



Force2Motion Ready2Race cockpits "The Beast"

Manual

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1 Before installation

CAUTION - IMPORTANT



SAFETY INSTRUCTIONS BEFORE USE TO AVOID INJURY OR DAMAGE TO THE SYSTEMS, PLEASE READ CAREFULLY BEFORE USE!

1.1 Foreword

First of all, we would like to clarify one important thing. Are we allowed to say "you"? In racing circles and in SimRacing, it is customary to use a somewhat casual form of address and we do not have to formally "pretend". So let's just take the liberty of addressing the manual as "you" or "yours". Okay?

Assembly time: The complete assembly of the beast takes 2-3 days if you know what you are doing and read and understand the manual. If you don't feel like reading our manual and the manuals for the individual products, have two left hands or are simply too impatient, then please use our assembly service (conditions on request). This prevents frustration on both sides ;-) !

1.2 Download

The current version of this manual can be downloaded as a PDF file from the following link:

<https://www.force2motion.de/media/content/F2M-HandbuchR2R-DE.pdf>

1.3 Introduction

This manual describes the construction and operation of a simulator cockpit with all options and equipment variants. Before starting the assembly, please check whether all required components are present and have remained undamaged during transport. Please immediately report any obvious transport damage to the carrier and document it with photos and, if necessary, witnesses. In such a case, please contact us immediately.

When using the manual, please check which options apply. We describe all conceivable combinations and options in this document.

Such a cockpit consists of various individual products (frames, motion platforms, controls, PC, monitor etc.). We expressly refer to the individual manuals for the installation and operation of these components.

You should take your time and a cold drink of your own choice and bear in mind that assembling the cockpit is also part of the hobby! It is best to have a second person help you (offer a cold drink!), because some of the parts are difficult and some cannot be assembled by just one person.



Now have fun setting up and, above all, using the simulator afterwards! And if things don't progress at all and another cold drink hasn't helped, you can reach us by e-mail at service@force2motion.de or by phone at +49 (0)2405/47949-0. We are happy to help.

And when everything is installed, the instructions have been followed and you are ready to go, it helps to take a look at the Quickstart chapter at the end of the manual, as a checklist before take-off, so to speak.

Please note: We do not provide support for the "games" and "simulations" themselves. Dealing with the sometimes very complex programmes is part of your hobby!

1.4 Safety Instructions Part 1 - Bloody read!



Illustration 1: Read the safety instructions!

Even if familiar with the handling of electrical products, please read the instruction manual before use and unpacking. Please keep this document in a safe place. If the simulator or individual components are passed on or sold to someone, this document should always be included as it is an integral part of the device.



The symbol indicates a WARNING warning. So please read carefully!



Electrical appliances such as this appliance do not belong in the hands of children. Never allow children to work or play with electrical appliances unsupervised. Children cannot recognise possible risks. Always keep plastic packaging away from children. They pose a choking risk.



The simulator can only be used by persons who are at least 16 years old. This device can only be used by persons with reduced physical, sensory or mental capacity if they are constantly supervised or have received sufficient instruction on the safe use of the device and the associated hazards.



The cables for the motion platform and simulators must not be damaged. In the event of cable damage, please stop using the product immediately and contact technical support at support at service@force2motion.de, as there is a risk of risk of electric shock.



Never open individual electrical and electronic devices, as this not only voids the warranty but also poses a risk. warranty is void, but there is also a risk of There is also a risk of electric shock when opening powered equipment.



Disconnect the mains plug from the socket before carrying out any hardware or maintenance work. The unit has moving parts. For safety reasons do not touch them when the simulator is switched on. When carrying out assembly work on or under moving parts of the simulator, the unit must be completely switched off. **In the event of a sudden voltage drop, especially when using the ProSimu-actuators the upper part of the cockpit may suddenly and very quickly shut down.**



Do not modify cables Do not modify supplied cables or plugs. If they are not compatible with your socket contact technical support at . at service@force2motion.de. Dangerous voltages may still be in the power supply a few minutes after it has been switched off. The simulator may only be used indoors.



Only enter or exit the simulator when the simulation is stopped or the emergency stop switches are activated. are activated. The cockpit may otherwise suddenly move jerkily (e.g. if the virtual vehicle is rammed by another vehicle on the track).



Make absolutely sure that no small children or pets crawl under the simulator or get near the moving parts.

1.5 Safety Instructions Part 2 - Damn well read too!

Safety and comfort are our priority. Please note that the devices can perform very violent and fast movements. Basic precautions must be observed when using the simulator:

- Read all instructions before using the system.
- Stop use immediately if you notice smoke, strange smells or abnormal noises.
- Keep the unit away from heat sources, moisturewater and other liquids.
- Do not use the products if the temperature below 4 degrees Celsius or above 40 degrees Celsius.
- Do not cover any ventilation slots - this may damage the units.
- Make sure that there is no dust on the mains cable plug or the socket is present.
- Only connect the appliance to a properly earthed socket. otherwise there is a risk of electric shock.
- Make absolutely sure that the mains cable does not get pinched or crushed, especially at plugs, convenience receptacles, or the point where they exit from the unit.



Maximum weights note: The Next Level Racing Traction Plus system has a maximum payload of 235 kg. The Next Level Racing Motion Platform V3 allows a max. payload of 130 kg (incl. seat and seat-mounted and accessories mounted on the seat). Therefore, make sure that these two values are not exceeded. The total weight of the cockpit depends on the mounted accessories (controls) and the driver's weight.. Depending on the configuration, we recommend not exceeding the driver's weight of 100 kg.

Long periods of repetitive movements and force feedback-vibrations can cause injury if the system is used incorrectly or for long periods without a break. Therefore, please follow our recommendations:

- Take a break of at least 10 minutes per hour of play.
- Ensure that the body position is ergonomically correct.

The Force2Motion Cockpits (especially the "Beast") are only suitable for indoor use and are intended for private use. The system is **not** suitable for **unsupervised** operation, e.g. at trade fairs or in amusement arcades!



Before commissioning, make sure that the seat can move freely sideways and can move freely sideways and forwards within its range of movement and does not touch the cockpit or attachments. Pay particular attention to the distance to a mounted shifter and handbrake.

Attention Danger of crushing!

There, you've done it! That wasn't so bad after all.

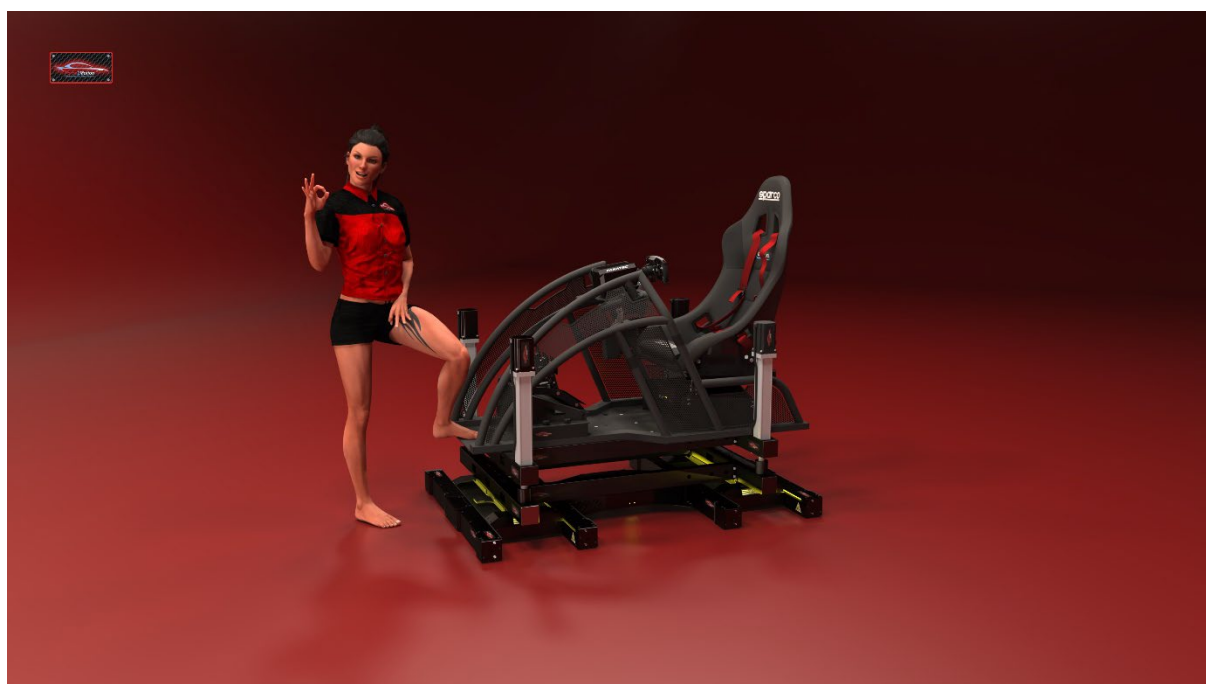


Figure 2: Done!

1.6 Manuals



Figure 3: Observe manuals

Please note that a manual is usually supplied with each individual product of the complete system and should be consulted. Please first obtain an overview and check whether the actual scope of delivery corresponds to the ordered components and the information in the manuals.

1.7 Serial number of the V3

Tip: Before mounting, check the serial number of the Motion Platform before assembly. You will need this number to download the Platform Manager from the website <https://www.nextlevelracing.com>. The number is also printed on the outer box of the V3.



Figure 4 Serial number V3

2 Preparation for installation

2.1 Scope of delivery (may vary)

First check the entire delivery against the invoice or parts lists (see also the individual manuals.).)

- Cockpit
- Motion Platform(en)
- Power and USB cable, set of nuts and screws
- Instruction manual(s)
- F2M adapter system ("The Beast")
- Butt kicker Gamer 2 adapter (included in GTTrack or NLR V3 included)
- PC and monitor(e)
- Monitor mounts
- Flightpack, Keyboard stand
- Steering wheel, wheel base, pedals and gearstick

2.2 Technical data and certifications

The technical data and certifications (e.g. CE) of the individual units can be found in the descriptions of the individual manufacturers enclosed with the products.

2.3 Unpacking the PC (if included)

Remove the PC out of the box (pay attention to the fittings) and first open it from the side (using the button on the back - see marking or the corresponding screws) to remove the **transport lock (if present). (if present)**. Please keep the box and the transport lock in case you need to return the unit under warranty (this also applies to the boxes of the motion platforms.).)



Figure 5: PC Housing (illustration similar)

Then close the enclosure again and mount any fittings (feet) that may be present.

3 Cockpit structure "The Beast"

The assembly of the "beast" is described in a video. Please watch the video before assembling: <https://youtu.be/3DR-0OIMkYA>



Illustration 6: The Beast

The Beast consists of the following essential components:

- Next Level Racing Traction Plus System (3-piece)
- Force2Motion adapter system with ProSimu-actuators
 - Static adapter (bottom)
 - Dynamic adapter (top)
 - Mounting plate (optional for third-party cockpits)
 - 4x ProSimu-actuators incl. control unit
 - Step
 - Optional emergency stop switch With bracket
- Next Level Racing GTTrack-Cockpit or Wheelstand DD with seat Third party manufacturer (depending on selected option), Fanatec Cockpit or FGT Elite Cockpit
- Next Level Racing Motion Platform V3

As of revision 2 of the "beast" it is possible to install the V3 not only "classically" in the GT-Track and to place the entire GTTrack-cockpit onto the dynamic carrier, but it is also possible to leave out the rear part of the GTTrack and to mount the V3 between the longitudinal beams of the dynamic carrier. This saves a lot of height and reduces the weight by about 10 kg. This, in turn, is a decisive advantage especially for heavier riders and is therefore the recommended method of mounting.

If the original seat of the GTTrack is not desired, instead of the GTTrack cockpit only the NLR Wheelstand DD can be ordered instead of the GTTrack cockpit, which is almost identical in construction to the front part of the GTTrack. However, the seat console with the adapters for the shifter and flightpack, the NLR seat and the safetythe NLR seat and the seat belts. There are alternative products and solutions for this in our shop. When setting up the system, please note in the following chapters which option makes the most sense for you or matches your order.

3.1 Next Level Racing Traction Plus



Illustration 7: NLR Traction Plus System

The Next Level Racing Traction Plus system is responsible for oversteer and understeer effects and moves the cockpit sideways independently front and rear. The system is delivered in three boxes (rear unit, front unit and centre module). Please unpack the three units with two persons, bring them to the place where the cockpit is to be set up and align the modules directly correctly. Moving the unit later is almost impossible due to weight reasons. To protect the floor covering, lay either the NLR floor mats (2 pieces next to each other) or a suitable carpet of your own choice under the modules. The NLR floor mats are not to be used on parquet or laminate floors, as the nubs, which are intended to prevent slipping, may damage the floor covering surfaces. Make sure that the Traction Plus System cannot slip on the floor after it has been screwed down.

3.2 Force2Motion adapter system

The Force2Motion adapter system consists of the following components, depending on the scope of delivery:

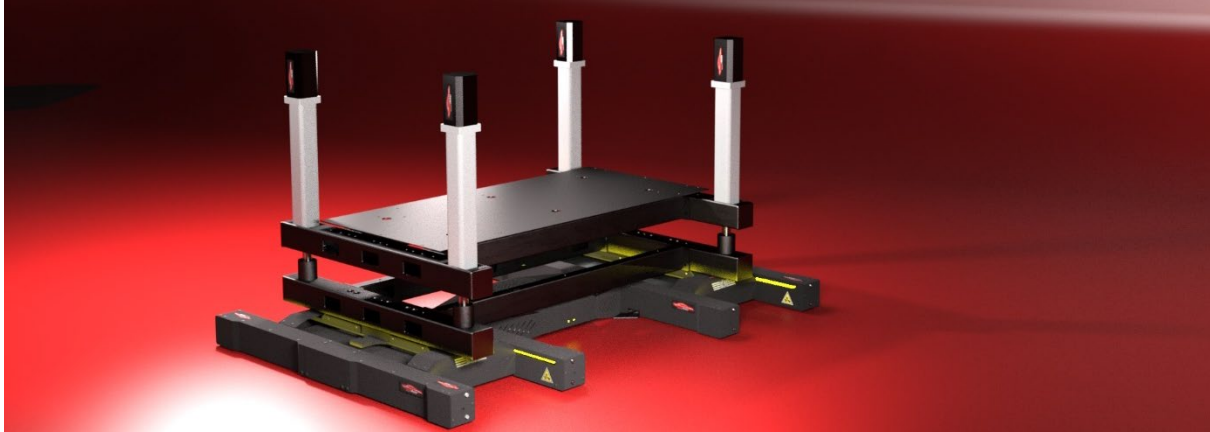


Illustration 8: Scope of delivery

3.2.1 Static adapter (bottom)



Illustration 9: Static adapter

Parts list / scope of delivery:

- 2 x cross member Static
- 2 x side member (universal)
- 16 x M8 x 20mm hexagon socket screws for mounting side member to cross member
- 12 x M8 x 20mm hexagon socket screws for mounting cross member to Traction Plus
- 16 x M8 stop nuts for mounting side member to cross member
- 44 x M8 washers
- 4 x nut M16 for actuator feet
- 4 x large M16 washers for actuator feet
- 4 x pots for actuators
- 4 x cover cap 80x80 mm for cross member

3.2.2 Dynamic adapter (top)

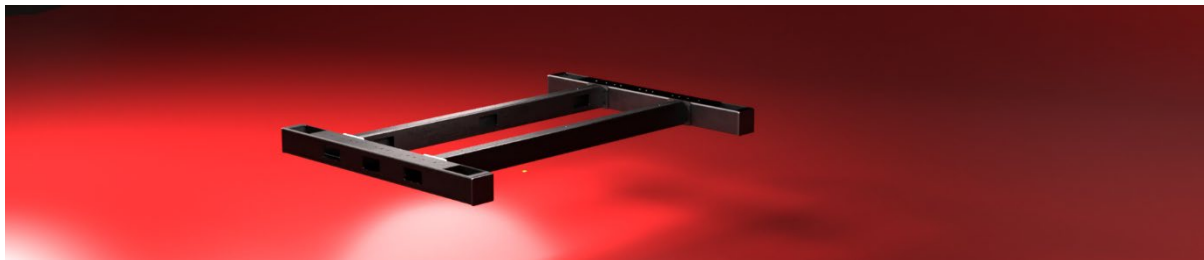


Figure 10: Dynamic adapter

Parts list / scope of delivery:

- 2 x cross member Dynamic
- 2 x side member (universal)
- 16 x M8 x 20mm hexagon socket screws for mounting side member to cross member
- 16 x M8 stop nuts for mounting side member to cross member
- 32 x M8 washers
- 4 x cover cap 80x80 mm for cross member

3.2.3 Mounting plate (optional for third-party cockpits)



Figure 11: Mounting plate

3.2.4 4x ProSimu-actuators incl. control unit

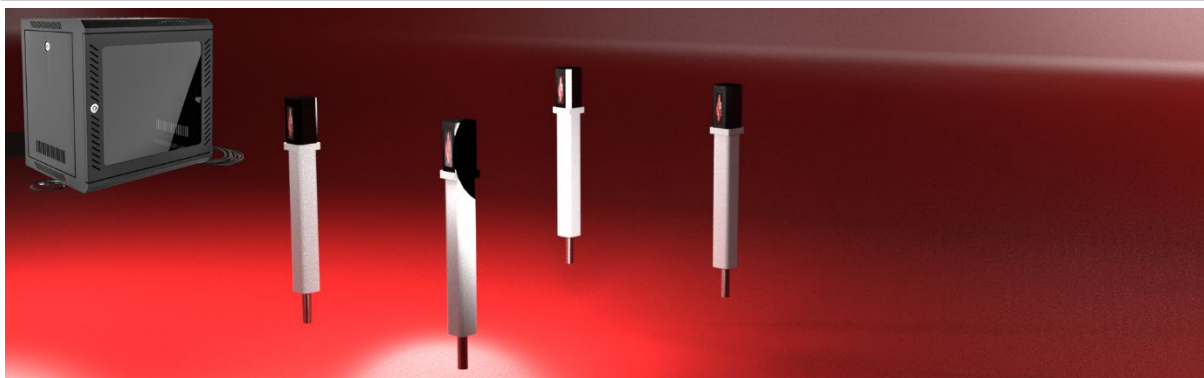


Illustration 12: ProSimu Actuators with control unit

Parts list / scope of delivery:

- 4 x ProSimu-actuators
- 1 x control unit
- 1 x emergency stop switch unit

- 16 x M8 x 30 screws
- 16 x thick washers M8
- 16 x thin washers M8
- 16 x stop nut M8

3.2.5 Required tools

Good tools makes the assembly much easier and we have refrained from including cheap or disposable tools especially for the F2M products. You will need at least the following tools to assemble the F2M adapter system:

- Ratchet box
- Open-end spanner 10mm, 13mm and 24mm (for actuators)
- Allen key
- Rubber mallet
- Side cutter (for cable ties)
- Needle nose pliers (important for thick fingers)
- If necessary, cordless screwdriver with various metal drills and countersinks

3.2.6 Step



Figure 13 Step (Illustration similar)

Parts list / scope of delivery:

- 1x angle top (lowered) 120 x 200 mm
- 1 x angle bottom 120 x 200 mm
- 1 x square tube 80 x 80 x 200mm
- 2 x end plugs 80x80 for square tube
- 2 x countersunk screws M8 x 100
- 2 x washers large
- 2 x M8 stop nuts

3.3 Assembly

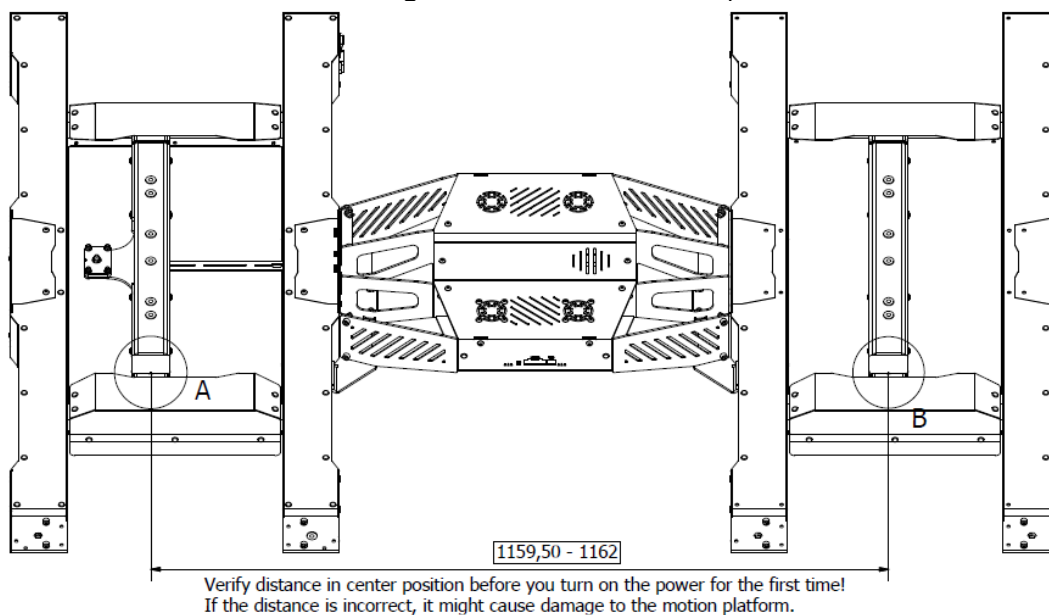
3.3.1 Traction Plus System

Assembles the Traction Plus system according to the manual there. Then connect the Traction Plus system to the power supply and switch it on (without connecting it to the PC.). The two sliders must move sideways for initialisation and then stop in the central position. If they do not move to the central position, please contact Support immediately. (service@force2motion.de or by phone +49 (0)2405/47949-0) and do not continue to set up the cockpit until the problem has been solved.

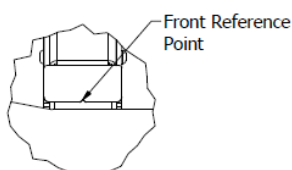
Now disconnect the power supply again.

3.3.2 Static adapter

- Assemble and screw the static adapter
- Ensure correct alignment of the components
 - Service openings of the longitudinal beams to the inside
 - Drill holes of the longitudinal crossbars downwards
 - Large holes of the crossbars upwards, small ones downwards
 - Actuator pots Screw hand-tight (loosely)
 - Bolt the entire beam to the Traction Plus screw
 - Check the distance lengthwise between the centre of the crossbars (dimension see original manual 1162 mm).



A (0,34 : 1)



B (0,34 : 1)

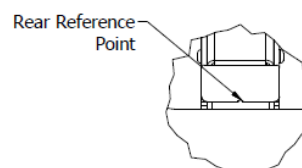


Illustration 14: Pay attention to the distance!

3.3.3 Dynamic adapter

- Assemble and screw the dynamic adapter
- Ensure correct alignment of the components
 - Service openings of the longitudinal beams to the inside
 - Mounting holes for V3 to the rear (seen in direction of travel)
 - Large holes of the crossbars downwards, small ones upwards
 - First loosely screw the cross members with the M8x20 screws incl. washers and stop nuts. Recommendation: Place the visible screw heads of the hexagon socket screws on the outside and the nuts inside the cross members. inside the cross members. Exception: The rear inner four screw connections in the area of the Motion Platform V3 the other way round, so that when using the V3 between the longitudinal members the nuts can still be held with a spanner.

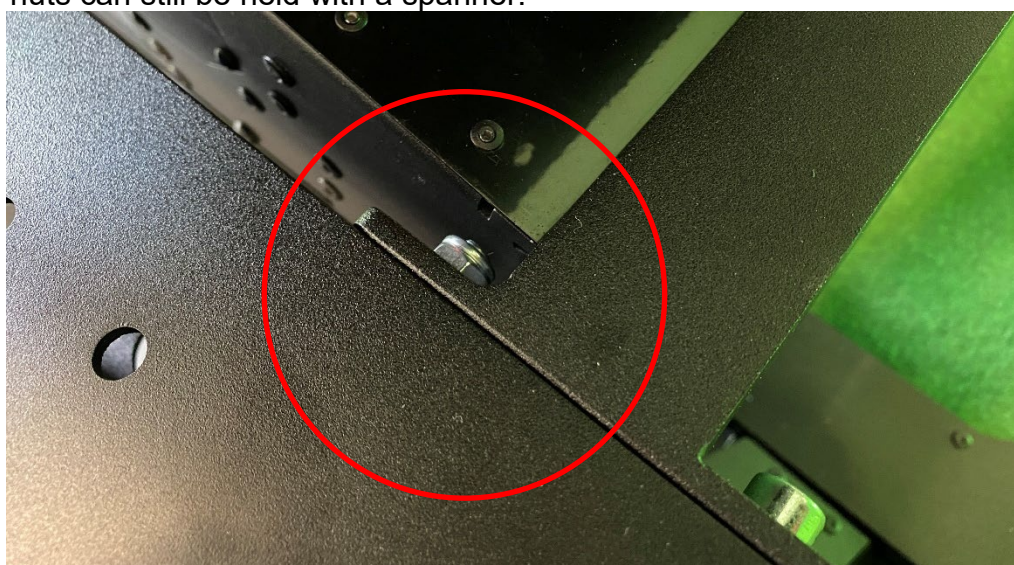


Illustration 15: Inserting the V3

- When mounting the Motion Platform V3 between the side members (deep mounting without rear part of the GTTrack) Carefully insert the V3 from above between the longitudinal beams that have not yet been screwed down tightly. surface scratches quickly). It is **best to do this in pairs!**
 - Screw down V3. Then screw the side member with the cross members
- Place the screwed adapter on two beverage crates and insert the actuators. insert.
 - Actuator feet Unscrew beforehand so that actuator fits through opening
 - Actuators Align so that the wiring points uniformly to the front
 - Actuator feet Screw on hand-tight
 - Actuators Screw crosswise to crossbar
- Dynamic carrier with actuators place on the static carrier (in the actuator pots)
- Actuator pots align
- Align dynamic support with spirit level (turn actuator feet and finally and finally lock with nuts)

3.3.4 Variant 1 - GTTrack cockpit with V3 in GTTrack

Attention: For a significant weight saving and so that the seat can be mounted as low as possible in relation to the wheelbase, we recommend **not to** install the V3 in the GTTrack cockpit (variant 1), but to choose **variant 2 or variant 3** (see following chapter).

- GTTrack-Mount the cockpit according to the original manual.
- "Shoes" from the Traction Plus under the GTTrack mount.

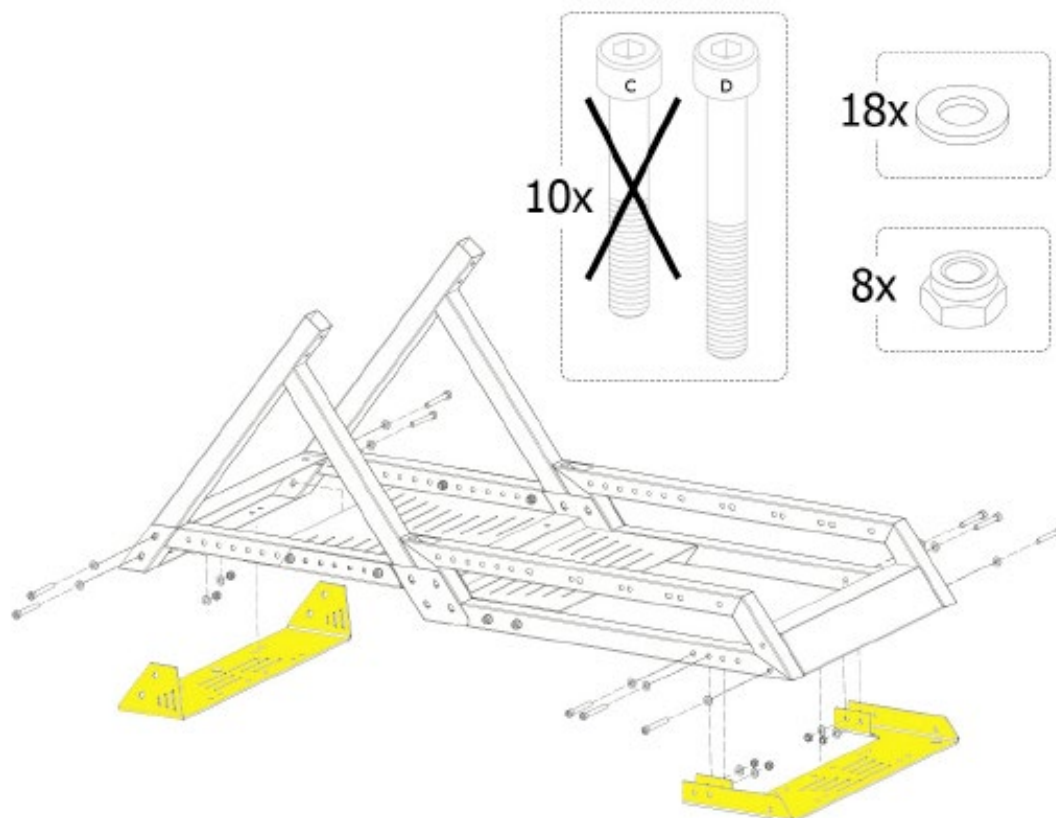


Illustration 16: "Shoes" from the Traction Plus Use cardboard box

- Place the cockpit with "shoes" on the dynamic support and screw it together at the front and rear with 6 screws M8x20mm each incl. washers and stop nuts (insert all screws first!).
- Motion Platform V3 into the GTTrack cockpit and mount the seat. mount

3.3.5 Variant 2 - GTTrack Wheelstand with low mounted V3



Illustration 17: Deep mounting of the V3 in the side member

Wheelstand of the GTTrack-Mount the wheelstand of the GTTrack cockpit according to the original manual. Leave out the rear part of the cockpit (where the V3 would be installed in the original GTTrack).

- Front "shoes" from the Traction Plus under the GTTrack mount.
- Cover plugs supplied for lugs GTTrack Wheelstand insert (3D printed parts)

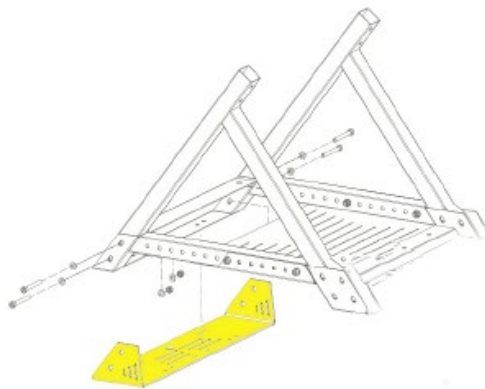


Illustration 18 Mount "shoe" under wheel stand

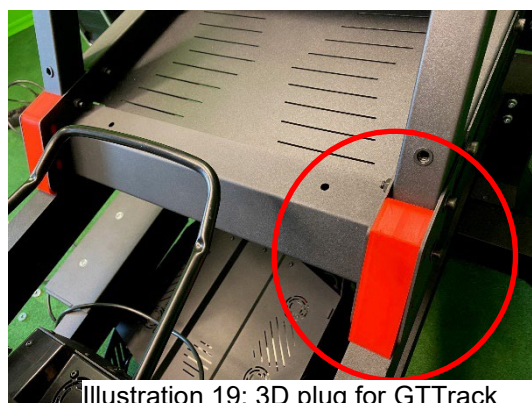


Illustration 19: 3D plug for GTTrack

- Wheelstand Place the wheel stand with the "shoe" on the dynamic support and screw it to the front with 6 M8x20mm screws including washers and stop nuts (insert all screws first!). Screw the wheelbase onto the longitudinal members from below (into the thread of the wheelbase) using M8x20mm screws and washers.
- Seat and seat angle to V3.

3.3.6 Using the flight pack and shifter holder



Illustration 20: Caution: Danger when assembling the flight pack



Attention Danger: When using the original NLR shifter mount and / or flight pack, **DO NOT** use it unmodified when mounting the V3 low! The side members would be damaged in case of a pitching movement of the motion platform against the wheelbase and there is a risk of crushing and damage..

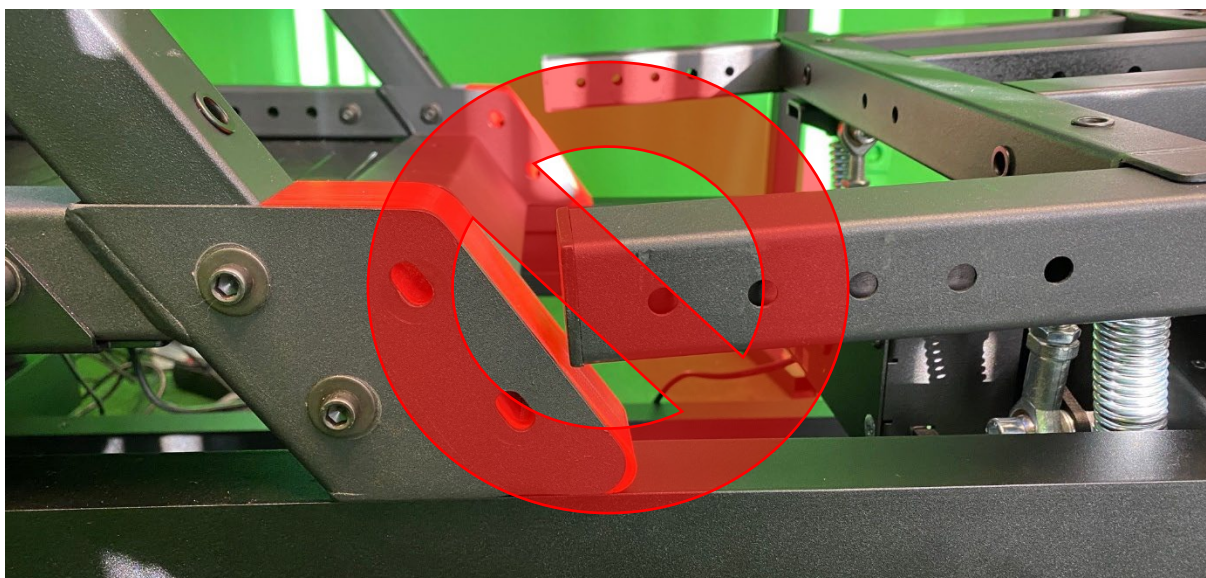


Figure 21: Attention Danger!

Remedy: Drill two 9 mm holes drill two 9 mm holes offset by 30 mm so that the carrier can be mounted on the seat carrier offset by 30 mm to the rear:



Figure 22: Shorten original flight bar



Figure 23: Additional drill holes



Figure 24: Checking for sufficient space to move



Then, using the platform manager/diagnostics, carefully move the sliders to check whether the motion platform can be moved freely to the end positions. is freely movable up to the end positions.

3.3.7 Variation 3 - DD-Wheelstand with low mounted V3

- NLR DD-Wheelstand Mount according to original manual
- Front "shoes" from Traction Plus under the DD-Wheelstand mount.
- Wheelstand Place the wheel stand with the "shoe" on the dynamic support and screw it to the front with 6 M8x20 screws including washers and stop nuts (insert all screws first!). Screw the wheelbase onto the longitudinal members from below (into the thread of the wheelbase) using M8x20mm screws and washers.
- Seat and seat angle.

Please also be sure to observe the safety instructions in the previous chapter on using the shifter extension and/or the NLR flight pack!

3.3.8 Variant 4 - FGT Elite Cockpit



Illustration 25: The Beast - FGT Elite Edition

- NLR FGT Elite Mount according to original manual
- "Shoes" from the Traction Plus are NOT required!
- FGT Elite onto the dynamic support and screw them together at the front with 6 M8x20 screws including washers and stop nuts (insert all screws first!).
- Seat and seat angle and mount V3.

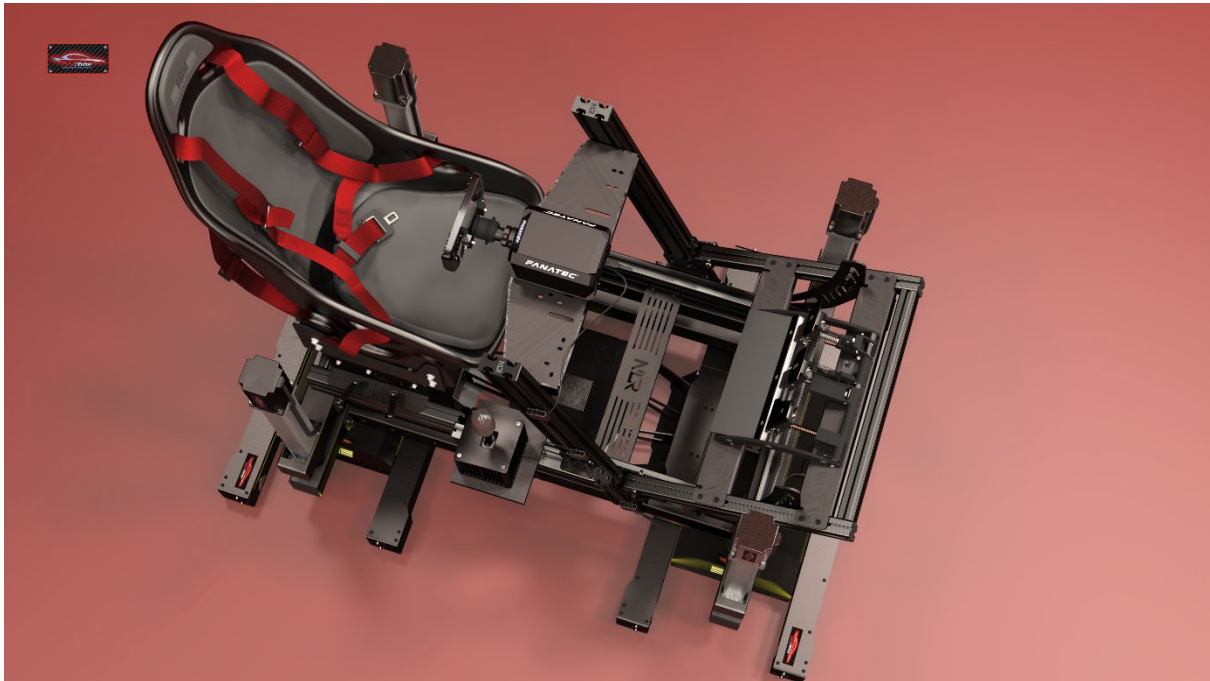


Figure 26: Beast on FGT Elite Base



Figure 27: Beast on FGT Elite Base



Figure 28: Beast on FGT Elite Base



Figure 29: Beast on FGT Elite Base

Since the FGT Elite cockpit is already very stable, you may not need to mount the F2M side members in the dynamic (upper) beam. in the dynamic (upper) carrier and thus save valuable kilograms of weight (please try this out, especially if you are at the limit in terms of weight!) Because weight is an important issue, just like with a real racing car. Every gram counts and especially if the driver has a few kilos too much on the ribs, we have to be careful not to exceed the total weight of formally 235 kg payload of the Traction Plus system.

However, please also note: Through the upper longitudinal members of the F2M adapter system the cables for the ProSimu e.g. for the ProSimu-actuators actuators. If the upper F2M side members are not used, they must be attached **to the side member** of the FGT Elite cockpit! In any case, one advantage of the FGT Elitelit does not need an adapter for mounting on the Traction Plus system. system (analogous to the Biest). This saves important kilos in any case!



Illustration 30: Omitting the F2M side members to save weight

Tip for mounting the V3: It is also possible to mount the V3 in the FGT Elite Cockpit by turning the original brackets for the V3, which are included with the FGT Elite Cockpit, upside down. This way, the V3 sits between the longitudinal beams of the FGT Elite cockpit and the seating position is lower:

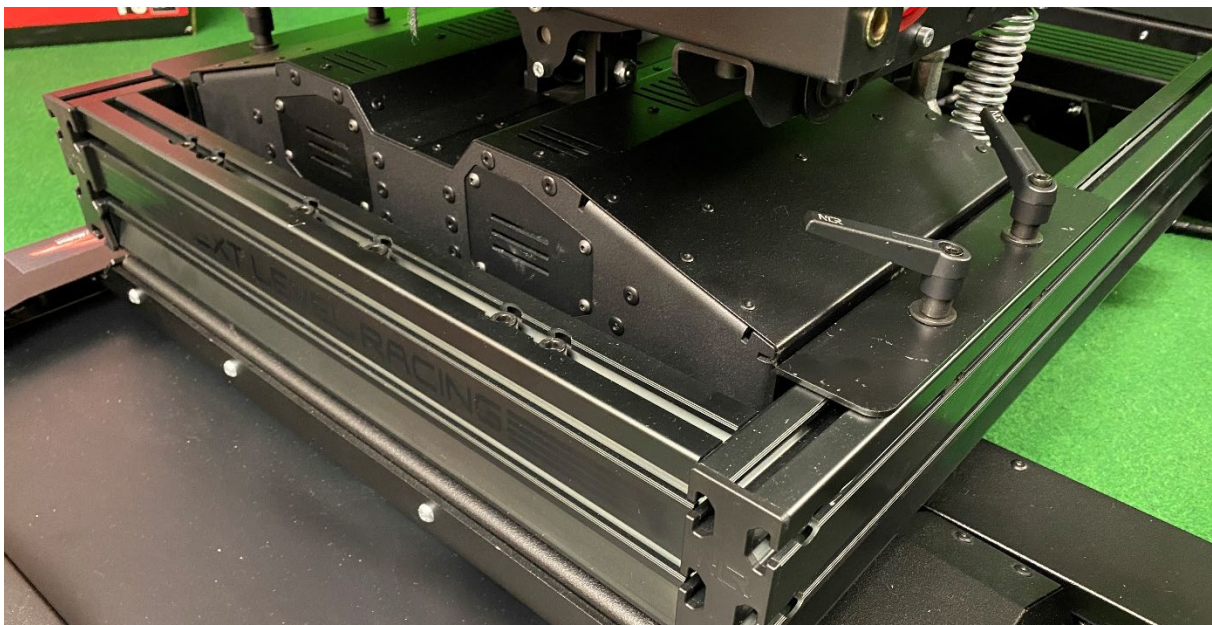


Figure 31: "Hooking up" the V3

3.3.9 Variant 5 - Fanatec-Cockpit with adapter system XL



Figure 32: The Beast - Fanatec Edition

Shall the beast be equipped with a Fanatec-cockpit, the adapter system XL is required. XL is required. This is identical to the adapter system L described in the previous chapters and is only 80mm wider in total to accommodate the Fanatec cockpit.

The F2M adapter plate XL itself serves to accommodate wide cockpits such as the Fanatec- Cockpit V2 or do-it-yourself cockpits. The adapter plate consists of a two-part contoured and pre-drilled sheet metal with two stiffening profiles.

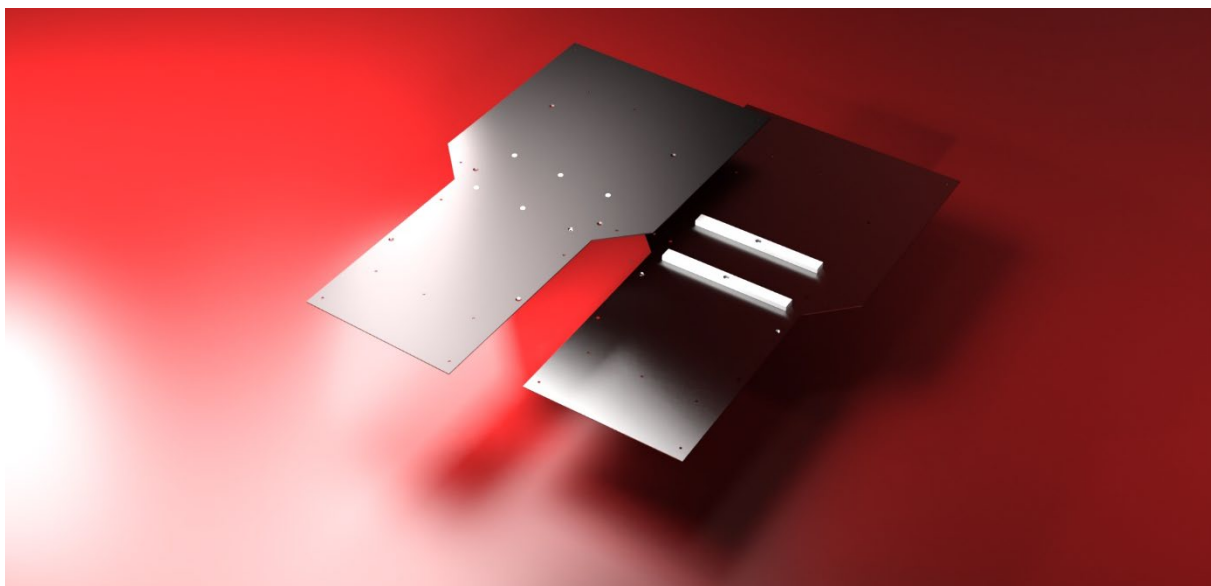


Figure 33: Fanatec Adapter plates

The set consists of the following items (The drawing mentioned in the list is shown on the page after next):



- 1x H.F2M.ADSSF.PLV.X.01 : Adapter plate XL contoured front part
- 1x H.F2M.ADSSF.PLV.X.01: Adapter plate XL contoured rear part
- 2x H.F2M.ADSSF.PLPRO.X.01: Stiffening profile adapter plate XL
- 10x I.07991.109A2F.0080.0020 Countersunk screw DIN 7991 10.9 M8 x 20mm (in drawing "1" and "2")
- 10 x I.10511.088A2F.0080 M8 lock nuts (in drawing "1" and "2")
- 10x I.07089.140A2F.0084 Washers DIN 125-1 with 8.4mm diameter (for M8) (in drawing "1" and "2")
- 6x I.07991.109A2F.0080.0020 Countersunk screw DIN 7991 10.9 M8 x 20mm (in drawing "4")
- 6x I.4161.088A2F.0080 M8 hexagon nuts with flange and locking teeth (in drawing "4")
- 4x I.07991.109A2F.0080.0045 countersunk screw DIN 7991 10.9 M8 x 45mm (in drawing "5" and "6")
- 4 x I.10511.088A2F.0080 M8 lock nuts (in drawing "5" and "6")
- 4x I.07089.140A2F.0084 Washers DIN 125-1 with 8.4mm diameter (for M8) (in drawing "5" and "6")
- 4x I.07991.109A2F.0080.0020 Countersunk screw DIN 7991 10.9 M8 x 20mm (in drawing "7")
- 4x I.4161.088A2F.0080 M8 hexagon nuts with flange and locking teeth (in drawing "7")
- 4x I.07991.109A2F.0080.0060 Countersunk screw DIN 7991 10.9 M8 x 60mm (in drawing "8")
- 4 x I.10511.088A2F.0080 M8 lock nuts (in drawing "6" and "8")
- 4x I.07089.140A2F.0084 Washers DIN 125-1 with 8.4mm diameter (for M8) (in drawing "8")

Additional tools needed:

- Cordless screwdriver
- Metal drill 4mm (for pre-drilling), 9mm
- Centre punch (for punching the holes)
- Countersink (for deburring the drilled holes and countersinking the M8 countersunk screw holes)

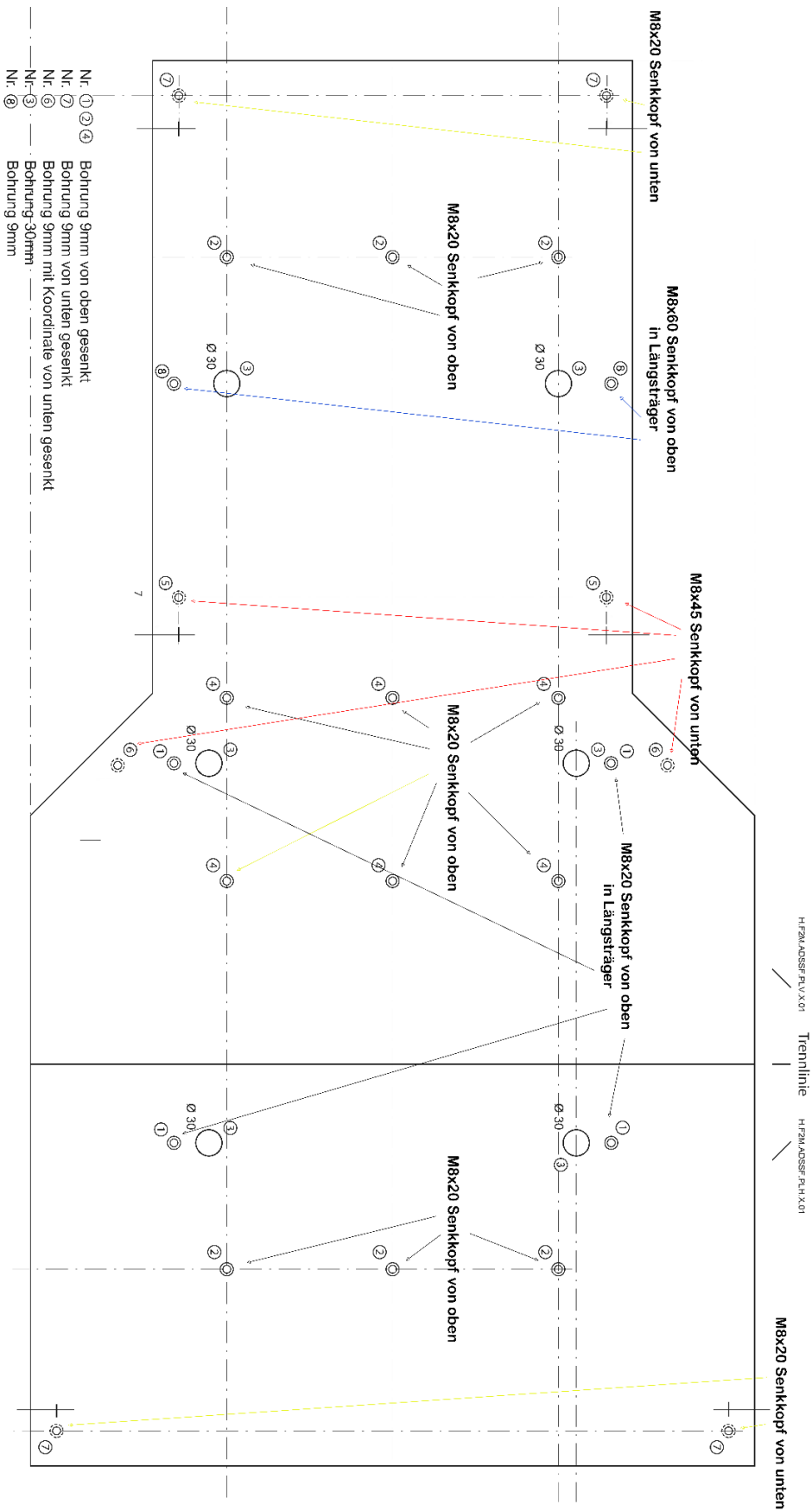


Illustration 34. Drawing Fanatec-Plate XL

Assembly: First of all, it should be clear which side of the plate has to face upwards towards the Fanatec-cockpit and which side should point downwards towards the F2M adapter system and how the beams are to be mounted for bracing. The following illustrations will help here:

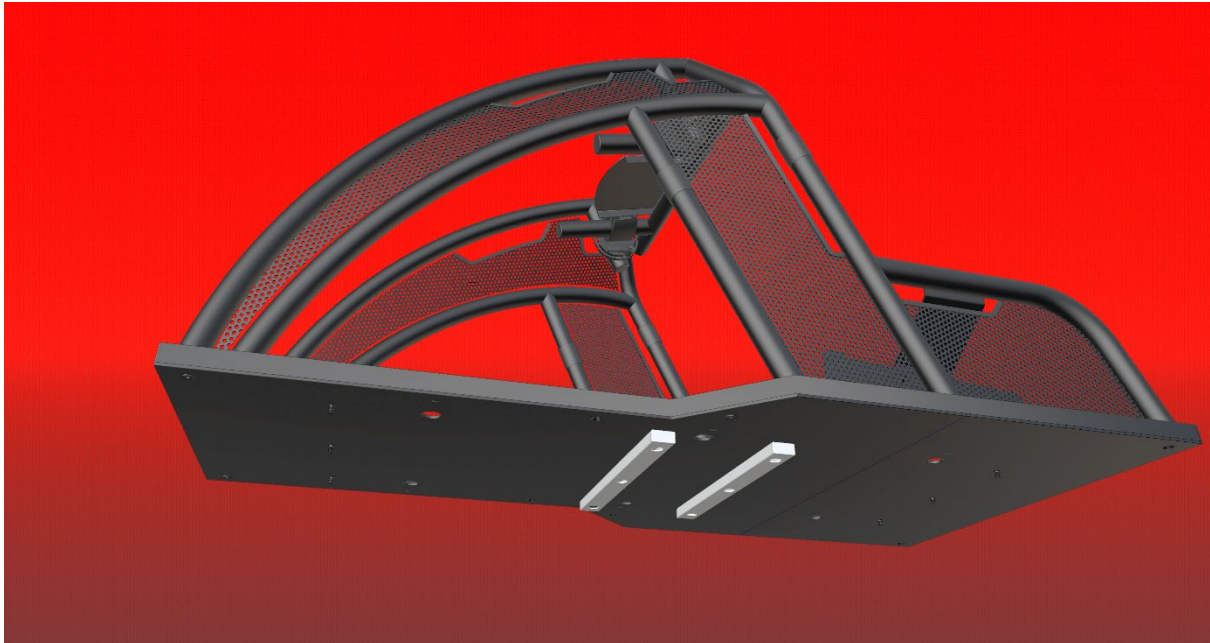


Illustration 35 View from below Fanatec-Biest without upper side member (for visualisation)

Since the joists are mounted under the contoured panel and screwed on with countersunk screws, the countersinks of these holes must therefore face upwards. In other words: The side with the most countersunk holes comes up!

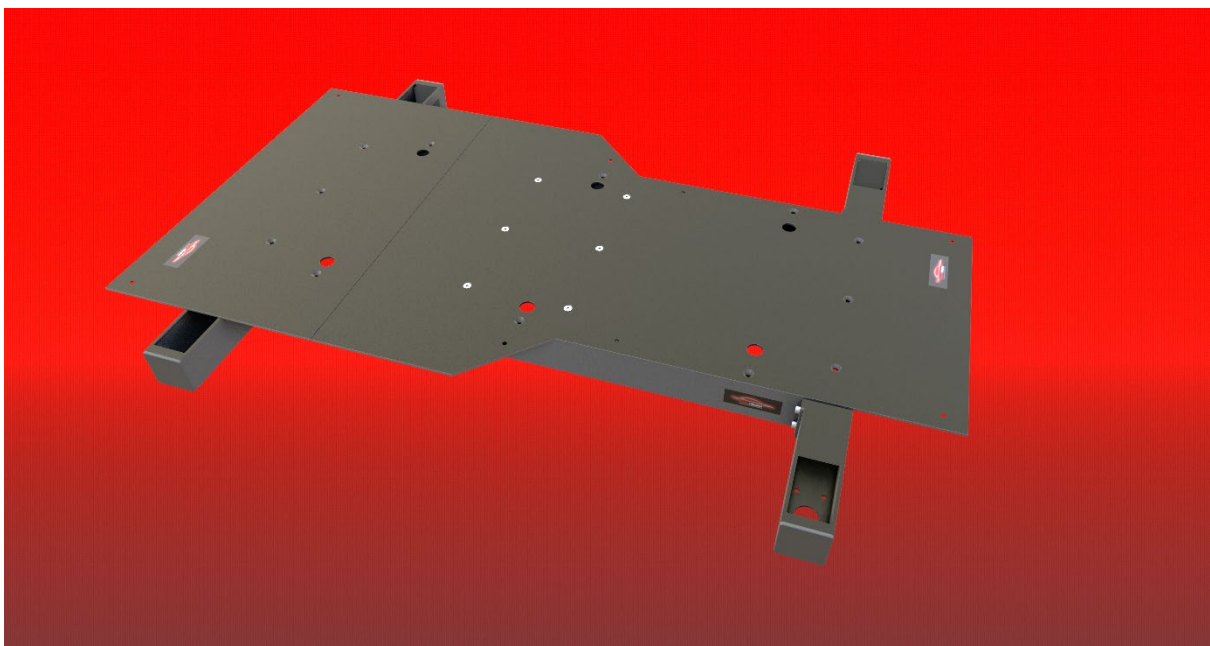


Figure 36: XL panel top view

Now that that is settled, we can install the beams. mount the beams. To do this, insert 3 M8x20mm countersunk screws from above into the countersunk holes and guide them through the holes in the beams. The beams have a larger opening in the middle, pointing downwards away from the plate (so that you can insert a socket spanner on the nut).

Secure each with a washer and an M8 stop nut. First tighten all screws by hand and align the beams. and align the beams. Then tighten all the screws and put the plugs on the sides (use a rubber mallet). The whole thing should then look like this (both panel parts are shown here, which of course are not yet connected in your case):

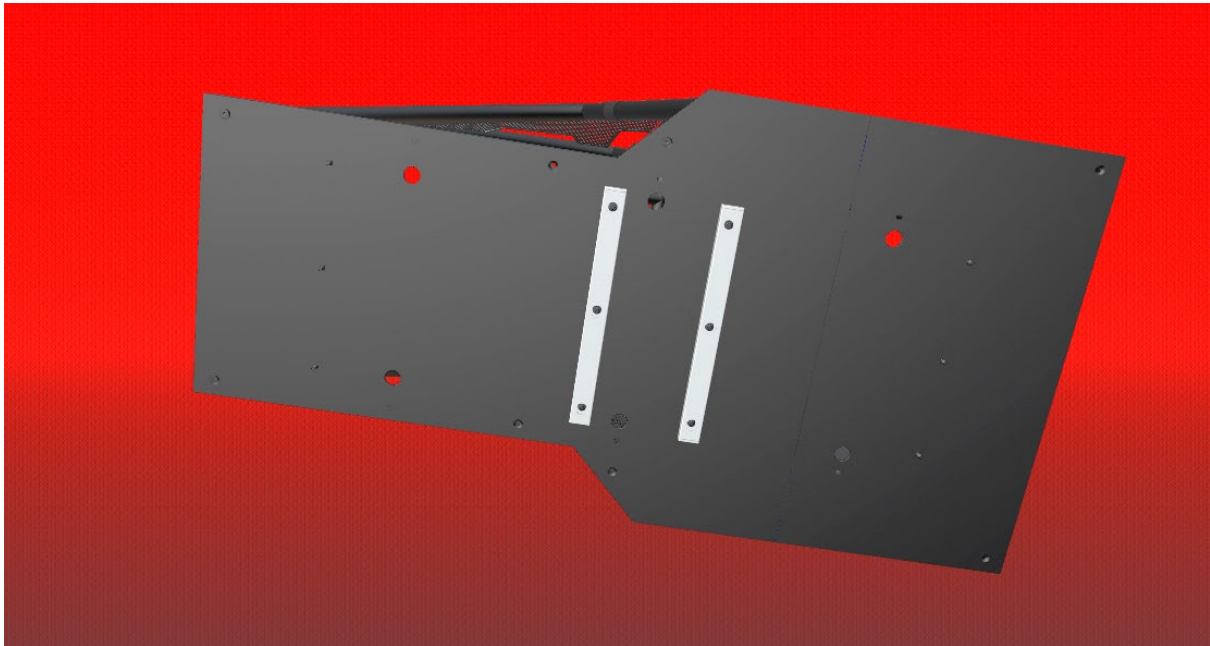


Figure 37: XL panel view side with beams

Before the panels can be screwed to the F2M adapter system, the Fanatec can be screwed on, the Fanatec cockpit must first be mounted.-cockpit must first be fitted (see the manual there). If the Fanatec cockpit has not yet been pre-drilled for mounting on the F2M adapter system, we must do this now. To do this, we place the pre-assembled Fanatec cockpit upside down and fix it so that it cannot tip over or slip during the subsequent work. A second person now helps wonders (offer cold drink!).

Attention: It is advisable to first remove the pedal plate and the brackets for the seat- and V3 mounting brackets (see coloured highlighting in the drawing below), as we still have to drill and countersink at these points and fix the screws. These parts should not be mounted until the cockpit is bolted to the dynamic F2M support system.



Figure 38: Pedals and seat bracket not yet mounted

Now we can place the two plates on the Fanatec-cockpit and align them. If the Fanatec cockpit does not fit 100%, it is best to try to bend it slightly by loosening the screws so that the outer edges of the cockpit fit as well as possible on the contour of the XL panel. Due to component tolerances, the cockpit may not fit 100%. In this case, please find a compromise.

Now fix the boards (e.g. with a few screw clamps or by the helper) and mark the drill holes according to the following visualisation (red or yellow cylinders/rods). according to the following visualisation (red or yellow cylinders/rods) (e.g. with a pencil):

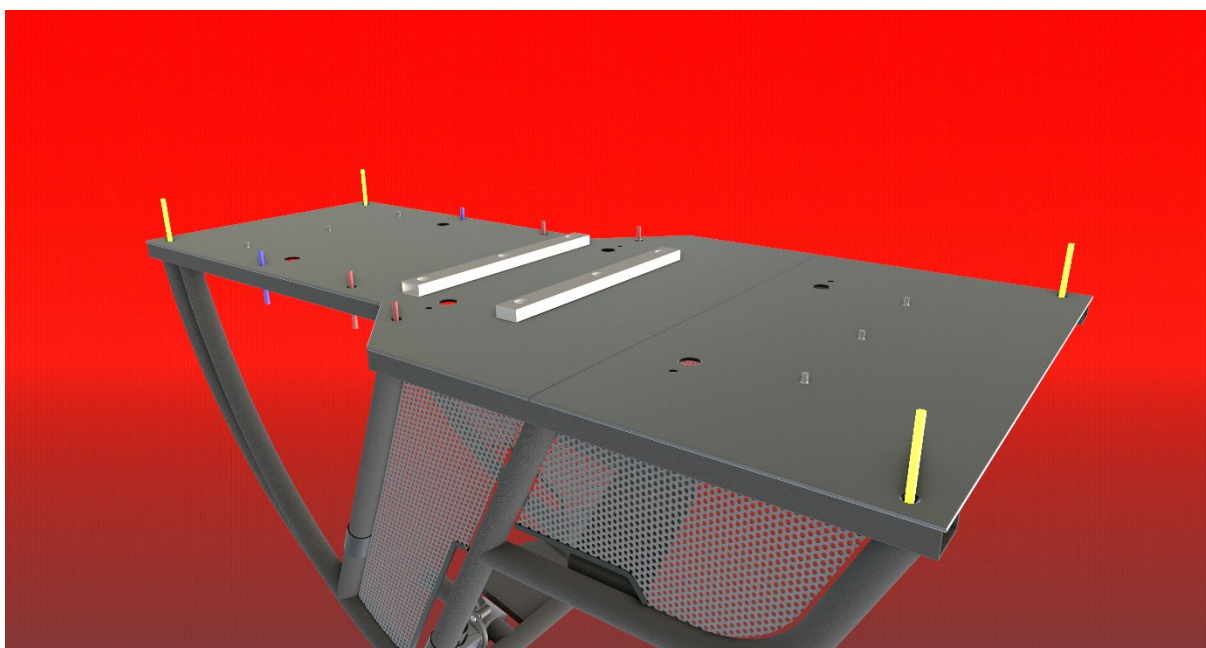


Figure 39: Visualisation of the boreholes

Then remove the plates again and drill the Fanatec cockpit at the Cockpit at the marked points with a 9mm drill bit.

The yellow marked drill holes (in drawing no.7 - see Figure 34. drawing Fanatec-Plate XL) are not drilled completely through, but you stop the drill after you have drilled through the lower sheet of the cockpit profile. The nut then disappears into the profile. For this we will use the countersunk screws M8x20mm later.

The holes marked in red and blue (in drawing no. 1, 5 and 6) are drilled through completely and for later screwing we use M8x60mm screws for hole 1 (blue) and M8x45mm countersunk screws for holes 5 and 6.

When drilling, first hit the marked spots with a centre punch and pre-drill with a small drill bit (e.g. 3-4mm). Drill holes (e.g. with a countersink). The cockpit can then be screwed to the panels and then placed on the support system. For illustration purposes, the red, blue and yellow "drills" are shown here again, which we replace with the countersunk screws M8x20mm (yellow) or M8x45mm (red) M8x60mm (blue):

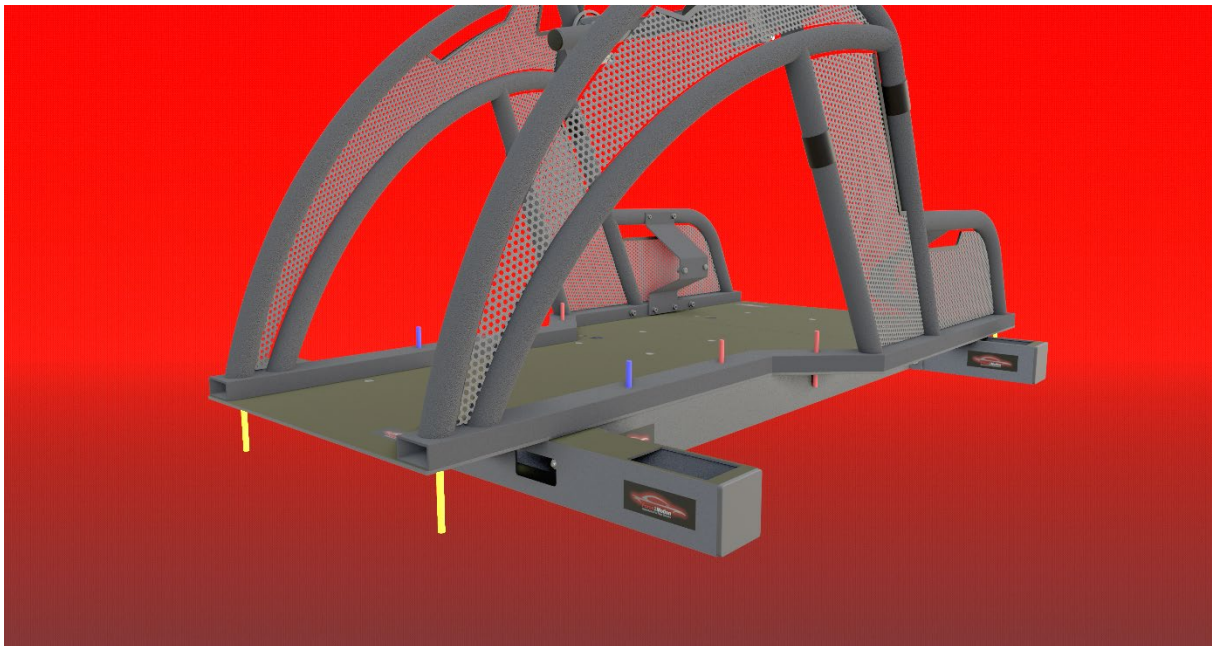


Illustration 40: Fanatec Cockpit on XL carrier system

Is the Fanatec-cockpit as a beast or Biest-Light with the ProSimu-actuators it is screwed onto the dynamic adapter of the F2M adapter system (these are the crossbars with the large recesses for the actuators). with the large recesses for the actuators.



Figure 41 Mounting the Fanatec-cockpit onto the dynamic F2M carrier

Should the Fanatec-cockpit is only to be mounted on the NLR Traction Plus-system, the static carrier of the F2M adapter system can also be used (without the actuator openings).



Figure 42: Fanatec Cockpit only on Traction Plus

3.3.10 Use of the Butt kicker Adapter (for Butt kicker Gamer 2)



Attention When mounting the V3 deep between the supports, the butt-kicker must be installed so that it opens upwards and is rotated by 180°. the motion platform tilts backwards against the cross member. If necessary, use the F2M butt kicker holder (3D print part cylinder) and mount it directly on the upper cross member (see also chapter. 3.3.10).

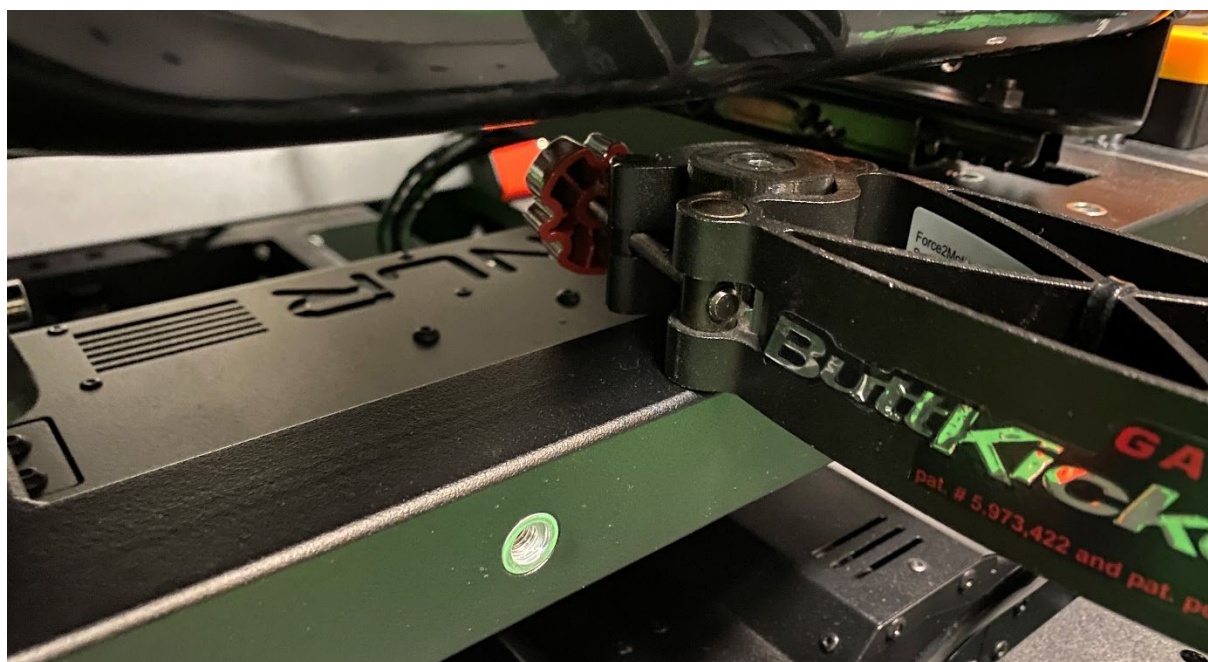


Figure 43: Using the Butt kicker

Before or during commissioning of the Motion Platform make sure that there is sufficient space between the holder and the crossbeam (e.g. by moving the platform very slowly via Tools & Diagnostics manually up to the maximum deflection (see chapter 5.3).



In addition, make absolutely sure that the seat is that it does not hit the butt kicker when the seat rail adjustment is moved back. it does not hit the butt kicker-holder!

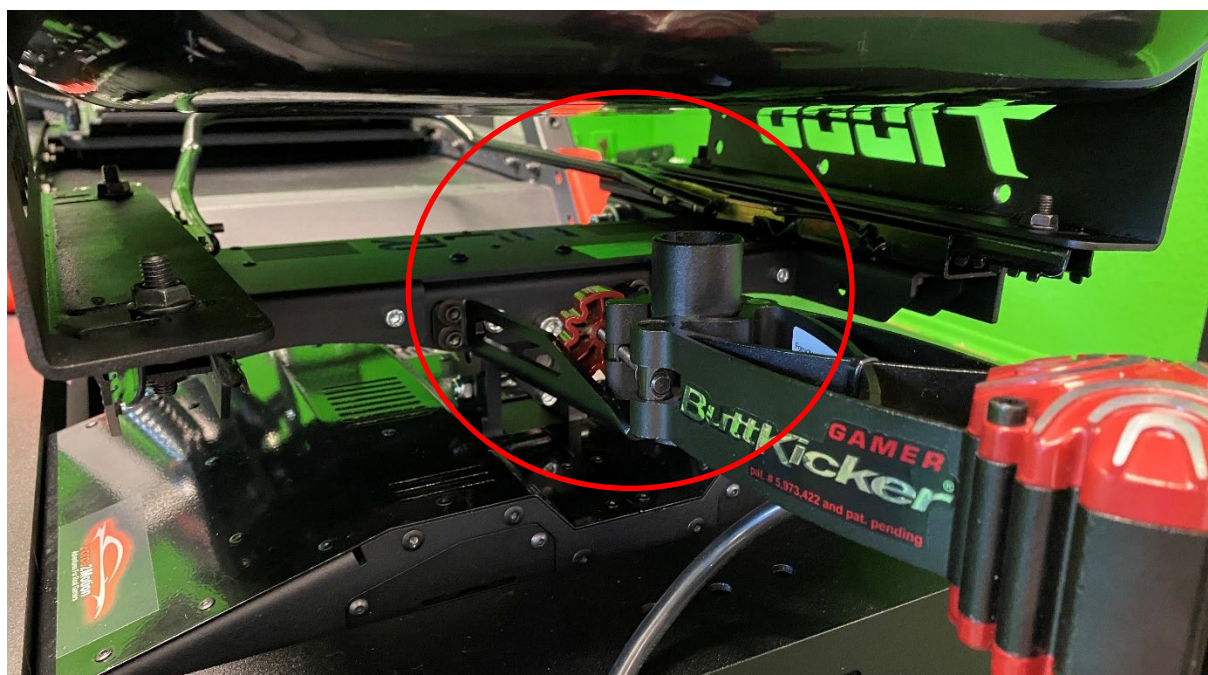


Figure 44: Mounting the ButtKicker on the V3

When using the original NLR-Seatslider incl. the flightbars, it makes sense to screw the buttKicker to the adapter first and then mount the holder and butt Kicker to the V3:

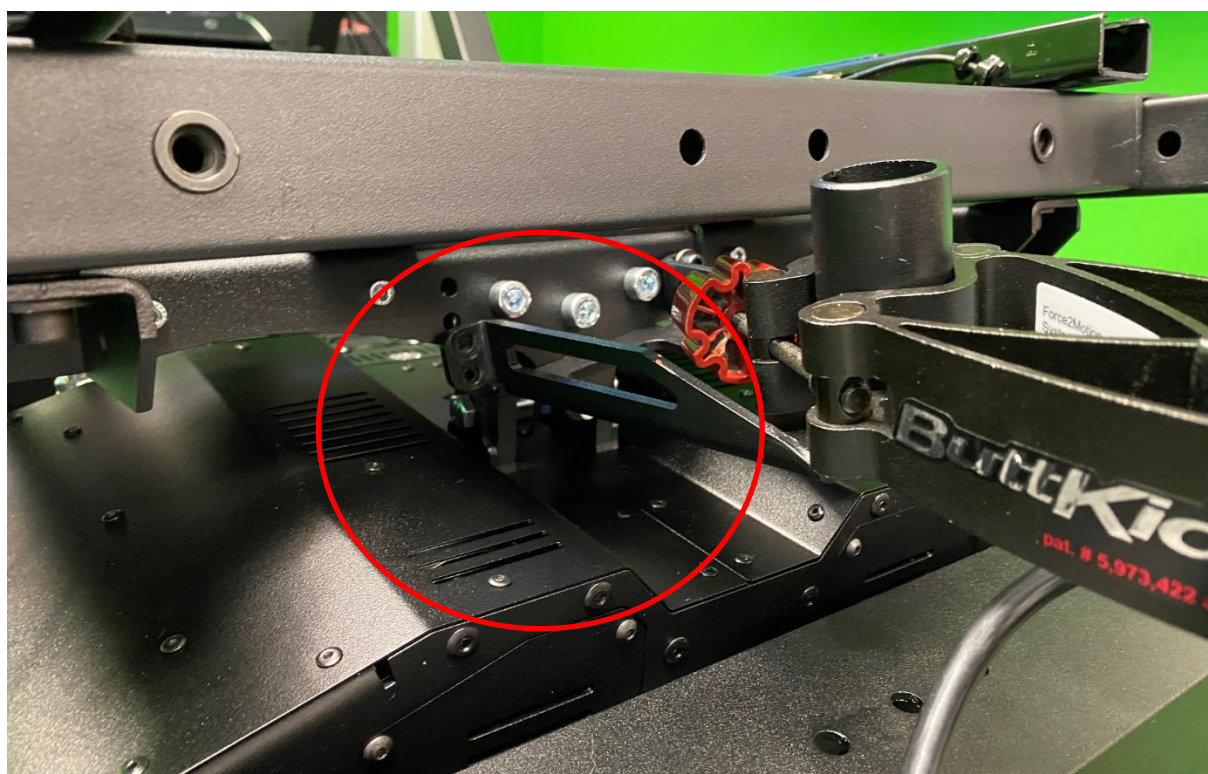


Figure 45: Mounting the ButtKicker on the V3

3.3.11 Alternative ButtKicker- Mount (for ButtKicker Gamer 2)

If there is not enough space to mount the butt kicker with the adapter supplied with the Next Level Racing V3 (some of the designs and dimensions have changed here), the F2M butt kicker can be used instead.-mount can be used instead. This is a 3D printed part which is screwed onto the rear dynamic cross member. dynamic cross member. In this case, the ButtKicker Gamer 2 can also be mounted on this. The NLR ButtKicker holder is then not required.



Figure 46: Alternative butt kicker Mount

3.3.12 Alternative Butt kicker-Mount (for Butt kicker Mini Concert)

When using the **Buttkicker Mini Concert**, it can be screwed directly onto the dynamic support. To do this (if not available), two holes of approx. 7 mm (for M6 screws) must be drilled in the centre of the support at a distance of 45 mm from each other.



Make sure that the seat or the seat frame does not collide with the butt kicker even when the V3 is fully extended!

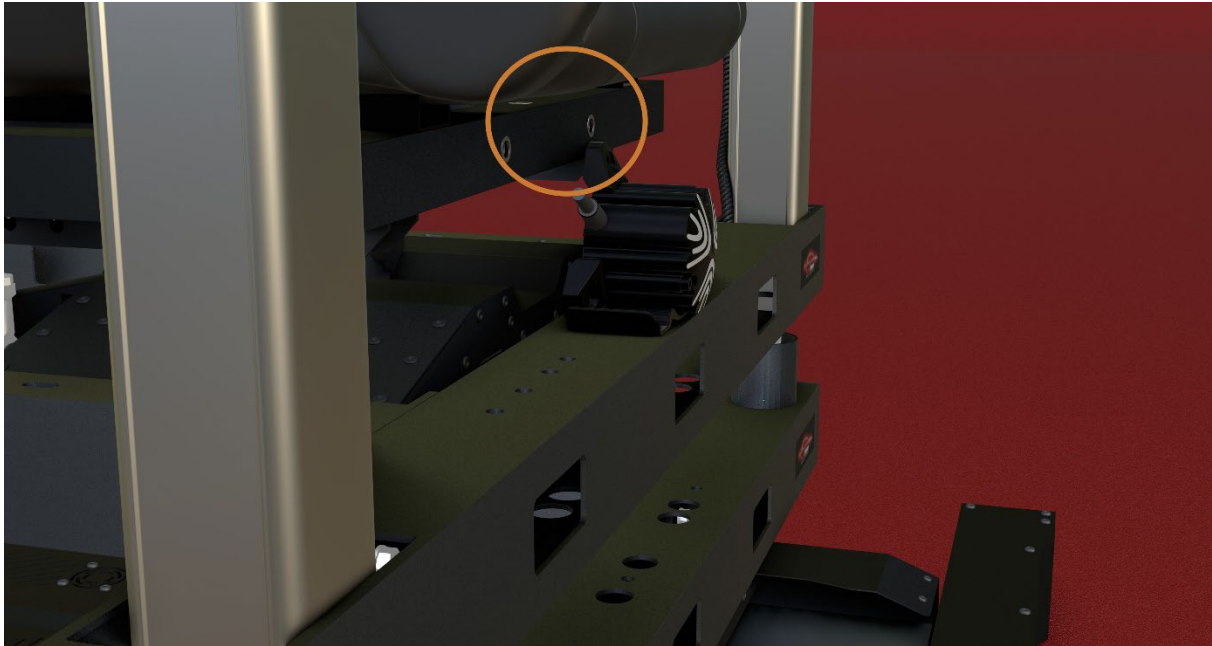


Figure 47: Buttkicker Mini Concert WARNING

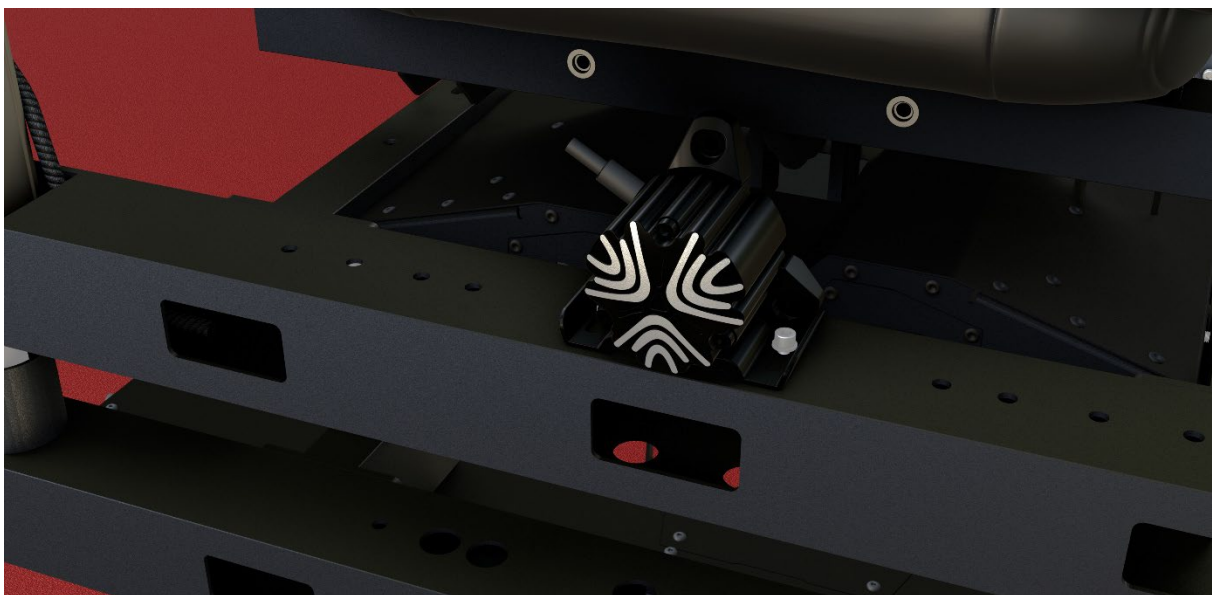


Figure 48: Buttkicker Mini Concert at the Beast

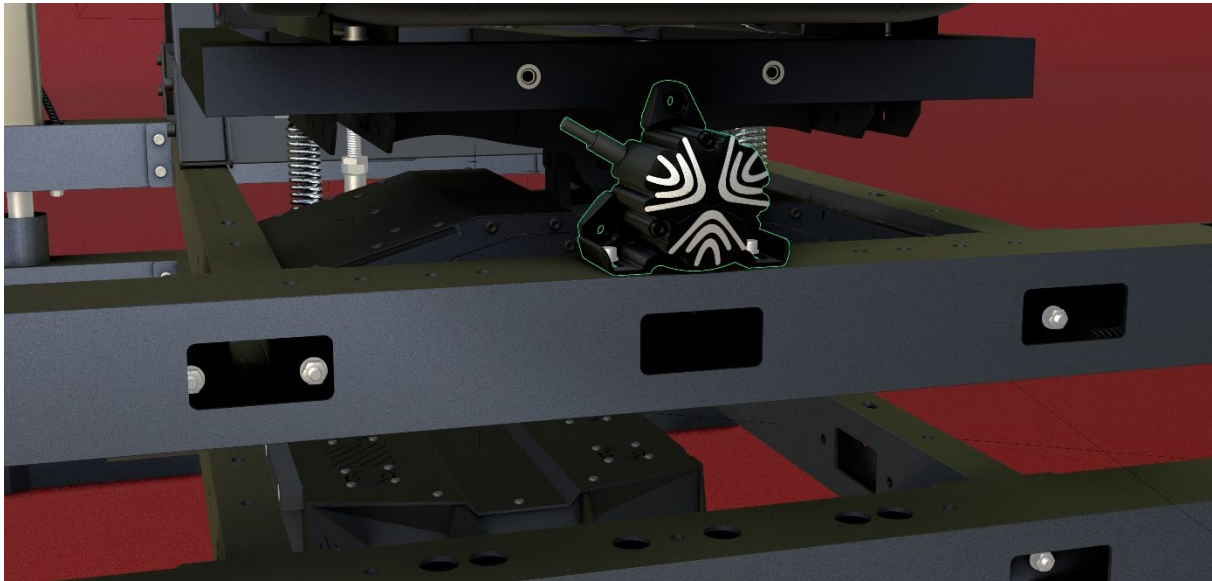


Figure 49: Butticker Mini Concert at the Beast

3.3.13 Emergency stop switch-Battery (option)

As an option, a bracket with up to 4 emergency stop switches can be ordered. The left or front position (when mounted on the right-hand side of the cockpit) is intended for the installation of the ProSimu-emergency stop. The three other emergency stop switches can be used for the Traction Plus, the V3 and as a main switch for a multiple socket included with the emergency stop battery.



The emergency stop switches are pre-configured, pre-wired and usually do not need to be opened. If an opening is necessary (e.g. for mounting the ProSimu-emergency stop), it is essential to disconnect all power cables from the power supply! The switches may only be opened by suitably qualified personnel (electricians).



Illustration 50: Emergency stop battery



During installation, make sure that all cables are protected with additional cable protection (cable management) against damage by moving parts. Carefully pull the cables into the service openings in the side member and then lead the plugs out of the service openings at the front or where needed. Do not route the cables over sharp edges and secure the cables with cable ties by providing strain relief and sufficient room to move so that they are not under tension the simulator they are not subjected to tension! (Cable swing)



Figure 51: Cable protection

Now screw the emergency stop battery to the cockpit or the motion platform at the appropriate holes. V3:

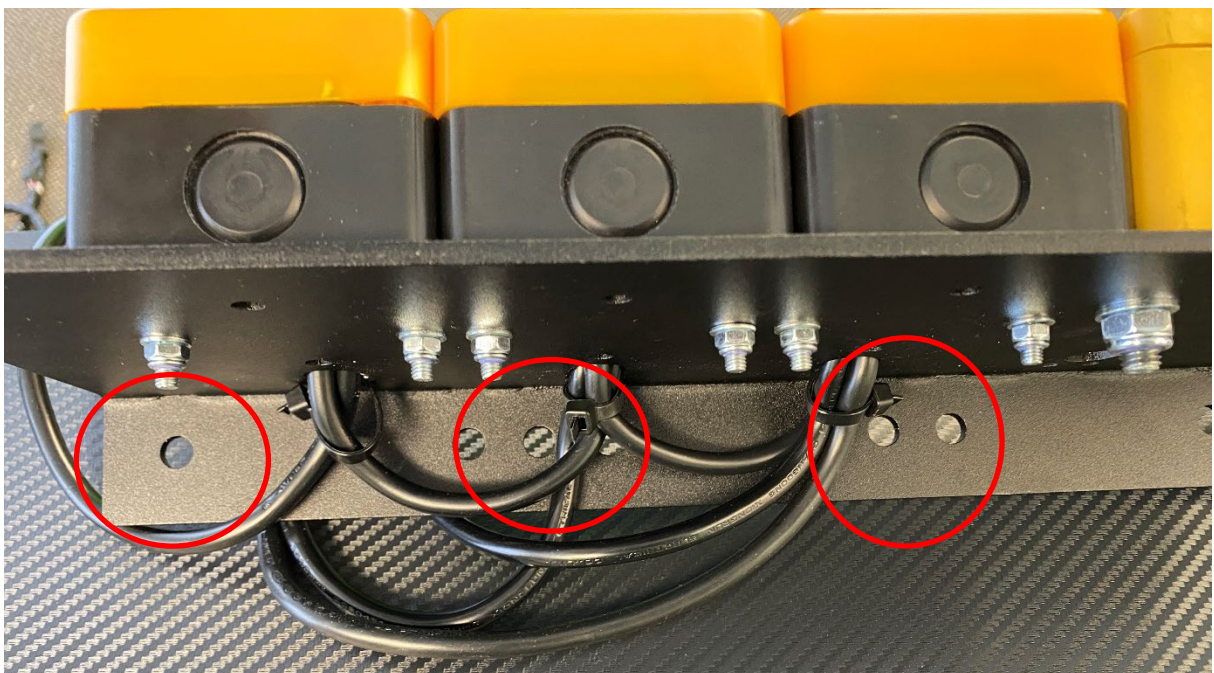


Figure 52: Fuse with strain relief

3.3.14 Step



Figure 53: F2M step

To make access to the cockpit To make it easier to enter the cockpit, the step included in the scope of delivery can be on the lower longitudinal member on the entrance side (usually in driving direction on the left). To do this, place the 80x80 square tube with the two angles - as shown in the following drawing - around the 80x40 square tube of the side member and screw it with the two countersunk screws. To ensure that the brackets fit snugly on the side member without slipping, apply double-sided adhesive tape (Tesa mirror tape) to the insides of the brackets as shown in the following picture. Before fitting, remove the protective film and position the brackets carefully and accurately. **Attention**After tightening the screws, the bonding can only be loosened by using a hot air dryer. Do not use tools such as screwdrivers or similar to lever off, as these will damage the aluminium parts.

Tighten the screws to press the brackets together, but do not over-tighten! AttentionThe top angle is countersunk to accept the countersunk screw in the same way as the top of the 80x80 square tube. So make sure that the angles and the square tube are aligned correctly so that the countersunk head of the screw disappears flush at the top in the surface of the angle plate.



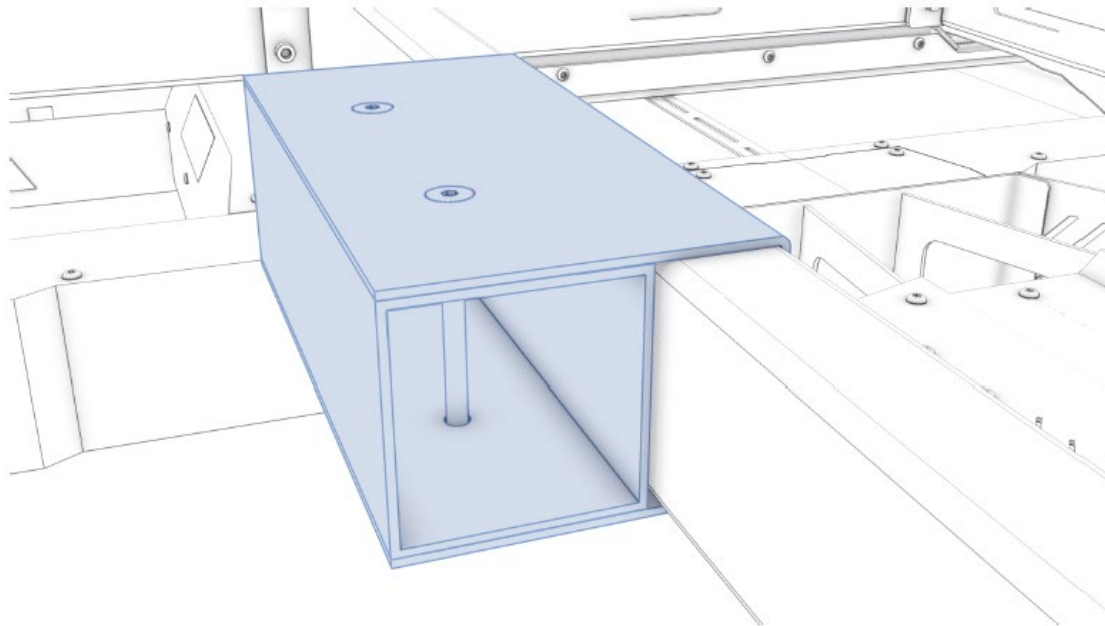


Figure 55: Mounting the step on the F2M longitudinal adapter

3.4 F2M Seatframe



Figure 56: F2M Seatframe

The F2M seat frame replicates the substructure of the original Next Level GT Track seat or cockpit and extends its function by the possibility of mounting a joystick for a flight cockpit in the centre position in front of the seat (between the pilot's legs). The centrestick can be mounted statically. Depending on how far forward the centrestick is to be positioned, the round mounting plate can be moved forwards or backwards

through various drill holes in the range of 0-40mm. Compatibility with the NLR flight pack is maintained and creates the mounting option universally for other cockpit/seat combinations as well. A Buttkicker Gamer2 (or similar) can be mounted to the (optional) F2M Buttkicker holder in such a way that it can transfer the effects directly to the seat and move freely in virtually any cockpit (when using the NLR Motion Platform V3) without bumping into fixed cockpit parts.



Figure 57: F2M Seatframe detail view

It is essential to ensure that there is sufficient room for the seat to move with the seat frame in the cockpit (do not use in the Fanatec cockpit!).



Figure 58: F2M seat frame exploded view

With the enclosed cable plugs, you can neatly fix the USB cables of the controllers to the underside of the seat frame with cable ties. Ensure that there is sufficient clearance for transitions to moving parts (e.g. when moving the Motion Platform V3).

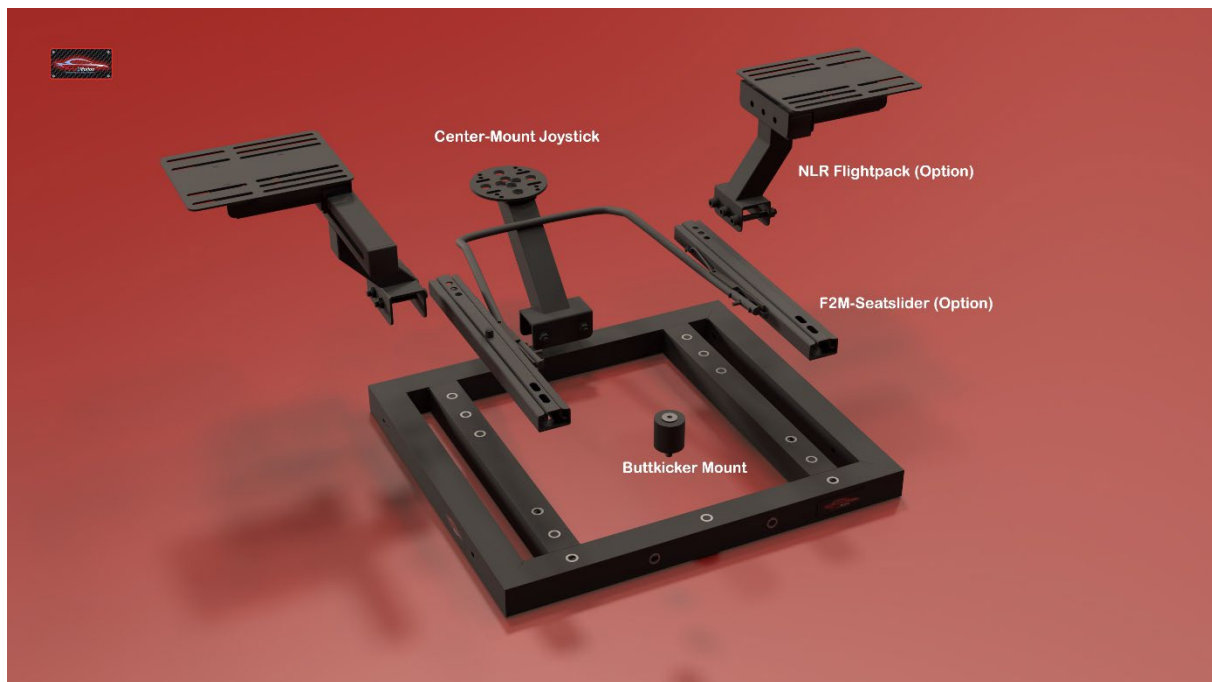


Figure 59: F2M Seatframe options

Parts list of the complete set:

- 1x H.F2M.SFSFSF.01 F2M Seatframe (Central Component)
- 1x H.F2M.SFSCPSF.01 Centre Stick Plate
- 1x H.F2M.SFSCHSF.01 Centre Stick Bracket for F2M Seatframe (Longitudinal)
- 1x H.F2M.SFBSF.01 Buttkicker Gamer 2 -mount for F2M seatframe (3D printed component) plus screw and nut
- 2x I.04762.088A2R.0080.060.BL for cheese-head screw with hexagon socket head galvanised black M8x50 in quality/hardness 8.8 according to DIN 912 (corresponds to ISO 4762) with continuous thread (BL)
- 2x I.10511.088A2R.0080 for M8 locknuts DIN 985 / ISO 10511 low form, electrogalvanised black Strength / Grade / Class 8
- 4x I.07089.140A2B.0084for washers DIN 125-1 / DIN EN ISO 7089 galvanised black, in form A without chamfer with strength 140 HV / 200 HV with 8,4mm diameter (for M8)
- 10x cable plug (see below)
- 10x KB.ZUB.KBBIND.0047.0210.BL Cable tie black 4,7mm x 210mm or similar.

3.5 F2M-Seatslider V3

The F2M-Seatslider is used to mount common racing seats on the Motion Platform V3 and allows the seat position to be moved within a range of about 18cm. The Seatslider can be combined with the F2M Universal Seat Angle and the F2M Seat Frame.

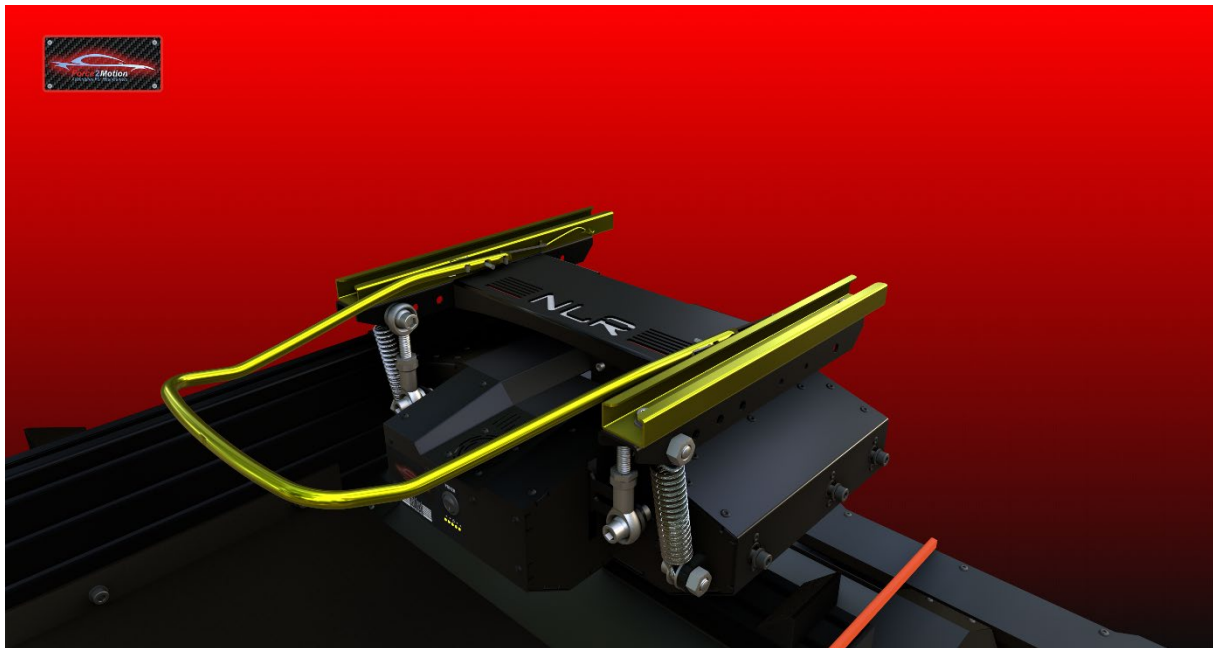


Article no. Set: H.F2M.SESLS.01

Material: 3mm steel - matt black lacquered

Parts list:

- 1x H.F2M.SESL.01 Seat rail slide left and right with adjustment lever
- 4x cheese head screw with hexagon socket head galvanised M8x20 in quality/hardness 8.8 according to DIN 912 (corresponds to ISO 4762) with continuous thread (BL)
- 4x M8 lock nuts serrated
- 4x M8 bolts 16mm hexagonal head (for easier mounting of the seat rail in confined spaces)



Mounting the F2M-Seatslider on of the Motion Platform V3 :

Mounting the F2M Seat Slider on the F2M Seat Frame:

3.6 Assembly ProSimu Tripple-Monitor-Stand



Illustration 60: ProSimu Tripple Monitor Stand

The ProSimu Tripple-monitor stand is particularly suitable in combination with the Beast or the Next Level Racing Traction Plus-system, as the feet can be mounted far enough apart so that they can be positioned as close as possible to the side of the Traction Plus system.

Please make sure that the cockpit does not bump against the monitor stand or monitors during all movements. the monitor stand or the monitors.

Technical data:

- Metal structure
- Adjustable angle and height
- Screens from 27 to 60 inches (maximum 150 kg total weight)
- Compatible with all TVs and monitors according to VESA standard
- Alignment of the side screens up to 90°.
- Width: from 200 to 300 cm
- Depth: approx. 60 cm
- Height: from 120 to 160 cm
- Weight: 40 kg

Components:

Guide de Montage Support Triple Ecrans PTMS

Voici le détail de tous les éléments qui vous serviront au montage

Structure et visserie

<p>Halterung Zentralbildschirm Support écran central</p> <p>Pied Support écran central (x2) Support écran central (x2) rail de jonction de Support écran central (x1)</p>	<p>Halterungen seitliche Bildschirme Support écran latéral</p> <p>Pied Support écran latéral (x2) Extension de pied support écran latéral (x2) rail de jonction Support écran central / latéral (x2)</p>	<p>Schrauben Visserie</p> <p>Vis CHC M8x60 (x30) Rondelle épaisse M8 (x60) Ecoure Frein M8 (x30)</p>
<p>Monitorhalterungen (VESA) Équerre de fixation écran (x12)</p>	<p>Verbinder seitliche Querstreben an Central Monitor Équerre de jonction entre support écran (x4)</p>	<p>PROSIMU</p>

Basic positioning:

Leave a gap hole between the foot and the support. The height adjustment is done later.

Guide de Montage Support Triple Ecrans PTMS

Etape 1

Montage support écran central

Positionnement de base
Laisser un trou d'espace entre le pied et le support
(votre réglage de hauteur se fera par la suite.)

Support écran central

Glisser + =

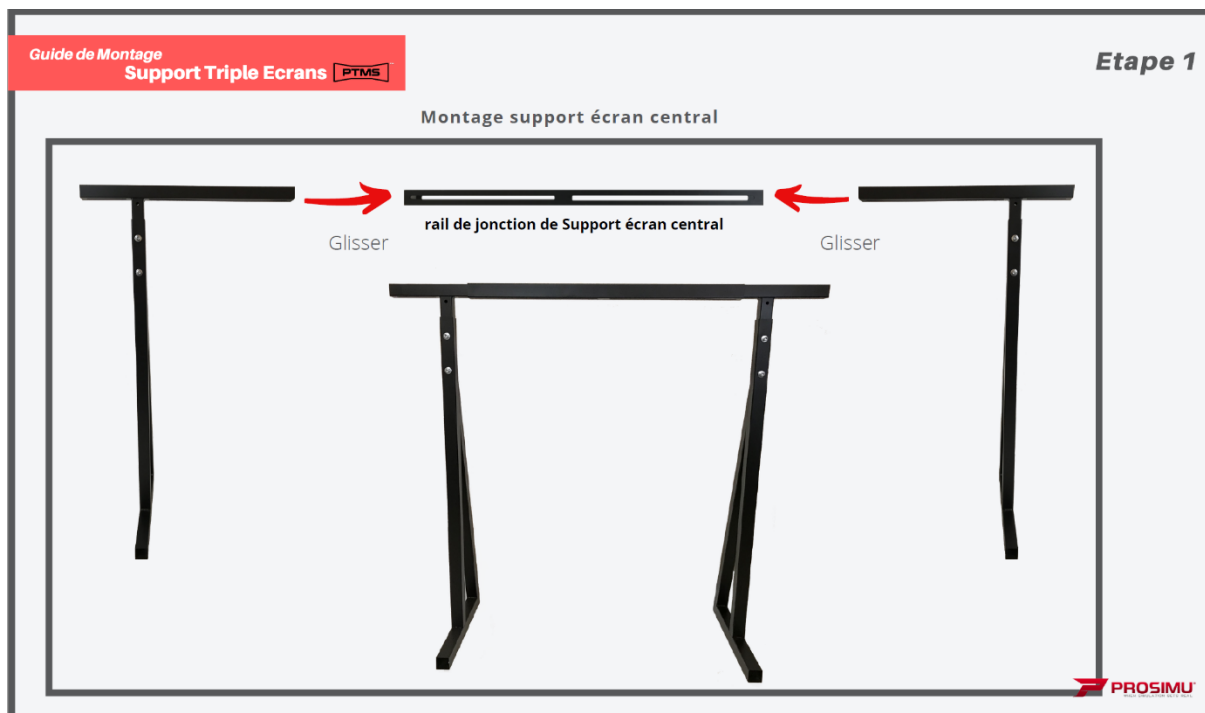
Pied Support écran central

visser

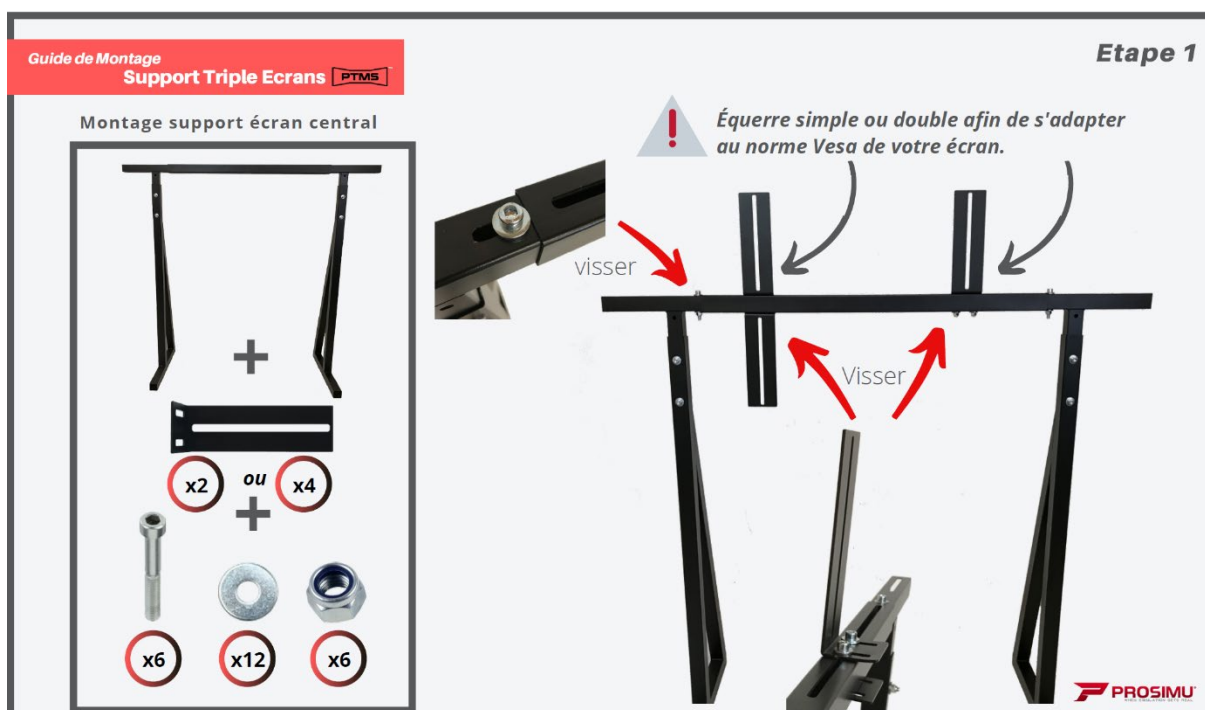
Gauche LINKS

Droite RECHTS

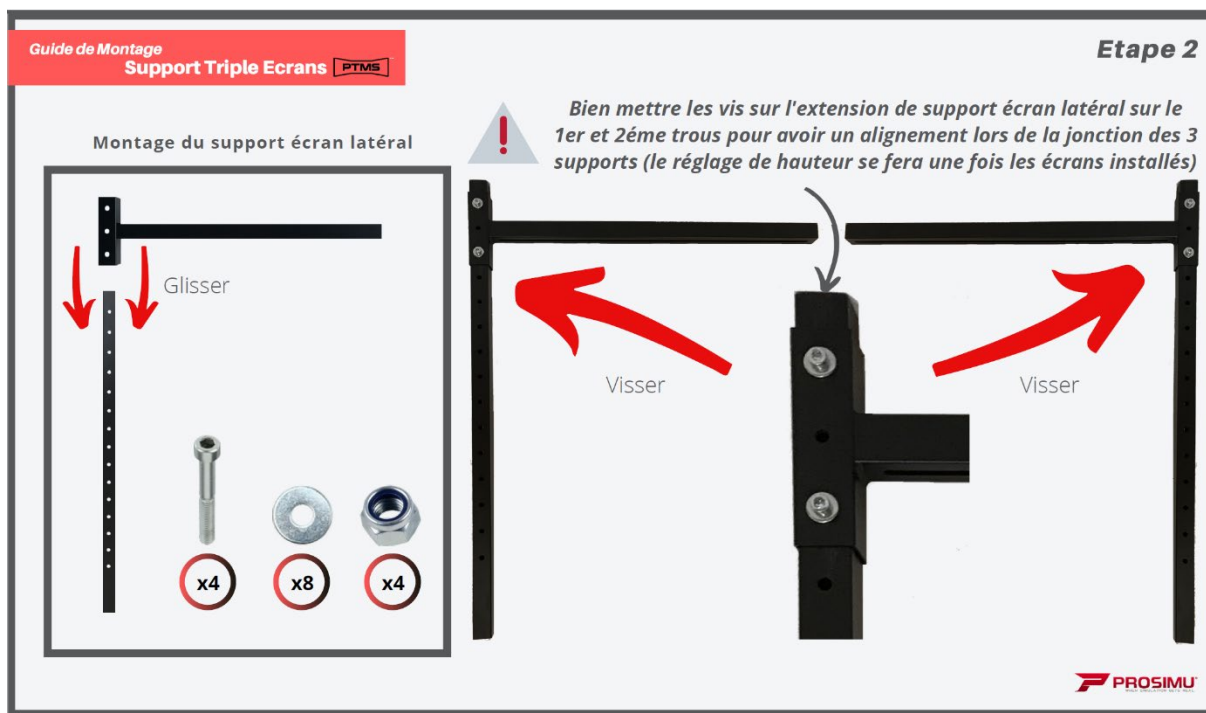
PROSIMU



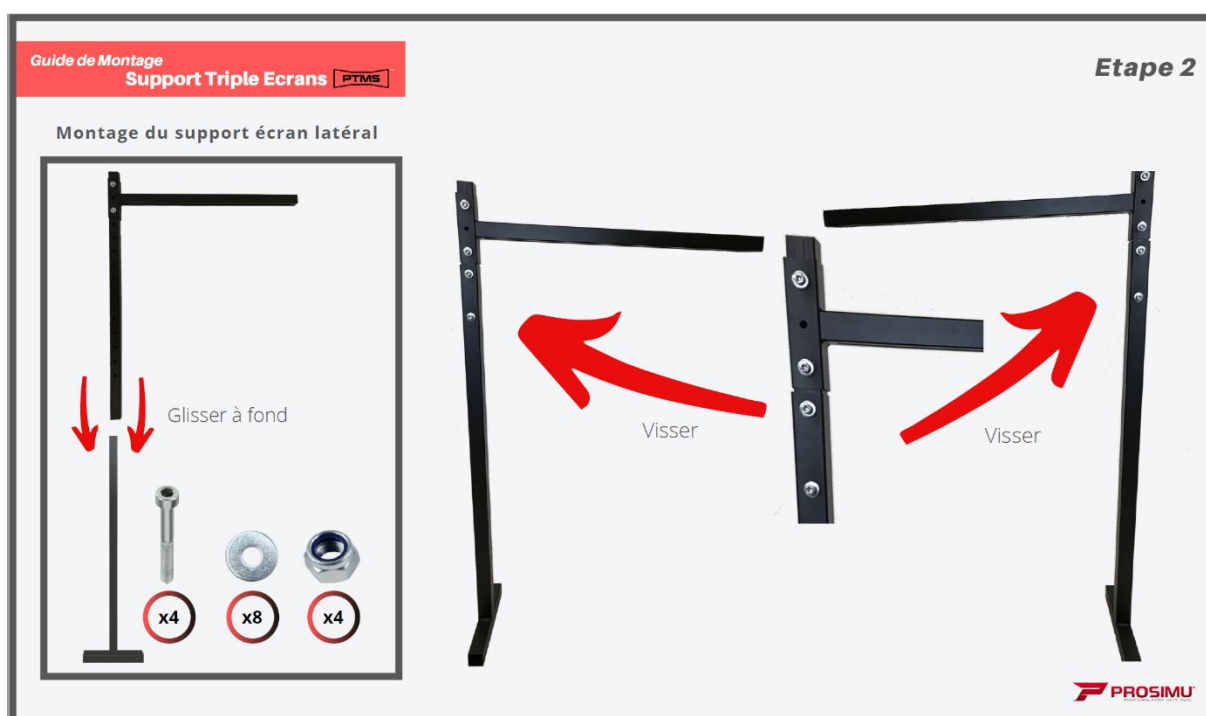
Now mount the VESA brackets for the monitor(s) according to the VESA standard of your screens.



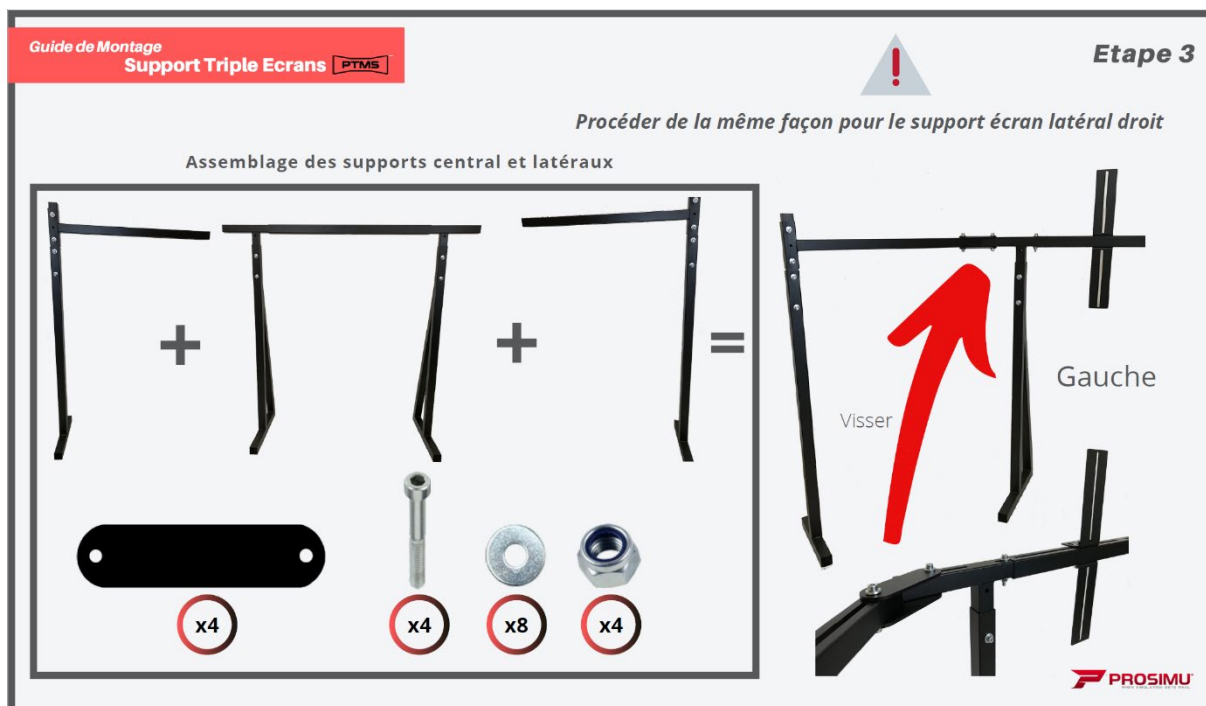
Screw the screws on the side screen bracket extension tightly to the 1st and 2nd holes to have an alignment guide when joining the three brackets together. The height adjustment is done after the screens are installed.



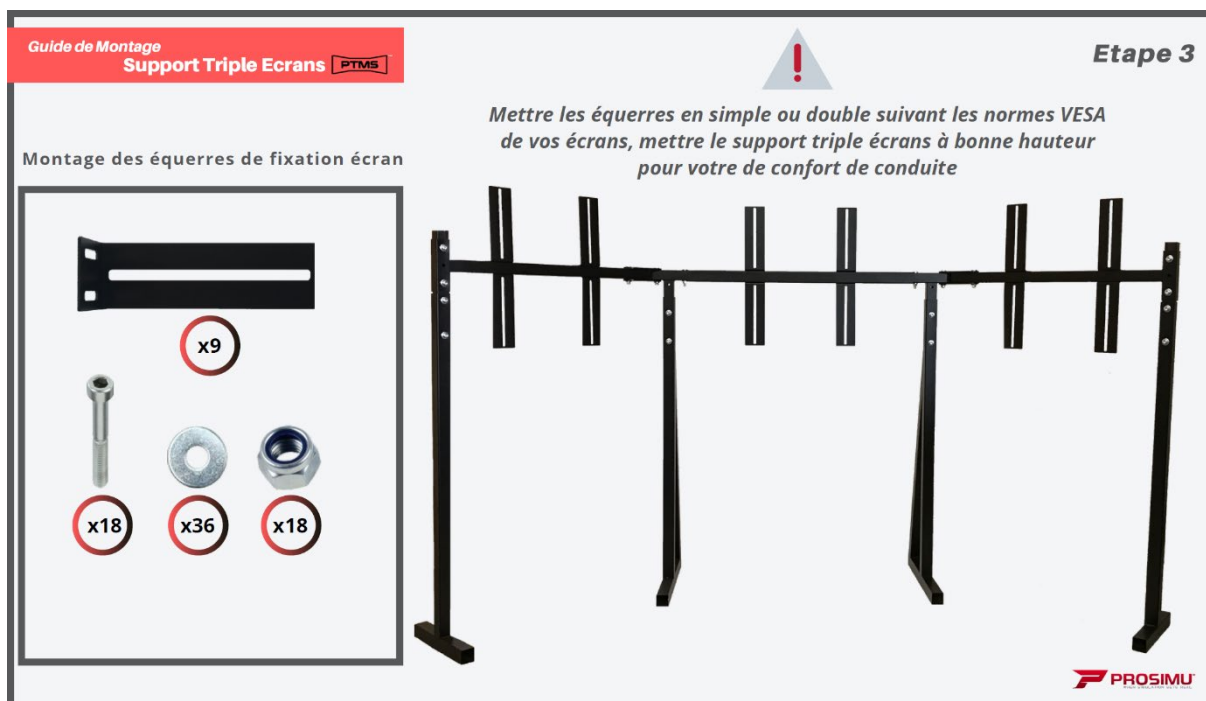
Proceed in the same way for the right side screen bracket.



Now the monitor(s) can be mounted. Be sure to do this in pairs!



When the monitors are fixed with the appropriate screws (do not forget the washers, observe the max. length of the screws so as not to damage the monitor), align them as desired. Try to minimise the gap between the side monitors and the central monitor.



If the monitors do not hold vertically (because they twist with the side members due to their own weight), it helps to support them vertically from behind with a long bolt and countered nuts:



Figure 61 Tip: Support vertical mounting with set screw

3.7 Force2Motion Speaker Mounts

A 5.1 surround set with speaker mounts is available as an option.

3.7.1 Bracket for centre speaker

For mounting the centre speaker, a cross profile is included, which can be mounted on the VESA mount of the centre monitor. The 500mm long 20x20 square stand that holds the centre speaker can then be screwed to the cross profile. The cable can be hidden inside the square tube and led upwards together with other cables as a bundled cable harness to the PC or the bass box. or to the bass speaker. Alternatively, the set can also include a solution with an angle bracket that is mounted directly on the on the crossbar.

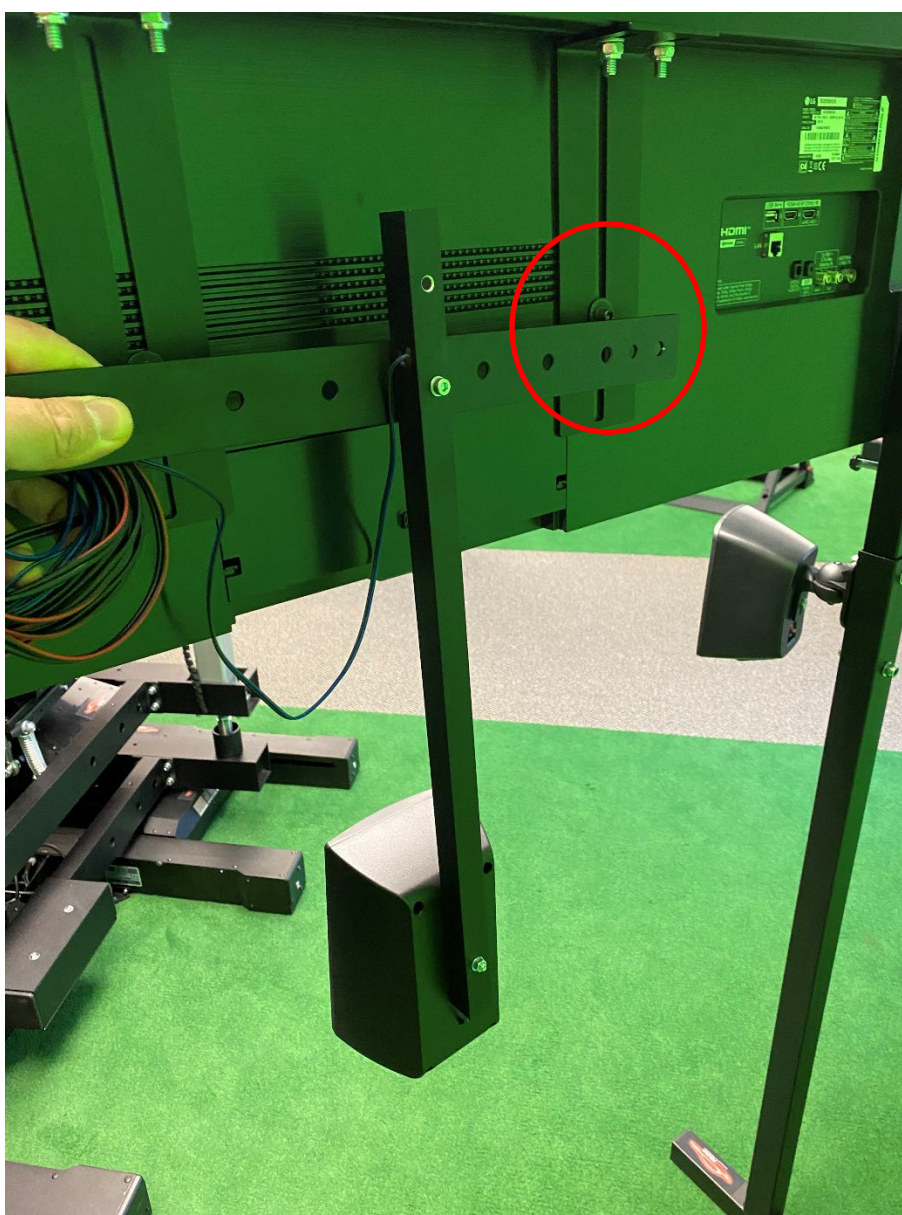


Figure 62 Mounting the centre speaker (similar to illustration)

The satellite boxes can be set up free-standing with stands or you can use the adjustable brackets that are attached to the Tripple-monitor stand (NLR or ProSimu) (depending on the scope of delivery).

3.7.2 Brackets for satellite boxes



Figure 63 Mounting tip

The brackets for the satellite boxes can be fixed with an M5x16mm countersunk screw and nut. To do this, first loosely screw the screw with nut and washer onto the bracket. Then clip the countersunk head into the bracket hole of the speaker box by tilting it. Tilt the bracket under tension so that the head does not rotate when screwing the nut (use an 88 mm open-ended spanner). Then screw the box to the bracket on one of the four vertical monitor stands (M8x60mm screw with washer and nut):

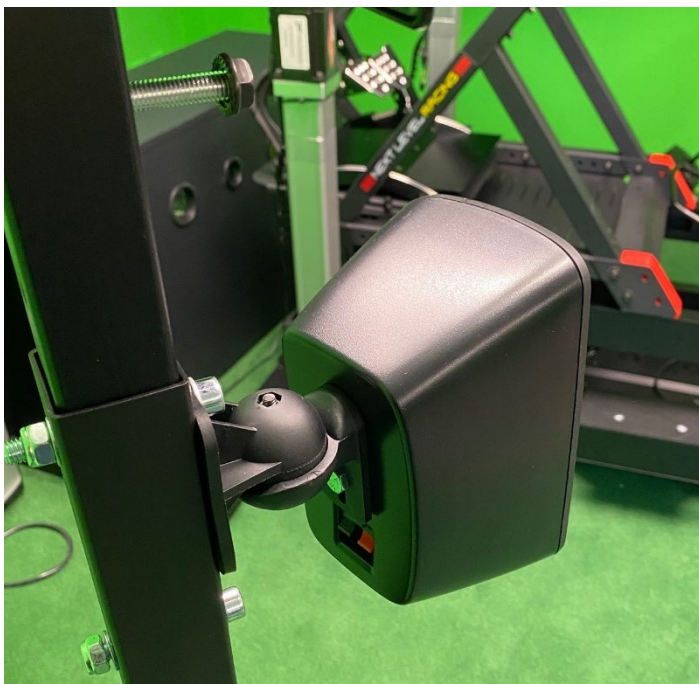


Figure 64: At the tripple-monitor-Stand mounted satellite box


4 Commissioning

4.1 Wiring and mounting

Please read all manuals before manuals (incl. those of the cockpit and the motion platforms) and follow the installation instructions given there.



All cables loosely first and check the function. If everything works as desired, you can lay and secure the cables neatly with cable ties and cable protection material so that they do not come loose when the cockpit is moved and cannot rub against sharp edges! the cockpit and cannot chafe on sharp edges! It is essential to check that the cockpit can move in all directions without any problems up to the maximum deflection, without the cables being squeezed too much, bent or subjected to tension!

- Carefully wire the entire cockpit and wire carefully.
- All cables that are routed in the trusses and move, sheathe with cable protection.
 -  Tip: The sheathing of the cables should be done before pulling them into the trusses. Check that several cables that are to be combined into one strand are not twisted or knotted and (!) make sure to start the sheathing on the right side. In the case of ProSimu actuators, the sheathing should start at the side of the actuators and be routed to the control unit in order to better compensate for any differences in length!
- Cable with sufficient path for movement of the cockpit.
- Secure with cable ties.
- Make absolutely sure that no cables can be crushed or sheared off.

4.1.1 Connection of the ProSimu-actuators

The cables for the 4 actuators are already hardwired in the control unit. You will not receive a key for the service-door, as there are no user modifications / maintenance work to be done inside the unit.

The actuators-cables are numbered/labelled 1-4. These are to be connected to the actuators (seen in the direction of travel) as follows:

- 1 = Front right
- 2 = Front left
- 3 = Rear left
- 4 = Rear right

The emergency stop switch supplied must be fitted within reach of the driver.

4.1.2 Sound card and butt kicker

If your package contains a Buttkicker it is controlled via the internal sound card (middle mini-stereo connector).

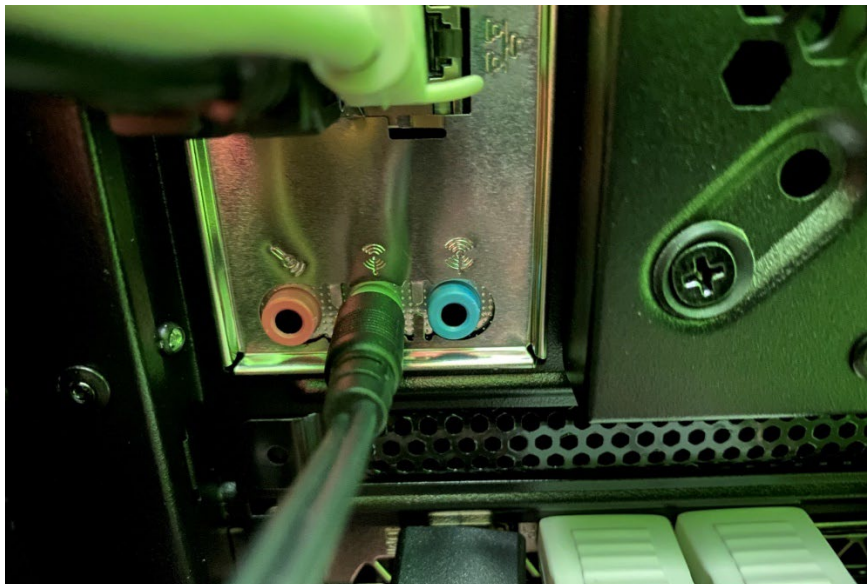


Illustration 65: Connection Buttkicker to sound card mainboard

Tip: The Buttkicker Gamer 2 can only be connected via a second sound card (e.g. internal) and also operated via NLR's Platform Manager (software see the corresponding chapter later in the manual).

If your package contains an external sound system then this is controlled via an external sound card (via USB). The connection between the sound card and the sound system is made via the supplied chinch or mini-stereo to chinch cables.

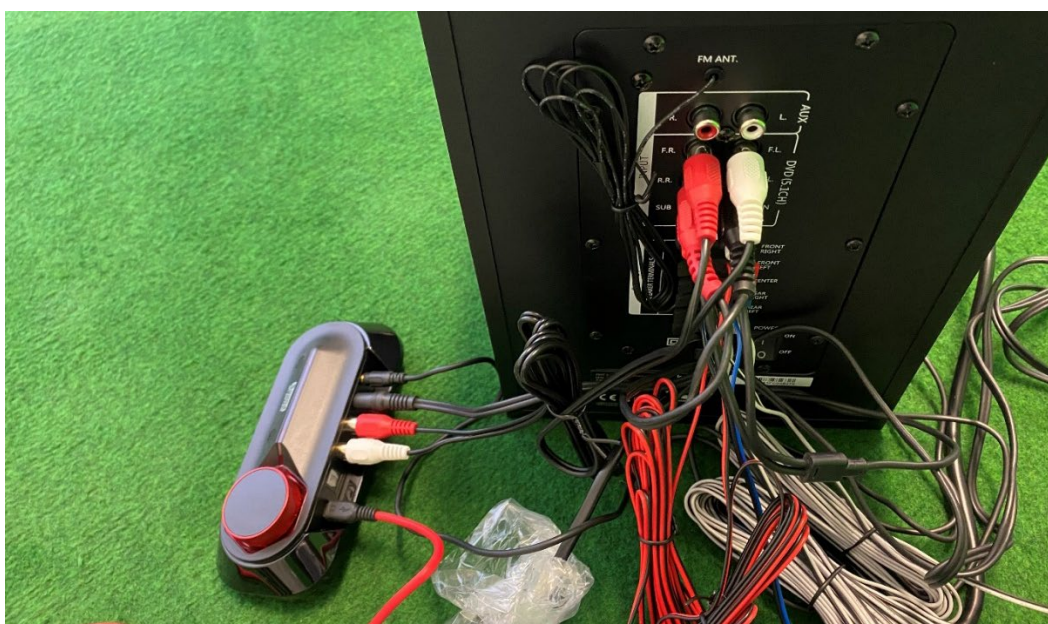


Figure 66: Sound system wiring external (figure similar)



Figure 67: Setting external subwoofer

When using the Logi sound box, please make sure that the input is set to "dud".

4.2 Connecting and setting up the monitor(s)

Connects the monitor(s) with the supplied HDMI-HDMI or HDMI display port-cable to the graphics card to the graphics card. If you have several monitors, first switch on one monitor and set it up according to the and set it up according to the monitor manufacturer's instructions. It does not make sense to switch on all monitors at the same time, as the remote control will then affect all identical monitors.

Used for the side monitor with the HDMI connector furthest away-connection, use the longer cable and label the cables with small labels (left, centre, right) so that they are easier to identify on the PC when the cables are grouped together. easier to identify on the PC when the cables are bundled together.

Attention If monitors and cables from Force2Motion are included in the scope of delivery and you have three monitors, then usually one monitor is via HDMI-HDMI cable and two are connected via HDMI-DP cables. In addition to the (short) HDMI cables, two HDMI to DisplayPort converters are usually included, which must also be supplied with power via a USB 3.0 port.

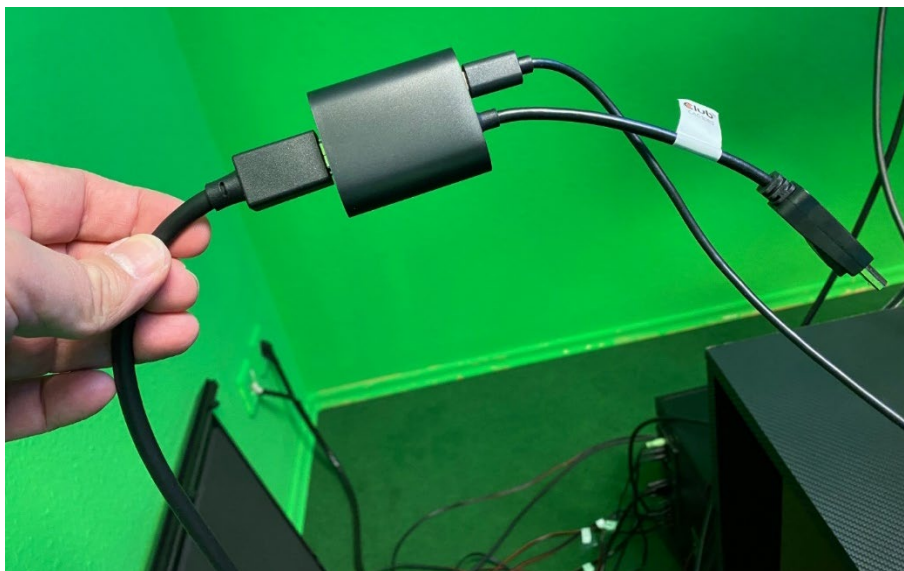


Figure 68: HDMI connection to DP converter

Now we can continue with the graphic setup of the PC and all monitors. To do this, arrange the monitors in the display settings as they are physically arranged. Check the graphics settings and refresh rates.

If necessary, the picture adjustment must be adjusted with the remote control of the Smart TV (e.g. activate gaming mode):

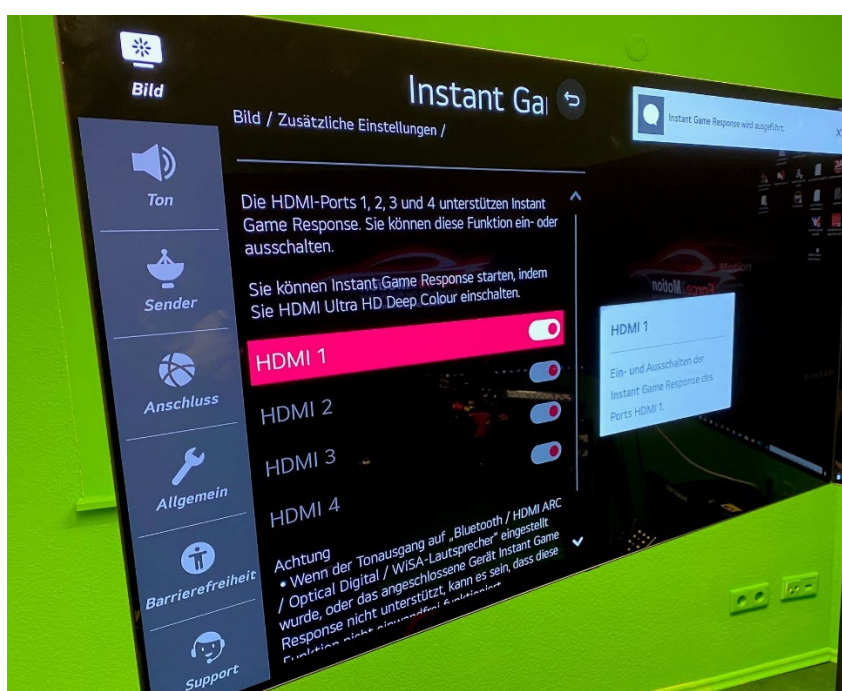


Figure 69: OLED setting Smart TV

4.2.1 Use of OLED-smart TVs

If you are using one or three OLED-smart TVs in your system, please make sure that static screen contents (such as logos and borders) do not "burn in". It is in the nature of the technology that a burn-in effect can occur with OLEDs. Therefore, also use the functions of the Smart TV to prevent such effects. (see the instructions there). Switch off the displays when not in use!

4.2.2 Frame rate and resolution set

With the shortcut "Windows + R" to open the Run dialogue and execute the following command: " rundll32.exe display.dll,ShowAdapterSettings 1 ". The number "1" stands for the first monitor.. In the case of a multi-monitor setup, you must enter "2", "3" etc. here in order to set the frequency for additional displays additional displays.

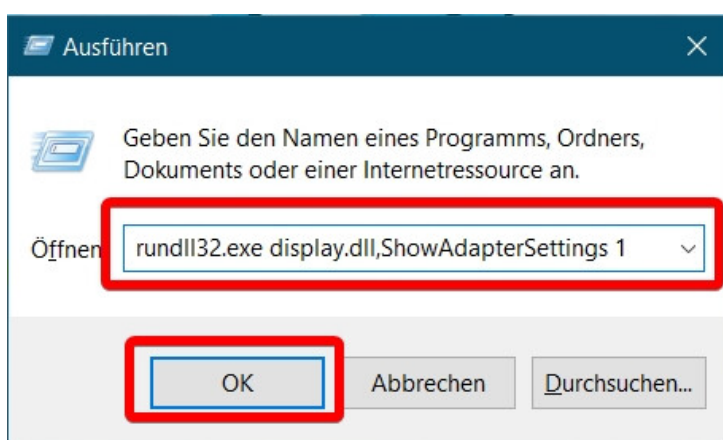


Illustration 70: Calling up the graphics card setting



Figure 71: Monitor setting

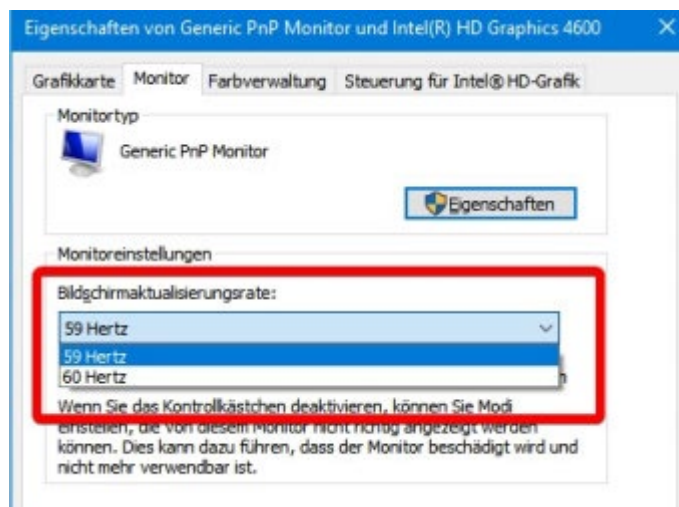


Figure 72: Setting the refresh rate

You can then select the desired refresh rate under "Monitor settings". select. If your graphics card or the connected monitor supports only one refresh rate such as "60 Hertz", you cannot change anything there.

With the Windows update from 10.10.2020, Microsoft has added a switch to the Windows settings to change the refresh rate. added.

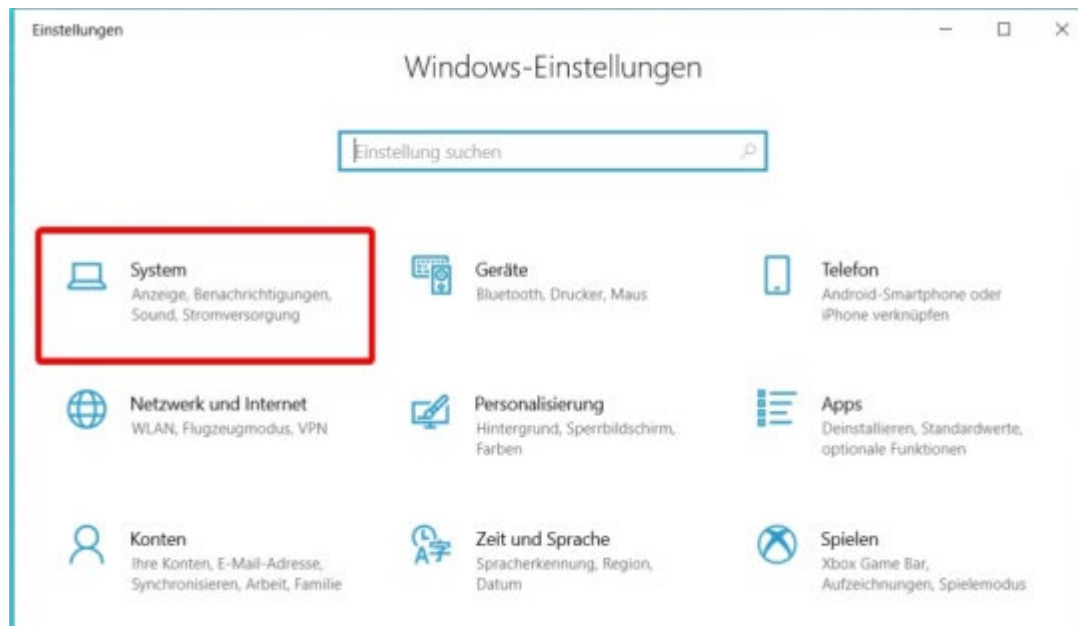


Figure 73 Windows Settings

Use the key combination "Windows + I" opens the Windows 10 settings and there the "System" section and then "Advanced display settings":

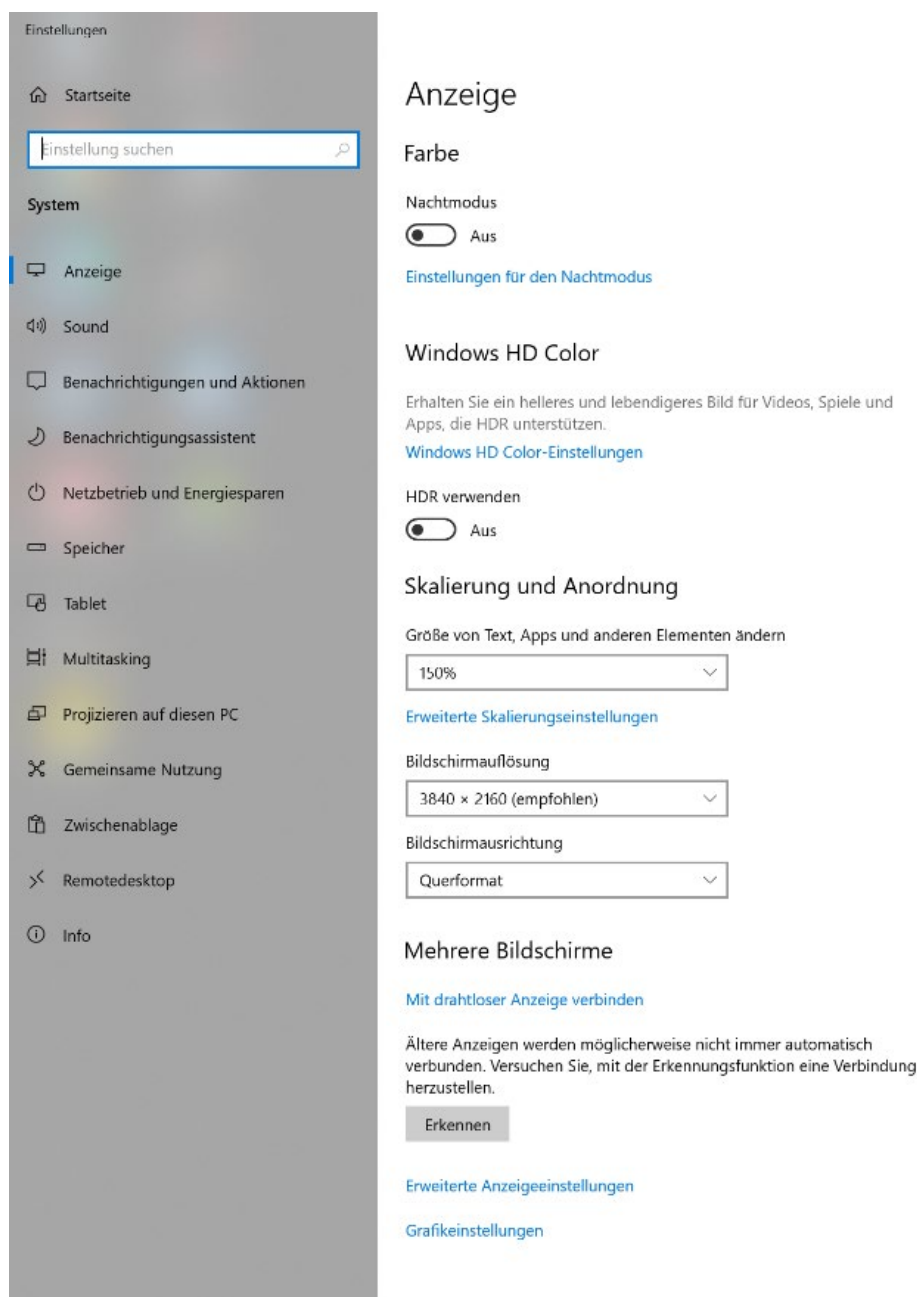


Figure 74: Graphic card settings

Important: Please set the resolution according to the monitor properties and try to set the refresh rate to 60 Hz. Sometimes this does not work the first time or requires a restart. Please also make sure that only HDMI/display port-cable that also support the 4K/60 Hz mode. The text display should not be scaled too large, as some programmes do not work with it. The best setting is 150%.

← Einstellungen

Erweiterte Anzeigeeinstellungen

Anzeige auswählen

Wählen Sie eine Anzeige aus, deren Einstellungen Sie anzeigen oder ändern möchten.

Anzeige 1: LG TV SSCR

Anzeigeinformationen

LG TV SSCR
Bildschirm 1: mit NVIDIA GeForce RTX 3090 verbunden

- 23,976 Hz
- 23,980 Hz
- 24,000 Hz
- 25,000 Hz
- 29,970 Hz
- 30,000 Hz
- 50,000 Hz
- 59,940 Hz
- 59,940 Hz
- 60,000 Hz

(Dynamic Range)

gen

zeige aus. Eine höhere
gt aber auch mehr Energie.

[Weitere Informationen](#)

Illustration 75: Control refresh rate

Check whether the option "Hardware accelerated GPU scheduling" is switched on:

← Einstellungen

Grafikeinstellungen

Hardwarebeschleunigte GPU-Planung

Verbessert Wartezeit und Leistung. Sie müssen den PC neu starten, damit Ihre Änderungen wirksam werden.

Ein

Grafikleistungseinstellungen

Wählen Sie zwischen besserer Leistung und längerer Akkulaufzeit, wenn Sie eine APP verwenden. Möglicherweise müssen Sie die APP neu starten, damit Ihre Änderungen wirksam werden.

Wählen Sie eine App aus, um die Einstellungen festzulegen.

Desktop-App

Durchsuchen

Wir haben noch keine Ihrer Präferenzen gefunden. Wählen Sie eine App aus, um zu beginnen.

Figure 76 Hardware accelerated GPU scheduling

If the monitors or the graphics card do not support 4K at 60 Hz, the resolution is lowered to down to HD at 60 Hz. A lower resolution at a higher refresh rate is preferable to a higher resolution at a lower refresh rate. is preferable to a higher resolution at a lower refresh rate.

If the picture in the simulation should judder later, reduce the graphic details in the respective simulations to a level to a level that is supported by the supported by the graphics card.

4.2.3 Picture size on Smart TV adjust

If the picture on your Smart TV is is cut off at the edge, you can generate a suitable desktop size yourself. desktop size yourself. The setting is made in the NVIDIA control panel.

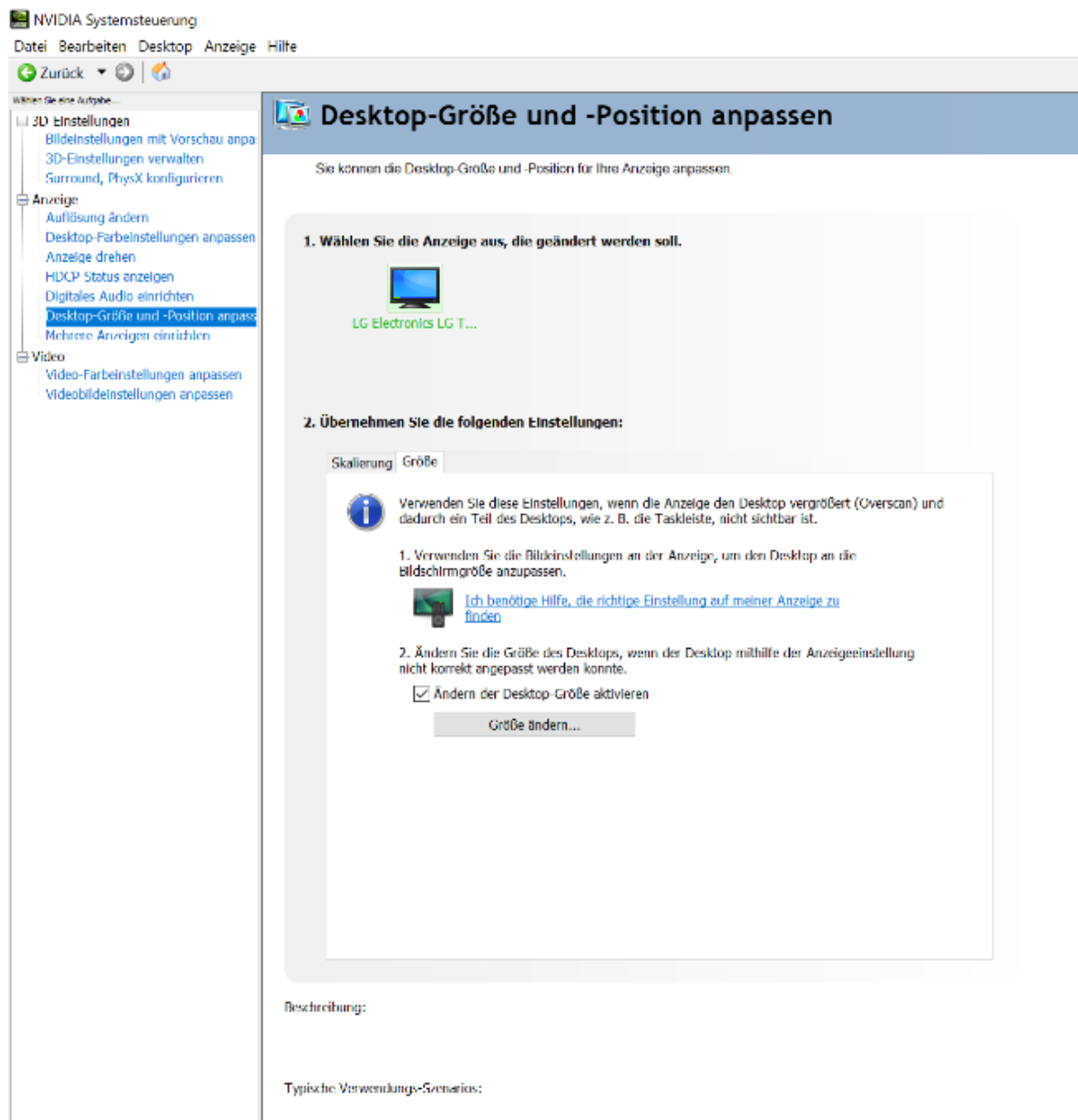


Figure 77 Desktop size adjust

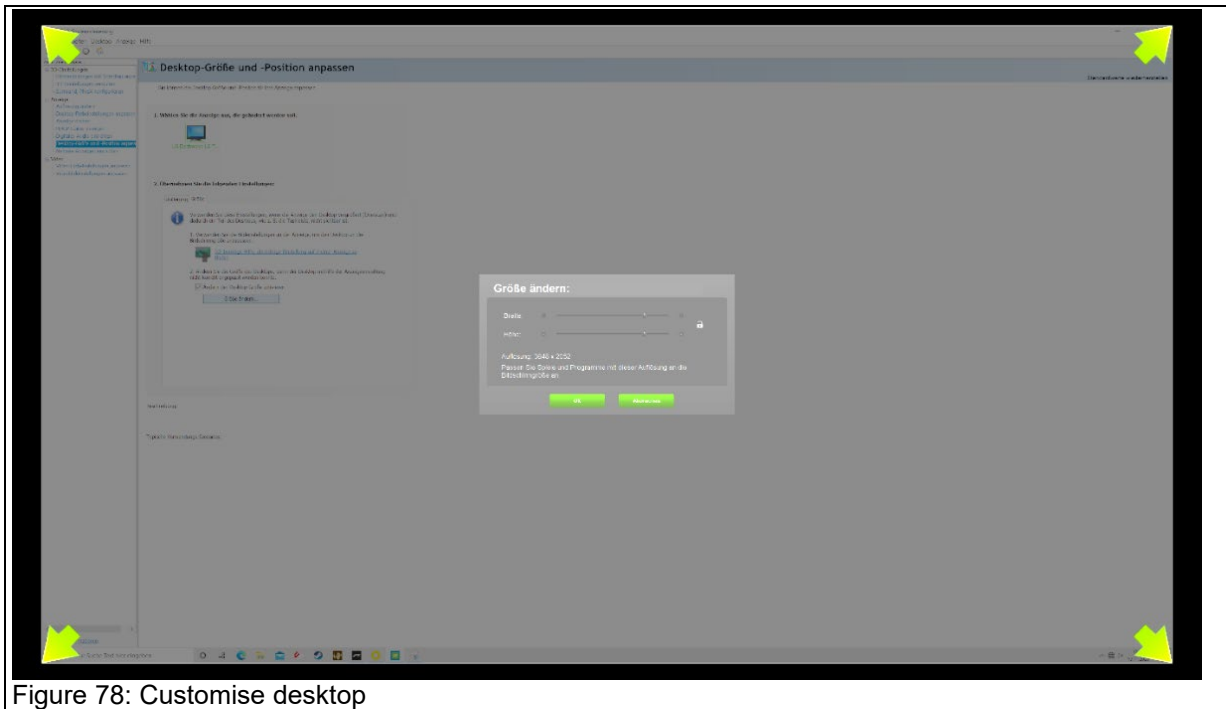


Figure 78: Customise desktop

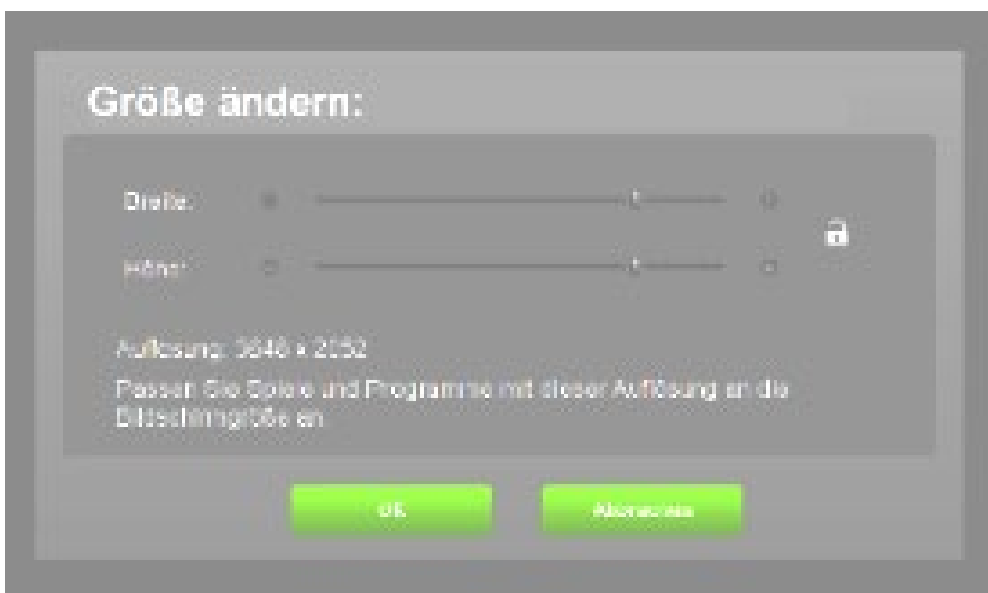


Figure 79: Change size

Then, if necessary, adjust the picture with the picture or zoom function of the Smart TV.

4.2.4 Colour matching with HDMI

Whoever has a Geforce-graphics card and a Full HD monitor monitor and uses HDMI as the connection interface should definitely check the setting of the dynamic output range in the Nvidia control panel. If this has not been manually changed since the last driver installation, it should only be displayed "limited". The display is only set to "limited" for 1080p displays with HDMI is only set to "limited", so that a colour range of 16-235 is displayed instead of 0-255. In doing so, Nvidia is usually accommodating a technical holdover from the old days of televisions, which can display the same contrast limits but only the smaller range. In the case of televisions, 16 corresponds to 0 on monitors and 235 to 255. now thinks that the monitor is a TV set, it is only fed with a colour space between 16 and 235 and can therefore no longer display a true black or white. This is most noticeable with dark grey instead of black - precisely because 16 does not correspond to 0 there. The setting can be adjusted in the Nvidia system control ("Control Panel") under the menu item "Display" > "Resolution change". The dynamic output range must be changed from "limited" to "full" at the bottom right (see screenshot below). The setting is reset by principle with each new driver installation, i.e. also with an update, and must therefore always be reset.

4.3 Fan control

A gaming PC like this has a lot of computing power. So that it can bring this power to the road, it must be well cooled. That's why there are several fans on the CPU, the graphics card and in the case there are several fans. Despite the installation of very quiet fans, the fan noise is clearly audible at full clearly audible at full power. Remember: a racing car is not exactly quiet either. Depending on the configuration, the fan control is dynamically adjusted. This can be more acoustically disturbing than a constant, but slightly higher fan noise. Therefore, use the corresponding switches (if available) on the BeQuiet housing (with Ready2Race-PC) or by means of software software (if installed or supported) to set the fan to a sufficiently high cooling power and try to achieve a balanced relationship between fan noise and cooling capacity. Do not cover any ventilation slots or switch off the fans. This will quickly lead to overheating, instabilities with crashes, shutdowns and possibly premature failure. Check the temperature of the graphics card or CPU with appropriate tools (e.g. the Firestorm Tool for the graphics card). of the graphics card or the CPU.



Illustration 80: Fan control (if present)

5 Software-Installation



Figure 81: Software installation and setup

If the scope of delivery includes a Ready2Race-PC is included in the scope of delivery, the following steps have already been completed many times.

If you have your own PC or if you need to re-install your PC, here are the instructions for using the motion platforms, the ProSimu-actuators and the controllers under Windows to be able to put them into operation.

5.1 Fanatec Control set up

The drivers for the Fanatec-controllers can be found on the manufacturer's page in the respective product description. If the drivers are not already installed, please download them from <http://www.Fanatec.com> and install them.

Attention After installing the wheel base and pedals and pedals, the game controller should look like the one shown below (here example with Clubsport V2.5). It is normal that the Wheel-Base is listed twice:

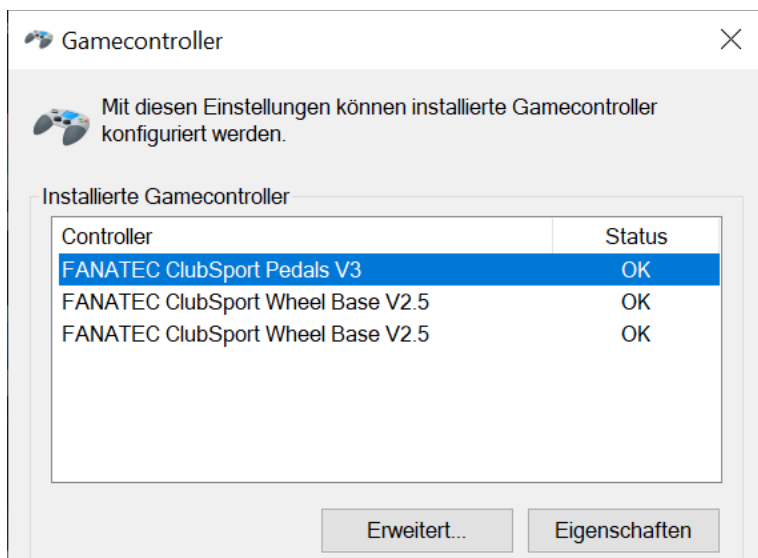


Figure 82: Game controller

If your control system looks like this (entries of the wheel bases are not one after the other) the software may software may not be working properly.

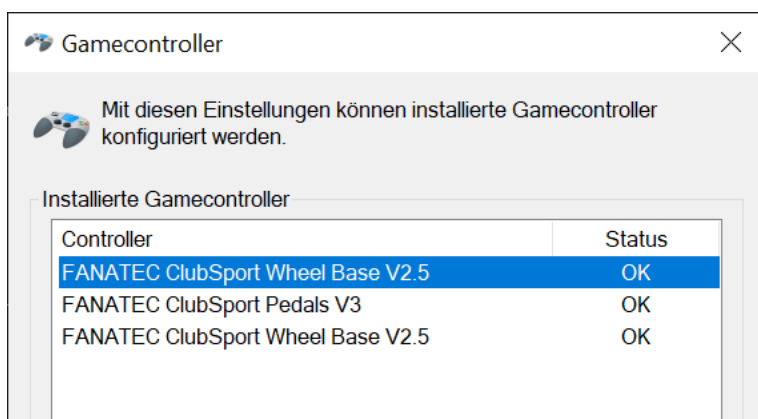


Figure 83: Game control wrong order

In this case, uninstall the drivers uninstall and reinstall the drivers. The property pages of the pedals should then look something like this:

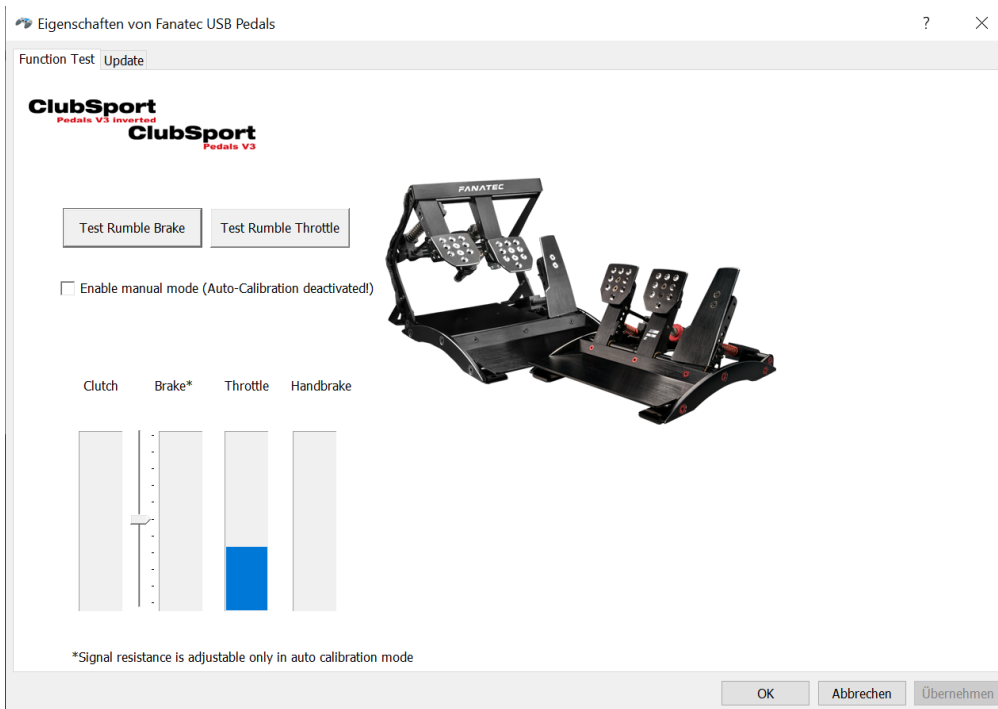


Figure 84 Fanatec Control Panel (image similar)

Please test whether the pedals react.

The property page of the Wheel-Base should look something like this:

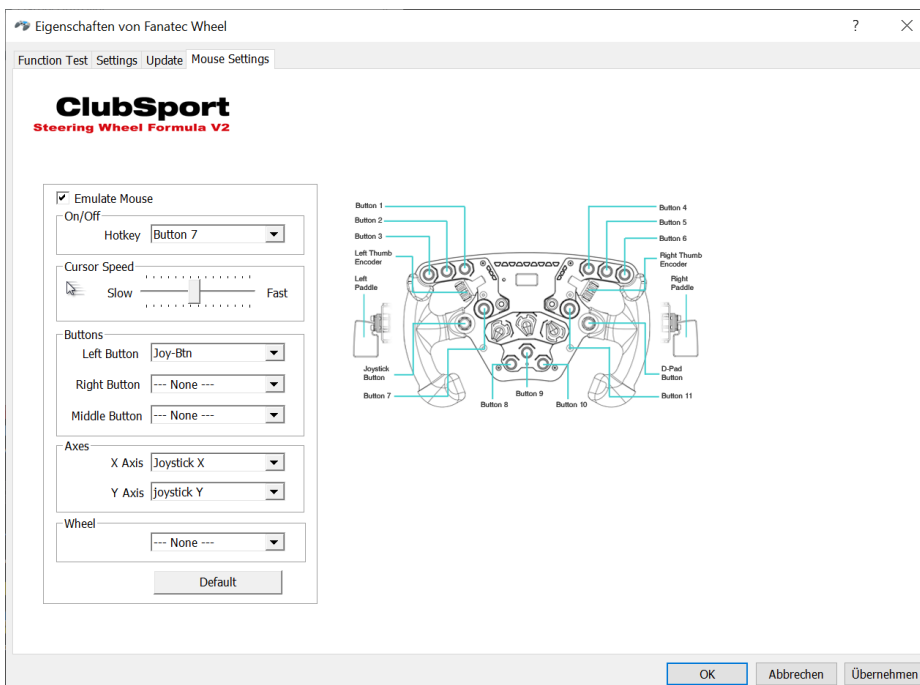


Figure 85 Fanatec Wheel (Image similar)

Please test whether the steering wheel works.

Depending on whether the pedals to the Wheel-Base or directly to the PC the pedals are connected to the wheel base or directly to the PC, the corresponding settings must be made here:

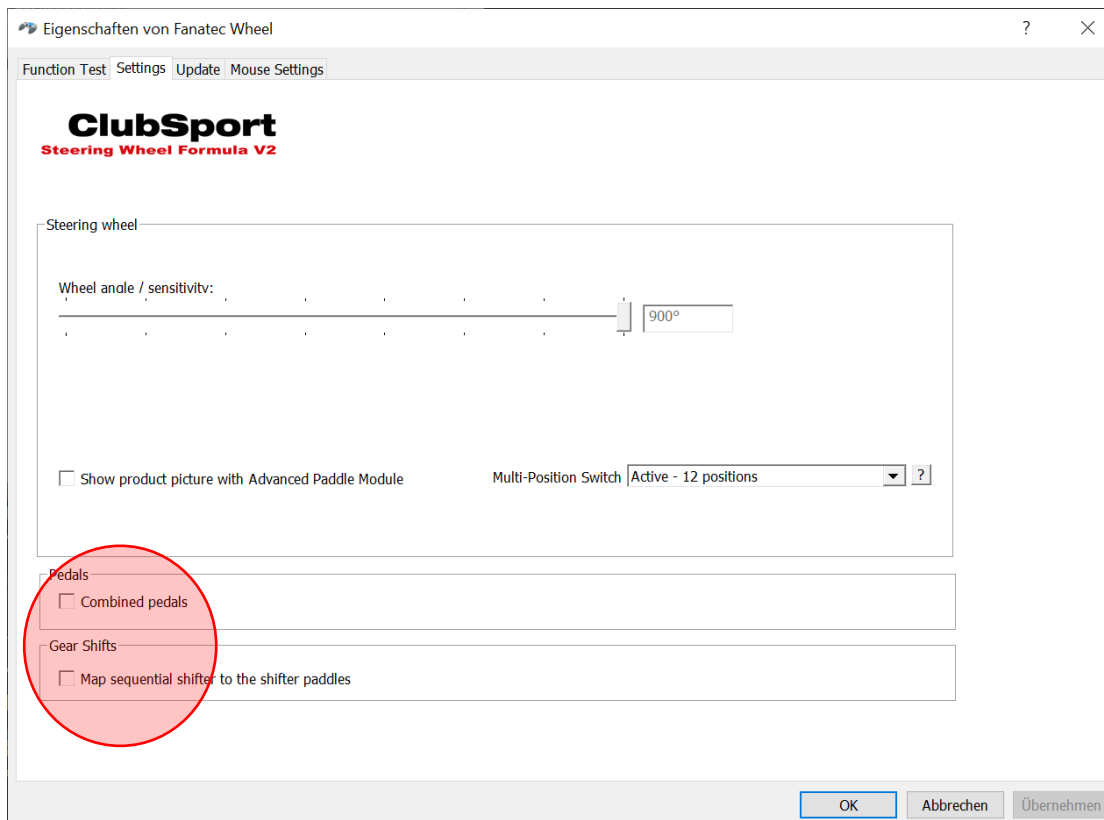


Figure 86 Combined pedals

You can also update the firmware of the units in the property pages.

If necessary, a steering wheel and the H-shifter must be calibrated. An instruction video on how to do this can be found on the Fanatec homepage at: <https://fanatec.com/eu-de/faq/details/id/48> .

Tip: In the simulations the control system must be taught. If the pedals do not react, swap the "separate or connected pedals" option there.

5.2 Fanatec DD1 and DD2 Wheelbase

When using the DD1 or DD2 Wheelbase, please be sure to follow the please observe the safety and operating instructions in the manufacturer's manual.

For some software-titles, the DD-Wheelbase must be set to "Clubsport V 2.5 compatible" mode (example Project Cars). To do this, press the corresponding key combination on the steering wheel until "Comp-Mode" is shown in the display of the DD wheelbase.


11:12 Samstag 10. Juli 86 %

fanatec.com


Startseite | MOTORRADonline.de RIDE aktuelles Heft und Einzelausgaben | MO... fanatec.com/media/pdf/01/7c/1b/P-WB-DD1-...

The Podium Wheel Base DD1 will start in "PC" by default. The OLED Display of the wheel base will show in the upper left corner the current operation mode:

To change modes, simultaneously press the two highlighted buttons below.



NOTE: Each steering wheel has a different button press combination in order to change modes. Please see your wheel's quick guide in order to see which button press combination is required.



- PC: To operate with Windows PCs and any Fanatec steering wheel*
- Comp V2.5: To operate with older games on Windows PCs use this mode

Figure 87 Key combinations (example)

In the Tuning Menu of the Fanatec Set the COMP V2.5 Compatibility Mode from "Do not apply" to "DD1" or "DD2":

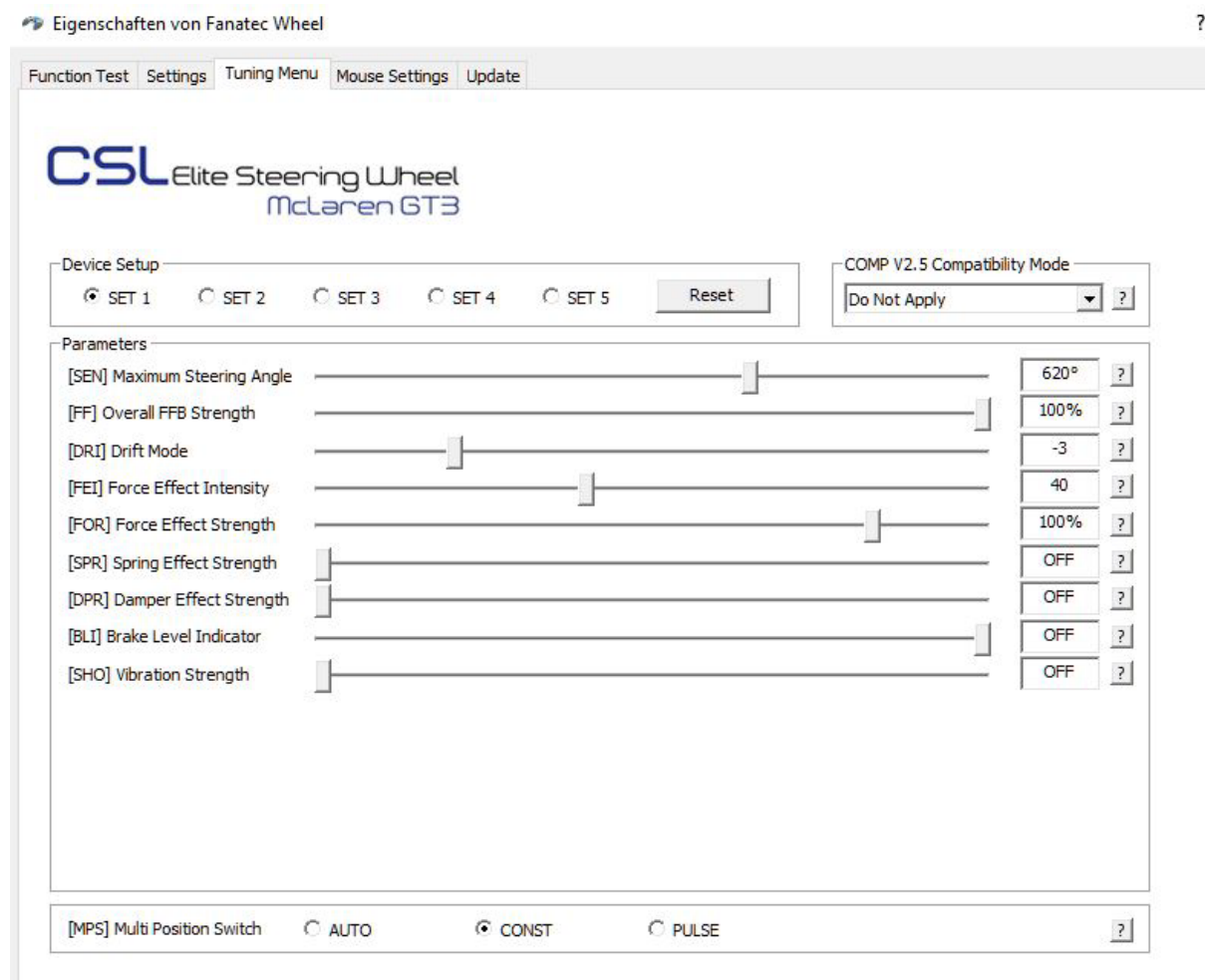


Figure 88 Tuning Menu



5.3 Software for Next Level Racing Motion Platforms

The Next Level Racing Motion Platforms are controlled via the NLR Platform Manager. If not already installed, download the software from from <https://nextlevelracing.com/support-downloads/?lang=de>. You will need the serial number of the motion platform. This can be found on the unit (on the underside of the V3) and on the original boxes.

5.3.1 Test devices

After installing the Platform Manager you can check the function of the V3 or the Trac-tion Plus system via "Tools and Diagnostics":

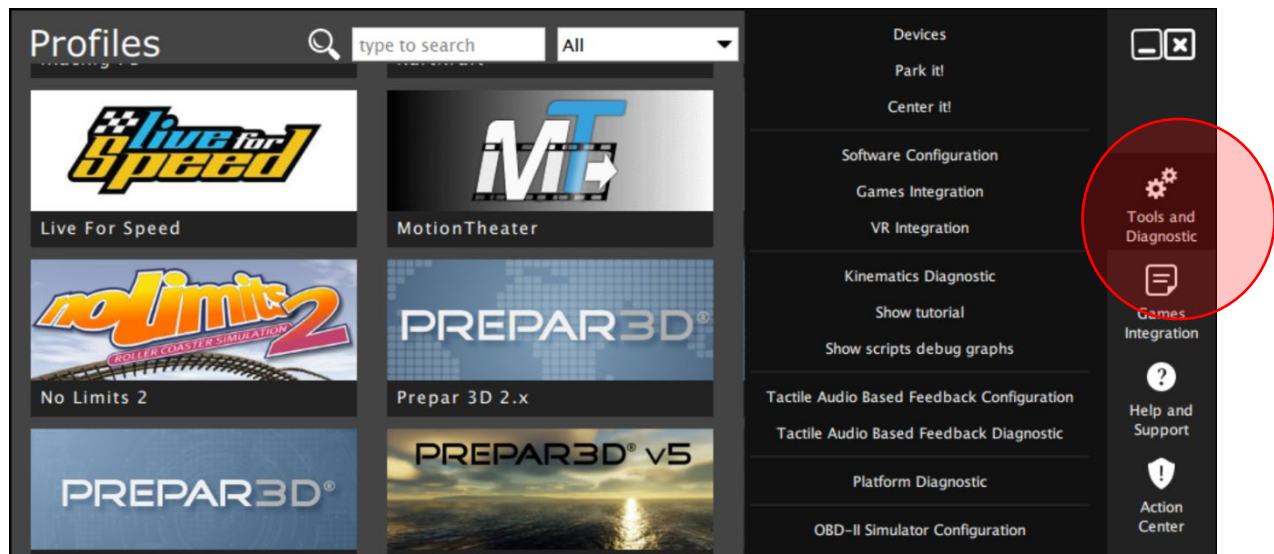


Figure 89 NLR Platform Manager Tools

Under "Devices", all connected and switched-on Motion Platforms should be should be displayed:

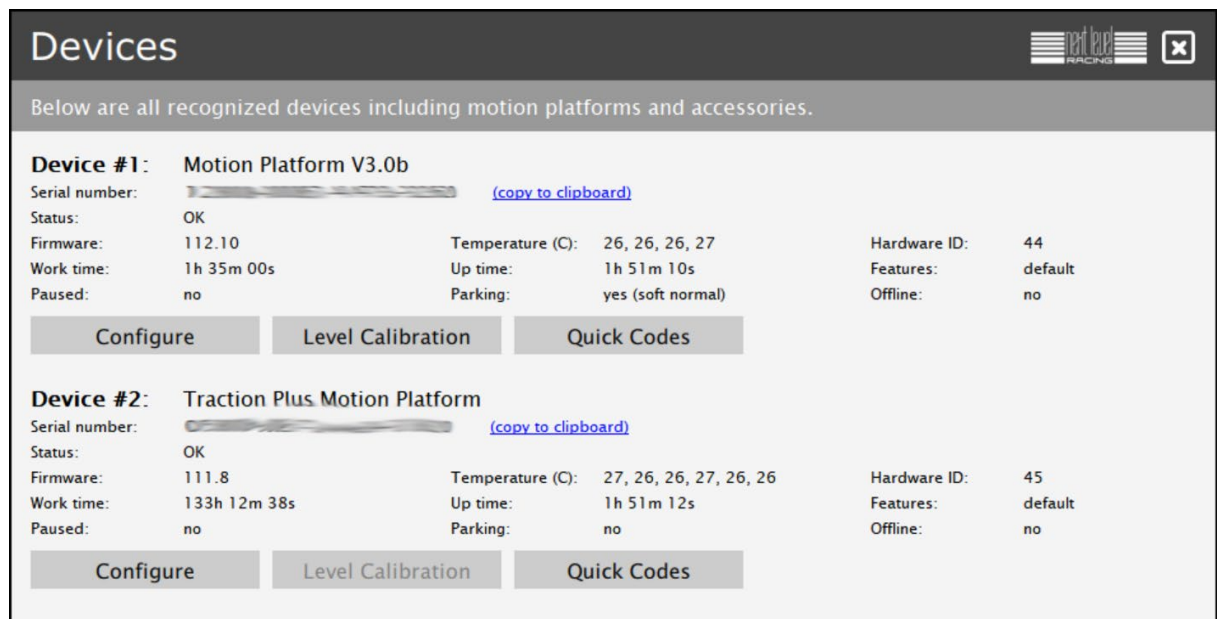


Illustration 90: Checking the NLR platforms



Via the menu item "Platform Diagnostics" the function can be checked. Test by carefully moving the sliders that the motion platforms do not nowhere (e.g. the butt kicker holder)!

The screenshot shows the 'Platform Diagnostic - Platform Manager' application. The 'Actuators Position' tab is selected, displaying a grid of motor data under the heading 'SOFTWARE NORMAL PARKING RUNNING'. The grid is organized into rows for different movement types and columns for Motor Position and Motor Speed. Each cell contains numerical values and timing information (e.g., '200/1976 ms', '10 ms').

Below the grid is the 'Motor Position Control' section, which features sliders for M1: Pos, M2: Pos, M3: Pos, M4: Pos, M5: Pos, M6: Pos, A1: Pos, and A2: Pos. Each slider is accompanied by a numerical value (all are 32767) and a 'Max Speed [%]' dropdown menu set to 50. A red circle highlights the M1: Pos slider.

At the bottom of the control section, there are settings for 'Acceleration: Auto' and 'Peek length (ms): 3'.

Figure 91: Manual driving of the motion platforms

5.3.2 Adaptation of the Motion Platform

The strength of the movement of the motion platform is set with the Platform Manager. The programme is usually located at the bottom right of the tray next to the clock. By clicking on the symbol of the respective game (here Assetto Corsa) you can change the settings:

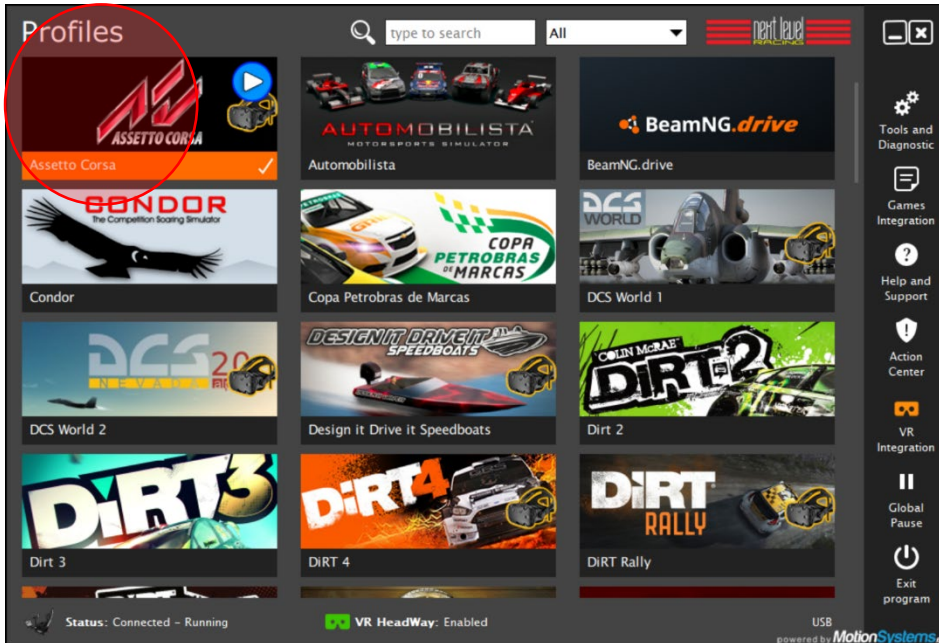


Figure 92: Setting the profiles in the Platform Manager

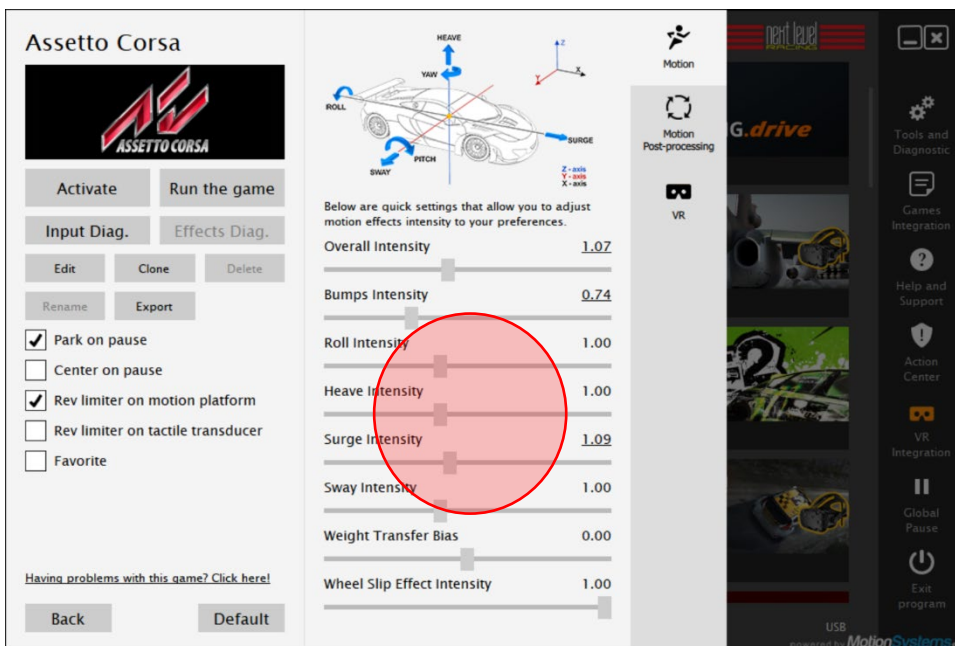


Figure 93: Setting the profiles in the Platform Manager

With "Back" the changes are taken over.

Important: For some games/simulations the option "Shared Memory"option must be switched on (see also the Help section in the Platform Manager).

At Project Cars this one can be found here:

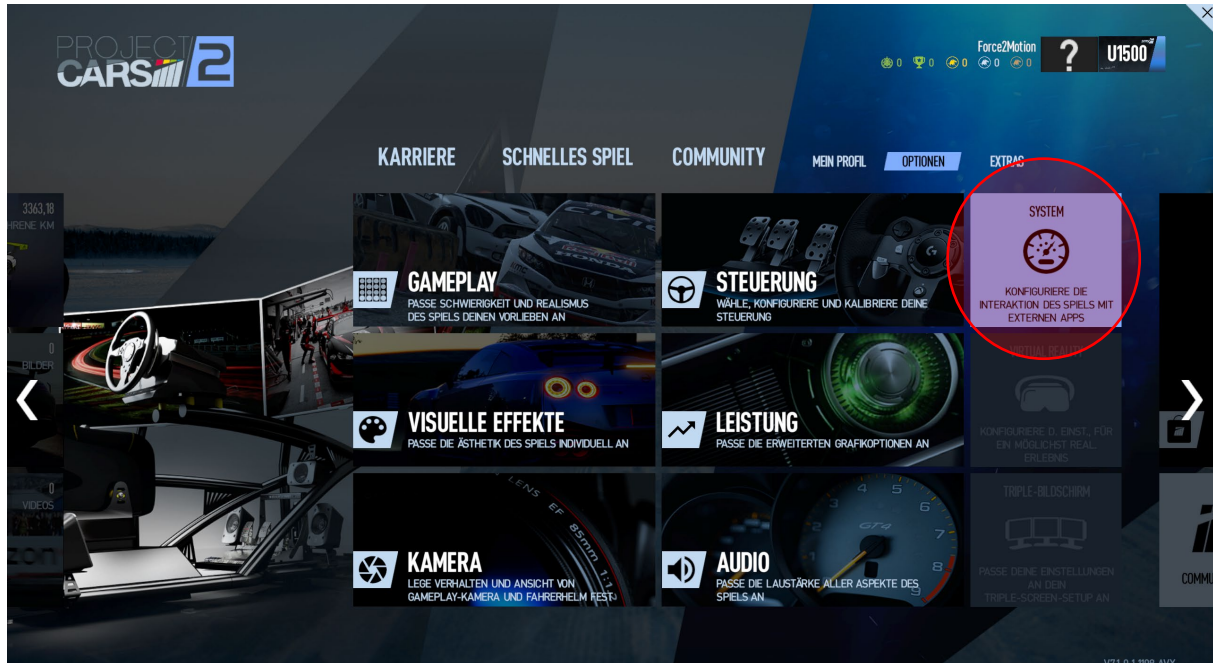


Figure 94: Special setting in Project Cars

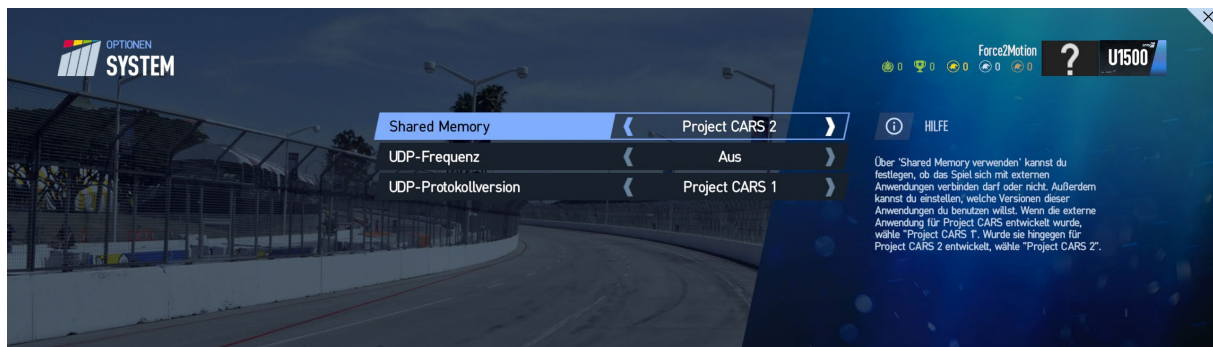


Illustration 95 Shared memory in Project Cars

5.3.3 Butt-kicker Software Control

The Butt-kicker can be controlled via the Next Level Racing Platform Manager.

To do this, select the menu item "Tactile Audio Based Feedback Configuration" in the "Tools and Diagnostics" section of the Platform Manager. Configuration" and then set the sound card to which the Butt-kicker is connected. is connected to.

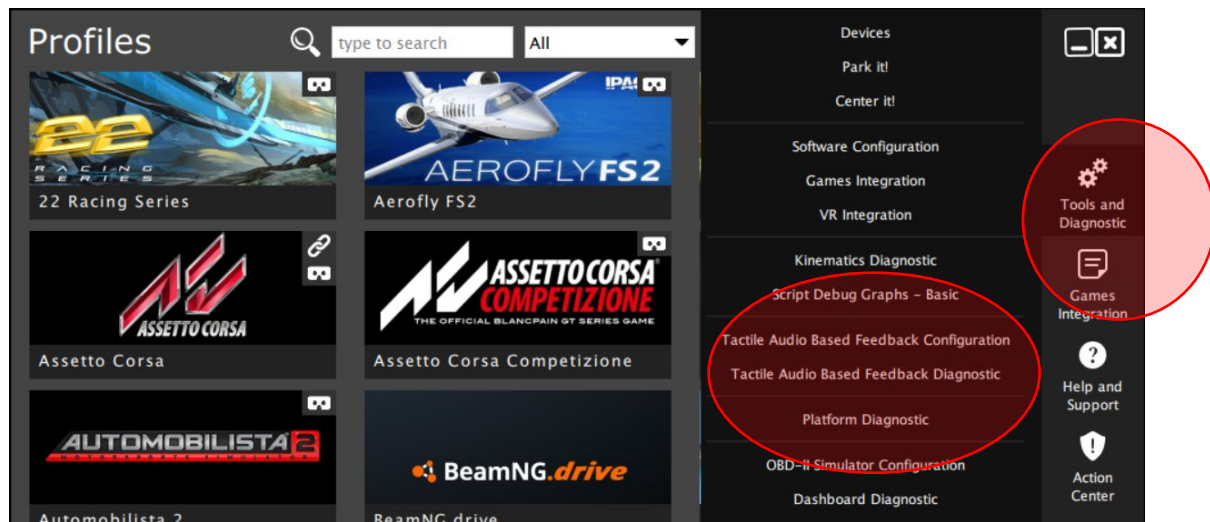


Figure 96: Butt-kicker Control

Tip: You can test a sound file or a piece of music by playing it through the Windows-media player and try out the available sound outputs until you feel a corresponding humming/vibrating in time with the music in the Butt-kicker. in time to the music. Then you know that the Butt-kicker works and to which sound output it is connected. You then select this in the dialogue shown below:

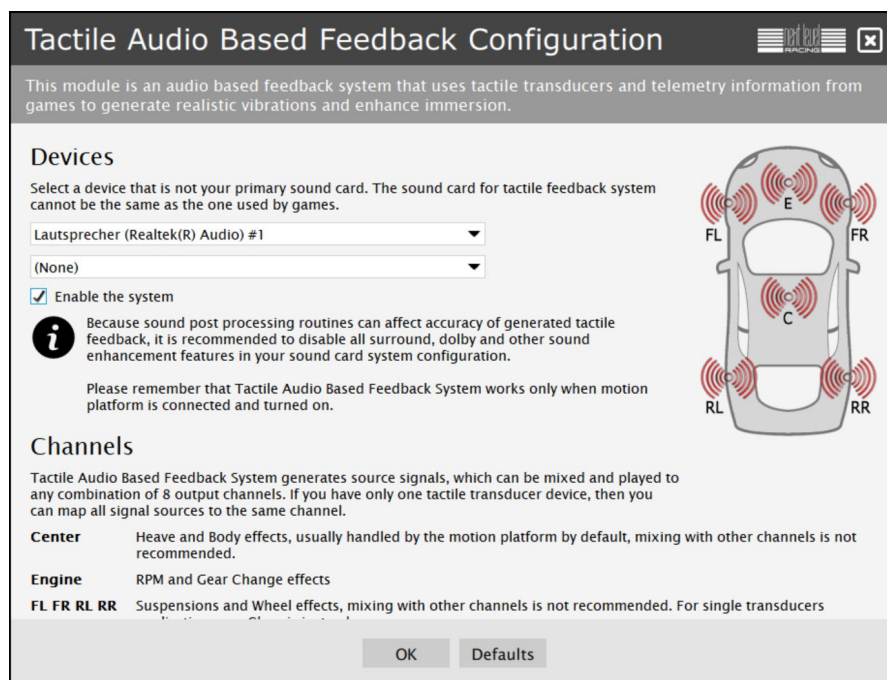


Figure 97 Tactile Audio Feedback Configuration

In the respective game tiles in the Platform Manager, you then set how the Butt kicker should react:

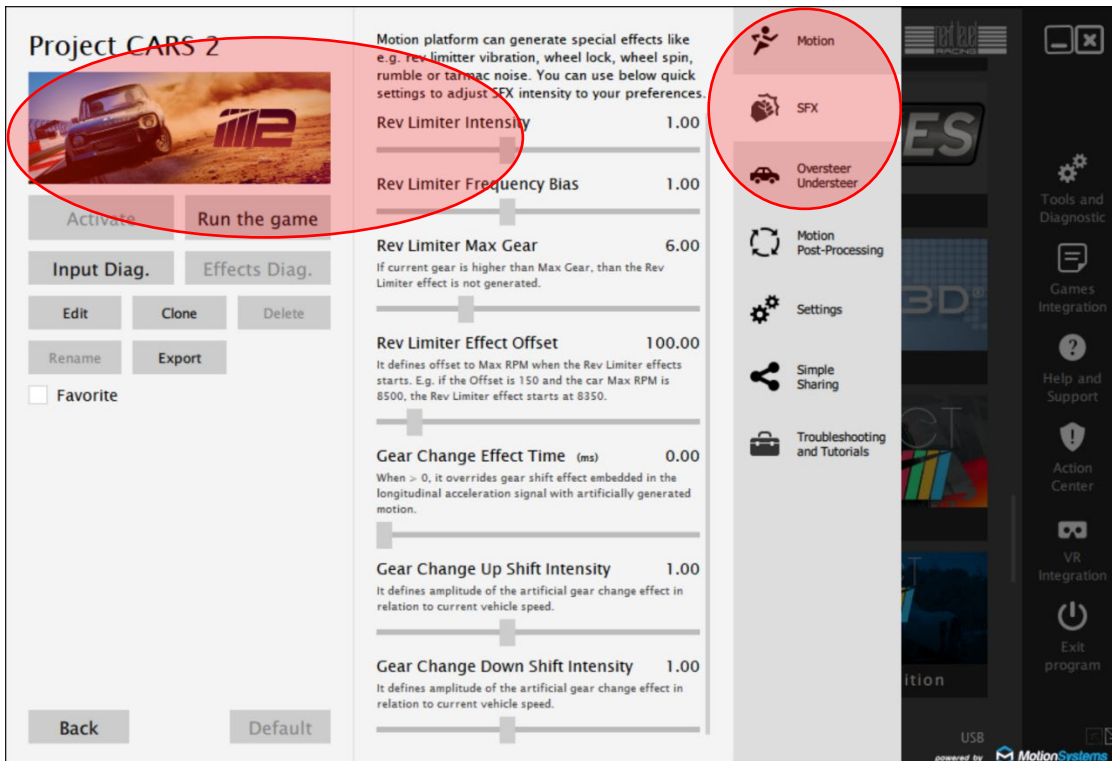


Illustration 98 Activation Butt kicker per simulation

Do not forget to activate the Butt kicker as a target for the rev limiter (separately for each game):

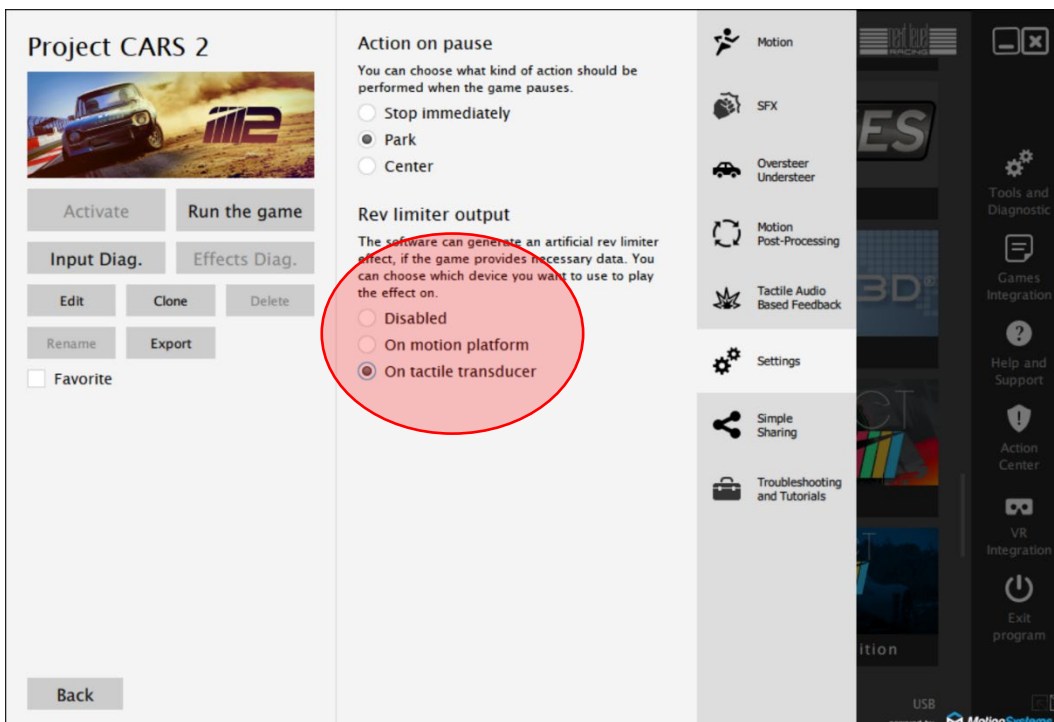


Illustration 99: Output Rev Limiter on Butt kicker



5.4 Software for ProSimu-Actuators

For ProSimu-actuators there are currently two different software-For ProSimu actuators, there are currently two different software packages that can be used alternatively, but not together. Make sure that only one of the two software packages is automatically loaded or started. Deactivate the other one if you want to switch to the other package.

We recommend the use of SimRacingStudio because this software is easier to administer and, in contrast to SimTools, has no no plugins for the different simulations. simulations are required.

For both software-For both software packages, however, the driver installation and the set-up of the virtual Com port must be carried out first.



IMPORTANT NOTE regarding USB ports: USB ports of a newer design may be installed on newer mainboards which do not guarantee stable operation of the ProSimu control unit. Therefore, it is better to connect the ProSimu control unit directly to an "old" USB port, if necessary on an additional PCI card!

5.4.1 Driver installation

The ProSimu-actuators are available in three different stroke versions: 100mm, 150mm and 200mm. For the 100mm and 150mm version there is one software-version exists for the 100mm and 150mm versions and a different version for the 200m version. Please choose the version that fits your system and install it on your PC.. You will be asked for a password during the installation. This is: **PRS**

Download 100-150mm version: <https://hidrive.ionos.com/lnk/ZgU2kBG9>

or:

Download 200mm version: <https://hidrive.ionos.com/lnk/Xu0WEfiR>

5.4.2 Virtual Com Port set up

After the driver installation (restart if necessary) please check in the Windows device manager whether you have a corresponding com port (here COM3):

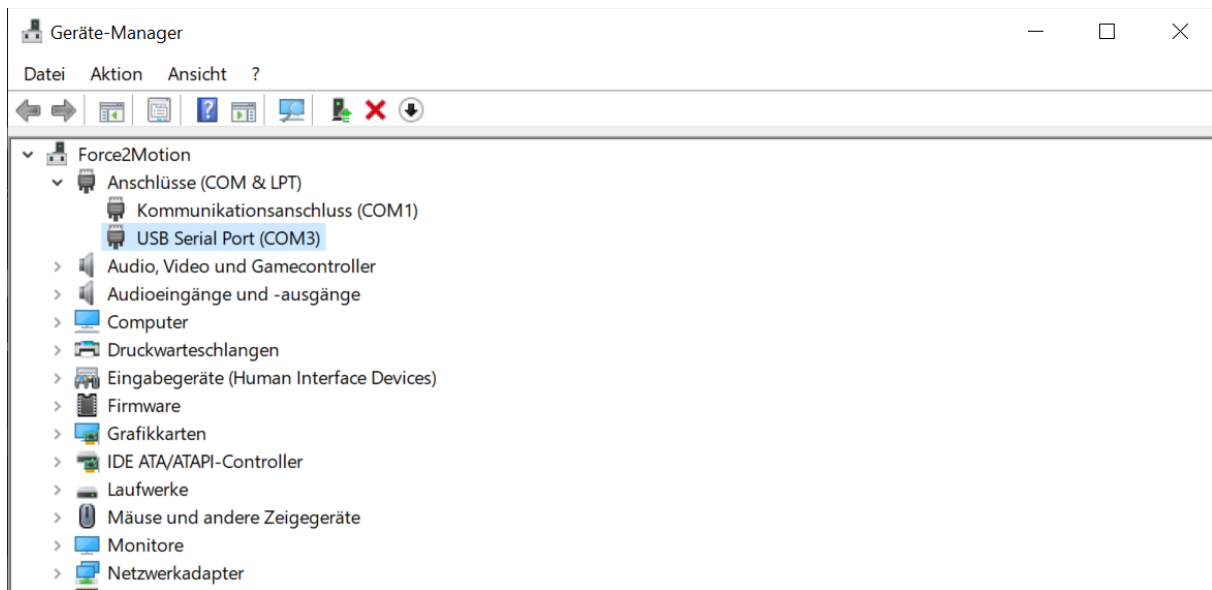


Illustration 100: Set up virtual COM port

Click with the right mouse button on Properties of the Com port:

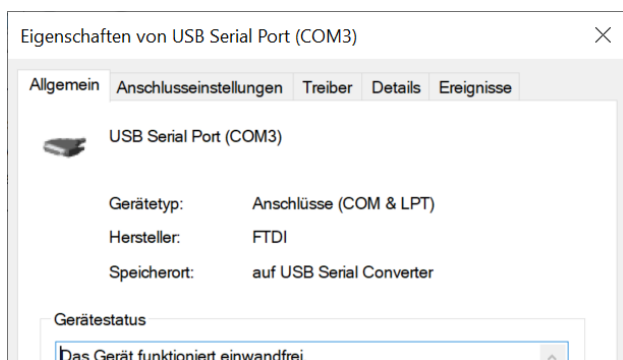


Figure 101: Set up virtual COM port

Then set the following values under "Connection settings":

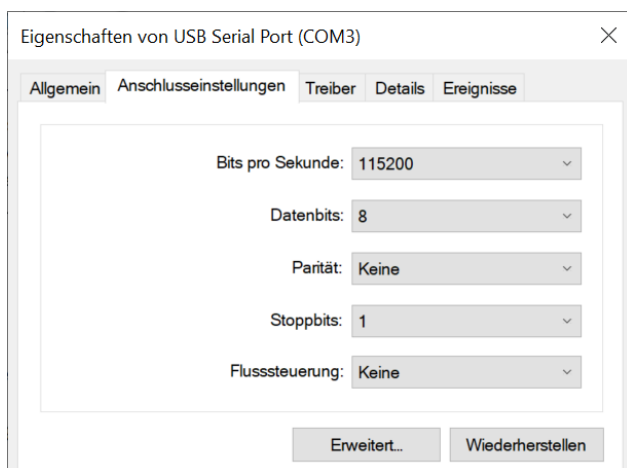


Figure 102: Set up virtual COM port

Then make the following settings under "Advanced":

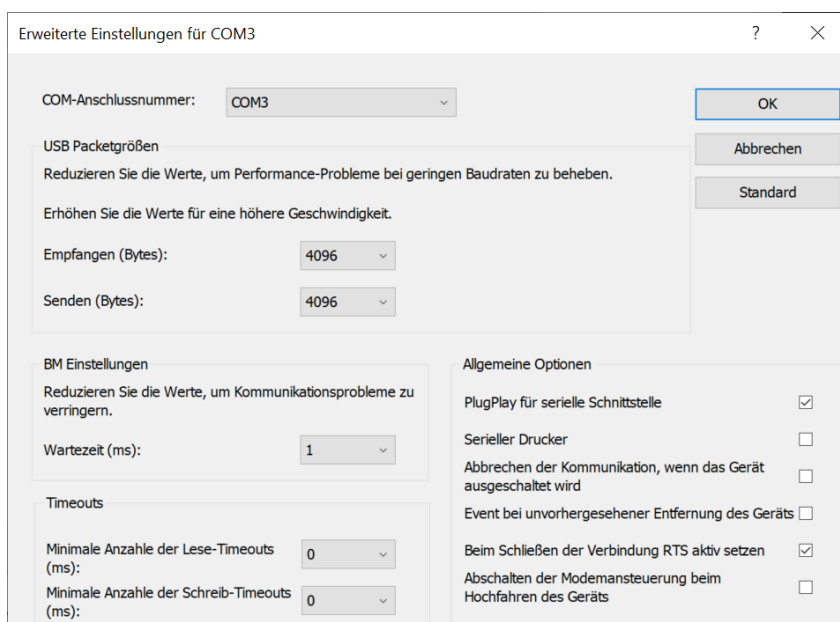


Figure 103: Set up virtual COM port

Now decide which software for the operation of the ProSimu-actuators (see introductory chapter). You only need one software (SimTools OR SimRacingStudio)!

We recommend the use of SimRacingStudio!

5.4.3 SimTools

5.4.3.1 SimTools install

Now install the software SimTools.

Use the following link: <https://hidrive.ionos.com/lnk/Fx0WkTZx>

To register, please call up the SimTools programme via START/SimTools Registration via START:

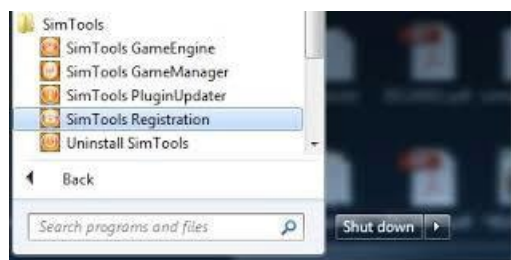


Figure 104 SimTools Registration

Enter the licence code that you received from us or that you purchased from SimTools. For keys licensed from us, please enter "contact@prosimu.com" as the e-mail address.



Figure 105 SimTools Registration

The SimTools-software consists of two parts: "Game Engine" and "Game Manager". The two modules communicate with each other in order to use the telemetry of the game and then control the actuators. It is therefore essential for the proper functioning of the simulator that both modules are started.

A manual for SimTools is here:

<https://hidrive.ionos.com/lnk/CmU2keCF#file>

5.4.3.2 SimTools set up

Start the programme SimTools - Game Engine and now set the COM port in the Interface 1, set the COM port according to your configuration:

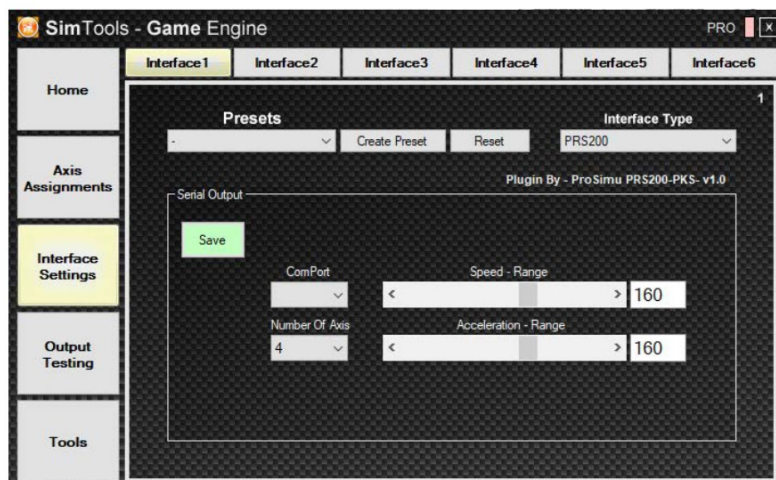


Figure 106 SimTools set up

If you have purchased the F2M Beast you have 4 actuators on the interface 1. with an original ProSimu 5MP Platform you also have the Traction Loss System at interface 2. For this you have to set up a second COM port during the installation (see previous chapter analogue).

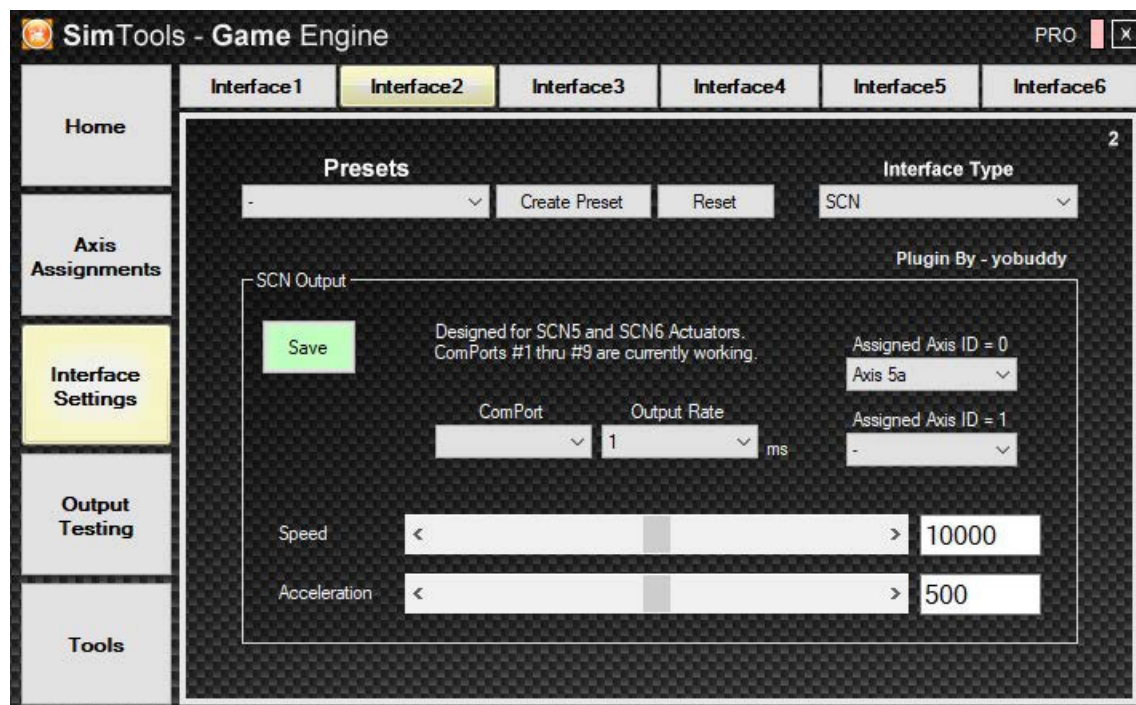


Figure 107 SimTools set up

Don't forget to save the changes with SAVE.

Once the settings have been made, the system can be tested with "Output Testing".

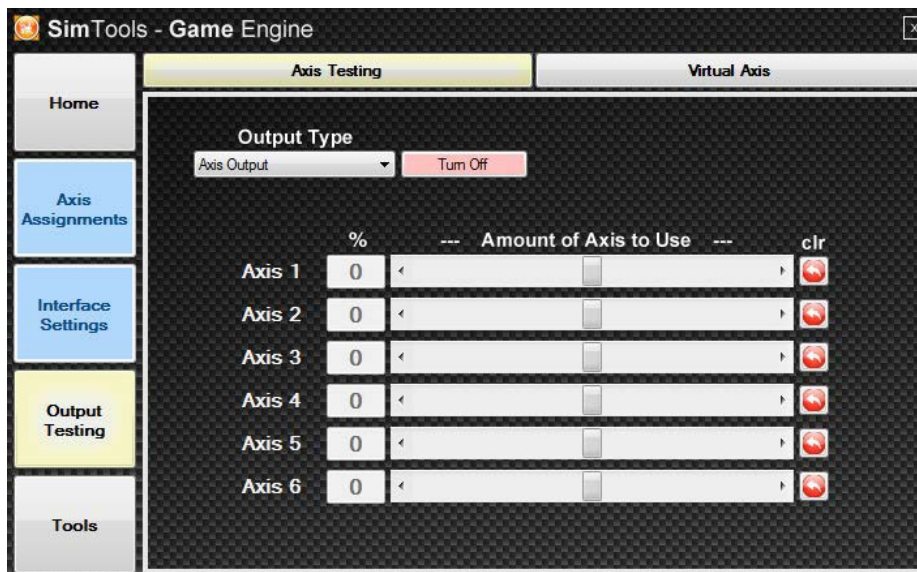


Figure 108 SimTools set up

Now you can make the settings. There are the following terms:

Road Information

- Roll= Lateral rotation: Tilt the right road or left
- Pitch= Longitudinal rotation: Mounted and driving downhill
- Yaw= Rotation around the vertical axis: Lace road

Car Information:

- Sway= Sideshift: Roll the car, leans to the right or left
- Surge= Longitudinal translation (acceleration / braking)
- Heave= Vertical translation (vertical jump effect of the car)

Extra 1 or 2 (Depending on the game): Used for the loss of rear wheel drive (traction loss) - used only for the T1000 3 or 5 motions.

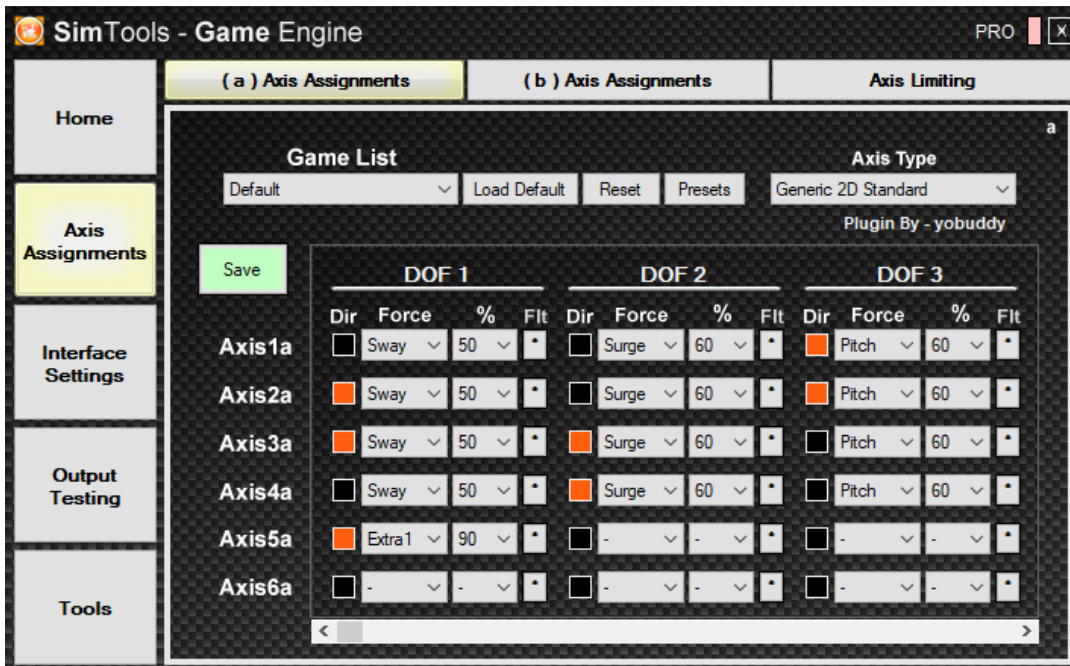


Figure 109 SimTools set up

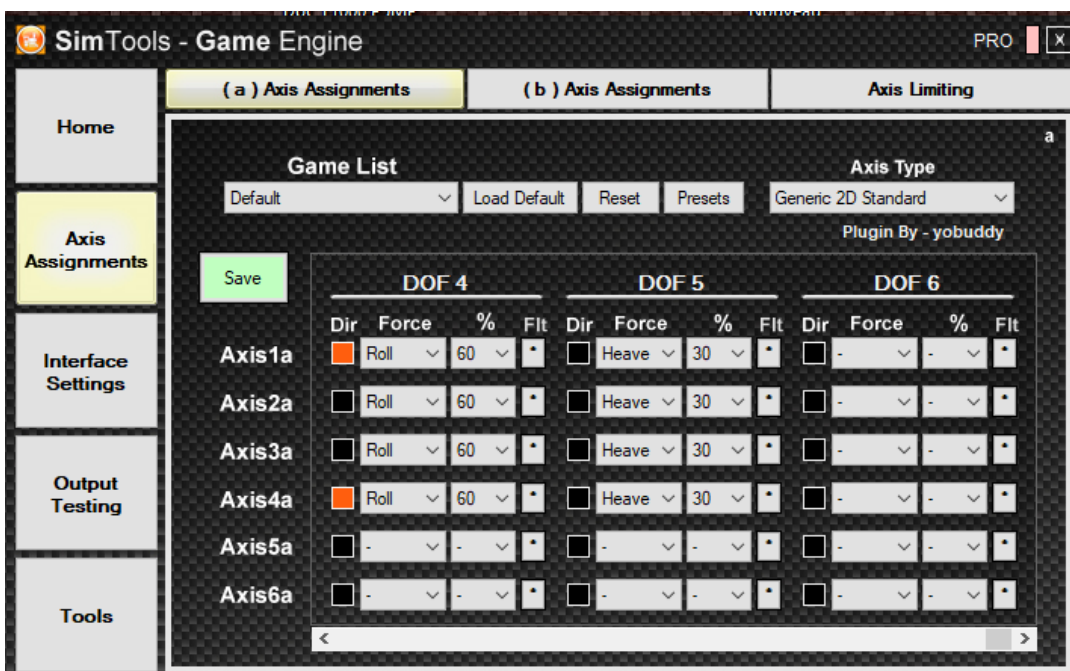


Illustration 110 SimTools set up

The default profile is very important. Every time new matches are added, the default profile is used to add and copy data to the new profile without having to re-enter it.

Save the new settings by clicking on the green "SAVE" box. This way you can change both the standard profile according to your wishes and your game profile (under "Game list"). Please remember to click on the "Save" button after each change.

Plugins for various games can be installed via the SimTools Plugin Updater. Simply drag the zip file with the plugin onto the Plugin Updater:



Figure 111 SimTools Plugin Updater

Plugins can be obtained here: <https://www.xsimulator.net/community/account/upgrades/> (not free of charge).

Starts after the installation of a plugin the SimTools Game Engine and select the corresponding game:

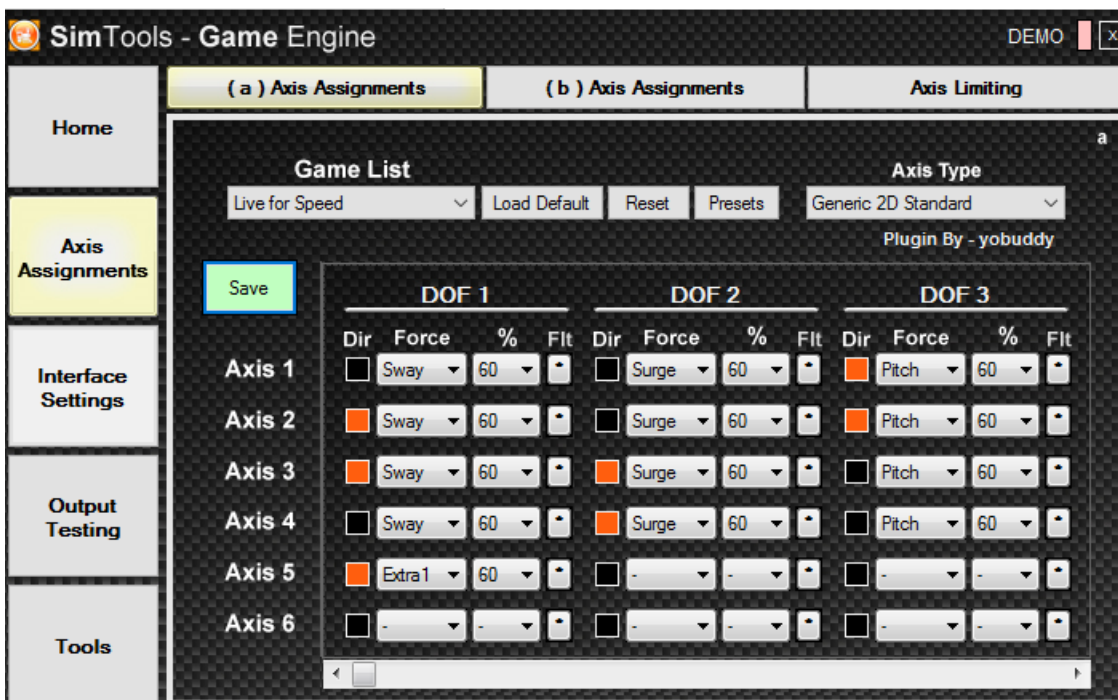


Figure 112 SimTools set up

Now start the Game Manager (in administrator mode) and select the game.

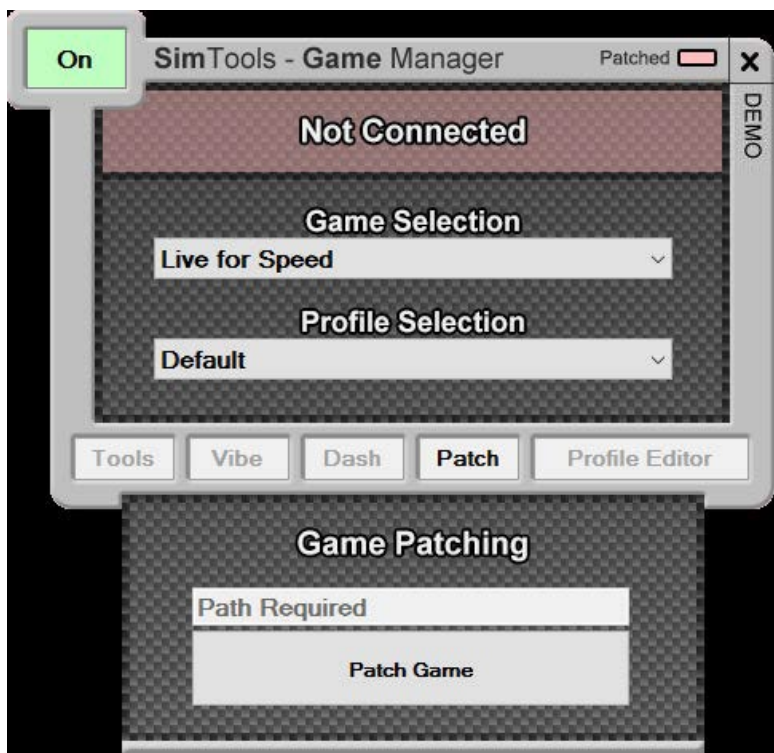


Figure 113: Patching the game

Now click on "Patch" and then "Patch Game"

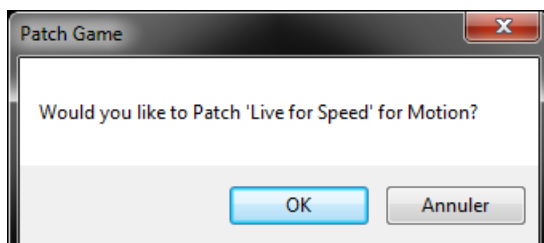


Figure 114: Patching the game

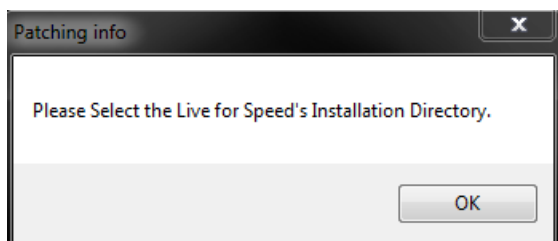


Figure 115: Patching the game

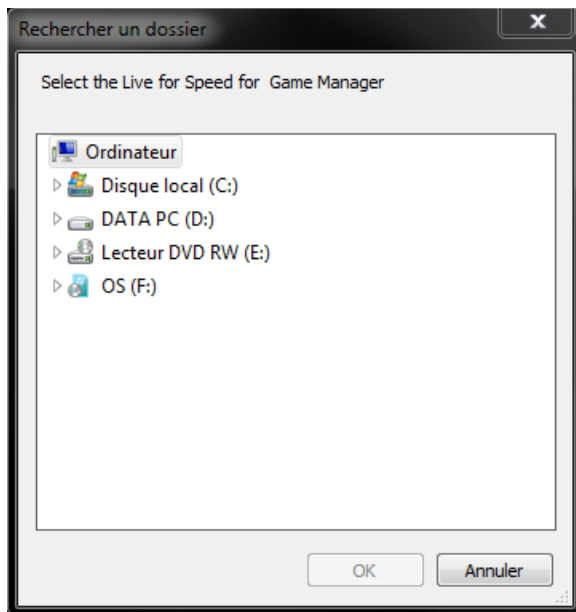


Figure 116: Patching the game

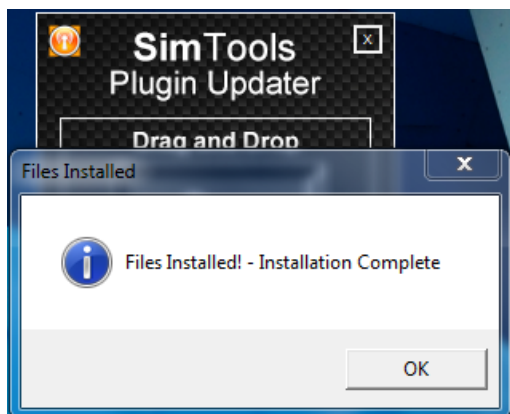


Figure 117: Patching the game

Now you can use the game.

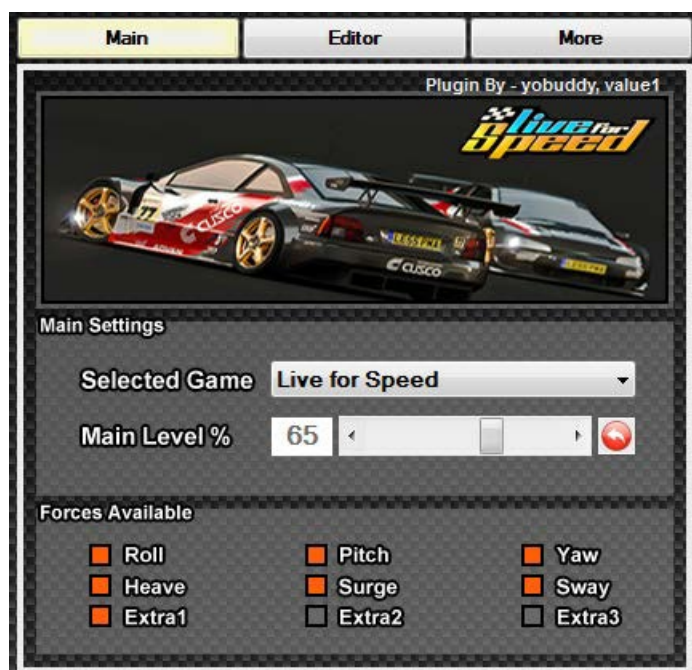


Figure 118: Use game

Further information on the use and fine-tuning of the SimTools can be found in the SimTools manual: <https://hidrive.ionos.com/lnk/CmU2keCF#file>

5.4.4 SimRacingStudio

5.4.4.1 SimRacingStudio install

With Ready2Race-packages with the Beast this software is pre-installed and licensed.

If the software is not included in your package, it can be obtained from Sim Racing Studio: <https://www.simracingstudio.com/>

You need the product "SRS License for Bass Shaker and ProSimu Motion Platform": <https://www.simracingstudio.com/product-page/srs-license-for-bass-shaker-and-prosimu-motion-platform>

So if not already done: Software download and license

5.4.4.2 SimRacingStudio set up

So that the F2M actuator set (beast) is correctly recognised, a manual modification of the INI file of SimTools must be made.

- Close SRS
- Open SRS config.ini in documents/ simracingstudio 2.0 directory in editor
- ProSimu Localise section
- Add / change the following entries:
 - [PROSIMU]
 - smoothing_threshold = 0.01
 - soft_crash_threshold = 50.0
 - boost_threshold = 15.0

- enable_dyatic_tl = no
- prs200_firmware = 3
- prs200_com_port1 = COM4
- prs200_com_port2 = ""
- real_heave = no
- dyatic = no
- Save and close ini file
- Open SRS
- For Motion ProSimu Set PRS200
- ProSimu Test system

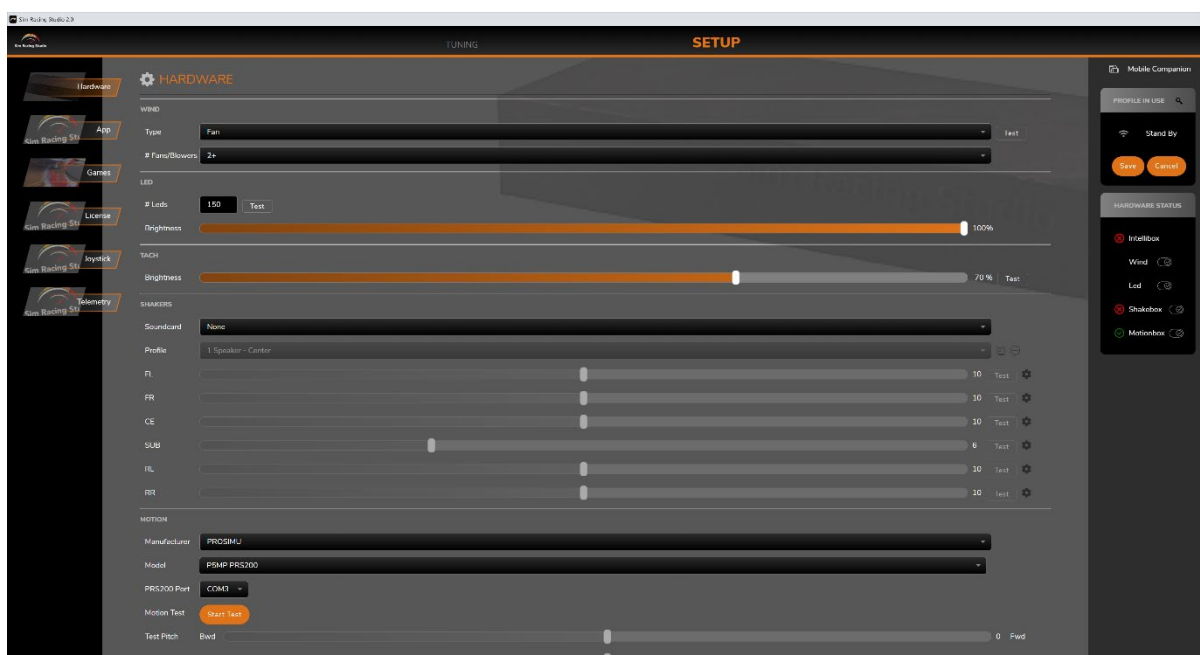


Illustration 119 SimRacingStudio set up

If the button "START TEST" is not selectable, the system is not recognised correctly and does not work. Then check the previously explained steps.

If the test was successful and the actuators have have moved, end the test and start a simulation. As soon as the simulation is active, you can pause it and return to SimRacingStudio with ALT & TAB. back. Now you can adjust the actuators in the TUNING section. The screenshots shown below do not necessarily represent a suitable configuration, as it depends on the vehicle and personal preferences. A separate profile can be created for each vehicle and route.

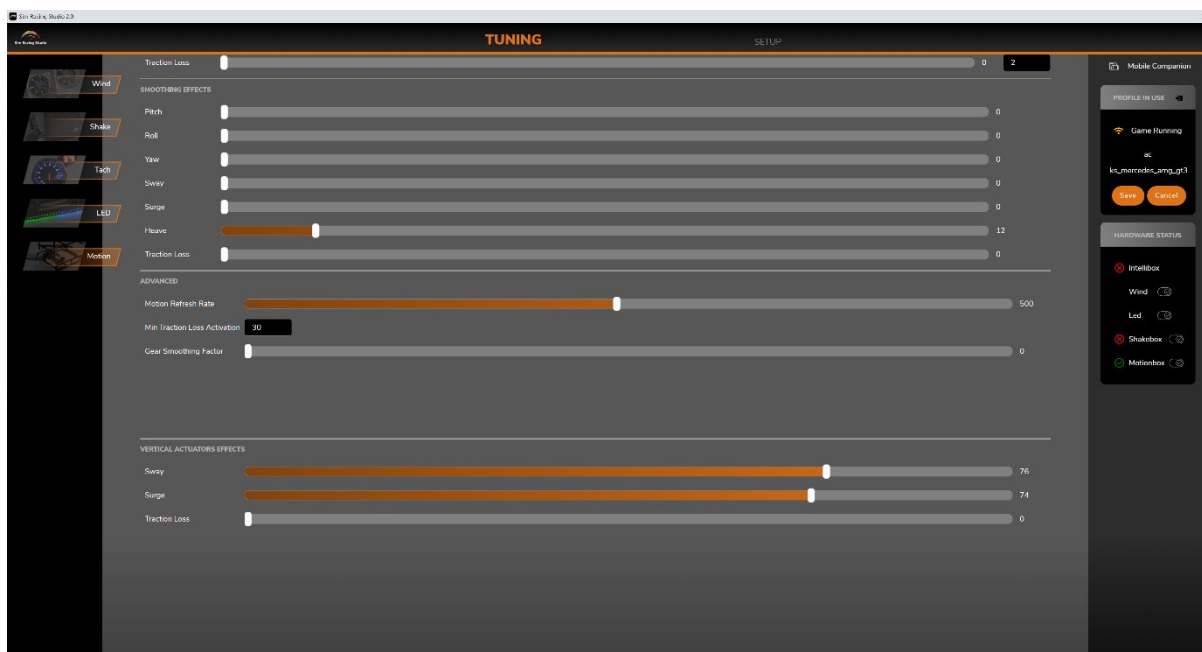


Illustration 120 SimRacingStudio set up

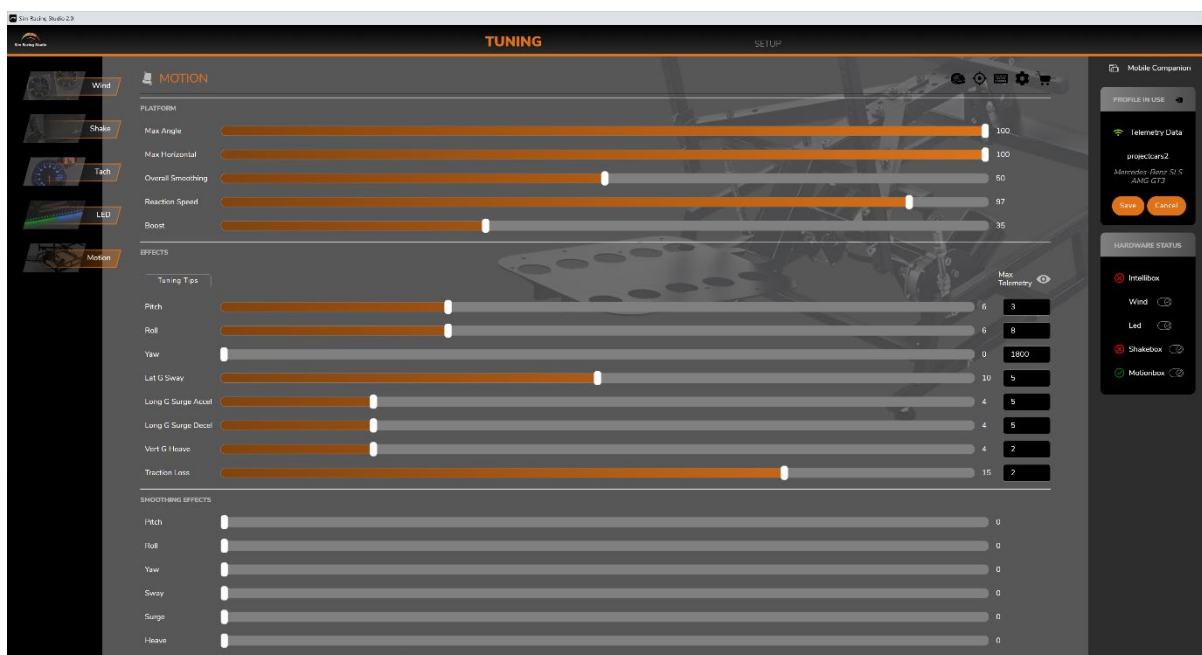


Figure 121 SimRacingStudio set up

Tip: The effects are set very strong by default. It is best to drive a few metres in the simulation and then switch to the motion software and adjust the effects to your personal taste. and adjust the effects to your personal taste. Test again until there is an effect that supports driving and does not interfere!



Figure 122 Sim Racing Studio set up

5.5 Games software

So, now we can get started. Oh yes, there was one more thing: we also need a game, or rather a simulation.

With Ready2Race-PCs, a simulation is already pre-installed and thus the system has already been tested. But buying and installing more games is not rocket science either. Most of the games are available on the Steam-platform.

Log in with your Steam-account at <https://store.steampowered.com> or - if you have not already done so - create a Steam account.

In the library you can see all the games you have already bought and in the shop you can buy new games or add expansions (DLC).

The software is downloaded to the PC after purchase and installed and started directly installed and started.

Before buying, make sure that the game you want is also supported by all motion platforms. You may have to install an update or plug-in. Here, too, Google is your friend.



5.6 Add-ons

For racing simulations there are a number of useful add-ons such as Crew-Chief, the virtual race engineer at the pit wall, who you can even ask questions (while driving), RS-Dash for telemetry data and the Content Manager for Assetto Corsa.. Just google it or look at the Ready2Race PC rummage around. Maybe you'll find something there 😊 .

5.7 VR-Glasses HP Reverb

At HP <https://www.youtube.com/watch?v=0ndEtMrgkH8> you can find a good video tutorial on how to set up the VR HP Reverb 2 glasses.

5.7.1 Key combination Windows key

When using Steam VR or Windows Mixed Reality, you must temporarily use the Windows key (e.g. with a combination +y).

If the key is not available on the keyboard, you can also use CTRL+ESC instead. However, combinations such as WINDOWS+y do not work here. In this case, the only thing that usually helps is to cancel the VR-set and put it into standby mode so that you can operate the desktop.

6 Tips and tricks



Figure 123 Tips and tricks

6.1 Entry and exit of the drivers

Drivers should NOT hold onto the steering wheel when getting in or out of the vehicle, as this puts unnecessary stress on the steering wheel and reduces its service life. They must support themselves on the cockpit or seat. seat.

Riders should use and tighten the harness as this increases the immersion effect and enhances the riding experience.

6.2 Operation of a Tripple-monitorset-up

Depending on the simulation, the setup for three monitors can be done in the game alone or a corresponding change must be made at operating system level beforehand.

6.2.1 Example Assetto Corsa (Surround mode AN)

For Assetto Corsa the NVIDIA control panel must first be the so-called Surround Mode must be activated. This is done via the NVIDIA control panel. To do this, navigate to the tab "**Surround, Configure PhysX**" and check the box "**Distribute with Surround via displays**". Then click on the "**Configure**" button, whereupon a new window opens. You may be asked to close some programmes before you can continue.

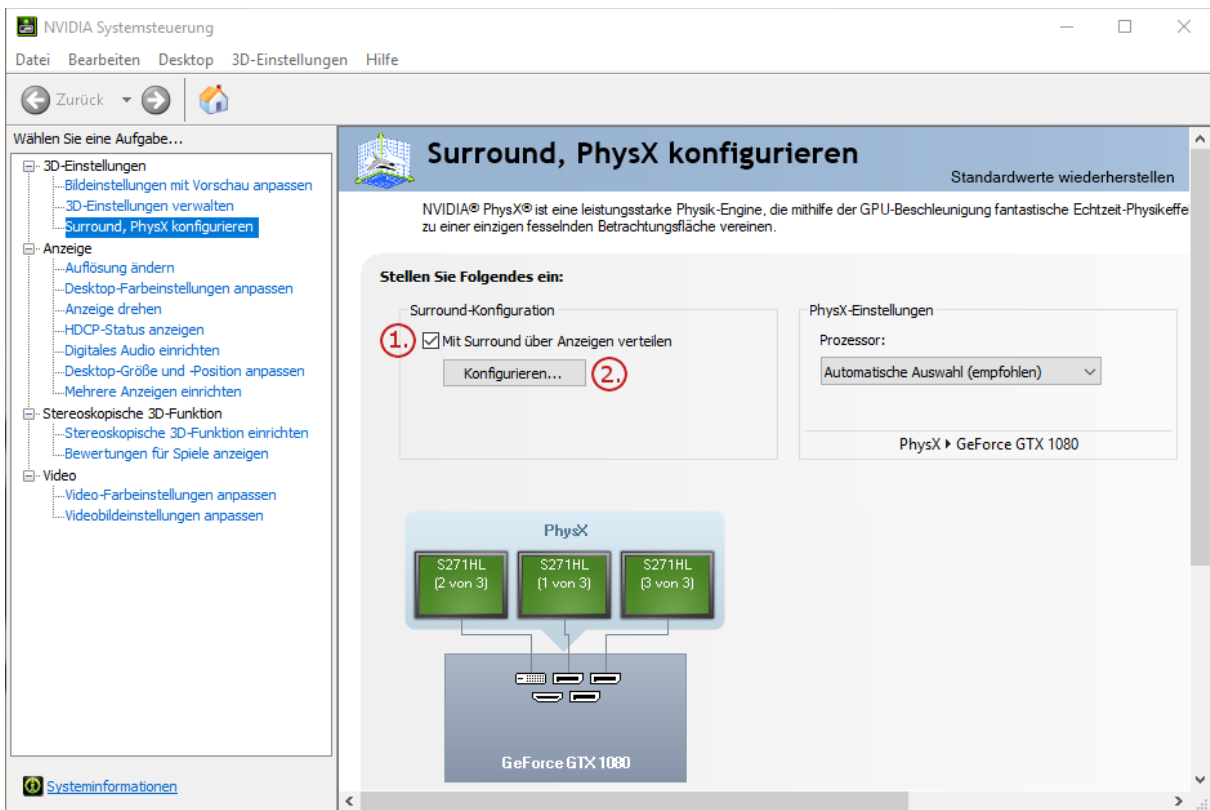


Figure 124: Configure Nvidia Surround

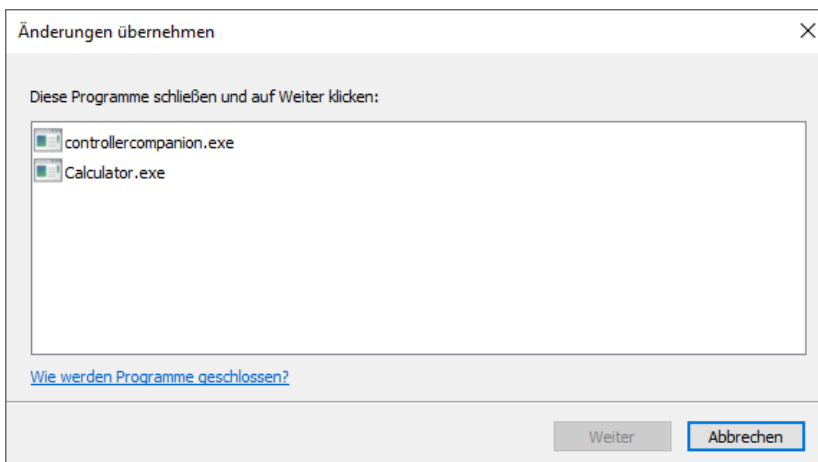


Illustration 125: Configure Nvidia Surround

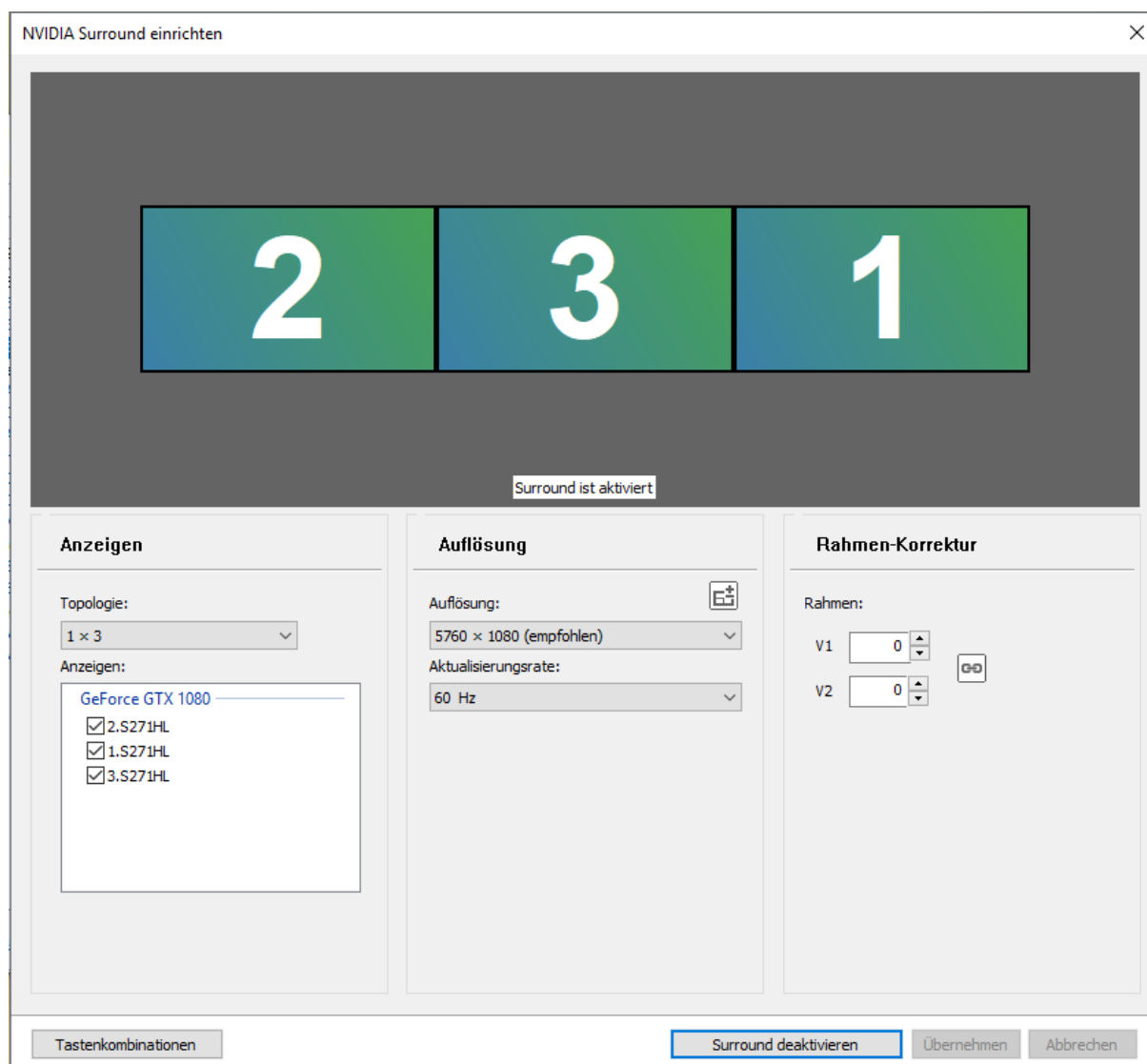


Figure 126: Aligning Nvidia Surround Monitors

In the newly opened window you can now change the arrangement of the monitors, the large white numbers help with orientation (previous settings of the screens may have been reset here).

In addition, you have the option of setting the resolution and the refresh rate of the virtual display. Once everything has been adjusted to your satisfaction, you can apply the settings and start the surround mode with **"Activate Surround"**. start. If necessary, the PC must be restarted.

If the resolution cannot be set correctly, this video may help:
<https://www.youtube.com/watch?v=vAjV40CnAeA>

The Windows-desktop now consists of a connected area of 3x1 monitors with three times the horizontal resolution of the single monitor. of the single monitor. Make sure that the refresh rate is at least 60 Hz. is at least 60 Hz.

Now, for example, in Assetto Corsa you can in the options the resolution can be changed:

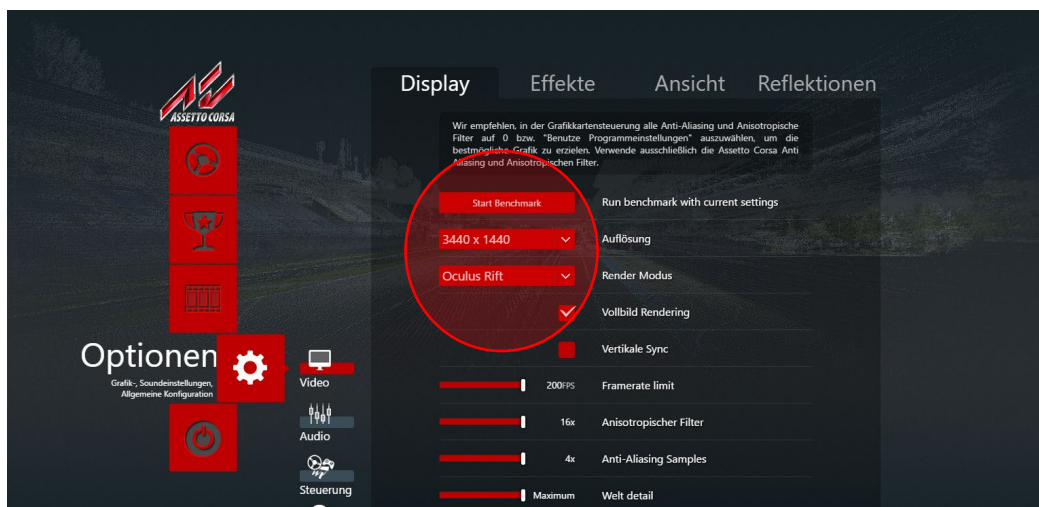


Illustration 127: Setting the resolution in Assetto Corsa

In an active session, the Tripple-monitor-setup can be adjusted. To do this, move the mouse to the right edge of the screen and click on the icon for the triple monitor setup and adjust the settings.

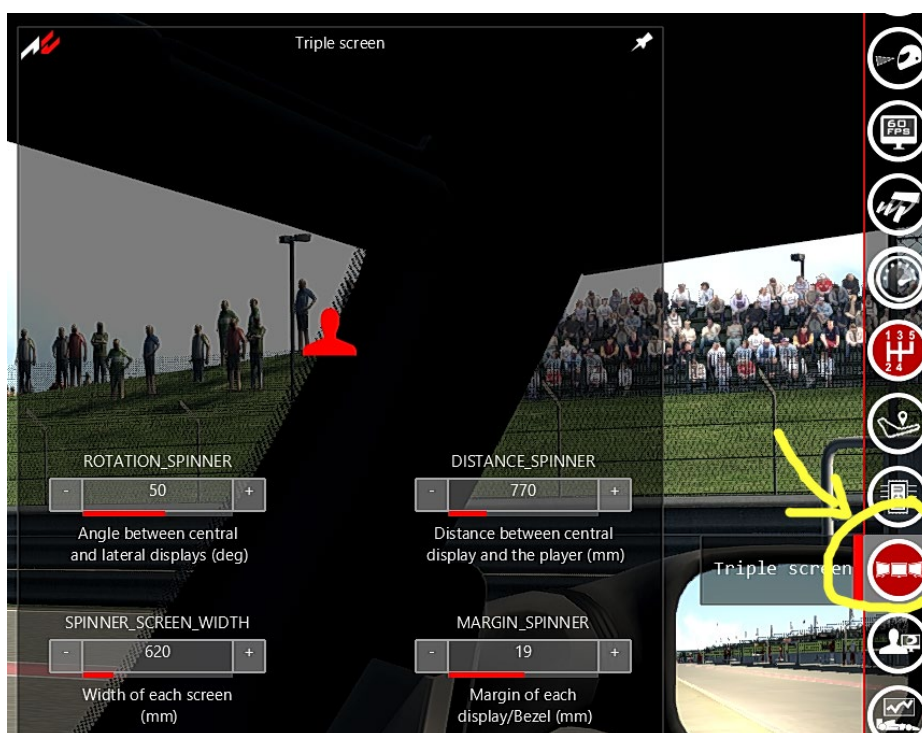


Illustration 128: Tripple Monitor settings in Assetto Corsa

6.2.2 Example Project Cars 2 (Surround mode OFF)

In the case of Project Cars2, the NVIDIA system control the so-called surround mode must first be deactivated (if previously activated) via the NVIDIA control panel (see previous chapter).

If three monitors are detected (without surround), the menu item is activated and the configuration of the monitor set can be carried out there.-set can be carried out:

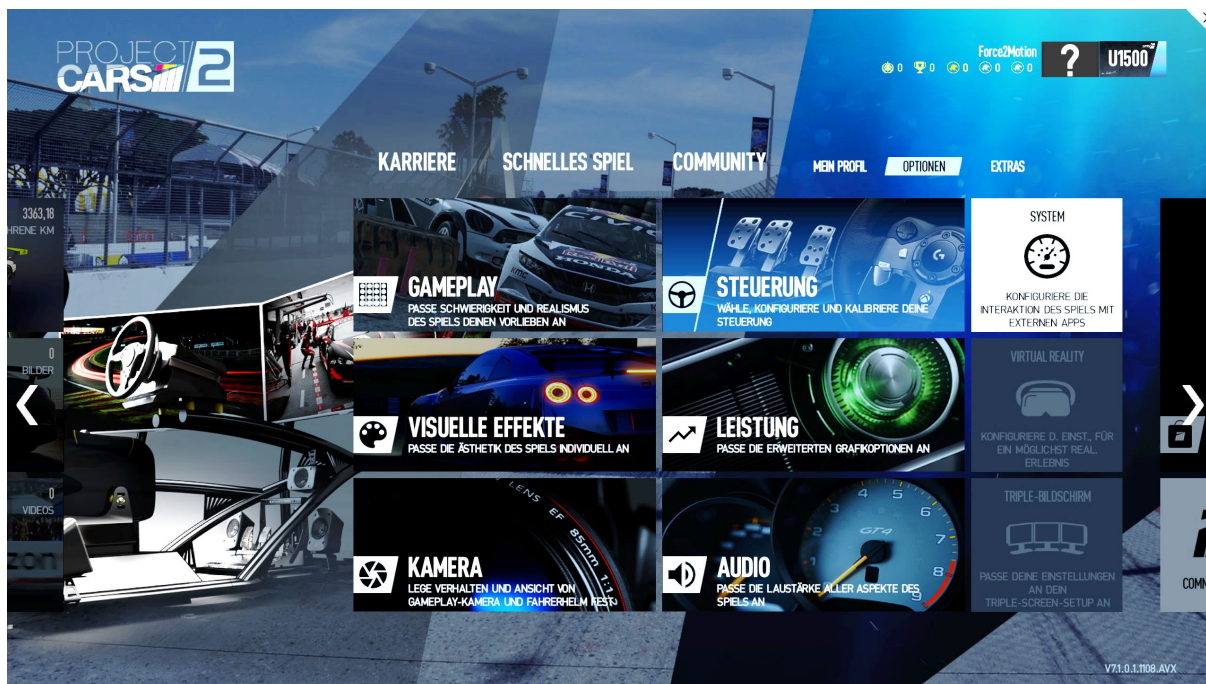


Figure 129 Tripple-Monitor setup in Project Cars2

6.2.3 Settings for Dirt Rally 2.0

In some simulations the SimRacingStudio-software collides with the Platform Manager and either only one motion system is activated or both are not activated. In this case, the following remedy will help (also for similar games):

Check whether SW version ≥ 2.109 is installed.

2. use the following minimal configuration in the XML file:

```
<motion_platform> <udp extradata="3" enabled="true" delay="1" port="20777" ip="127.0.0.1"/> </motion_platform>
```

3. configure SimRacingStudio to use port 20778.

Configure the platform manager to use port 20777.so that it uses port 20777.

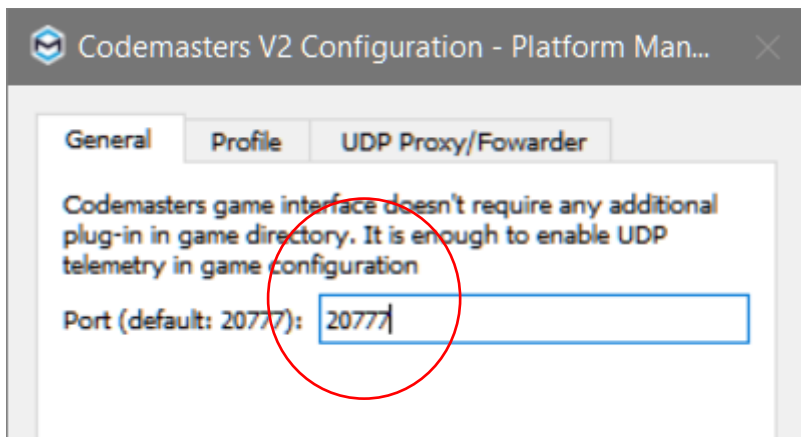


Illustration 130: Dirt Rally 2.0 settings

5. in the Platform Manager Set a proxy that forwards the data to 127.0.0.1:20778.

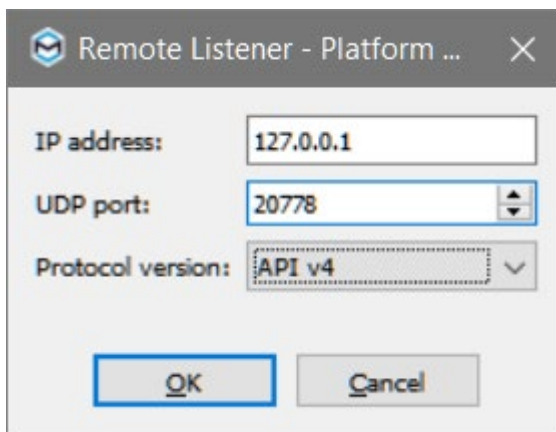


Figure 131: Dirt Rally 2.0 settings

Open "configuration" in "profile details" and set the following setting:

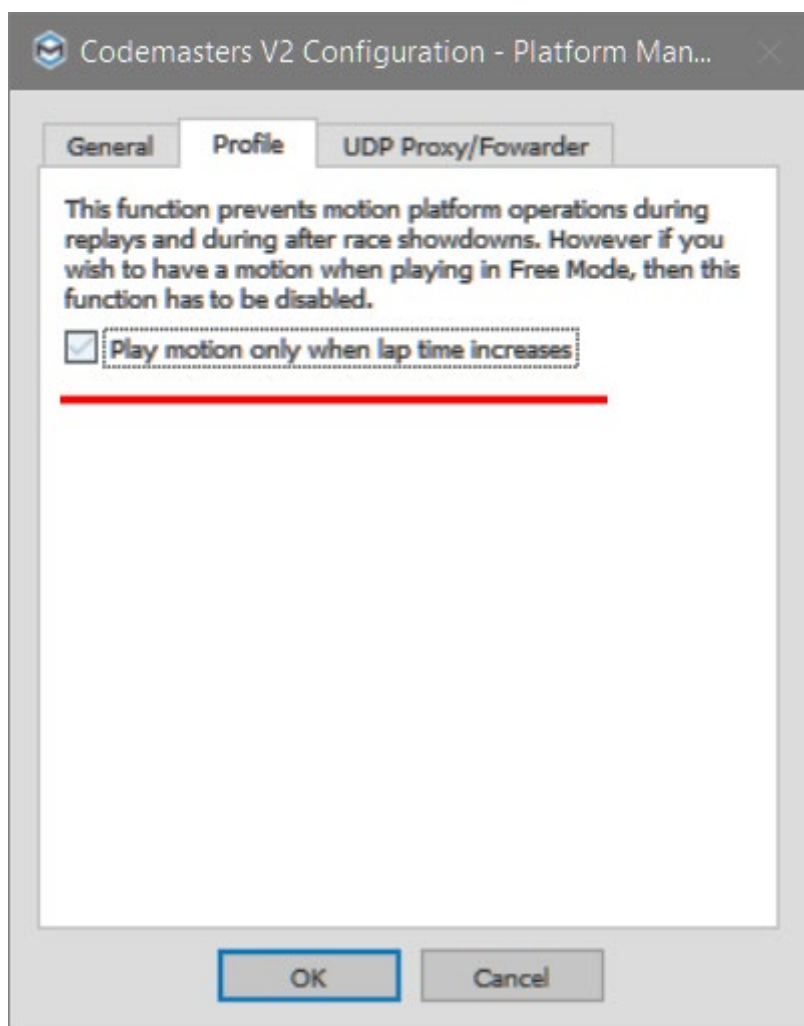


Figure 132: Dirt Rally 2.0 settings

6.3 Windows-Activation

Please enter your e-mail address in your Windows-account or log in to the PC with your with your Windows account, so that there is a correct allocation to your licences.

Then activate Windows if you have not already done so, so that all of Windows (incl. updates) can be used.

6.4 Updates

It is recommended to install all updates from time to time (e.g. once in the middle of the month after Microsoft Patch Day).

The same applies to graphics card drivers, Steamgames, motion platforms, etc.. Welcome to the Windows-world! It never gets boring.

Attention: The installation of updates is at your own risk!

6.5 Changing the loudspeaker output

Via the loudspeaker symbol at the bottom right of the tray next to the clock, you can select the desired output device for the sound output. Important: Change this before you start a race session!

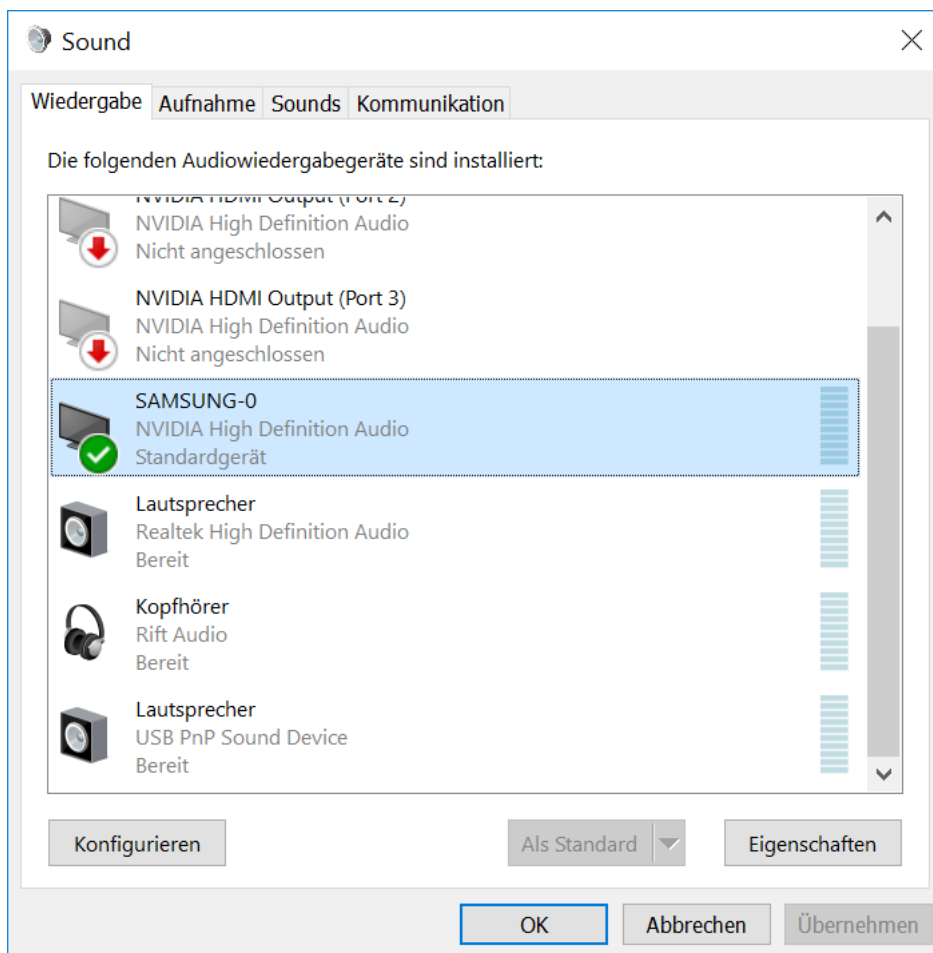


Figure 133: Changing the loudspeaker output

You can use as output the monitor (Samsung), the headset (loudspeaker) or the headphones of the of the VR-goggles (here Rift Audio).



6.6 Trouble-Shooting

If something does not work as expected, please check:

- Power supply available (main switch on, indicator light on switch lit)?
- PC switched on?
- Monitor switched on? Correct HDMI-input selected?
- Motion-Platform switched on (On-Off on Motion-Platform on? Emergency-Off off?)
- Fanatec Wheel Base switched on (START illuminated)?
- Windows booted up cleanly?
- Network connection available (Internet)?
- Oculus programme launched?
- Platform Manager started?
- Game started?
- No sound? Correct sound output selected?
- Correct graphics option selected in Assetto (VR Oculus Rift or 1 monitor)?

If a component no longer works, also check whether a cable connection has come loose.

In addition, it often helps to take a look at the Windows Device Manager or the Game Control to find out whether a control is recognised by Windows at all or whether it is no longer configured correctly.

Please note: We use quiet-running fans from BeQuiet, among others. However, intensive use of the fan in simulations and games can result in increased fan noise because the CPU and graphics cards have to be cooled sufficiently.

6.7 Build your own cable box

If you want, you can build a cable box (like the one in our showroom), behind which PC, ProSimu-control and the whole tangle of cables can be hidden. Here are the instructions for building it yourself:

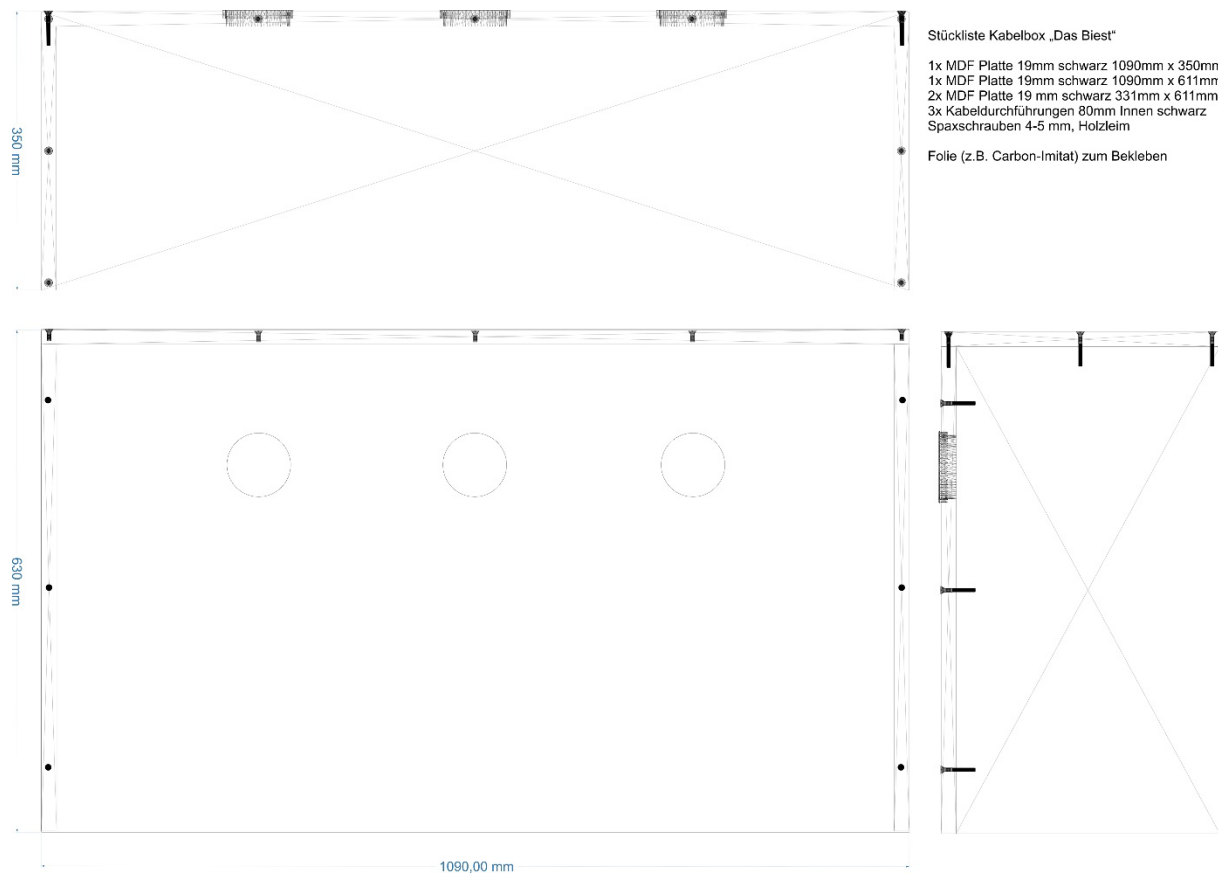


Figure 134: Building a cable box yourself

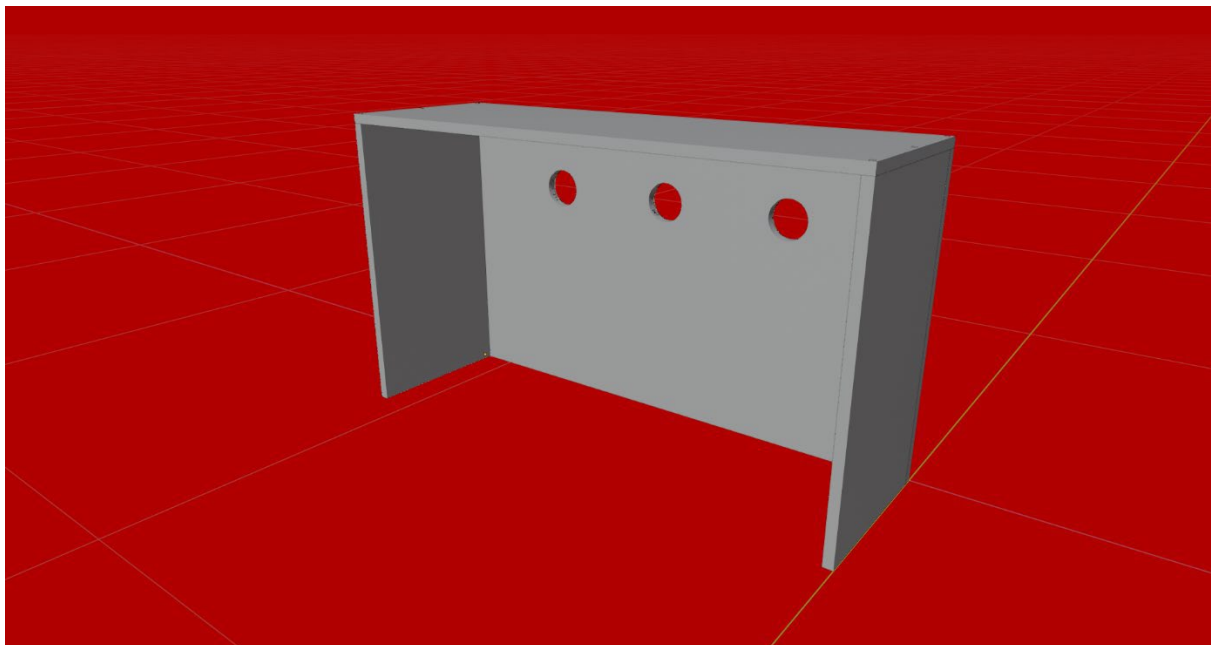


Illustration 135: Building a cable box yourself

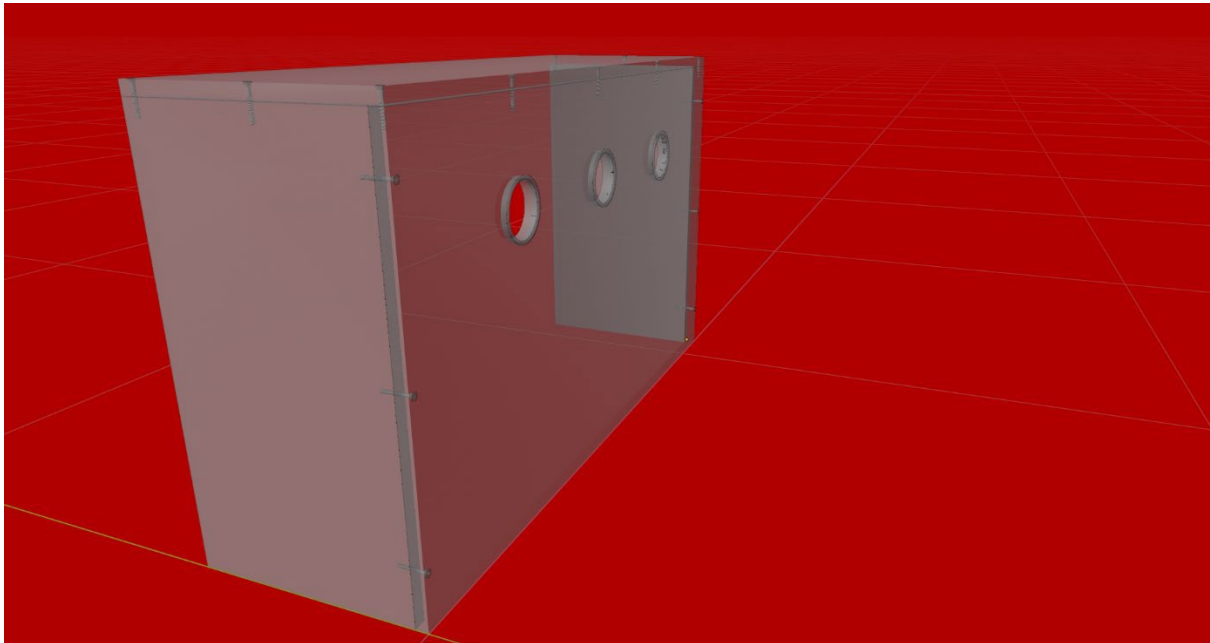


Figure 136: Building a cable box yourself

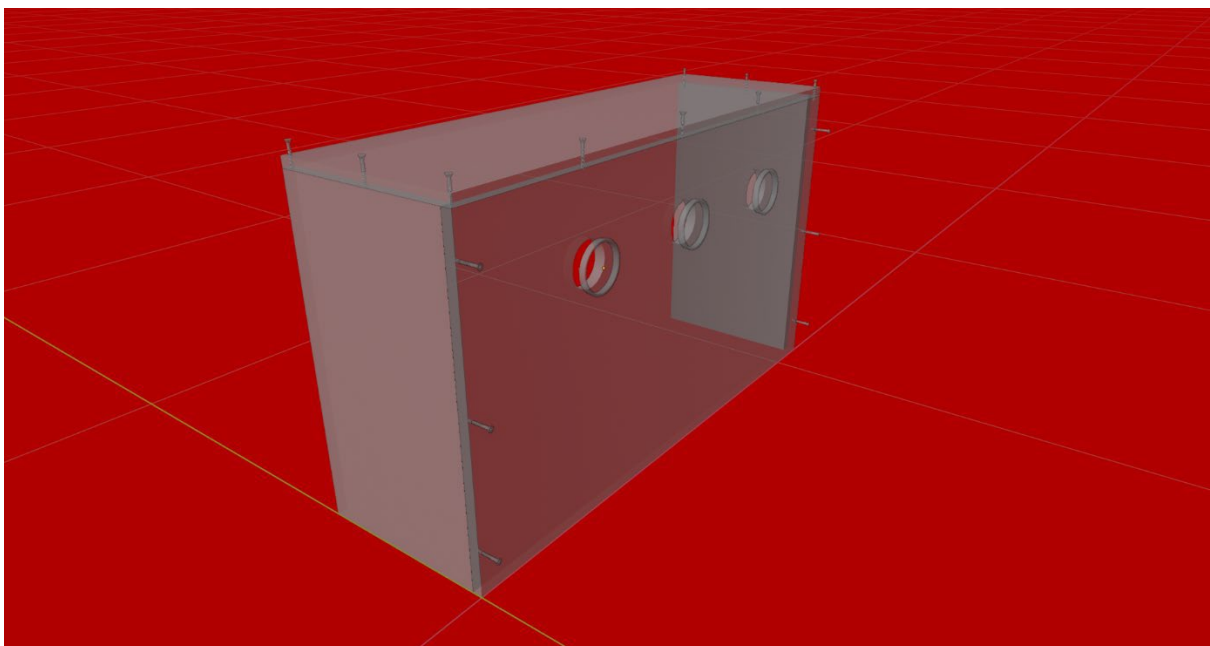


Figure 137: Building a cable box yourself

7 Quickstart



Illustration 138 Checklist for the take-off

- Switch on all units:
 - Motion Platforms (Emergency stop - unlock if available)
 - Monitor(e) switch on
 - Wheelbase switch on
 - Sound system Switch on externally
 - Buttkicker switch on
 - PC Switch on and boot up
 - Select the desired sound output (monitors via HDMI, external sound system).external sound systemheadphones or VR-goggles)
- Monitor configuration (Tripple-setup) if necessary:
 - For Assetto Corsa NVIDIA Surround must be activated (trippel screens are screens are combined into one screen with e.g. 12288 x 2048 pixels); check the arrangement of the monitors (1-2-3) in the NVIDIA control panel and adjust if necessary.
 - For most other simulations for Tripple-monitor-In the display settings, "expand" NVIDIA Surround off and desktop to all three monitors; check the arrangement of the monitors (1-2-3) and adjust if necessary.
 - When using a VR-headset software Mixed Reality VR for Windows start and have the glasses ready
- SimRacingStudio (for ProSimu-actuators) start - if not already in the autostart
- NLR Platform Manager for V3 and Traction Plus Start (usually in the tray) and select the desired game.
- Start simulation (if using VR goggles: Put on goggles now)
- Drive or fly

For Assetto Corsa in the simulation: Under Options/Video/Rendermode: VR Early Support select VR goggles and 3840x2048 - select Tripple-In the Surround View setup,



select 3 monitors and 12288x2048. In the active racing session, you can adjust the Triple Setup using the icons on the right edge of the screen.

Tip: Assetto Corsa is sometimes somewhat unstable and loads relatively slowly. More stability and faster loading times can be achieved with the Assetto Content Manager (usually pre-installed) or obtained from <https://assetto corsa.club/content-manager.html>.

8 Declaration of conformity



This device complies with the essential requirements and other relevant regulations of the EMC Directive 2014/30 / EU.-Directive 2014/30 / EU, the Low Voltage Directive 2014/35 / EU, the Machinery Directive 2006/42 / EC and the RoHS Directive 2011/65 / EU.

Further declarations of conformity of individual products can be found in the manuals of the corresponding devices.

8.1 Declaration of Conformity for the Motion Platform V3



Declaration of Conformity

Address: Motion Systems
ul. Duńska 13/07, 54-427 Wrocław, Poland

Product model: HS-203 Compact Motion System R3.0

The product complies with the requirements of following European directives:

2014/30/EU	Electromagnetic Compatibility Directive
2014/35/EU	Low Voltage Directive
2006/42/EC	The Machinery Directive
2011/65/EU	Restriction of Hazardous Substances Directive

The declaration of conformity is issued under the sole responsibility of the manufacturer.

Compliance was proved by the application of the following standards:

EMC:	EN 55022:2010 EN 61000-3-2: 2006 + A1: 2009 + A2: 2009 EN 61000-3-3: 2008
Safety:	EN 60950-1:2006 + A11:2009 + A12:2011 +A1:2010 +A2:2013
RoHS:	EN 50581: 2012

Year of CE marking: 2016

Wrocław, 2016.11.02



MotionSystems

Motion Systems Michał Stanek
ul. Duńska 13.07, 54-427 Wrocław
NIP: 886-256-36-27 Regon: 022216496
www.MotionSystems.eu

8.2 Declaration of Conformity for the Traction Plus System



Declaration of Conformity

Address: Motion Systems
ul. Duńska 13, 54-427 Wrocław, Poland

Product model: HS-210 Motion Platform R1.2

The product complies with the requirements of following European directives:

2014/30/EU Electromagnetic Compatibility Directive

2014/35/EU Low Voltage Directive

2006/42/EC The Machinery Directive

2011/65/EU Restriction of Hazardous Substances Directive

The declaration of conformity is issued under the sole responsibility of the manufacturer.

Compliance was proved by the application of the following standards:

EMC: EN 55022:2010
EN 61000-3-2: 2006 + A1: 2009 + A2: 2009
EN 61000-3-3: 2008

Safety: EN 60950-1:2006 + A11:2009 + A12:2011 +A1:2010 +A2:2013

RoHS: EN 50581: 2012

Year of CE marking: 2019

Wrocław, 2019.07.15



MotionSystems

Motion Systems Michał Stanek
ul. Duńska 13, 54-427 Wrocław
NIP: 886-256-36-27 Regon: 022216496
www.MotionSystems.eu

8.3 Declaration of Conformity for the ProSimu Components



ProSimu
16 rue du Quai
59110 La Madeleine

Tel: +33662332450
e-mail: contact@prosimu.com
Web: www.prosimu.com

Declaration of Incorporation

(Translation of the Declaration of Incorporation)

As defined by the EC Machinery Directive 2006/42/EC, Appendix II B

Doc.-Nr.: 2101

Date: 10.5.2017

hereby declares that the partly completed machinery

Name: Linear Units, Electrical cylinders

Type: PRS

Satisfies the following essential requirements of Machinery Directive 2006/42/EC in accordance with the chapter numbers in Appendix I:

General principle no. 1.												
1.1.2	1.1.3	1.1.5	1.2.1	1.3.2	1.3.3	1.3.4	1.3.7	1.3.9	1.5.1	1.5.2	1.5.4	1.5.5
1.5.6	1.5.8	1.5.13	1.5.15	1.6.1	1.7.2							

The requirements are fulfilled provided that the data in the product documentation (fitting instructions, operating instructions, project management and configuration documents) are implemented by the product user. The requirements of Appendix I to the machinery Directive 2006/42/EC not mentioned here are not applied and have no relevance for the product.

It is also declared that the special technical documents for this partly completed machinery have been compiled in accordance with Appendix VII, Part B. These are transferred on request to the market surveillance body in paper-based/electronic format.

Conformity with the provisions of further EU Directives, Standards of Specifications:

EMV-directive 2004/108/EG,
EN ISO 12100-1:2003, EN ISO 12100-2:2003, EN 14121-1:2007

The partly completed machinery may only be put into operation when it has been established that the machine into which the partly completed machinery is to be incorporated conforms to the provisions of EC Machinery Directive 2006/42/EC, where relevant according to this directive.

Date: 10.05.2017

KJOSENSEK PATRIZEN



PROSIMU.COM 3082332450
16 RUE DU QUAI
59110 LA MADELEINE
SIRET:4016307580831116

We reserve the right to make changes to the content of the Declaration of Incorporation. Current issue on request.



EC Declaration of Conformity

Product Name: AC Servo Motor Drive

Rev.15

Product identification (catalogue number): A2 & A2R series
See appendix for details

are in conformity with the provisions of the following EC Directive(s) when installed in accordance with the installation instructions contained in the product documentation:

We declare under our sole responsibility that the product

2014/35/EU Low Voltage Directive (LVD)

2014/30/EU Electromagnetic Compatibility Directive (EMC)

is herewith confirmed to comply with the requirements set out in the Council Directive(s) for electrical equipment used within certain voltage limits. For the evaluation of the compliance with the Directive(s), the following standards were applied:

LVD : EN 61800-5-1:2007

EMC : EN 61800-3:2004/A1:2012

The object of the declaration described above is in conformity with the Union harmonization legislation: Directives 2006/95/EC and 2004/108/EC (until April 19th, 2016) and Directive 2014/35/EU and 2014/30/EU (from April 20th, 2016).

The following manufacturer/authorized representative is responsible for this declaration:

Delta Electronics, Inc.

(Company Name)

No. 18, Xinglong Rd., Taoyuan City 33068, Taiwan.

(Company Address)

Person responsible for making this declaration:

Brad Wang

(Name)

Industrial Automation Business Group / QE Manager

(Position/Title)

886-3-362-6301 / 886-3-362-7267

(TEL / FAX)

TAIWAN

(Place)

Nov. 30th, 2016

(Date)

Brad. wang

(legal Signature)

The First CE Taken Date on Nov. 5th, 2008
Rev.01 was issued on Nov. 5th, 2008
Rev.02 was issued on June 18th, 2010
Rev.03 was issued on July 26th, 2010
Rev.04 was issued on Feb. 10th, 2011
Rev.05 was issued on Feb. 11th, 2011
Rev.06 was issued on Oct. 20th, 2011
Rev.07 was issued on Aug. 6th, 2012
Rev.08 was issued on Dec. 21st, 2012
Rev.09 was issued on Feb. 8th, 2013
Rev.10 was issued on March. 26th, 2013
Rev.11 was issued on July.3rd, 2013
Rev.12 was issued on May. 27th, 2014
Rev.13 was issued on April.7th, 2016
Rev.14 was issued on May 24th, 2016



EC Declaration of Conformity

Product Name: AC Servo Motor

Rev.16

Brand Name: Delta

Product identification (catalogue number): ECMA series

See page 2-10 for details

are in conformity with the provisions of the following EC Directive(s) when installed in accordance with the installation instructions contained in the product documentation:

We declare under our sole responsibility that the product
2006/95/EC Low Voltage Directive (LVD)

is herewith confirmed to comply with the requirements set out in the Council Directive(s) for electrical equipment used within certain voltage limits. For the evaluation of the compliance with the Directive(s), the following standards were applied:

LVD : EN60034-1:2010/AC:2010

The following manufacturer/authorized representative is responsible for this declaration:

Delta Electronics, Inc. 31-1 Xingbang Road, Guishan Industrial Zone, Taoyuan County 33370, Taiwan
(Company Name) (Company Address)

No.1688,Jiangxing East Road, Wujiang Eco & Tech Development Zone, Wujiang City, Jiangsu., People's Republic of China, Post code: 215200
(China Plant Address)

31-1 Xingbang Road, Guishan Industrial Zone, Taoyuan County 33370, Taiwan
(Taiwan Plant Address)

Person responsible for making this declaration:

Sean Chang
(Name)

Industrial Automation Business Group / Senior Director
(Position/Title)

886-3-362-6301 / 886-3-362-7267
(TEL / FAX)

Feb. 18, 2014
(Date)

Sean Chang
(legal Signature)



The First CE Taken Date on Jan. 24th, 2007
Rev.01 was issued on Jan. 24th, 2007
Rev.02 was issued on Apr. 17th, 2008
Rev.03 was issued on Oct 9th, 2008
Rev.04 was issued on Oct. 22th, 2008
Rev.05 was issued on Mar. 30th, 2010
Rev.06 was issued on Jul. 15th, 2010
Rev.07 was issued on Oct. 29th, 2010
Rev.08 was issued on Oct. 15th, 2010
Rev.09 was issued on Jan. 13th, 2011
Rev.10 was issued on Feb. 17th, 2011
Rev.11 was issued on Jan. 20th, 2012
Rev.12 was issued on Aug. 08th, 2012
Rev.13 was issued on Sep. 06th, 2012
Rev.14 was issued on Jan. 07th, 2013
Rev.15 was issued on Oct. 29th, 2013

9 Maintenance

9.1 Cleaning and lubricating



Figure 139: Maintenance

Use only a soft, dry cloth Use only a soft, dry cloth to clean the appliance. Never use solvents or cleaning agents that attack aluminium, steel or plastic.

Rod ends may need extra lubrication if the connecting rods cannot move freely or if they make squeaking sounds or knock. During the production process, all rod ends are lubricated, but the lubrication may disappear for various reasons.

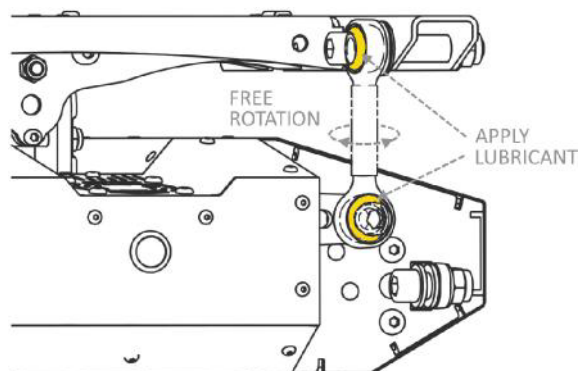


Illustration 140: Maintenance V3



1. Pull out the mains plug.
2. Check that the connecting rod can be turned freely by hand and that no noise is produced.
3. Rotate the connecting rod to different positions and apply lubricant onto the ball joint (marked in YELLOW on the picture).
4. Repeat the above steps until the problem is is solved.

Recommended lubricants:

- Lubricant Silicone based
- Ball joint lubricant (for motor vehicle purposes)
- WD-40 or other similar products

9.2 Screw connections

Moving or moving parts and components that are exposed to changing loads and pressure (e.g. pedals, steering wheels) tend to loosen screw connections after some time of operation. Therefore, all screw connections should be checked from time to time and tightened if necessary. Please use suitable torques. **Old wrenching wisdom: After "tight" comes "off"!**

9.3 Cable

Please check from time to time that cables and their insulation are not worn through, especially at transitions and edges. Replace if necessary and use cable protection.

10 Environmental information and disposal



When the crossed-out symbol appears on the product, it means:

Do not dispose of electrical appliances as unsorted municipal waste, but use separate collection facilities. Contact your local authority for information on available collection systems. If electrical equipment is disposed of in landfills, hazardous substances may enter groundwater and the food chain, affecting health. Please contact your local or regional waste management authority for more information on collection, reuse and recycling programmes.

11 Warranty- and warranty information

This appliance is sold with a 2-year warranty from the date of purchase for private use.

For commercial customers a warranty and guarantee of 1 year from the date of purchase.

Within the warranty period, the product will be repaired or replaced free of charge (without on-site service).

The warranty period does not start anew if the product is repaired or replaced. The legal rights against the seller are not affected or limited by this guarantee. or limited by this warranty.

This warranty does not cover improper use or operator error.

Pagnian Imported Pty Ltd, Pagnian UK Limited, Pagnian Americas, Next Level Racing, Force2Motion (Käfer IT Systeme e.K.), ProSimu or Motion Systems shall not be liable for any indirect, incidental or punitive damages arising out of the use of this product.

This limited warranty does not cover improper use, unauthorised modifications and external causes such as natural disasters.

This warranty does not cover normal wear and tear of the platform or products operated in conjunction with the platform.

12 Support



Figure 141: Contact support

Before contacting support switch off the entire system, wait 15 minutes and test it again.

If the heat protection has been activated (i.e. the unit became too hot), the unit switches off for at least 15 minutes.

Please also check all check.

If you need further help, please do not hesitate to contact the technical support. technical support.



Warranty service and repairs should be carried out by Force2Motion or a specialist company authorised by the manufacturer.

12.1 The 50% tip

Many problems around PCs and complex technical devices can be solved as told in the following joke:

A mechatronics engineer, an electrician and a computer scientist are driving in a car and break down.

The mechanic says: "Come on, let's get out and have a look. It's definitely something with the mechanics".

The electrician says: "Come on, let's get out and have a look. It's definitely something with the electrics".

The computer scientist says: ""Come on, let's get out and get back in. Maybe then it will work again".

In fact, 50% of all IT problems can be solved this way. For the rest, you have to go deeper (pun).

12.2 Remote maintenance

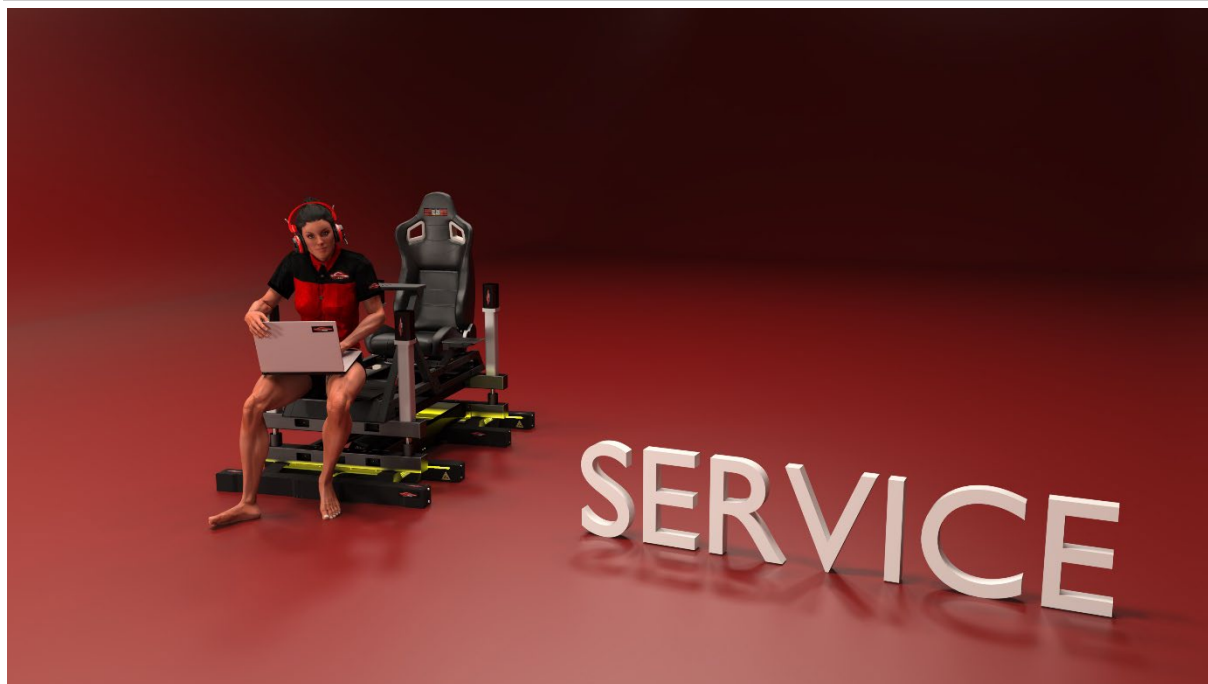


Figure 142 Service and remote maintenance

If you need help, you can call in a technician via remote maintenance. To do this, call the technician on 02405/479490 and then start the TeamViewer programme as instructed.. The system must have an active internet connection!

AttentionThe remote maintenance support is only free of charge to a limited extent and primarily serves to provide troubleshooting in the event of a possible hardware defect or serious problem. Costs may therefore arise! Please clarify this before calling the service!



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14 Customer feedback

We look forward to your feedback:

Feedback Contact: service@Force2Motion.de

Software download: <https://www.nextlevelracing.com/support-downloads>

More info: <https://www.force2Motion.de>

Download manual: <https://www.force2motion.de/media/content/F2M-ManualR2R-EN.pdf>

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