Open the table clamp fixation screw.

2. Pull out the table clamp a little bit.

3. Mount the wheel to the table and then push in the table clamp as much as possible. Please note that the quick release clamps must be unfastened.



4. Tighten the table clamp screw.

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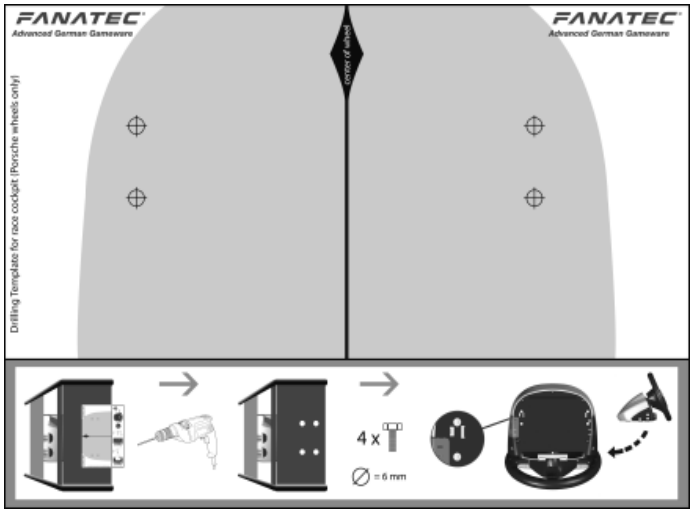
5. Fasten the quick release clamps.

Please note that if the shape of the edge of your table does not allow the fixation with the table clamp you could use some books to fix it.

Simulator installation

If you prefer a permanent installation on a table or simulator you can fix the wheel with 4 screws to any flat surface.



Please use the drilling template to drill the holes.
The length of the screws depend on your table so we did not include any screws but you can use standard metric screws with a diameter of 6 mm.

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Installation of driver (PC only)
For PC use, you need to install the driver before connecting the wheel.
The driver requires less than 10 MB of space on your hard disk and is compatible to Windows XP (32-Bit/64-Bit) or Windows Vista (32-Bit/64-Bit).
The driver can be downloaded at www.FANATEC.com/support.

To make settings or test the functions of your wheel the USB cable must be connected to your PC and the wheel must be turned on. To open the driver dialog you have to go to the control panel, double click „Game Controllers“ and choose the properties of „Porsche Wheel“.
In this window you can change several settings of the wheel and test if all buttons are working fine.

Electrical connection (Wheel power supply)
Step 1: Connect power supply
Please plug-in the power supply to the right side of the base. When the wheel is successfully connected to the PC and it powers up, it automatically self calibrates with a full rotation to the right side and back to the middle position. **Please keep your hands off the wheel during calibration.**

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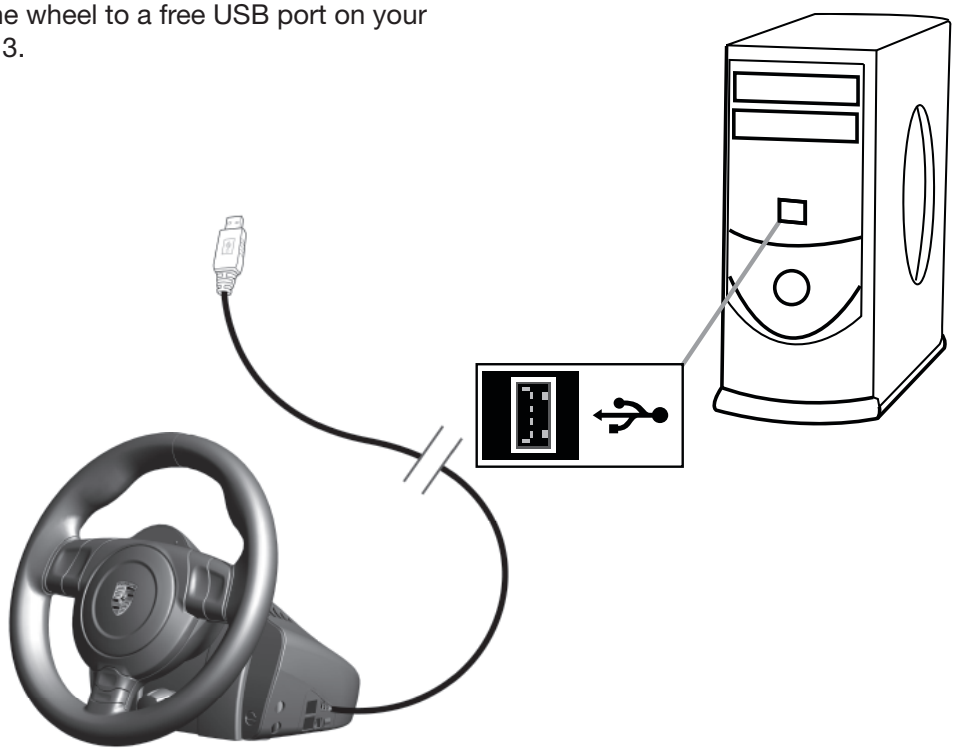
Step 2: Connect the wheel
After you installed the software (PC only) you can plug in the USB cable of the wheel to a free USB port on your PC or the Playstation 3.



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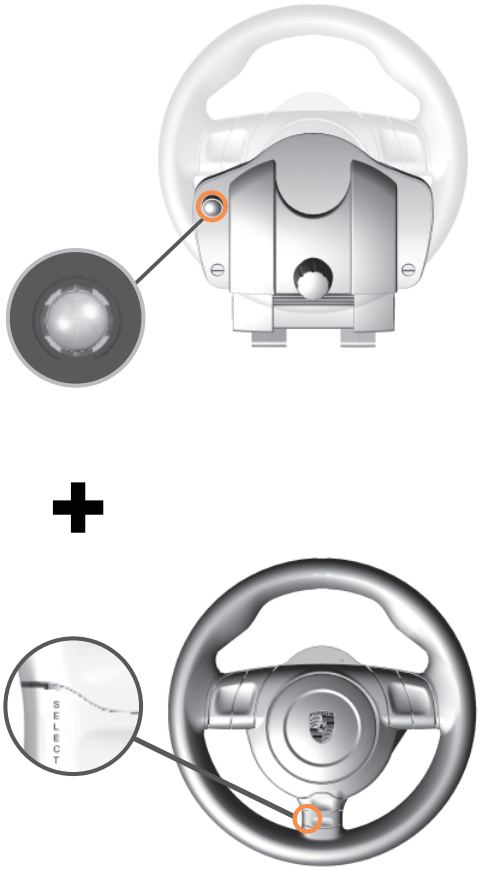
SWITCH BETWEEN MODES

Compatibility mode for Playstation 3

IMPORTANT: On the Playstation 3 some games require to change the mode of the Porsche GT3 RS Wheel in order to be fully compatible.
To change the mode, press “base button” + “Select button” at the same time.
Please note that on some Playstation 3 games it is required to use the SIXAXIS controller for Navigation in the games menu.



Please do not switch to compatibility mode if your are still in the XMB menu of the console system. You need to switch to compatibility mode right after you started a game.

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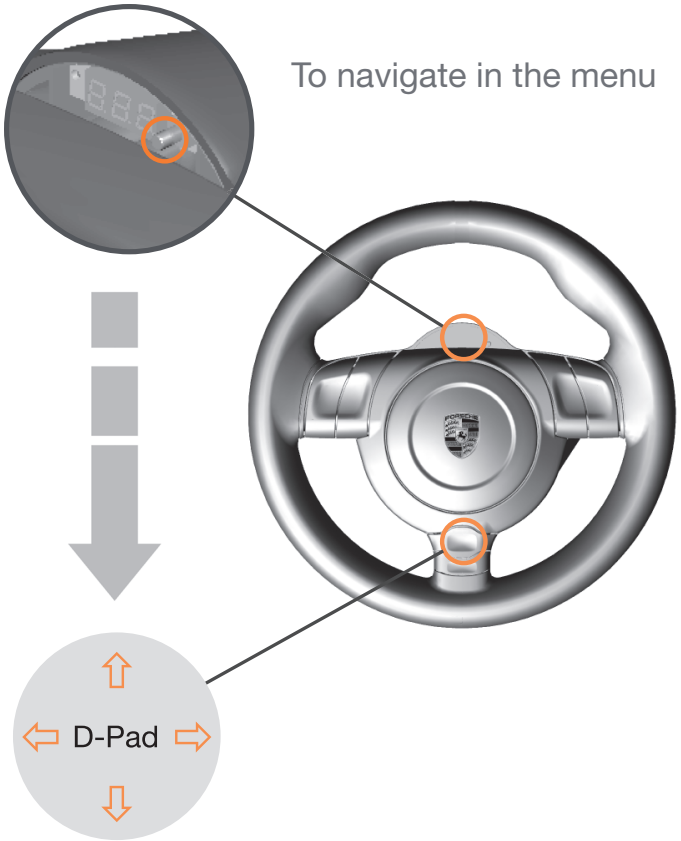
TUNING

With the TUNING feature you can fine tune the wheel settings independent from the game or platform even during gameplay directly on the wheel.

You can adjust the strength of the Force Feedback and vibration motors as well as setting the best sensitivity for your favourite game and permanently save 5 settings in the memory of the wheel.



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To navigate in the menu:

1. Press „TUNING“.
   The currently active set-up will appear, indicated by S_1 to S_5.
   You can save up to five set-ups in the controller.
2. Select set-up: ↑ and ↓
3. Select function: ← and →
4. Change setting of the respective function: ↑ and ↓
5. Leave tuning mode: Press „TUNING“

The settings will remain.

Sensitivity

OFF (default)

If the Setting is „OFF“ the sensitivity of the wheel will be controlled by the game settings or the driver settings. This should work fine with most games.

Use this mode for all PC games and make the adjustment in the driver instead.

540/360/210/off

In case you are not able to choose the sensitivity in a Playstation 3 game, you can force the wheel to a certain sensitivity. The value shows the wheel rotation which is needed for a full rotation in the game.

Force Feedback

0 / 33 / 66 / 100

Adjust the percentage of the total Force Feedback strength.

Vibration

0 / 33 / 66 / 100

In the wheel rim are two additional vibration motors which can be controlled by the game if a game supports it. By default the vibration motors are synchronized with the gas pedal to let you feel the vibration of the motor.

You can adjust the percentage of the vibration strength you want.

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CALIBRATION

If the 6-speed gear stick (7GS) is not working properly it might require new calibration. Please go through the following steps:

- Connect the power supply to the base
- Press „start button“ + „TUNING button“ at the same time
  ➔ The LED display will show G_n
- Bring the 7GS into neutral position
- Press the „start button“
  ➔ The display will now change to G_r
- Enter reverse gear
- Press the „start button“
  ➔ The display will now change to G_1
- Bring the 7GS into 1st gear
- Press the „start button“
  ➔ The display will now change to G_2
- Bring the 7GS into 2nd gear
- Press the „start button“
  ➔ The display will now change to G_3
- Bring the 7GS into 3rd gear
- Press the „start button“
  ➔ The display will now change to G_4
- Bring the 7GS into 4th gear
- Press the „start button“
  ➔ The display will now change to G_5
- Bring the 7GS into 5th gear

- Press the „start button“
  ➔ The display will now change to G_6
- Bring the 7GS into 6th gear
- Press the „start button“
  ➔ Calibration is completed

WHEEL CENTER CALIBRATION

If you drive straight and the wheel is slightly off-center, you can recalibrate the wheel.

- Move the wheel rim to the middle position.
- Press the Start button + D-pad LEFT button at the same time and hold both buttons.
- Now also press the base button.
- Release all three buttons.

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CLEANING THE RACING WHEEL

Clean only with a dry or slightly damp cloth. Using cleaning solutions may damage your racing wheel.

TROUBLESHOOTING

The Porsche GT3 RS Wheel must not be opened or modified. ENDOR® AG expressly prohibits analysis and utilisation of the electronics, hardware, software and firmware contained in the controller.
In case difficulties occur in connection with utilisation of the Porsche Wheel, please use the following guide for elimination of errors.
On the website www.FANATEC.com you will find further details and contact data.

Malfunctions on Playstation 3

- Game does not recognize the Porsche wheel:
  Please switch the wheel to compatibility mode.
- Saving the game is not possible:
  Set back the system date of the Playstation 3 to any date before December 2008.
  Please make sure that your game supports this feature.

Clutch or 6-speed gear shift is not working at all

- Please make sure that your game supports this feature.
- Please check if you have chosen the right settings in the options menu of the game.
- In GT5: Prologue you need to press the triangle button to activate the clutch.
- Please make sure that the gear stick cable is connected properly.
- Please make sure that the gear stick is calibrated.

Pedals are not working properly

In case one axis is always active, disconnect the pedals so that the pedals recalibrate themselves.

Wheel is not working properly

- Please check if the game is supporting the wheel and if you selected the right settings in the options menu of the game.
- Make sure the latest version of the Porsche wheel driver is installed (PC only).
- Please make sure that the power cable is connected properly. After the wheel is connected it should automatically self calibrate.

Force Feedback strength gets weaker

Under certain circumstances it can happen that the Force feedback Motor of the wheel might be in danger to overheat. The built in temperature sensor will automatically reduce the power of the Force Feedback effects until the normal operating temperature is reached.

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Problems with USB headset
Some PC with AMD processor have problems with Force feedback wheels. In such a case please install a USB 2.0 PCI card and use it for the Porsche wheel.

Problems with driver
Please make sure to download the latest version of the driver at www.FANATEC.com.

TECHNICAL SUPPORT / FAQ
www.FANATEC.com

MANUFACTURER
ENDOR® AG
Seligenthalerstraße 16 A
84034 Landshut
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WARRANTY

Please check the FAQ database at www.FANATEC.com whether your problem can be already solved there. Normally, the warranty period is two years. 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 two-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 utilization 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 gratuitous 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 can be agreed upon in accordance with the respective national laws or jurisdiction.

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