

Grimey Dogs PCars FFB Tune PS4 & XBox 1

CSW V2

On Wheel FFB 100% (Feels best at 100%).

In Game FFB 75!!! Set this in thenControler menu

You can use 100% FFB but i Dont think 100% is Needed its Too Strong!!!

Should work with Older Fanatec Wheels But you will Have to Set Dead Zone or Dead Zone Removal to Taste

FFB Master control Panel

Tire Force 100

Wheel Position Smoothing 0.00

Dead Zone Removal Fall Off 0.00

Linkage Stiffness 1.00

Relative Gain 1.00

Relative adjust Bleed 0.75 to 0.85 ***Very Important***

a Higher Relative Bleed adjust # will Bleed off More Torque to make the wheel easier to Turn in Tight Corners but will Not Reduce overal FFB (Basicly this setting Bleeds off Torque to let you Feel Changes in Wheel weight Based on Road or what Car is Doing... Weight Shift Due to Hard Turn, Loss of Grip ETC.)

Relative adjust Clamp 0.95

ScoopKnee 70

Scoop Reduction 0.10

(You can get 1.00 move slider all the way Left and Right)

any Setting Not Listed has a Value of 0.

In Car FFB Tuning Settings

Master Scale 100

FX 2.00 Longitude (Front to Back)

Fy 40.00 Road Feel + or - to Taste

FZ 100.00 Curb Feel + or -

Mz 60.00 ***Reduces Wheel Weight/Torque + or - to taste per car***

Arm Angle 1500 or what ever it is Stock as per car

Scoop Master Scale 100

Sop Lat 40.0 Rear Lateral Weight Transfer (Left to Right) + or -

Sop Diff 100.0 Rear Vertical Weight Transfer (Up and Down) + or -

any Setting Not Listed is 0

"Master Scale" and "Scoop Master Scale" I Recommend Should be always set to Same # Value.

"Fy" and "Sop Lat" I Recommend Should always be set to same

I Leave the Masters at 100% at all times.

GrimeyDog

Hope you Like it Enjoy