

# **rFactor AXFOR**



**Paramétrage volant G25**

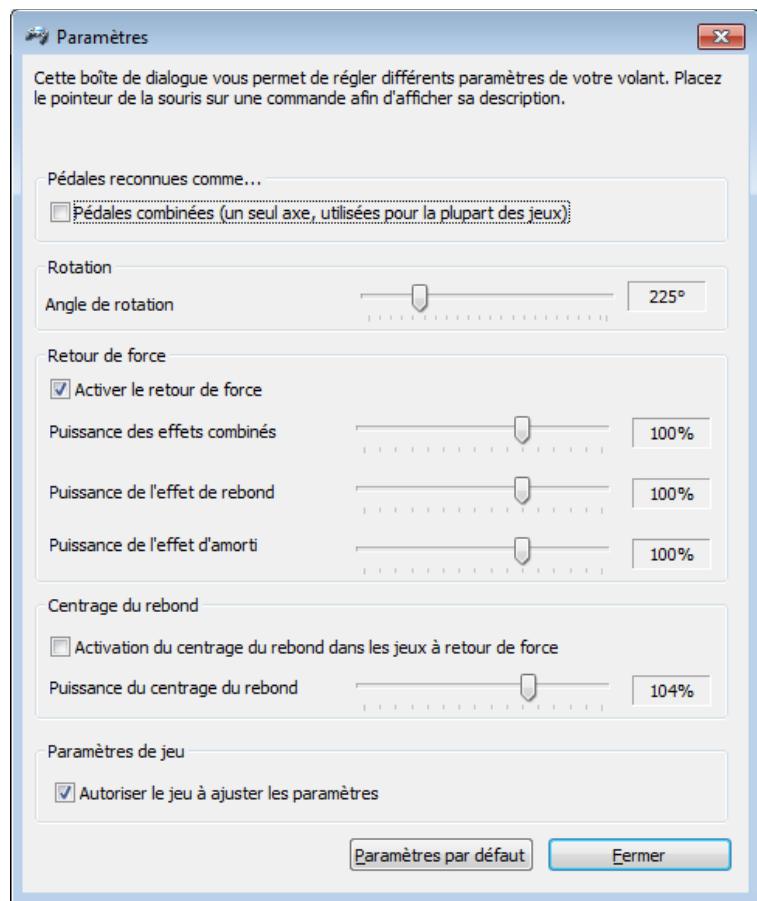
**V2**

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# 1. Configuration Windows

Configuration G25 sous windows



## 2. Controller.ini

Dans le profil USER utilisé pour jouer, éditer le Controller.ini ligne 26

Steering Wheel Range="225" // Degrees of rotation of in-game steering wheel

et remplacer tout le paragraphe « Force feedback » par ce qui suit

```
[ Force Feedback ]
FFB Device Type="1" // Type of FFB controller: 0=none 1=wheel, 2=stick/custom, 3=rumble pad.
FFB Effects Level="1" // Number of FFB effects to use: 0=No Effects, 1=Low, 2=Medium, 3=High, 4=Full, 5=Custom.
FFB Gain="1.00000" // Strength of Force Feedback effects. Range 0.0 to 1.0.
FFB Ignore Controllers="0" // Do not use FFB on: 1=controller1, 2=controller2, 4=controller3 (or add values to ignore multiple controllers)
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 steer vibe freq mult="0.20000" // Controls frequency of steering vibration. Recommended: 0.5 to 1.0, 0.0 disables steering vibration.
FFB steer vibe zero magnitude="0.03500" // Magnitude of steering vibration at 0mph (reference point).
FFB steer vibe slope="0.00000" // 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.
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FFB steer force prediction="0.00100" // Time into the future that force is predicted, to help counteract wheel latency (0.0 to disable)
FFB steer force max change="100.00000" // Maximum change per second based on current difference between calculated and applied force, to help avoid jerky behavior (values under 15 or so should reduce jerkiness, 100 disables)
FFB steer force neutral range="0.04500" // Max distance from center "neutral force" location where forces are reduced to help avoid oscillation (0.0 to disable)
FFB steer force neutral function="0.00000" // Function to apply near neutral force location, in order to tune out FFB "deadzone" but keeping oscillations in check: 0.0=original, 1.0=new
FFB steer force exponent="0.80000" // 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="-11500.00000" // Recommended: 11500 (-11500 if controller pulls in the wrong direction).
FFB steer force output max="1.80000" // Maximum force output of steering force, recommendation 0.8 to 2.0
FFB steer force grip function="0.55000" // Range 0.0 to 1.0 (previous hardcoded value was 1.0) - lower values will make steering force decrease LATER as front tire grip is lost - try 0.3
FFB steer force grip weight="0.90000" // 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 grip factor="0.40000" // Range 0.0 to 1.0, recommended: 0.2 to 0.6 (previously hardcoded to 0.4). How much of a factor the front wheel grip is on the steering weight.
FFB steer front grip fract="0.00000" // Range 0.0 to 1.0 (previous hardcoded value was 0.0), additional effect of front grip loss on steering force
FFB steer update threshold="0.00000" // Amount of change required to update steer force/vibe (0.0 - 1.0). Lower values = steering force updated more frequently = lower frame rate.
FFB steer friction coefficient="0.17500" // Coefficient to use for steering friction. Range: -1.0 to 1.0
FFB steer friction saturation="1.00000" // Saturation value to use for steering friction. Range: 0 - 1.0
FFB steer damper coefficient="0.17500" // Coefficient to use for steering damper. Range: -1.0 to 1.0
FFB steer damper saturation="1.00000" // Saturation value to use for steering damper. Range: 0 - 1.0
FFB throttle vibe freq mult="0.17000" // Scales actual engine frequency to force FFB vibration frequency.
Suggested range: 0.10 to 0.50
FFB throttle vibe zero magnitude="0.09000" // Magnitude of engine vibration at 0rpm (reference point).
FFB throttle vibe slope="0.00000" // 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 throttle vibe update thresh="0.08000" // Amount of change required to update throttle vibe (0.0 - 1.0)
FFB brake vibe freq mult="0.90000" // Scales actual brake rotational frequency to force feedback vibration frequency.
FFB brake vibe zero magnitude="0.10000" // Magnitude of brake vibration at 0mph (reference point).
FFB brake vibe slope="0.00000" // Slope of line defining magnitude as a function of frequency (used with FFB brake vibe zero magnitude).
FFB brake vibe wave type="0" // Type of wave to use for vibe: 0=Sine, 1=Square, 2=Triangle, 3=Sawtooth up, 4=Sawtooth down.
FFB brake vibe update thresh="0.05000" // Amount of change required to update brake vibe (0.0 to 1.0)
FFB rumble strip magnitude="0.35000" // How strong the rumble strip rumble is. Range 0.0 to 1.0, 0.0 disables effect.
FFB rumble strip freq mult="0.60000" // Rumble strip frequency multiplier 1.0 = one rumble per wheel rev.
FFB rumble strip 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 pull factor="-1.50000" // How strongly wheel pulls right/left when running over a rumble strip.
Suggested range: -1.5 to 1.5.
FFB rumble strip update thresh="0.07500" // Amount of change required to update rumble strip effect (0.0 - 1.0)
FFB jolt magnitude="1.00000" // How strong jolts from other cars (or walls) are. Suggested Range: -2.0 to 2.0.
FFB Joy[00] Axis[00] Spring Saturation Pos="1.00000" // DirectInput Saturation to use for spring
FFB Joy[00] Axis[00] Spring Coefficient Pos="0.00000" // DirectInput Coefficient to use for spring
FFB Joy[00] Axis[00] Spring Saturation Neg="1.00000" // DirectInput Saturation to use for spring
FFB Joy[00] Axis[00] Spring Coefficient Neg="0.00000" // DirectInput Coefficient to use for spring
FFB Joy[00] Axis[01] Spring Saturation Pos="1.00000" // DirectInput Saturation to use for spring
FFB Joy[00] Axis[01] Spring Coefficient Pos="0.00000" // DirectInput Coefficient to use for spring
FFB Joy[00] Axis[01] Spring Saturation Neg="1.00000" // DirectInput Saturation to use for spring
FFB Joy[00] Axis[01] Spring Coefficient Neg="0.00000" // DirectInput Coefficient to use for spring
FFB Joy[00] Axis[02] Spring Saturation Pos="1.00000" // DirectInput Saturation to use for spring
FFB Joy[00] Axis[02] Spring Coefficient Pos="0.00000" // DirectInput Coefficient to use for spring
FFB Joy[00] Axis[02] Spring Saturation Neg="1.00000" // DirectInput Saturation to use for spring
FFB Joy[00] Axis[02] Spring Coefficient Neg="0.00000" // DirectInput Coefficient to use for spring
FFB Joy[00] Axis[03] Spring Saturation Pos="1.00000" // DirectInput Saturation to use for spring
FFB Joy[00] Axis[03] Spring Coefficient Pos="0.00000" // DirectInput Coefficient to use for spring
FFB Joy[00] Axis[03] Spring Saturation Neg="1.00000" // DirectInput Saturation to use for spring
FFB Joy[00] Axis[03] Spring Coefficient Neg="0.00000" // DirectInput Coefficient to use for spring
FFB Joy[00] Axis[04] Spring Saturation Pos="1.00000" // DirectInput Saturation to use for spring
FFB Joy[00] Axis[04] Spring Coefficient Pos="0.00000" // DirectInput Coefficient to use for spring
FFB Joy[00] Axis[04] Spring Saturation Neg="1.00000" // DirectInput Saturation to use for spring
FFB Joy[00] Axis[04] Spring Coefficient Neg="0.00000" // DirectInput Coefficient to use for spring
FFB Joy[00] Axis[05] Spring Saturation Pos="1.00000" // DirectInput Saturation to use for spring
FFB Joy[00] Axis[05] Spring Coefficient Pos="0.00000" // DirectInput Coefficient to use for spring
FFB Joy[00] Axis[05] Spring Saturation Neg="1.00000" // DirectInput Saturation to use for spring
FFB Joy[00] Axis[05] Spring Coefficient Neg="0.00000" // DirectInput Coefficient to use for spring

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### 3. Configuration dans rFactor

Dans rfactor, appliquer les valeurs suivantes :

