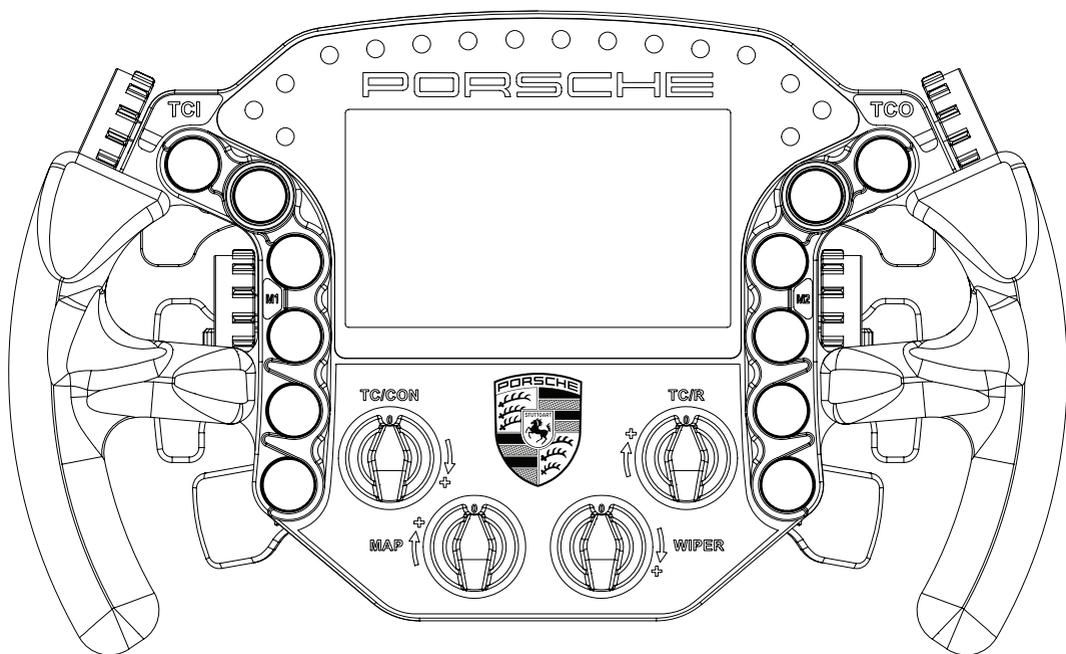




## INSTRUCTION MANUAL



# PORSCHE 911 RSR SIM RACING STEERING WHEEL

VERSION 1.2

Last updated: 05-10-2022

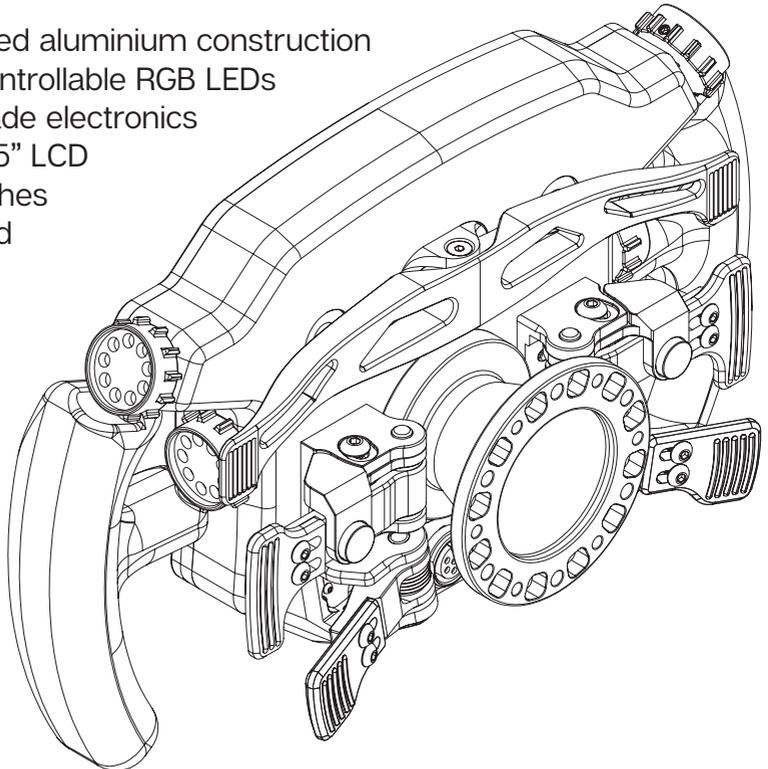
# BEFORE YOU START:

Thank you for your purchase. In this manual we will provide you with the means to get started using your new steering wheel!

## Porsche 911 RSR Sim Racing Steering Wheel

### Features:

- Full billet anodized aluminium construction
- 80 telemetry controllable RGB LEDs
- Motorsports grade electronics
- High resolution 5" LCD
- Adjustable clutches
- Porsche licensed



# Installing drivers

## Display drivers

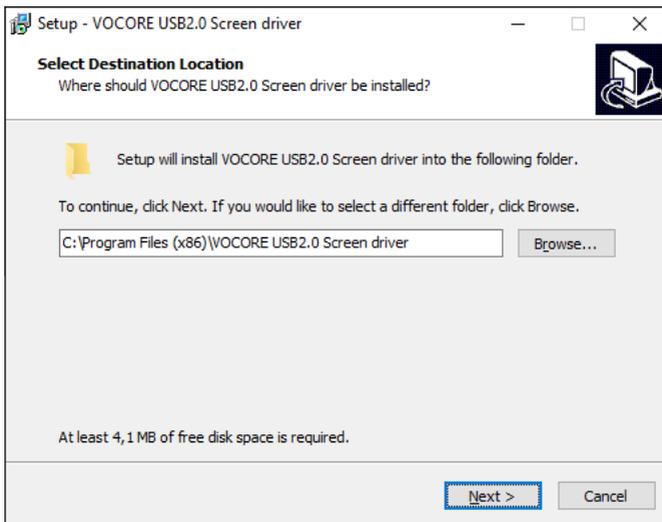
To enable the display part of the steering wheel, specific drivers are needed. These drivers can be downloaded from the product page.

[Vocore drivers download:](#)



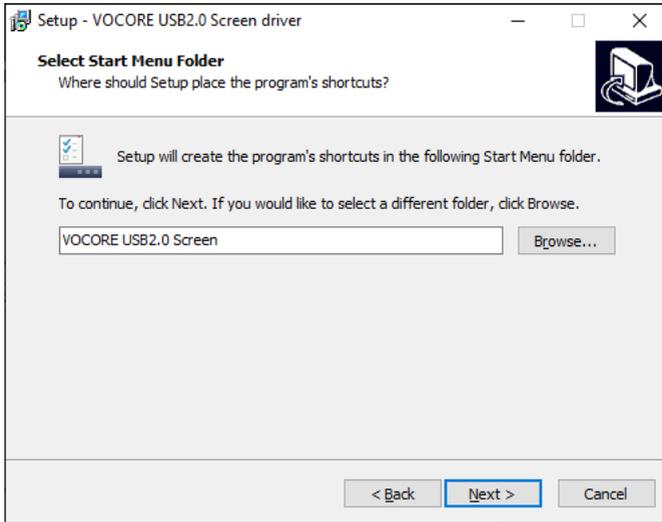
## Installation

To install the display drivers, run the downloaded package and specify the location where to install the drivers:



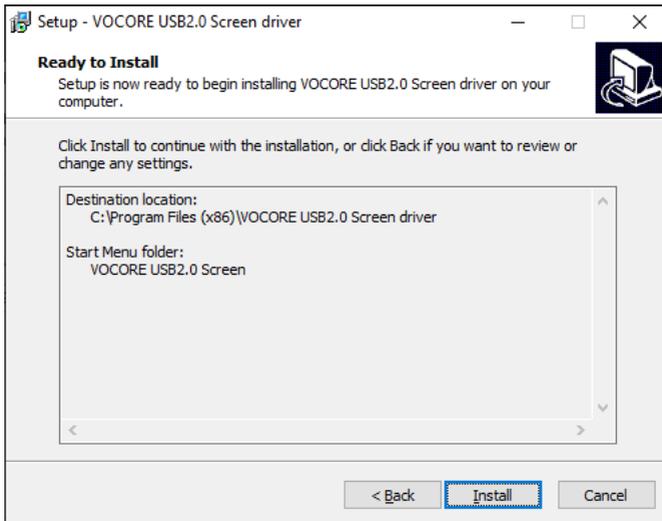
Press 'Next'.

Specify the name of the start menu folder:



Press 'Next'.

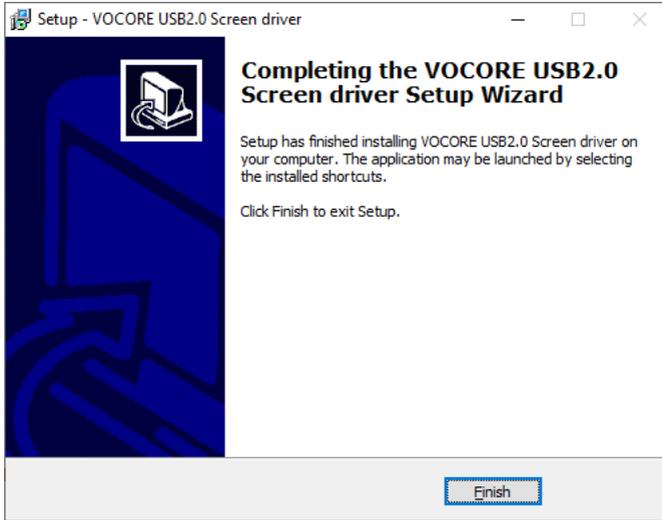
Review the settings before installation:



Press 'Install'.

The drivers will install now. Sometimes this can take longer than expected. This usually means a system restore point is being made and should not hinder installation.

If it does, unplug the USB cable to the wheel in case it is connected and try again. Make sure you have administrator rights on your system.



Press 'Finish'.

# SimHub installation

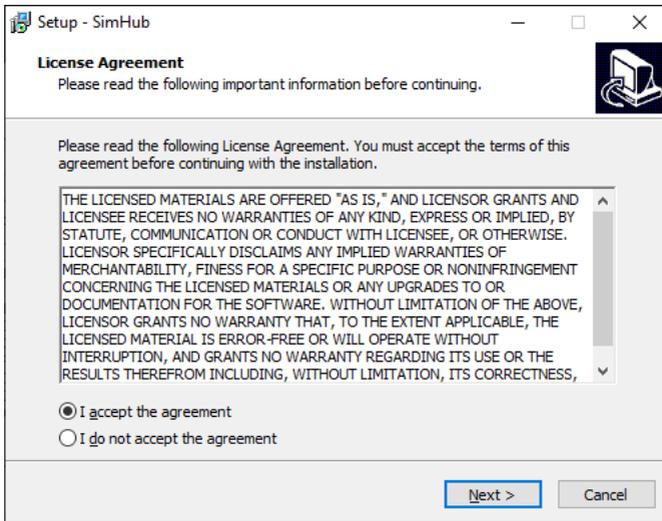
To control the LEDs on the wheel, Simhub can be used.

Download the latest version of Simhub from <https://simhubdash.com>

Some changes on the side of SimHub mean this manual needs a version newer or equal to 8.1.0 to match instructions.

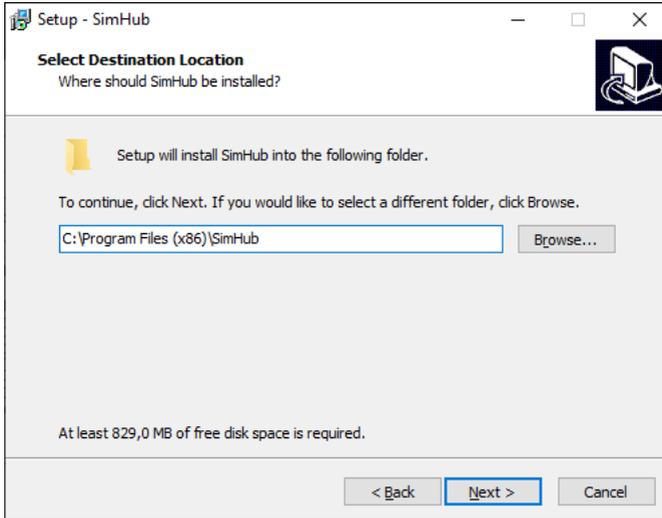
## Installation

Unzip the downloaded file and run the setup file. To be able to continue, you will have to accept the License Agreement:



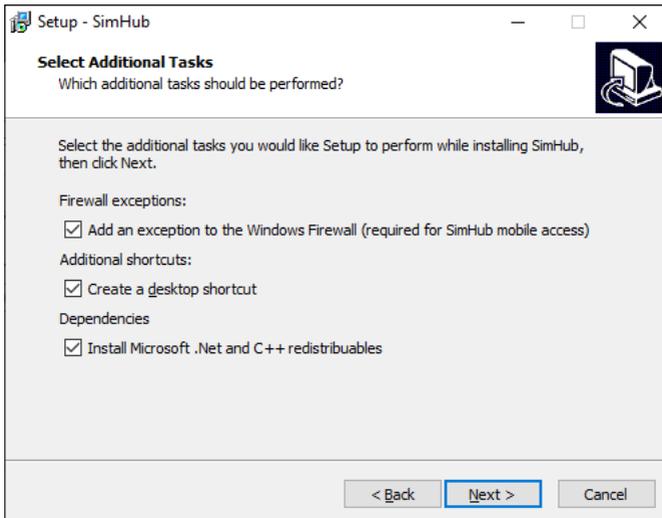
Press 'Next'.

Specify the location where to install the software:

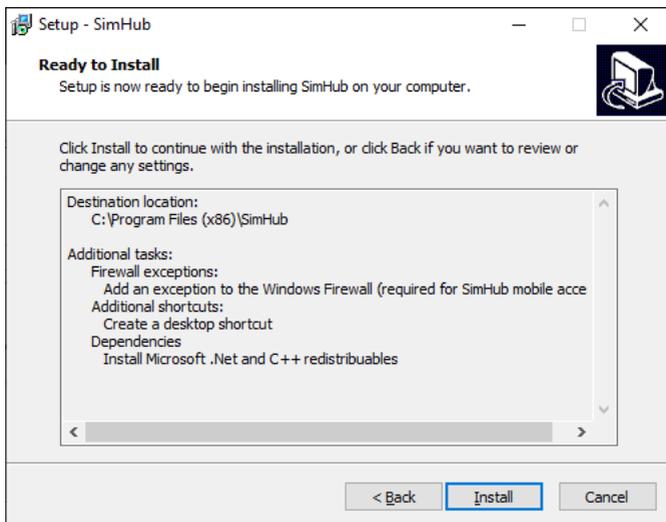


Press 'Next'.

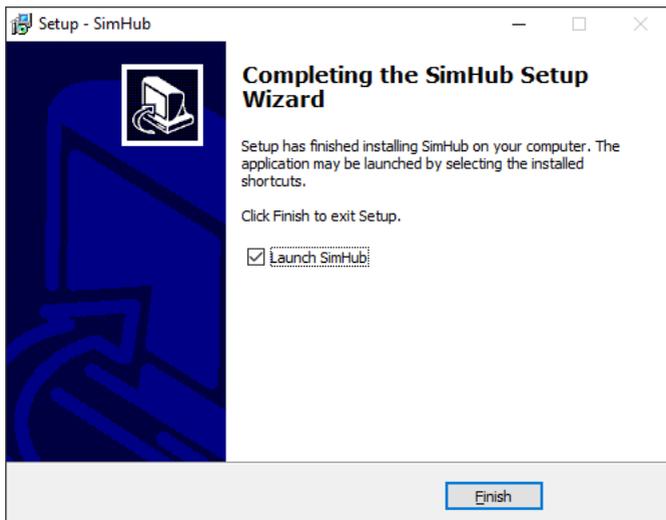
Make sure all options are checked:



Press 'Next'.



Press 'Install'.



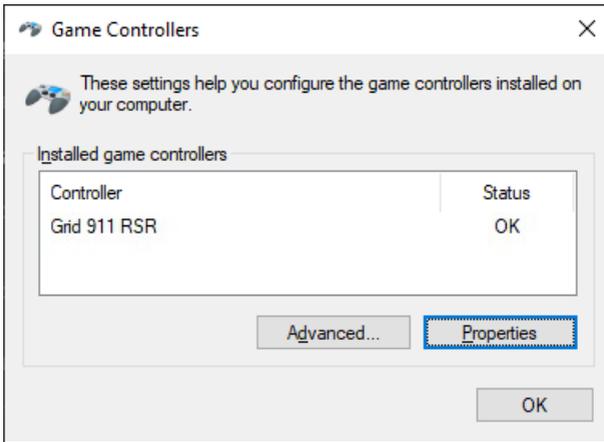
After installation press 'Finish'.

# Initial calibration

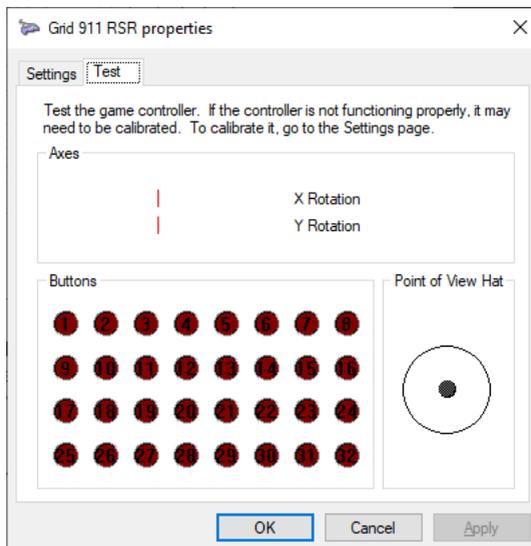
Before using the wheel, we recommend to walk through calibration of all paddles found on the back of the wheel.

To make this an easier and more visual experience, let's open the Windows Game Controller program.

The quickest way to do this is to press the windows-key, type 'Game Controller' and hit 'enter' on your keyboard. This will open the Windows Game Controller program.

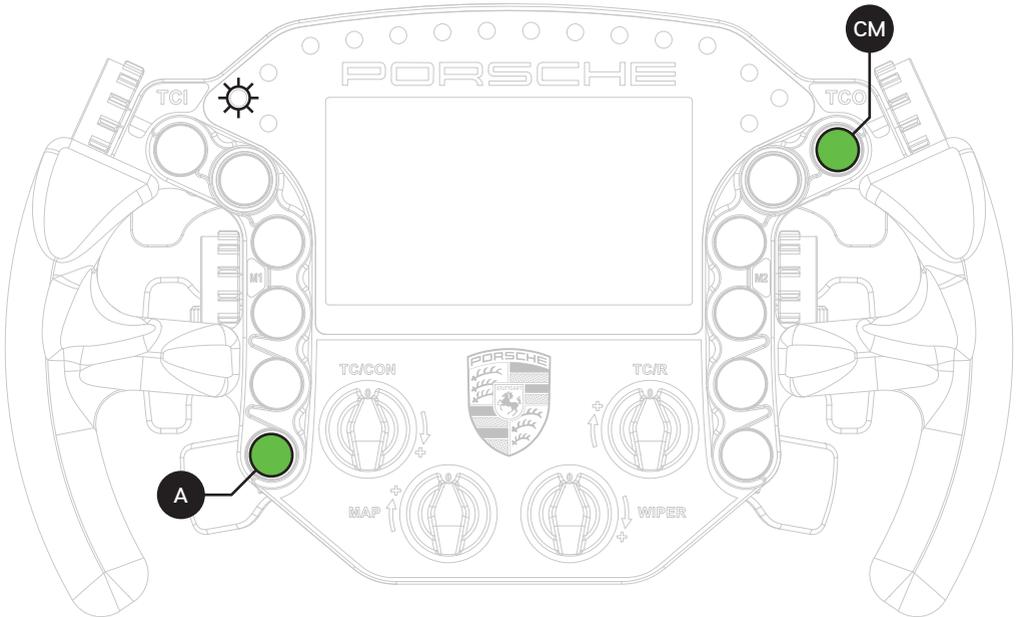


Select 'GRID 911 RSR' from the list and press 'Properties' to access the properties window.



## Calibration Mode

The calibration is a very straightforward process, but first we need to enter the Calibration Mode on the wheel itself. To activate the wheels' calibration mode, **Press and Hold** the ADJUST (A) button and CALIBRATION MODE (CM) button at the same time. Keep doing so for at least **5 seconds**, until you see BUTTON 1 flashing in the calibration program. On the wheel itself, the far-left LED will start flashing (red). Release both buttons when the wheel successfully entered Calibration Mode.



## Calibration

Calibration is easy to do. Simply press and hold for about a second, release and you're done. After this has been done with both clutches and mono-arm, the wheels' firmware has registered the minimum and maximum values for travel. Press the Adjust (A) button a single time to exit the Calibration Mode.

While the Windows Game Controller program is still running, it is worthwhile to check all buttons and encoders are working.

All buttons have one input, the front encoders have two (clockwise and anti-clockwise). The thumb encoders also have an additional push functionality. As for now this windows program only shows you 32 button inputs on screen, don't worry, the wheel works fine. We hope this will be expanded with future windows-updates.

# Clutch modes and bite-point adjustment

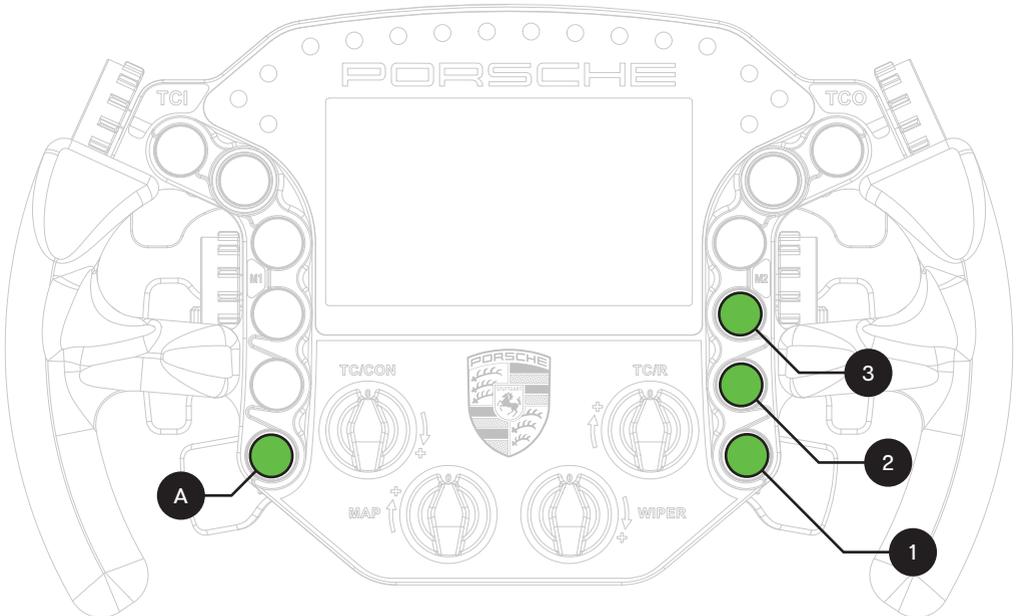
To make the most out of the dual clutches installed, they need to be set-up to your liking and intended use.

## Mode selection

We offer multiple modes for different uses. This can be changed on the fly on the wheel itself. The three modes are:

- Dual-clutch: The 2 clutch paddles are working as 1 analog input. Left-side is the adjustable bite-point clutch and the right-side clutch is the master. Bite-point adjustment available *ONLY* in this mode.
- Analog: The 2 clutch paddles are working as 2 separate analog inputs.
- Switch: The 2 clutch paddles are working as a momentary switch.

To switch modes, **Press and Hold** the ADJUST (A) button and **Press** the mode of your choice. (1) Dual-Clutch, (2) Analog, (3) Switch. Release both buttons after you have made a selection.

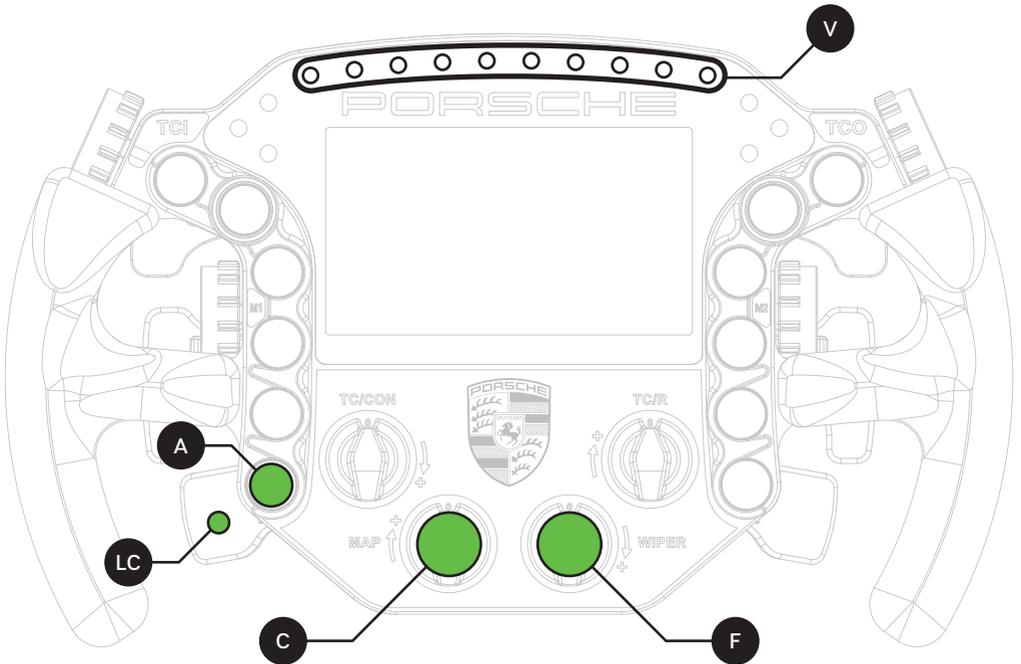


## Bite-point adjustment

Bite-point adjustment is available only in the DUAL-CLUTCH mode. If you are not in this mode, please see the previous page how to switch to this mode. Also, it is important that both paddles are calibrated before adjusting their behavior. Please see Page 10 before following the steps on this page, if you have not calibrated your clutch paddles already.

To adjust the bite-point, **Press and Hold** the ADJUST (A) button and the left clutch paddle (LC) **fully**. Next, start by dialing in the bite-point roughly by using the Coarse (C) adjustment knob, tweak using the Fine (F) adjustment knob.

The Coarse (C) adjustment adjusts in roughly 10% increments, while Fine (F) roughly does 1% of adjustment. This way you can really dial in your clutches without compromise.



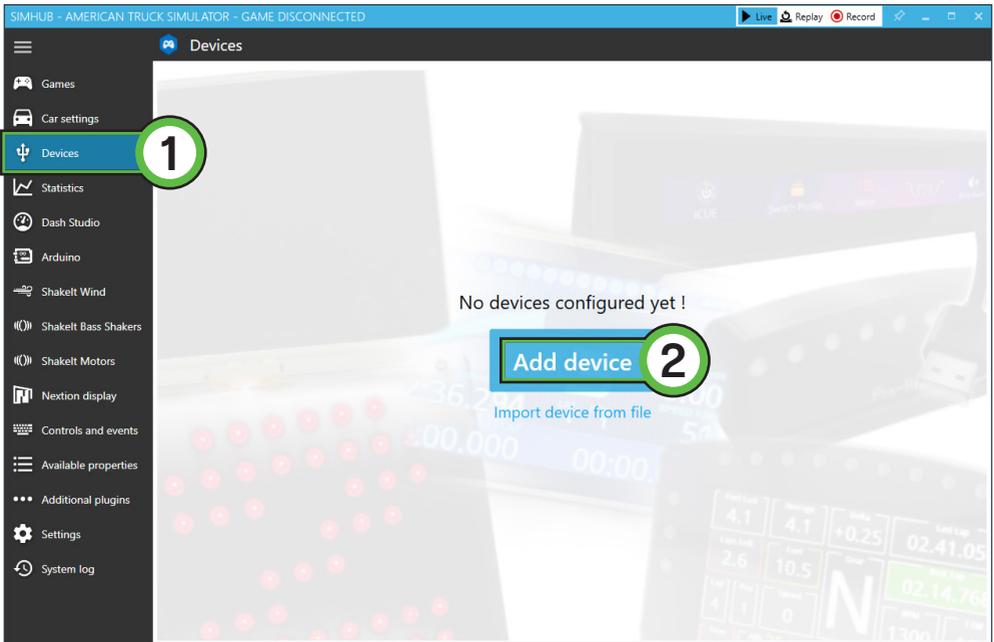
To make it easier to adjust and know the (exact) percentage of the bite-point, there is visual feedback (V) on the wheel itself. The RPM LEDs will show red (10% per LED) while using the Coarse adjustment knob, green (1% per LED) while using the Fine adjustment knob. You should also be able to see the changes update live, following the steps on Page 9.

# SimHub configuration

If you haven't connected the wheel with the supplied USB cable to your computer, this is required from this point forward.

## Activation

To use the display with SimHub, it needs to be added as a device:



Press 'Devices' (1) and 'Add device' (2) when you see are adding a device for the first time.

Press 'Generic Vocore Screen' (1).

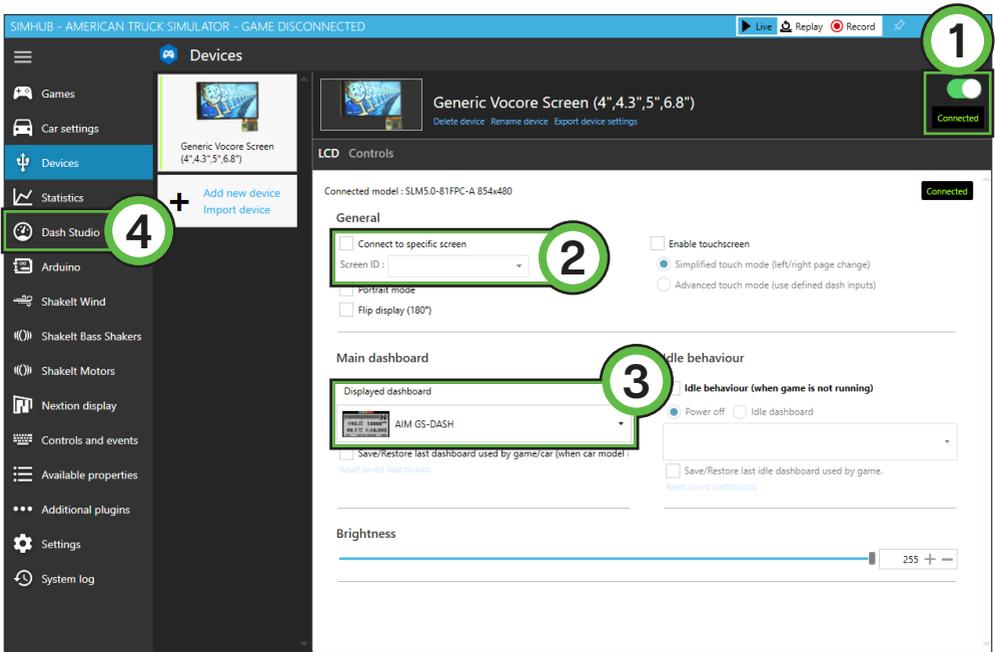
Pick a supported device

 <p>AX206 screen (3.5")</p>	 <p>Corsair Nexus</p>	 <p>CubeControls F-PRO</p>
 <p>Generic USB480 Screen with touch</p>	 <p>Generic USB480 Screen without touch</p>	 <p>Generic Vocore Screen (4", 4.3", 5", 6.8")</p>
 <p>Grid by Simlab</p>	 <p>Innato DDU</p>	 <p>Innato GT30 Panel</p>
		

Migrate legacy leds settings (built with simhub 8.1 and prior)

**2**

Confirm by pressing 'Ok' (2).



In the top-right part of the screen, check 'Enable display' (1). The icon should show up in green and the 'Connected' indicator will appear just below it.

When more devices with a Vocore screen are connected to your PC, it doesn't hurt to rename them according to their product name in SimHub. Together with the 'Connect to specific screen' (2) option you always know what device you are adjusting.

In the screenshot above we disabled touchscreen. This is enabled by default.

While on the device page for this screen you can very quickly scroll through dashboards using the 'Displayed dashboard' dropdown (3). For more possibilities and how to make your own awesome dashboards, navigate to 'Dash Studio' (4) or see the SimHub documentation.

Next up, LEDs!

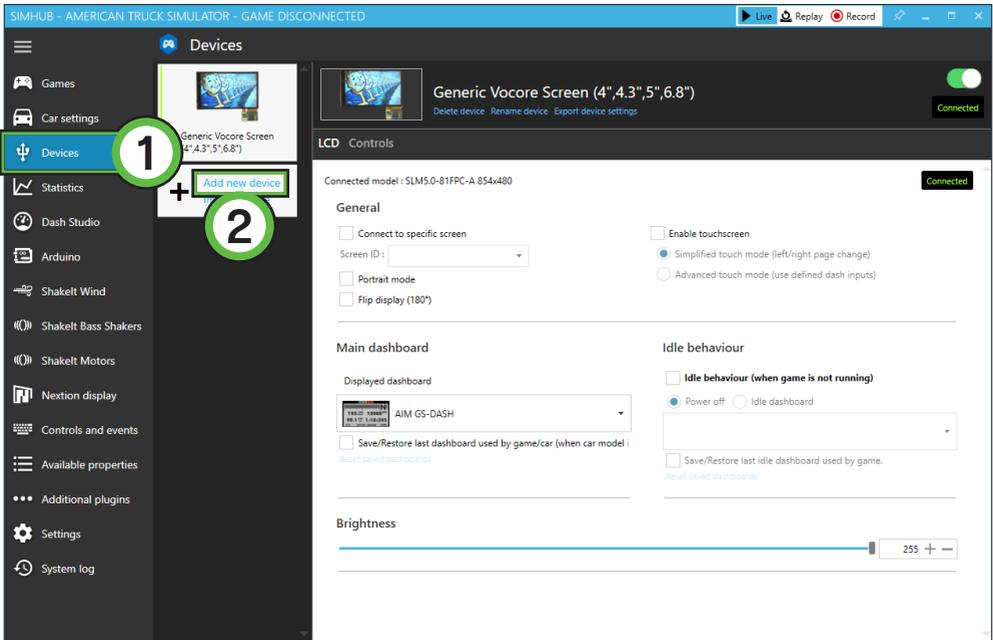
## Controlling the LEDs

A sample LED profile can be downloaded from the product page.

[LED profile download:](#)



While on the 'Devices' (1) page, press 'Add a new device' (2) to choose the LED controller for your wheel.



The screenshot displays the SIMHUB interface for the American Truck Simulator. The top bar indicates the game is disconnected. The left sidebar contains a menu with 'Devices' selected, highlighted by a green circle with the number '1'. Below it, the 'Add new device' button is highlighted with a green circle and the number '2'. The main panel shows the configuration for a 'Generic Vocore Screen (4\", 4.3\", 5\", 6.8\")'. The 'LCD Controls' section includes a 'Connected' indicator. The 'General' section has options for 'Connect to specific screen', 'Enable touchscreen', 'Portrait mode', and 'Flip display (180\')'. The 'Main dashboard' section shows the 'Displayed dashboard' set to 'AIM GS-DASH' and a 'Save/Restore last dashboard used by game/car' checkbox. The 'Idle behaviour' section has 'Power off' selected under 'Idle behaviour (when game is not running)'. The 'Brightness' section features a slider set to 255.

Press 'Grid by SimLab' (3).

Pick a supported device

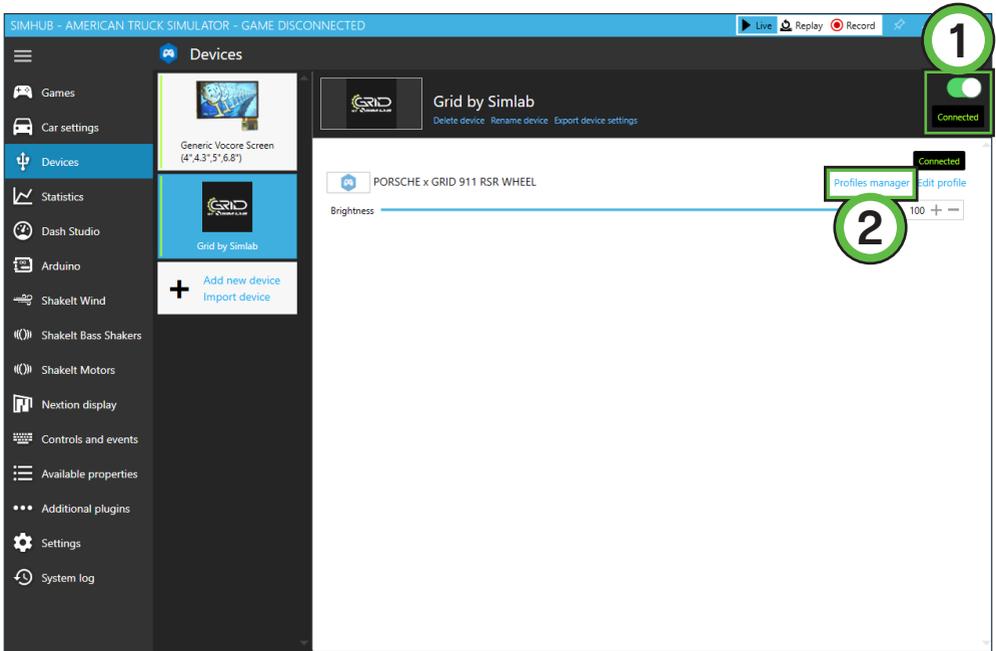
 <p>AX206 screen (3.5")</p>	 <p>Corsair Nexus</p>	 <p>CubeControls F-PRO</p>
 <p>Generic USB480 Screen with touch</p>	 <p>Generic USB480 Screen without touch</p>	 <p>Generic Vocore Screen (4", 4.3", 5", 6.8")</p>
 <p>Grid by SimLab</p>	 <p>Innato DDU</p>	 <p>Innato GT30 Panel</p>
		

Migrate legacy leds settings (built with simhub 8.1 and prior)

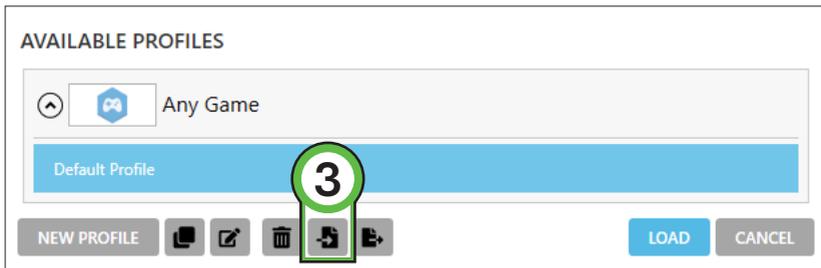
**3** **4**

Confirm by pressing 'Ok' (4).

Now there are two devices on the screen. Make sure the current one is enabled (1).

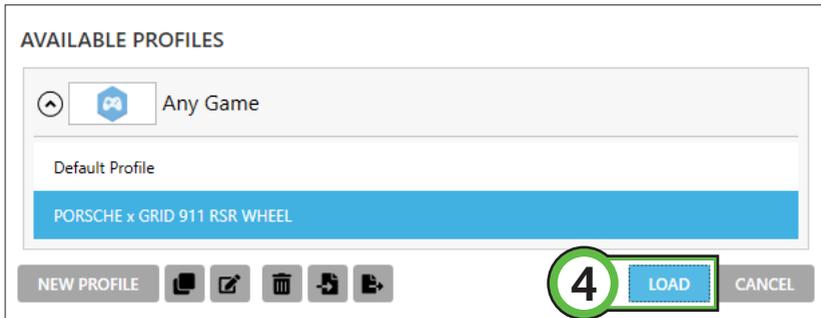


The default LED profile has been loaded by default. Press 'Profiles manager' (2) to open the profiles manager.

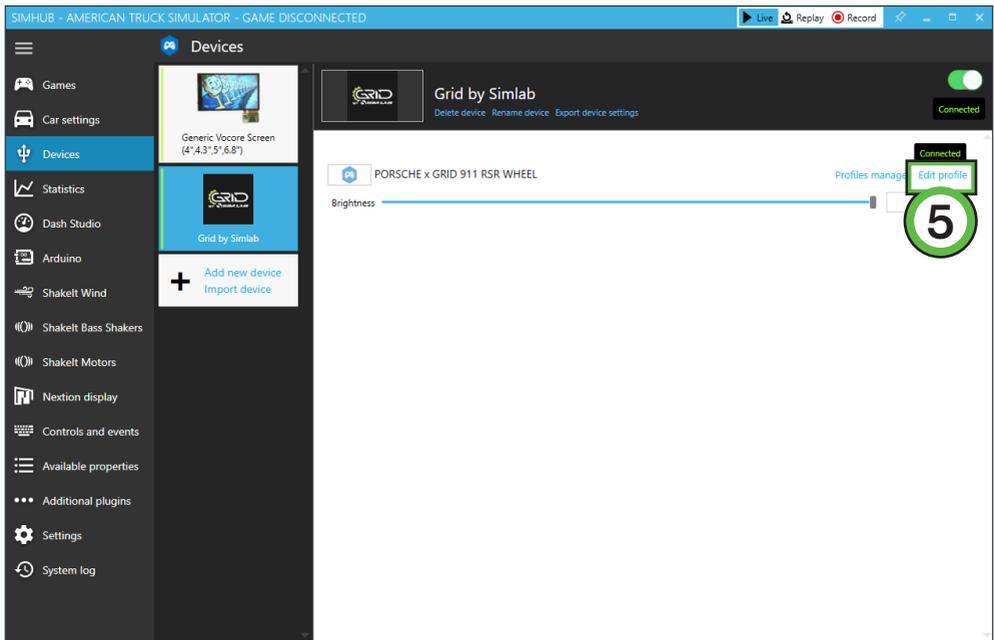


Press the import profile icon (3).

Browse to the location where you stored the LED profile, select it and press 'Open'.



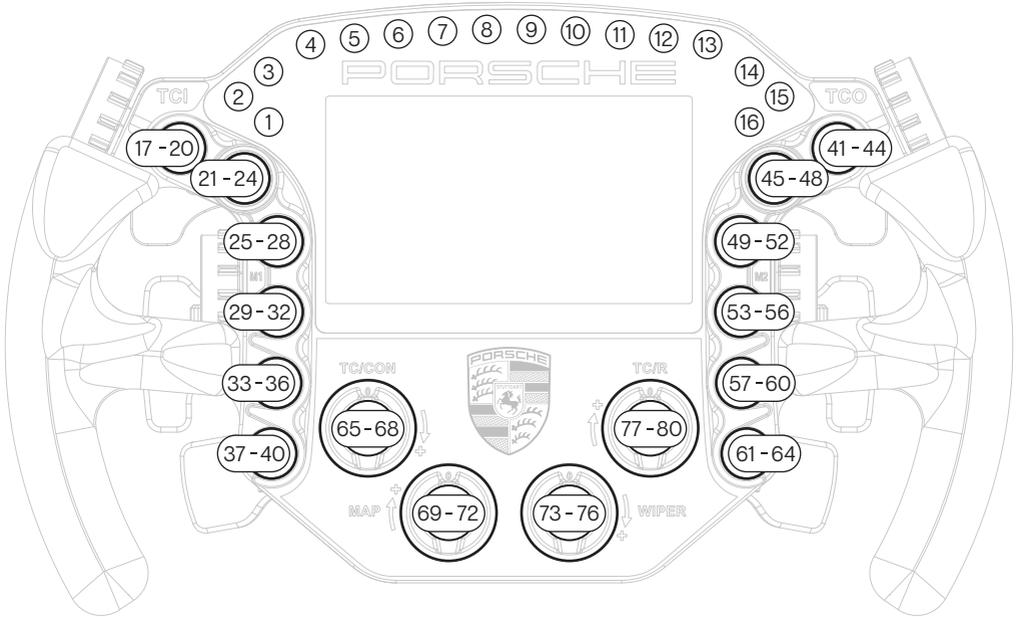
The load the profile, make sure it is selected (PORSCHE x GRID 911 RSR WHEEL) and press 'Load' (4).



The LED profile now has been loaded, it's free to be adjusted to your liking. Simply press 'Edit profile' (5) and have at it!

## Changing the LEDs' functions.

To change the LED effects you need to know their numbering to identify them on the wheel. The following schematic shows the LED numbering for the available inputs and RPM LEDs. The buttons and encoder knob LEDs consist of four very small but powerful LEDs.



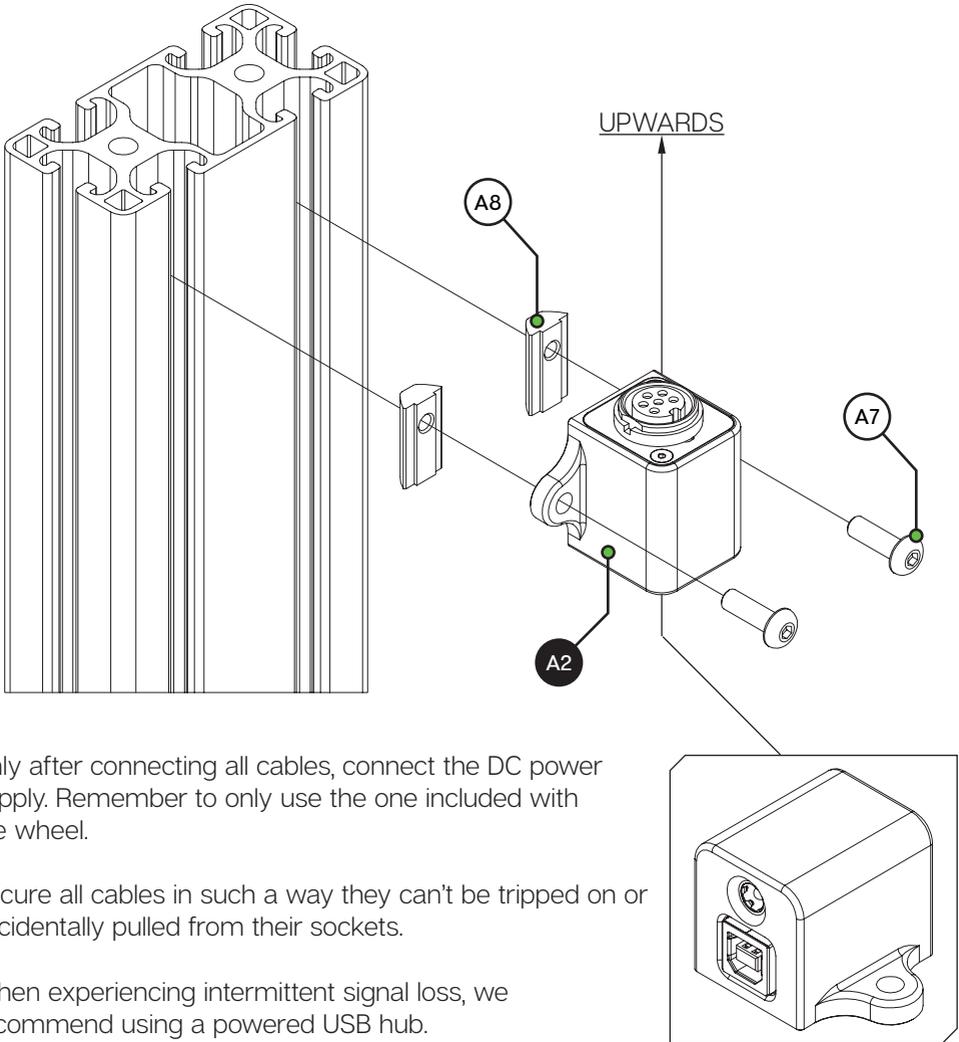
There should be enough info in the sample profile to be able to adjust to your liking. Just keep in mind, you mostly need two values. The number of the LED where you want an effect to start, and the amount of LEDs to use for said effect. Depending on the location on the wheel, the numbering direction can change. The left row of button LEDs uses anti-clockwise number while the right row is numbered clockwise. It's all in the details!

For further assistance and more information on effects, please see the SimHub documentation.

# Power Injection Box installation

The connection between your new wheel and PC is handled through the Power Injection Box. This will transfer signals and additional power to the wheel.

Installation is very straightforward. We recommend to have the connector for the coiled cable (A4) oriented upwards. The bottom of the PIB is where your DC power adapter (A5) and USB-A cable (A3) are connected.



Only after connecting all cables, connect the DC power supply. Remember to only use the one included with the wheel.

Secure all cables in such a way they can't be tripped on or accidentally pulled from their sockets.

When experiencing intermittent signal loss, we recommend using a powered USB hub.

**ONLY connect approved 'GRID' sim racing steering wheels or risk DAMAGE to your steering wheel or PC!**

# Bill of materials

IN THE BOX			
#	Part	QTY	Note
A1	Porsche 911 RSR Sim Racing Steering Wheel	1	
A2	Power Injector Box	1	Interface between wheel and PC.
A3	USB-A Cable	1	
A4	USB Coiled Cable	1	
A5	DC power adapter	1	
A6	Label package	1	
A7	Bolt M5 X 16 DIN 7380	2	
A8	Slot-Nut M5	2	

## More information

If you still have some questions regarding assembly of this product or about the manual itself, please refer to our support department. They can be reached at:

[support@sim-lab.eu](mailto:support@sim-lab.eu)

Alternatively, we now have Discord servers where you can hang out or ask for help.

[www.sim-lab.eu/discord](http://www.sim-lab.eu/discord) / [www.gridbysimlab.com/discord](http://www.gridbysimlab.com/discord)

[Product page on the  
GRID by Sim-Lab website:](#)



[This manual in  
other languages:](#)

