

```
Name="Simu2"
ReadOnly="0"
Device Count="4"
Device Weight="0" // Only used on predetermined devices to prioritize them
when starting game first time
Keyboard Steering="0.2"
Keyboard Throttle="0.5"
Digital Throttle Release Deceleration="0.8"
Keyboard Brake="0.5"
Digital Brake Release Deceleration="0.8"
Keyboard Clutch="0.2"
Analog interpolate sector1="0.0"
Analog interpolate sector2="0.0"
Analog interpolate sector3="0.0"
Analog interpolate return multiplier="4.0" // Interpolate speed multiplier
when the wheels are returning towards the center
Force Feedback="1"
Mouse Steering="0" // Use mouse left/right movement to steer
Gear Select Button Hold="1" // Enable this option if using a gear select
device that holds down a joystick button while in a gear and releases all
buttons in neutral (such as the Act-Labs USB Shifter)
Alternate Rearlook Activation="1" // if left look and right look are both
pressed, rearlook becomes activated
HMD Pitch Exponent="1.0" // Exponent to apply to pitch tracking. > 1.0
makes tracking near-center slower, > 0 & < 1.0 makes tracking near-center
faster.
HMD Yaw Exponent="1.0" // Exponent to apply to yaw tracking. > 1.0 makes
tracking near-center slower, > 0 & < 1.0 makes tracking near-center faster.
HMD Roll Exponent="1.0" // Exponent to apply to roll tracking. > 1.0 makes
tracking near-center slower, > 0 & < 1.0 makes tracking near-center faster.
Options Num Controls="154" // Number of configurable controls displayed in
options
Freelook Mouse Pitch Speed="0.001" // Freelook pitch speed when using
mouse.
Freelook Mouse Yaw Speed="0.001" // Freelook yaw speed when using mouse.
Freelook Keyboard Pitch Speed="1.5" // Freelook pitch speed when using
keyboard.
Freelook Keyboard Pitch Accel="4.0" // Freelook pitch acceleration when
using keyboard.
Freelook Keyboard Pitch Decel="4.0" // Freelook pitch deceleration when
using keyboard.
Freelook Keyboard Yaw Speed="1.5" // Freelook yaw speed when using
keyboard.
Freelook Keyboard Yaw Accel="4.0" // Freelook Yaw acceleration when using
keyboard.
Freelook Keyboard Yaw Decel="4.0" // Freelook Yaw deceleration when using
keyboard.
Freelook Up Limit="0.1" // Freelook Up Limit, between 0 and 0.25.
Freelook Down Limit="-0.15" // Freelook Down Limit, between 0 and -0.25.
G27 Led range low="0.81" // Min: 0.00, Max: 1.00, Default: 0.81
G27 Led range high="0.96" // Min: 0.00, Max: 1.00, Default: 0.96
Steer Ratio Speed="0.0" // Speed at which low speed steering lock override
ends (for pit navigation, units are meters/sec, 0.0 to
Shift Delta Time="0.05" // Minimum time between shifts
Led Display Enabled="1" // Steering Wheel Led Display Enabled
Setup Control Set="0" // used in menus to determine if walkthrough setup
should run when entering Control Options
Control - Steer Left="(1, 2, 0, 0)"
Control - Steer Right="(1, 1, 0, 0)"
Control - Accelerate="(1, 7, 2, 3)"
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Control - Brake="(1, 9, 2, 4)"
Control - Clutch In="(1, 11, 2, 5)"
Control - Shift Up="(1, 13, 1, 8)"
Control - Shift Down="(1, 14, 1, 8)"
Control - Ignition="(1, 20, 1, 8)"
Control - Starter="(1, 19, 1, 8)"
Control - Pit Speed Limiter="(1, 17, 1, 8)"
Control - Driving View="(0, 89, 4, 8)"
Control - MoTeC Flip Page="(0, 89, 3, 8)"
Control - Look Left="(0, 89, 4294967295, 8)"
Control - Look Right="(0, 89, 4294967295, 8)"
Control - Rear Look="(0, 89, 4294967295, 8)"
Control - Previous TC step="(0, 89, 2, 8)"
Control - Next TC step="(0, 89, 2, 8)"
Control - Activate First TC preset="(0, 89, 0, 8)"
Control - Activate Second TC preset="(0, 89, 0, 8)"
Control - Activate Third TC preset="(0, 89, 0, 8)"
Control - Activate Fourth TC preset="(0, 89, 0, 8)"
Control - Activate Fifth TC preset="(0, 89, 0, 8)"
Control - Activate Sixth TC preset="(0, 89, 0, 8)"
Control - Reverse Gear="(1, 20, 3, 8)"
Control - First Gear="(1, 13, 3, 8)"
Control - Second Gear="(1, 14, 3, 8)"
Control - Third Gear="(1, 15, 3, 8)"
Control - Fourth Gear="(1, 16, 3, 8)"
Control - Fifth Gear="(1, 17, 3, 8)"
Control - Sixth Gear="(1, 18, 3, 8)"
Control - Seventh Gear="(1, 19, 3, 8)"
Control - Neutral="(0, 89, 0, 0)"
Control - Reset Car="(1, 29, 1, 8)"
Control - Pause="(1, 37, 1, 8)"
Control - Restart="(1, 33, 1, 8)"
Control - Instant Replay="(0, 89, 0, 8)"
Control - Headlights="(1, 34, 1, 8)"
Control - DRS="(1, 16, 1, 8)"
Control - Additional Shift Up="(0, 89, 0, 8)"
Control - Additional Shift Down="(0, 89, 0, 8)"
Control - Brake Bias Front="(1, 39, 1, 8)"
Control - Brake Bias Rear="(1, 36, 1, 8)"
Control - Toggle Driver Name Tags="(0, 49, 0, 8)"
Control - Toggle Virtual Mirror="(0, 10, 0, 0)"
Control - Toggle Position Bar="(0, 9, 0, 0)"
Control - Toggle Raceline="(0, 19, 0, 8)"
Control - Toggle Ghost car="(0, 34, 0, 8)"
Control - Toggle Position Bar Settings="(0, 89, 0, 8)"
Control - Toggle Free Look="(0, 89, 0, 0)"
Control - Toggle Track Map="(0, 12, 0, 0)"
Control - Move Hud Elements="(0, 50, 0, 0)"
Control - Reset Hud Elements="(0, 89, 0, 8)"
Control - Toggle FFB Meter="(0, 33, 0, 8)"
Control - Toggle Input Meter="(0, 89, 0, 8)"
Control - Zero Free Look="(0, 89, 0, 0)"
Control - Handbrake="(0, 89, 0, 0)"
Control - Time Acceleration="(0, 37, 0, 0)"
Control - Toggle Rev LEDs On/Off="(0, 89, 0, 8)"
Control - Switch Led Display Setting="(0, 89, 0, 8)"
Control - Center TrackIR="(0, 89, 0, 0)"
Control - Reset FFB="(1, 32, 2, 8)"
Control - Adjust Seat Fore="(1, 21, 1, 8)"
Control - Adjust Seat Aft="(1, 22, 1, 8)"

Control - Adjust Seat Up="(1, 24, 1, 8)"
Control - Adjust Seat Down="(1, 23, 1, 8)"
Control - Realtime Chat="(0, 46, 0, 0)"
Control - Quick Chat #1="(0, 89, 0, 0)"
Control - Quick Chat #2="(0, 89, 0, 0)"
Control - Quick Chat #3="(0, 89, 0, 0)"
Control - Quick Chat #4="(0, 89, 0, 0)"
Control - Quick Chat #5="(0, 89, 0, 0)"
Control - Quick Chat #6="(0, 89, 0, 0)"
Control - Camera Slow Move="(0, 89, 0, 8)"
Control - Camera Move Up="(0, 89, 0, 8)"
Control - Camera Move Down="(0, 89, 0, 8)"
Control - Free Flight Camera="(0, 89, 0, 8)"
Control - Manual DOF Mode="(0, 89, 0, 8)"
Control - Camera Move Forward="(0, 89, 0, 8)"
Control - Camera Move Backward="(0, 89, 0, 8)"
Control - Camera Move Left="(0, 89, 0, 8)"
Control - Camera Move Right="(0, 89, 0, 8)"
Control - Camera Tilt Up="(0, 89, 0, 8)"
Control - Camera Tilt Down="(0, 89, 0, 8)"
Control - Camera Tilt Left="(0, 89, 0, 8)"
Control - Camera Tilt Right="(0, 89, 0, 8)"
Control - Camera Turn Left="(0, 89, 0, 8)"
Control - Camera Turn Right="(0, 89, 0, 8)"
Control - Camera Zoom In="(0, 89, 0, 8)"
Control - Camera Zoom Out="(0, 89, 0, 8)"
Control - Camera Speed Faster="(0, 89, 0, 8)"
Control - Camera Speed Slower="(0, 89, 0, 8)"
Control - Increase Player Gaze Horizontal Offset from Main Screen Center="(0, 89, 0, 8)"
Control - Decrease Player Gaze Horizontal Offset from Main Screen Center="(0, 89, 0, 8)"
Control - Increase Player Gaze Vertical Offset from Main Screen Center="(0, 89, 0, 8)"
Control - Decrease Player Gaze Vertical Offset from Main Screen Center="(0, 89, 0, 8)"
Control - Nullify Player Gaze and Eye Distance Adjustments="(0, 89, 0, 8)"
Control - Increase Triple Screen Player Gaze Vertical Offset from Middle Screen Center="(0, 89, 0, 8)"
Control - Decrease Triple Screen Player Gaze Vertical Offset from Middle Screen Center="(0, 89, 0, 8)"
Control - Increase Triple Screen FOV by decreasing Player Eye Distance from Middle Screen="(0, 89, 0, 8)"
Control - Decrease Triple Screen FOV by increasing Player Eye Distance from Middle Screen="(0, 89, 0, 8)"
Control - Nullify Triple Screen Player Gaze and Eye Distance Adjustments="(0, 89, 0, 8)"
Control - Set Seated VR Direction="(0, 89, 0, 8)"
Control - Increment Headset Translations Multiplier="(0, 89, 0, 8)"
Control - Decrement Headset Translations Multiplier="(0, 89, 0, 8)"
Control - Reset Headset Translations Multiplier="(0, 89, 0, 8)"
Control - Toggle Monitor Presentation of VR="(0, 89, 0, 8)"
Control - Increment Distance From Seat To HUD="(0, 89, 0, 8)"
Control - Decrement Distance From Seat To HUD="(0, 89, 0, 8)"
Control - Toggle replay interface="(0, 89, 0, 8)"
Control - Toggle HUD elements="(0, 89, 0, 8)"
Control - Toggle replay overlays="(0, 89, 0, 8)"
Control - Faster replay playback="(0, 89, 0, 8)"
Control - Slower replay playback="(0, 89, 0, 8)"
Control - Lock camera position="(0, 89, 0, 8)"

Control - Swingman camera forward="(0, 89, 0, 8)"
Control - Swingman camera backward="(0, 89, 0, 8)"
Control - Swingman camera increase spring tension="(0, 89, 0, 8)"
Control - Swingman camera decrease spring tension="(0, 89, 0, 8)"
Cockpit head movement - increase="(0, 89, 0, 8)"
Cockpit head movement - decrease="(0, 89, 0, 8)"
Control - Pit Request Toggle="(0, 89, 2, 8)"
Control - Pit Menu Toggle="(0, 89, 2, 8)"
Control - Menu Up="(0, 89, 3, 8)"
Control - Menu Down="(0, 89, 3, 8)"
Control - Menu Inc="(0, 89, 3, 8)"
Control - Menu Dec="(0, 89, 3, 8)"
Control - Menu Select="(0, 89, 2, 8)"
Control - Launch Control="(1, 15, 1, 8)"
Control - Toggle speed cluster (full, mini, off)="(0, 8, 0, 8)"
Speed Sensitive Steering="0.0"
Speed Sensitive Steering Minimum Speed, in meters/second="28.0"
Speed Sensitive Steering Maximum Speed, in meters/second="83.0"
FFB Device Name="none"
FFB Device Name Alternative="none"
FFB Rumble Pad="0" // Type of FFB controller: 0=wheel, joystick etc with force feedback, 1 = pad with rumble motor
FFB Gain="0.5" // Strength of Force Feedback effects. Range 0.0 to 1.0.
FFB Min Force="0.01" // Minumum force, from 0.0 to 1.0
FFB Min Force Linear Percentage="0.01" // Minumum force linear percentage
FFB Throttle FX on steer axis="1" // 0 = Throttle effects on throttle axis, 1 = throttle effects on steering axis.
FFB Brake FX on steer axis="1" // 0 = Brake effects on brake axis, 1 = brake effects on steering axis.
FFB stationary friction="0.5" // Amount of friction applied to the steering wheel when vehicle is stationary
FFB stationary friction speed="2.7780001" // Below this speed the stationary friction starts to be applied, in m/s
FFB steer vibe freq mult="0.0" // Controls frequency of steering vibration. Recommended: 0.5 to 1.0, 0.0 disables steering vibration.
FFB steer vibe zero magnitude="0.0" // Magnitude of steering vibration at 0mph (reference point).
FFB steer vibe slope="0.0" // Slope of line defining magnitude as a function of frequency (used with FFB steer vibe zero magnitude).
FFB steer vibe wave type="0" // Type of wave to use for vibe: 0=Sine, 1=Square, 2=Triangle, 3=Sawtooth up, 4=Sawtooth down.
FFB steer force average weight="1.0" // How much weight is given to new steering force calculations each frame (0.01 - 1.0). Lower values will smooth out the steering force, but will also add latency.
FFB steer force exponent="1.0" // Steering force output "sensitivity". Range 0.0 to infinity. 0.0 to 1.0 = higher sensitivity, greater than 1.0 = lower sensitivity.
FFB steer force input max="11500.0" // Recommended: 11500 (-11500 if controller pulls in the wrong direction).
FFB steer force output max="1.0" // Maximum force output of steering force, recommendation 0.8 to 2.0
FFB steer force grip weight="1.0" // Range 0.0 to 1.0, recommended: 0.4 to 0.9. How much weight is given to tire grip when calculating steering force.
FFB steer force front grip exponent="0.5" // Range 0.0 to infinity, recommended: around 1.0. Exponent applied to grip weight.
FFB steer force rear grip exponent="1.0" // Range 0.0 to infinity, recommended: around 1.0. Exponent applied to rear grip loss weight.
FFB steer damper coefficient="0.0" // Coefficient to use for steering damper. Range: -1.0 to 1.0

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FFB steer damper saturation="1.0" // Saturation value to use for steering
damper. Range: 0 - 1.0
FFB steer force balance mode="0" // Mode for how to add the steering forces
together (lateral, load and diff). Acceptable values: 0 = lat + load +
diff, 1 = sqrt(lat^2 + load^2 + diff^2), 2 = sqrt(lat^2 + load^2) + diff,
3 = sqrt(lat^2 + (load + diff)^2), 4 = sqrt((lat + load)^2 + diff^2)
FFB steer load multiplier="0.5" // Multiplier for vertical load on front
tires. Range: 0 - infinity
FFB steer lateral multiplier="0.5" // Multiplier for lateral forces.
Range: 0 - infinity
FFB steer rack factor="0.01" // How much of the lateral forces comes from
steering rack. Range: 0 - 1.0
FFB steer load change exponent="1.0" // Exponent for the change in load on
front tires. Range: 0 - infinity
FFB steer load change breakpoint="1.0" // Breakpoint (value that will not
be changed) for the exponent on the change in load on front tires. Range:
0 - infinity
FFB steer spring coefficient="0.0" // Coefficient for steering spring.
Range: 0.0 - 1.0
FFB throttle vibe freq mult="0.0" // Scales actual engine frequency to
force FFB vibration frequency. Suggested range: 0.10 to 0.50
FFB throttle vibe zero magnitude="0.0" // Magnitude of engine vibration at
0rpm (reference point).
FFB throttle vibe slope="0.0" // Slope of line defining magnitude as a
function of frequency (used with FFB throttle vibe zero magnitude).
FFB throttle vibe wave type="0" // Type of wave to use for vibe: 0=Sine,
1=Square, 2=Triangle, 3=Sawtooth up, 4=Sawtooth down.
FFB rumble strip magnitude="0.0" // How strong the rumble strip rumble is.
Range 0.0 to 1.0, 0.0 disables effect.
FFB rumble strip freq mult="2.0" // Rumble strip frequency multiplier 1.0 =
one rumble per wheel rev.
FFB rumble strip wave type="3" // Type of wave to use for vibe: 0=Sine,
1=Square, 2=Triangle, 3=Sawtooth up, 4=Sawtooth down.
FFB rumble strip pull factor="0.05" // How strongly wheel pulls right/left
when running over a rumble strip. Suggested range: -1.5 to 1.5.
FFB flatspot magnitude="0.35" // How strong the flatspot rumble is. Range
0.0 to 1.0, 0.0 disables effect.
FFB jolt magnitude="0.0" // How strong jolts from other cars (or walls)
are. Suggested Range: -2.0 to 2.0.
FFB shift jolt magnitude="0.01" // How strong jolts you get from shifting.
Suggested Range: -2.0 to 2.0.
FFB shift effect duration="0.05" // Duration of shift effect in seconds
FFB slip effect="0.05" // Slip effect, from 0.0 to 1.0
ffb slip freq multiplier="1.0" // Slip effect frequency. 1.0f = 1 cycle
per wheel rev
ffb slip wave type="0" // Slip effect wave type
FFB pedal throttle vibe zero magnitude="0.0" // Throttle pedal vibration
at 0rpm (reference point)
FFB pedal throttle vibe slope="0.0"
FFB pedal throttle slip vibe="1.0" // Throttle pedal vibration on tire slip
FFB pedal brake slip vibe="1.0" // Brake pedal vibration on front tire slip
FFB pedal brake vibe slope="5.0" // Slope for brake pedal vibration based
on speed and braking %
spring based range lock enabled="0" // Spring based range lock on/off
spring based range lock strength="1.0" // Strength of the spring based
range lock
spring based range lock max rotation="900" // Max wheel rotation, used when
setting up spring based range lock
Menu Control - Left Click="(0, 89, 0, 8)"
Menu Control - Back="(0, 89, 0, 8)"
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File Version="5"
DeviceName[00]="Simucube 2 Pro"
DeviceId[00]="(224401104, -1, -1, 0)"
Axis [00, 00] Dead Zone="0.0"
Axis [00, 00] Sensitivity="0.5"
Axis [00, 00] Center="0.5"
Axis [00, 00] Range="1.0"
FFB Joy[00] Axis[00] Spring Saturation Pos="1.0" // DirectInput Saturation
to use for spring
FFB Joy[00] Axis[00] Spring Coefficient Pos="1.0" // DirectInput
Coefficient to use for spring
FFB Joy[00] Axis[00] Spring Saturation Neg="1.0" // DirectInput Saturation
to use for spring
FFB Joy[00] Axis[00] Spring Coefficient Neg="1.0" // DirectInput
Coefficient to use for spring
Axis [00, 01] Dead Zone="0.0"
Axis [00, 01] Sensitivity="0.5"
Axis [00, 01] Center="0.5"
Axis [00, 01] Range="1.0"
FFB Joy[00] Axis[01] Spring Saturation Pos="1.0" // DirectInput Saturation
to use for spring
FFB Joy[00] Axis[01] Spring Coefficient Pos="1.0" // DirectInput
Coefficient to use for spring
FFB Joy[00] Axis[01] Spring Saturation Neg="1.0" // DirectInput Saturation
to use for spring
FFB Joy[00] Axis[01] Spring Coefficient Neg="1.0" // DirectInput
Coefficient to use for spring
Axis [00, 02] Dead Zone="0.0"
Axis [00, 02] Sensitivity="0.5"
Axis [00, 02] Center="0.5"
Axis [00, 02] Range="1.0"
FFB Joy[00] Axis[02] Spring Saturation Pos="1.0" // DirectInput Saturation
to use for spring
FFB Joy[00] Axis[02] Spring Coefficient Pos="1.0" // DirectInput
Coefficient to use for spring
FFB Joy[00] Axis[02] Spring Saturation Neg="1.0" // DirectInput Saturation
to use for spring
FFB Joy[00] Axis[02] Spring Coefficient Neg="1.0" // DirectInput
Coefficient to use for spring
Axis [00, 03] Dead Zone="0.0"
Axis [00, 03] Sensitivity="0.5"
Axis [00, 03] Center="0.5"
Axis [00, 03] Range="1.0"
FFB Joy[00] Axis[03] Spring Saturation Pos="1.0" // DirectInput Saturation
to use for spring
FFB Joy[00] Axis[03] Spring Coefficient Pos="1.0" // DirectInput
Coefficient to use for spring
FFB Joy[00] Axis[03] Spring Saturation Neg="1.0" // DirectInput Saturation
to use for spring
FFB Joy[00] Axis[03] Spring Coefficient Neg="1.0" // DirectInput
Coefficient to use for spring
Axis [00, 04] Dead Zone="0.0"
Axis [00, 04] Sensitivity="0.5"
Axis [00, 04] Center="0.5"
Axis [00, 04] Range="1.0"
FFB Joy[00] Axis[04] Spring Saturation Pos="1.0" // DirectInput Saturation
to use for spring
FFB Joy[00] Axis[04] Spring Coefficient Pos="1.0" // DirectInput
Coefficient to use for spring
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FFB Joy[00] Axis[04] Spring Saturation Neg="1.0" // DirectInput Saturation
to use for spring
FFB Joy[00] Axis[04] Spring Coefficient Neg="1.0" // DirectInput
Coefficient to use for spring
Axis [00, 05] Dead Zone="0.0"
Axis [00, 05] Sensitivity="0.5"
Axis [00, 05] Center="0.5"
Axis [00, 05] Range="1.0"
FFB Joy[00] Axis[05] Spring Saturation Pos="1.0" // DirectInput Saturation
to use for spring
FFB Joy[00] Axis[05] Spring Coefficient Pos="1.0" // DirectInput
Coefficient to use for spring
FFB Joy[00] Axis[05] Spring Saturation Neg="1.0" // DirectInput Saturation
to use for spring
FFB Joy[00] Axis[05] Spring Coefficient Neg="1.0" // DirectInput
Coefficient to use for spring
Axis [00, 06] Dead Zone="0.0"
Axis [00, 06] Sensitivity="0.5"
Axis [00, 06] Center="0.5"
Axis [00, 06] Range="1.0"
FFB Joy[00] Axis[06] Spring Saturation Pos="1.0" // DirectInput Saturation
to use for spring
FFB Joy[00] Axis[06] Spring Coefficient Pos="1.0" // DirectInput
Coefficient to use for spring
FFB Joy[00] Axis[06] Spring Saturation Neg="1.0" // DirectInput Saturation
to use for spring
FFB Joy[00] Axis[06] Spring Coefficient Neg="1.0" // DirectInput
Coefficient to use for spring
Axis [00, 07] Dead Zone="0.0"
Axis [00, 07] Sensitivity="0.5"
Axis [00, 07] Center="0.5"
Axis [00, 07] Range="1.0"
FFB Joy[00] Axis[07] Spring Saturation Pos="1.0" // DirectInput Saturation
to use for spring
FFB Joy[00] Axis[07] Spring Coefficient Pos="1.0" // DirectInput
Coefficient to use for spring
FFB Joy[00] Axis[07] Spring Saturation Neg="1.0" // DirectInput Saturation
to use for spring
FFB Joy[00] Axis[07] Spring Coefficient Neg="1.0" // DirectInput
Coefficient to use for spring
DeviceName[01]="Button Box Interface"
DeviceId[01]="(289414610, -1, -1, 0)"
Axis [01, 00] Dead Zone="0.0"
Axis [01, 00] Sensitivity="0.5"
Axis [01, 00] Center="0.5"
Axis [01, 00] Range="1.0"
FFB Joy[01] Axis[00] Spring Saturation Pos="1.0" // DirectInput Saturation
to use for spring
FFB Joy[01] Axis[00] Spring Coefficient Pos="1.0" // DirectInput
Coefficient to use for spring
FFB Joy[01] Axis[00] Spring Saturation Neg="1.0" // DirectInput Saturation
to use for spring
FFB Joy[01] Axis[00] Spring Coefficient Neg="1.0" // DirectInput
Coefficient to use for spring
Axis [01, 01] Dead Zone="0.0"
Axis [01, 01] Sensitivity="0.5"
Axis [01, 01] Center="0.5"
Axis [01, 01] Range="1.0"
FFB Joy[01] Axis[01] Spring Saturation Pos="1.0" // DirectInput Saturation
to use for spring
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FFB Joy[01] Axis[01] Spring Coefficient Pos="1.0" // DirectInput
Coefficient to use for spring
FFB Joy[01] Axis[01] Spring Saturation Neg="1.0" // DirectInput Saturation
to use for spring
FFB Joy[01] Axis[01] Spring Coefficient Neg="1.0" // DirectInput
Coefficient to use for spring
Axis [01, 02] Dead Zone="0.0"
Axis [01, 02] Sensitivity="0.5"
Axis [01, 02] Center="0.5"
Axis [01, 02] Range="1.0"
FFB Joy[01] Axis[02] Spring Saturation Pos="1.0" // DirectInput Saturation
to use for spring
FFB Joy[01] Axis[02] Spring Coefficient Pos="1.0" // DirectInput
Coefficient to use for spring
FFB Joy[01] Axis[02] Spring Saturation Neg="1.0" // DirectInput Saturation
to use for spring
FFB Joy[01] Axis[02] Spring Coefficient Neg="1.0" // DirectInput
Coefficient to use for spring
Axis [01, 03] Dead Zone="0.0"
Axis [01, 03] Sensitivity="0.5"
Axis [01, 03] Center="0.5"
Axis [01, 03] Range="1.0"
FFB Joy[01] Axis[03] Spring Saturation Pos="1.0" // DirectInput Saturation
to use for spring
FFB Joy[01] Axis[03] Spring Coefficient Pos="1.0" // DirectInput
Coefficient to use for spring
FFB Joy[01] Axis[03] Spring Saturation Neg="1.0" // DirectInput Saturation
to use for spring
FFB Joy[01] Axis[03] Spring Coefficient Neg="1.0" // DirectInput
Coefficient to use for spring
Axis [01, 04] Dead Zone="0.0"
Axis [01, 04] Sensitivity="0.5"
Axis [01, 04] Center="0.5"
Axis [01, 04] Range="1.0"
FFB Joy[01] Axis[04] Spring Saturation Pos="1.0" // DirectInput Saturation
to use for spring
FFB Joy[01] Axis[04] Spring Coefficient Pos="1.0" // DirectInput
Coefficient to use for spring
FFB Joy[01] Axis[04] Spring Saturation Neg="1.0" // DirectInput Saturation
to use for spring
FFB Joy[01] Axis[04] Spring Coefficient Neg="1.0" // DirectInput
Coefficient to use for spring
Axis [01, 05] Dead Zone="0.0"
Axis [01, 05] Sensitivity="0.5"
Axis [01, 05] Center="0.5"
Axis [01, 05] Range="1.0"
FFB Joy[01] Axis[05] Spring Saturation Pos="1.0" // DirectInput Saturation
to use for spring
FFB Joy[01] Axis[05] Spring Coefficient Pos="1.0" // DirectInput
Coefficient to use for spring
FFB Joy[01] Axis[05] Spring Saturation Neg="1.0" // DirectInput Saturation
to use for spring
FFB Joy[01] Axis[05] Spring Coefficient Neg="1.0" // DirectInput
Coefficient to use for spring
Axis [01, 06] Dead Zone="0.0"
Axis [01, 06] Sensitivity="0.5"
Axis [01, 06] Center="0.5"
Axis [01, 06] Range="1.0"
FFB Joy[01] Axis[06] Spring Saturation Pos="1.0" // DirectInput Saturation
to use for spring
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FFB Joy[01] Axis[06] Spring Coefficient Pos="1.0" // DirectInput
Coefficient to use for spring
FFB Joy[01] Axis[06] Spring Saturation Neg="1.0" // DirectInput Saturation
to use for spring
FFB Joy[01] Axis[06] Spring Coefficient Neg="1.0" // DirectInput
Coefficient to use for spring
Axis [01, 07] Dead Zone="0.0"
Axis [01, 07] Sensitivity="0.5"
Axis [01, 07] Center="0.5"
Axis [01, 07] Range="1.0"
FFB Joy[01] Axis[07] Spring Saturation Pos="1.0" // DirectInput Saturation
to use for spring
FFB Joy[01] Axis[07] Spring Coefficient Pos="1.0" // DirectInput
Coefficient to use for spring
FFB Joy[01] Axis[07] Spring Saturation Neg="1.0" // DirectInput Saturation
to use for spring
FFB Joy[01] Axis[07] Spring Coefficient Neg="1.0" // DirectInput
Coefficient to use for spring
DeviceName[02]="Heusinkveld Sim Pedals Sprint"
DeviceId[02]="(268513463, -1, -1, 0)"
Axis [02, 00] Dead Zone="0.0"
Axis [02, 00] Sensitivity="0.5"
Axis [02, 00] Center="0.5"
Axis [02, 00] Range="1.0"
FFB Joy[02] Axis[00] Spring Saturation Pos="1.0" // DirectInput Saturation
to use for spring
FFB Joy[02] Axis[00] Spring Coefficient Pos="1.0" // DirectInput
Coefficient to use for spring
FFB Joy[02] Axis[00] Spring Saturation Neg="1.0" // DirectInput Saturation
to use for spring
FFB Joy[02] Axis[00] Spring Coefficient Neg="1.0" // DirectInput
Coefficient to use for spring
Axis [02, 01] Dead Zone="0.0"
Axis [02, 01] Sensitivity="0.5"
Axis [02, 01] Center="0.5"
Axis [02, 01] Range="1.0"
FFB Joy[02] Axis[01] Spring Saturation Pos="1.0" // DirectInput Saturation
to use for spring
FFB Joy[02] Axis[01] Spring Coefficient Pos="1.0" // DirectInput
Coefficient to use for spring
FFB Joy[02] Axis[01] Spring Saturation Neg="1.0" // DirectInput Saturation
to use for spring
FFB Joy[02] Axis[01] Spring Coefficient Neg="1.0" // DirectInput
Coefficient to use for spring
Axis [02, 02] Dead Zone="0.0"
Axis [02, 02] Sensitivity="0.5"
Axis [02, 02] Center="0.5"
Axis [02, 02] Range="1.0"
FFB Joy[02] Axis[02] Spring Saturation Pos="1.0" // DirectInput Saturation
to use for spring
FFB Joy[02] Axis[02] Spring Coefficient Pos="1.0" // DirectInput
Coefficient to use for spring
FFB Joy[02] Axis[02] Spring Saturation Neg="1.0" // DirectInput Saturation
to use for spring
FFB Joy[02] Axis[02] Spring Coefficient Neg="1.0" // DirectInput
Coefficient to use for spring
Axis [02, 03] Dead Zone="0.0"
Axis [02, 03] Sensitivity="0.5"
Axis [02, 03] Center="0.0"
Axis [02, 03] Range="1.0"
```

```
FFB Joy[02] Axis[03] Spring Saturation Pos="1.0" // DirectInput Saturation
to use for spring
FFB Joy[02] Axis[03] Spring Coefficient Pos="1.0" // DirectInput
Coefficient to use for spring
FFB Joy[02] Axis[03] Spring Saturation Neg="1.0" // DirectInput Saturation
to use for spring
FFB Joy[02] Axis[03] Spring Coefficient Neg="1.0" // DirectInput
Coefficient to use for spring
Axis [02, 04] Dead Zone="0.0"
Axis [02, 04] Sensitivity="0.5"
Axis [02, 04] Center="0.0"
Axis [02, 04] Range="1.0"
FFB Joy[02] Axis[04] Spring Saturation Pos="1.0" // DirectInput Saturation
to use for spring
FFB Joy[02] Axis[04] Spring Coefficient Pos="1.0" // DirectInput
Coefficient to use for spring
FFB Joy[02] Axis[04] Spring Saturation Neg="1.0" // DirectInput Saturation
to use for spring
FFB Joy[02] Axis[04] Spring Coefficient Neg="1.0" // DirectInput
Coefficient to use for spring
Axis [02, 05] Dead Zone="0.0"
Axis [02, 05] Sensitivity="0.5"
Axis [02, 05] Center="0.0"
Axis [02, 05] Range="1.0"
FFB Joy[02] Axis[05] Spring Saturation Pos="1.0" // DirectInput Saturation
to use for spring
FFB Joy[02] Axis[05] Spring Coefficient Pos="1.0" // DirectInput
Coefficient to use for spring
FFB Joy[02] Axis[05] Spring Saturation Neg="1.0" // DirectInput Saturation
to use for spring
FFB Joy[02] Axis[05] Spring Coefficient Neg="1.0" // DirectInput
Coefficient to use for spring
Axis [02, 06] Dead Zone="0.0"
Axis [02, 06] Sensitivity="0.5"
Axis [02, 06] Center="0.5"
Axis [02, 06] Range="1.0"
FFB Joy[02] Axis[06] Spring Saturation Pos="1.0" // DirectInput Saturation
to use for spring
FFB Joy[02] Axis[06] Spring Coefficient Pos="1.0" // DirectInput
Coefficient to use for spring
FFB Joy[02] Axis[06] Spring Saturation Neg="1.0" // DirectInput Saturation
to use for spring
FFB Joy[02] Axis[06] Spring Coefficient Neg="1.0" // DirectInput
Coefficient to use for spring
Axis [02, 07] Dead Zone="0.0"
Axis [02, 07] Sensitivity="0.5"
Axis [02, 07] Center="0.5"
Axis [02, 07] Range="1.0"
FFB Joy[02] Axis[07] Spring Saturation Pos="1.0" // DirectInput Saturation
to use for spring
FFB Joy[02] Axis[07] Spring Coefficient Pos="1.0" // DirectInput
Coefficient to use for spring
FFB Joy[02] Axis[07] Spring Saturation Neg="1.0" // DirectInput Saturation
to use for spring
FFB Joy[02] Axis[07] Spring Coefficient Neg="1.0" // DirectInput
Coefficient to use for spring
DeviceName[03]="T500 RS Gear Shift"
DeviceId[03]="(3059745871, -1, -1, 0)"
Axis [03, 00] Dead Zone="0.0"
Axis [03, 00] Sensitivity="0.5"
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Axis [03, 00] Center="0.5"
Axis [03, 00] Range="1.0"
FFB Joy[03] Axis[00] Spring Saturation Pos="1.0" // DirectInput Saturation
to use for spring
FFB Joy[03] Axis[00] Spring Coefficient Pos="1.0" // DirectInput
Coefficient to use for spring
FFB Joy[03] Axis[00] Spring Saturation Neg="1.0" // DirectInput Saturation
to use for spring
FFB Joy[03] Axis[00] Spring Coefficient Neg="1.0" // DirectInput
Coefficient to use for spring
Axis [03, 01] Dead Zone="0.0"
Axis [03, 01] Sensitivity="0.5"
Axis [03, 01] Center="0.5"
Axis [03, 01] Range="1.0"
FFB Joy[03] Axis[01] Spring Saturation Pos="1.0" // DirectInput Saturation
to use for spring
FFB Joy[03] Axis[01] Spring Coefficient Pos="1.0" // DirectInput
Coefficient to use for spring
FFB Joy[03] Axis[01] Spring Saturation Neg="1.0" // DirectInput Saturation
to use for spring
FFB Joy[03] Axis[01] Spring Coefficient Neg="1.0" // DirectInput
Coefficient to use for spring
Axis [03, 02] Dead Zone="0.0"
Axis [03, 02] Sensitivity="0.5"
Axis [03, 02] Center="0.5"
Axis [03, 02] Range="1.0"
FFB Joy[03] Axis[02] Spring Saturation Pos="1.0" // DirectInput Saturation
to use for spring
FFB Joy[03] Axis[02] Spring Coefficient Pos="1.0" // DirectInput
Coefficient to use for spring
FFB Joy[03] Axis[02] Spring Saturation Neg="1.0" // DirectInput Saturation
to use for spring
FFB Joy[03] Axis[02] Spring Coefficient Neg="1.0" // DirectInput
Coefficient to use for spring
Axis [03, 03] Dead Zone="0.0"
Axis [03, 03] Sensitivity="0.5"
Axis [03, 03] Center="0.5"
Axis [03, 03] Range="1.0"
FFB Joy[03] Axis[03] Spring Saturation Pos="1.0" // DirectInput Saturation
to use for spring
FFB Joy[03] Axis[03] Spring Coefficient Pos="1.0" // DirectInput
Coefficient to use for spring
FFB Joy[03] Axis[03] Spring Saturation Neg="1.0" // DirectInput Saturation
to use for spring
FFB Joy[03] Axis[03] Spring Coefficient Neg="1.0" // DirectInput
Coefficient to use for spring
Axis [03, 04] Dead Zone="0.0"
Axis [03, 04] Sensitivity="0.5"
Axis [03, 04] Center="0.5"
Axis [03, 04] Range="1.0"
FFB Joy[03] Axis[04] Spring Saturation Pos="1.0" // DirectInput Saturation
to use for spring
FFB Joy[03] Axis[04] Spring Coefficient Pos="1.0" // DirectInput
Coefficient to use for spring
FFB Joy[03] Axis[04] Spring Saturation Neg="1.0" // DirectInput Saturation
to use for spring
FFB Joy[03] Axis[04] Spring Coefficient Neg="1.0" // DirectInput
Coefficient to use for spring
Axis [03, 05] Dead Zone="0.0"
Axis [03, 05] Sensitivity="0.5"

```
Axis [03, 05] Center="0.5"
Axis [03, 05] Range="1.0"
FFB Joy[03] Axis[05] Spring Saturation Pos="1.0" // DirectInput Saturation
to use for spring
FFB Joy[03] Axis[05] Spring Coefficient Pos="1.0" // DirectInput
Coefficient to use for spring
FFB Joy[03] Axis[05] Spring Saturation Neg="1.0" // DirectInput Saturation
to use for spring
FFB Joy[03] Axis[05] Spring Coefficient Neg="1.0" // DirectInput
Coefficient to use for spring
Axis [03, 06] Dead Zone="0.0"
Axis [03, 06] Sensitivity="0.5"
Axis [03, 06] Center="0.5"
Axis [03, 06] Range="1.0"
FFB Joy[03] Axis[06] Spring Saturation Pos="1.0" // DirectInput Saturation
to use for spring
FFB Joy[03] Axis[06] Spring Coefficient Pos="1.0" // DirectInput
Coefficient to use for spring
FFB Joy[03] Axis[06] Spring Saturation Neg="1.0" // DirectInput Saturation
to use for spring
FFB Joy[03] Axis[06] Spring Coefficient Neg="1.0" // DirectInput
Coefficient to use for spring
Axis [03, 07] Dead Zone="0.0"
Axis [03, 07] Sensitivity="0.5"
Axis [03, 07] Center="0.5"
Axis [03, 07] Range="1.0"
FFB Joy[03] Axis[07] Spring Saturation Pos="1.0" // DirectInput Saturation
to use for spring
FFB Joy[03] Axis[07] Spring Coefficient Pos="1.0" // DirectInput
Coefficient to use for spring
FFB Joy[03] Axis[07] Spring Saturation Neg="1.0" // DirectInput Saturation
to use for spring
FFB Joy[03] Axis[07] Spring Coefficient Neg="1.0" // DirectInput
Coefficient to use for spring
```