



CSR

FORZA MOTORSPORT CSR RACING WHEEL

Manual

FANATEC®

CSR



FANATEC®

Thank you for choosing Fanatec!

To get the most out of and before using your new Forza Motorsport CSR Wheel, please read this manual for important information regarding your health and how to safely use this product. This manual can also be used as a great tool for future reference.

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Before using this product, read this manual for important safety and health information. Keep all manuals for future reference.

For replacement manuals, go to www.fanatec.com

WARNING! Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games. These seizures may have a variety of symptoms, including light-headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects. Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms – children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by taking the following precautions:

- **Sit farther from the TV screen.**
- **Use a smaller TV screen.**
- **Play in a well-lit room.**
- **Do not play when you are drowsy or fatigued.**

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

WARNING! Musculoskeletal disorders

Use of game controllers, keyboards, mice, or other electronic input devices may be linked to serious injuries or disorders. When playing video games, as with many activities, you may experience occasional discomfort in your hands, arms, shoulders, neck, or other parts of your body. However, if you experience symptoms such as persistent or recurring discomfort, pain, throbbing, aching, tingling, numbness, burning sensation, or stiffness, **DO NOT IGNORE THESE WARNING SIGNS. PROMPTLY SEE A QUALIFIED HEALTH PROFESSIONAL**, even if symptoms occur when you are not playing a video game. Symptoms such as these can be associated with painful and sometimes permanently disabling injuries or disorders of the nerves, muscles, tendons, blood vessels, and other parts of the body. These musculoskeletal disorders (MSDs) include carpal tunnel syndrome, tendonitis, tenosynovitis, vibration syndromes, and other conditions.

While researchers are not yet able to answer many questions about MSDs, there is general agreement that many factors may be linked to their occurrence, including medical and physical conditions, stress and how one copes with it, overall health, and how a person positions and uses their body during work and other activities (including playing a video game). Some studies suggest that the amount of time a person performs an activity may also be a factor. If you have questions about how your own lifestyle, activities, or medical or physical condition may be related to MSDs, see a qualified health professional.

1. General

ATTENTION!

- The device must not be exposed to rain or humidity in order to avoid risk of fire and the danger of electric shock.
- Operating temperature: 15°C – 35°C room temperature
- The maximum operation time of the wheel with continuous Force feedback activity is 1 hour. Let the wheel cool down for a few minutes before you continue.
- Long playing may cause health risks. Take a break of 5 minutes every 20 minutes, and do not play for more than 2 hours per day.
- We strongly advise you to not drive a vehicle immediately after using a video game.
- Utilization of the vibration and Force Feedback function may cause damage to your health.
- In case of interference with other wireless 2.4 GHz devices, the interfering devices must be removed or switched off.
- Not intended for children under the age of 3 years.
- Contains small pieces. Danger of swallowing!
- Do not open the casing of the device.
- This device contains components that cannot be repaired by the user, opening will void the warranty.

WARNING! Electrical Safety

As with many other electrical devices, failure to take the following precautions can result in serious injury or death from electric shock, fire or damage to the racing wheel.

If you use AC power, select an appropriate power source:

- Use only the power supply and AC power cord that came with your racing wheel or that you received from an authorized repair center.
- Do not use non-standard power sources, such as generators or inverters, even if the voltage and frequency appear acceptable. Only use AC power provided by a standard wall outlet.

To avoid damaging the AC power cord:

- Protect the cord from being pinched or sharply bent, particularly where it connects to the power outlet and the racing wheel.
- Do not jerk, knot, sharply bend, or otherwise abuse the power cord.
- Do not expose the power cord to sources of heat.
- When disconnecting the power cord or power supply, pull on the plug - do not pull on the cord.
- If the power cord becomes damaged in any way, stop using it immediately and contact Fanatec Customer Support

Support for a replacement.

- Unplug your racing wheel's power cord during storms or when unused for long periods of time.

2. What's in the Box

Your Forza Motorsport CSR Wheel comes with:

- **Forza Motorsport CSR Steering Wheel**
- **Main Quickguide (PC & XBox 360) + additional insert for PS3**
- **Power supply**
- **USB Cable**
- **Mini Plug adapter for Xbox 360 headset**

Options (sold separately):

- CSR Elite Pedals
- CSR Pedals
- CSR Shifter Set
- ClubSport Pedals
- Porsche Wheel shifter set (6+1 H and Seq)
- ClubSport Table Clamp
- RennSport Wheel Stand
- RennSport Cockpit

3. Compatibility

Microsoft Xbox 360

The Forza Motorsport CSR wheel can be used with all games that support (Force Feedback) racing wheels. Only newer games (eg. Forza Motorsport 3 and 4) will use extended features like 900° mode, clutch, and 6 speed shifter with reverse.

PC

This wheel can be used with any computer that meets these minimum system requirements:

- Windows XP (SP2 32-Bit)
- Windows Vista (32-Bit/64-Bit)
- Windows 7 (32-Bit/64-Bit)
- Windows 8 (32-Bit/64-Bit)
- 20 MB of Harddisk space
- Free USB 1.1 or higher port
- Direct X9.0 or higher

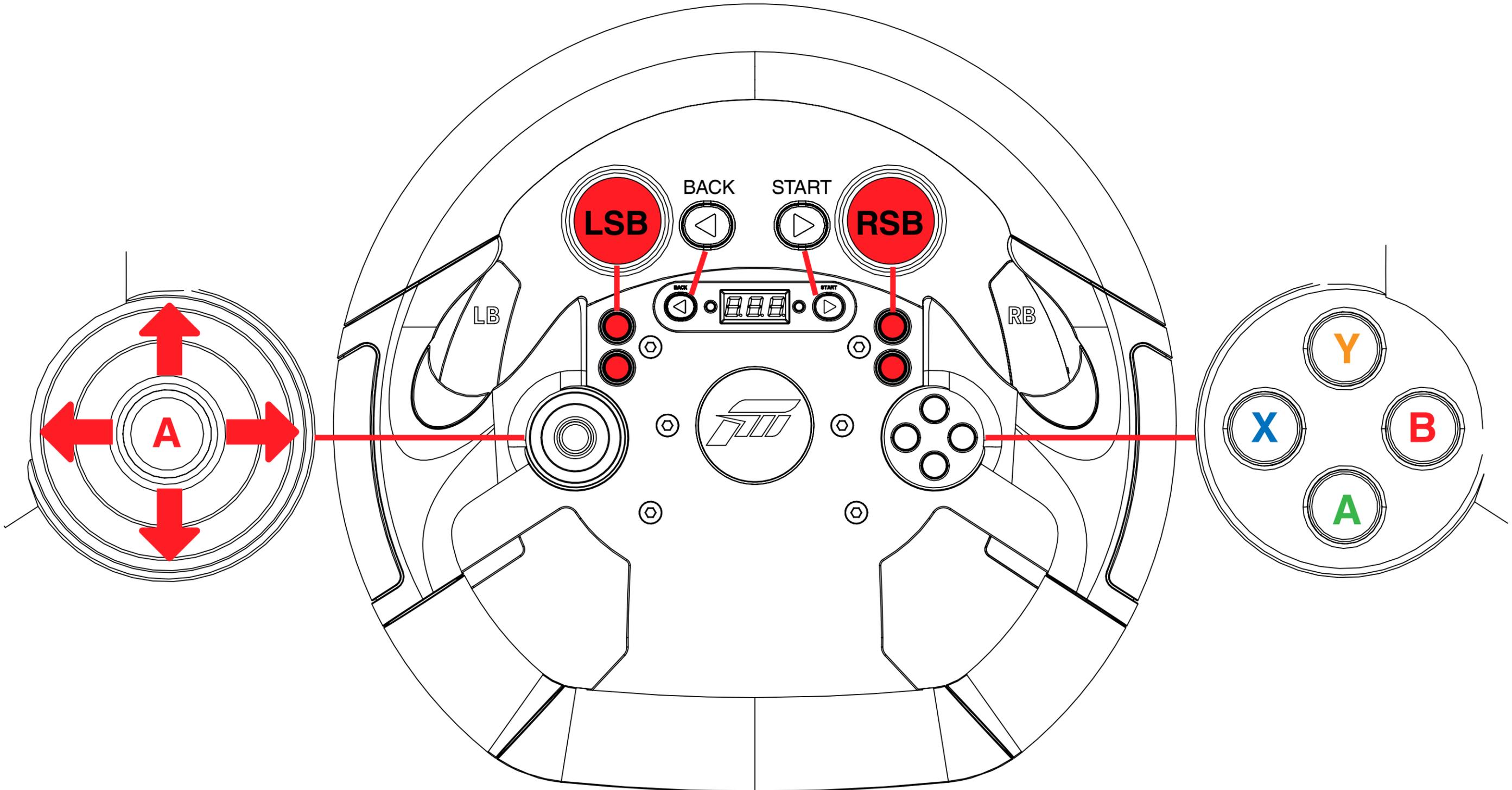
The game must support Direct X Force Feedback functionality.

Sony PlayStation 3

Only racing games that support Fanatec products will use the full functionality of the wheel. To ensure increased compatibility you can switch to Playstation 3 mode which makes the wheel compatible to games which only support other Force Feedback wheels. Please note that we cannot guarantee the full functionality for features like the 900° rotation, the clutch or the 6-speed gear stick in this mode.

4. Description of buttons and accessories

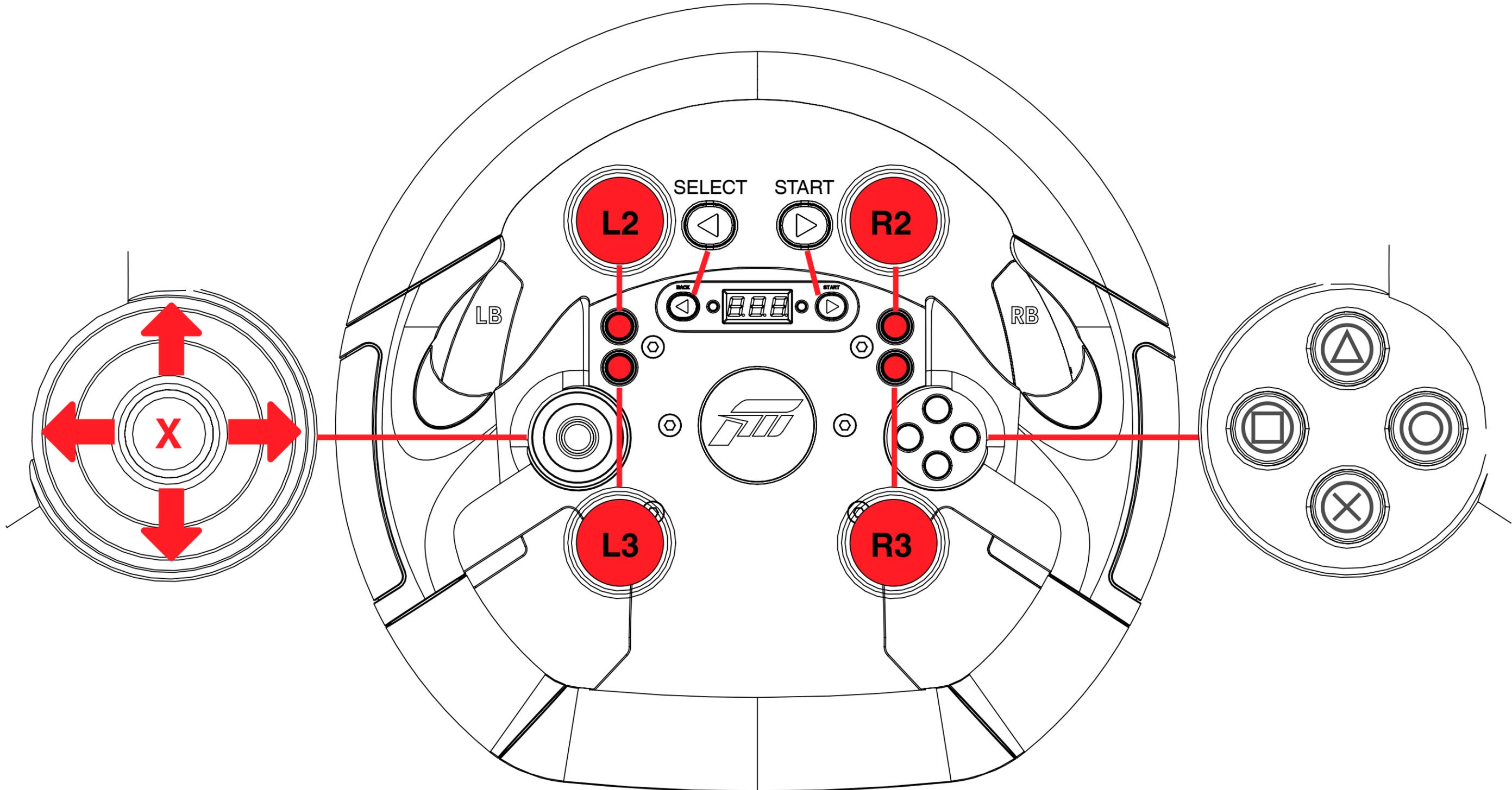
4.1 XBox 360 button layout



IMPORTANT: This button naming will be used to explain all button combinations

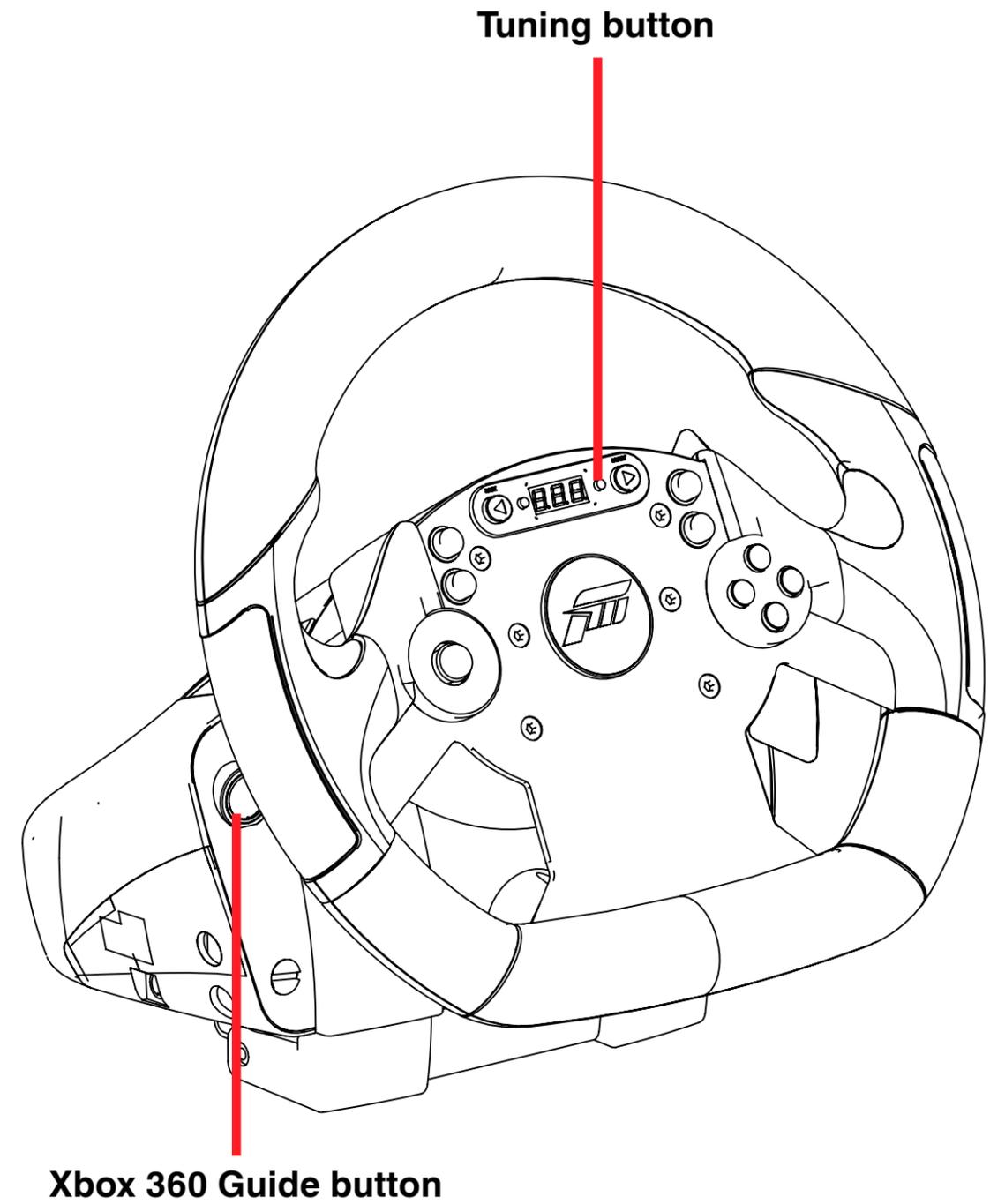
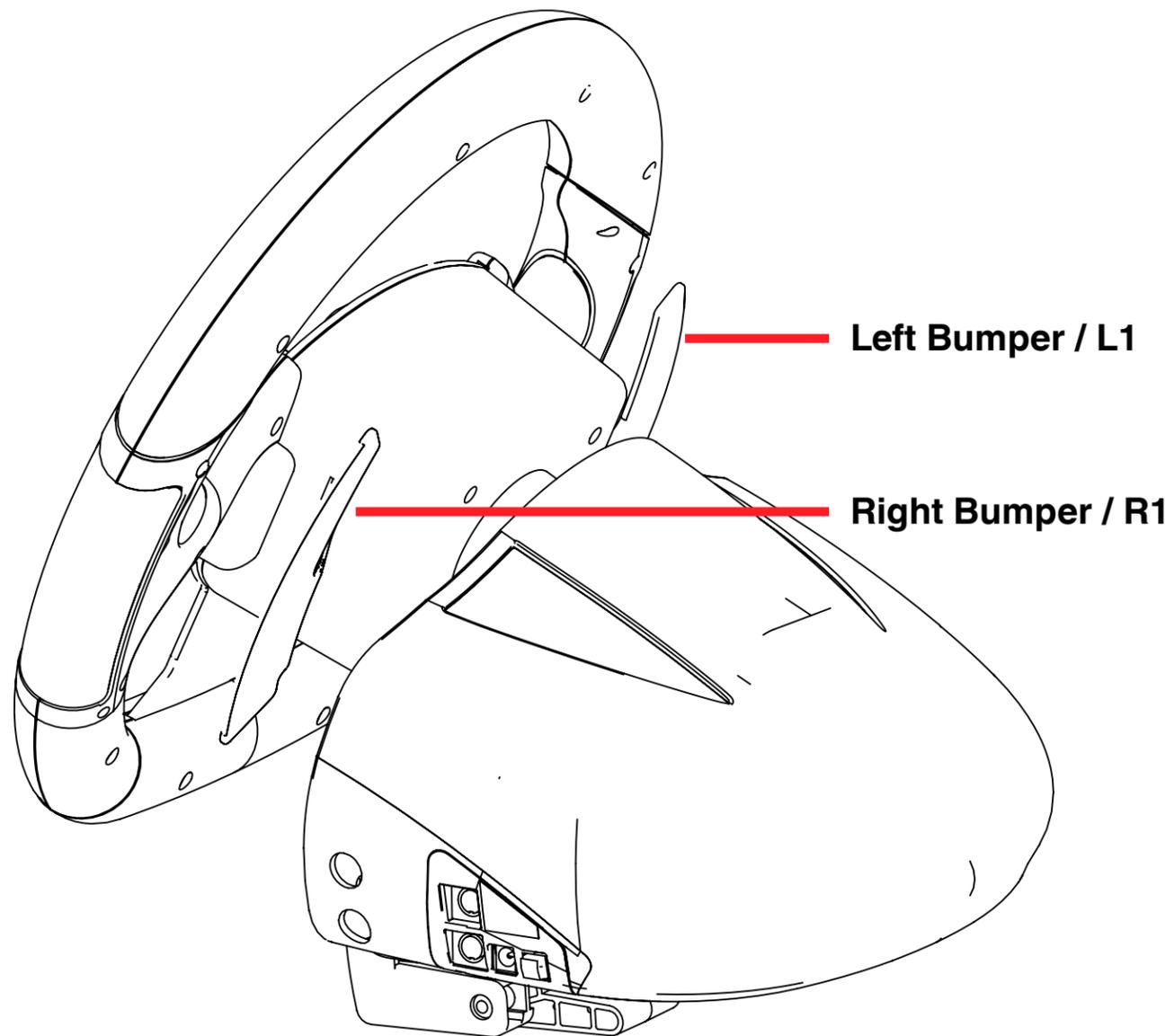
4. Description of buttons and accessories

4.2 PlayStation 3 button layout



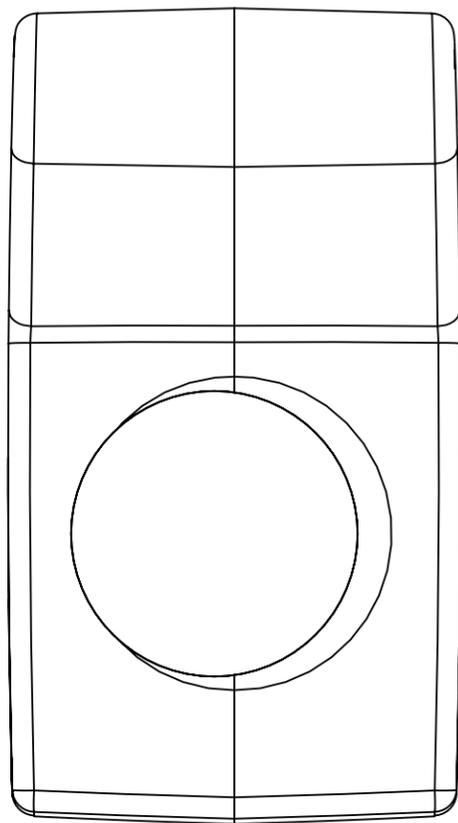
4. Description of buttons and accessories

4.3 Additional functions

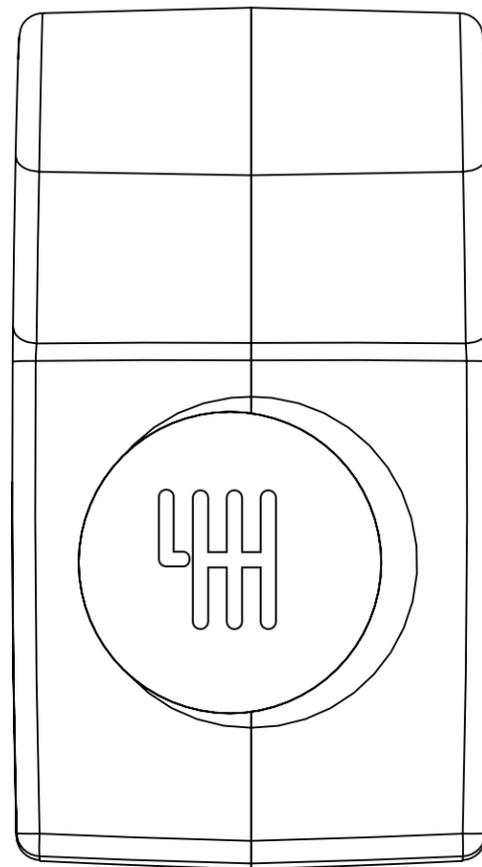


4. Description of buttons and accessories

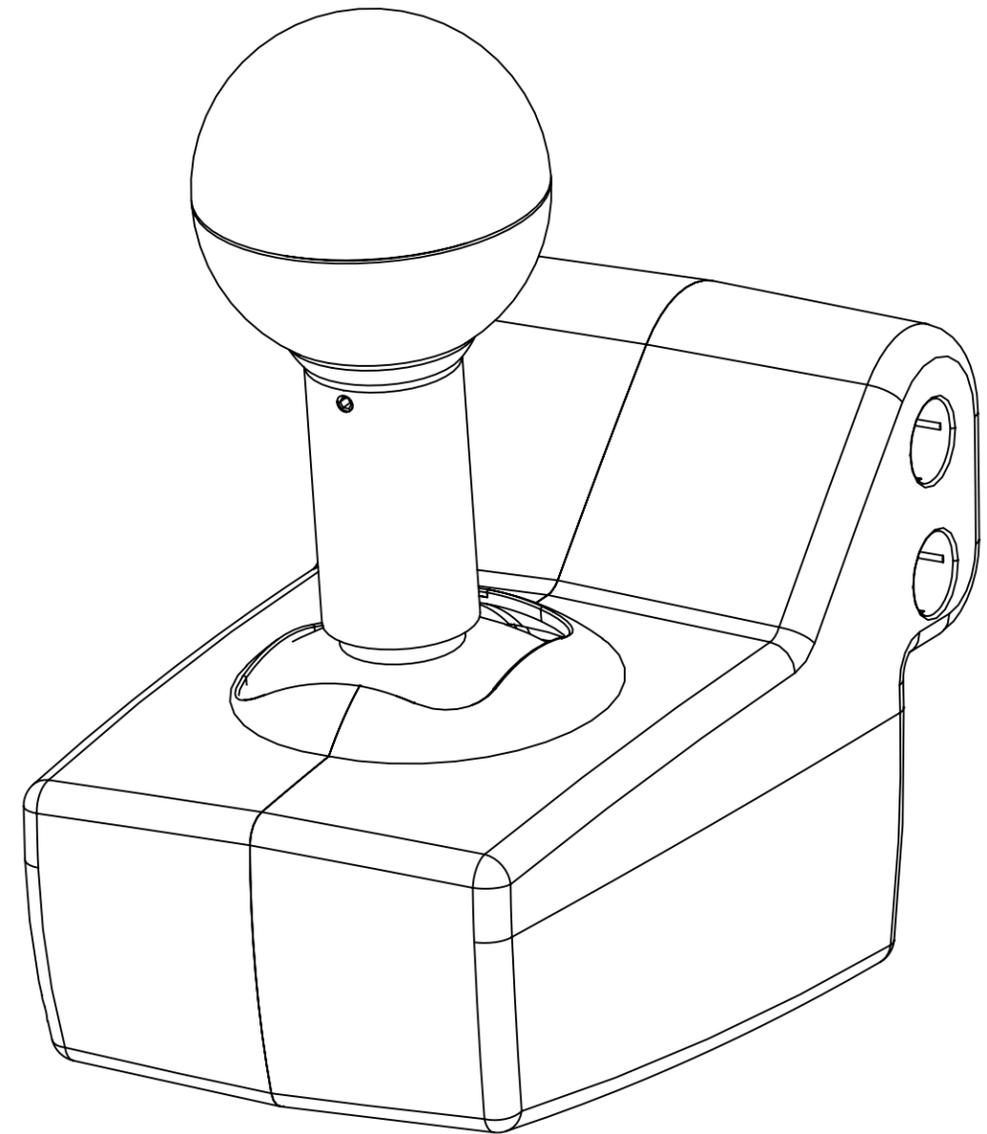
4.3 Shifter



Sequential gear stick (2GS)



6-Speed gear stick + reverse (7GS)



4. Description of buttons and accessories

4.4 Cables



Power cable (EU)



Power cable (US)



G25/G27 Pedal adapter (optional)



UK adapter (EU version only)

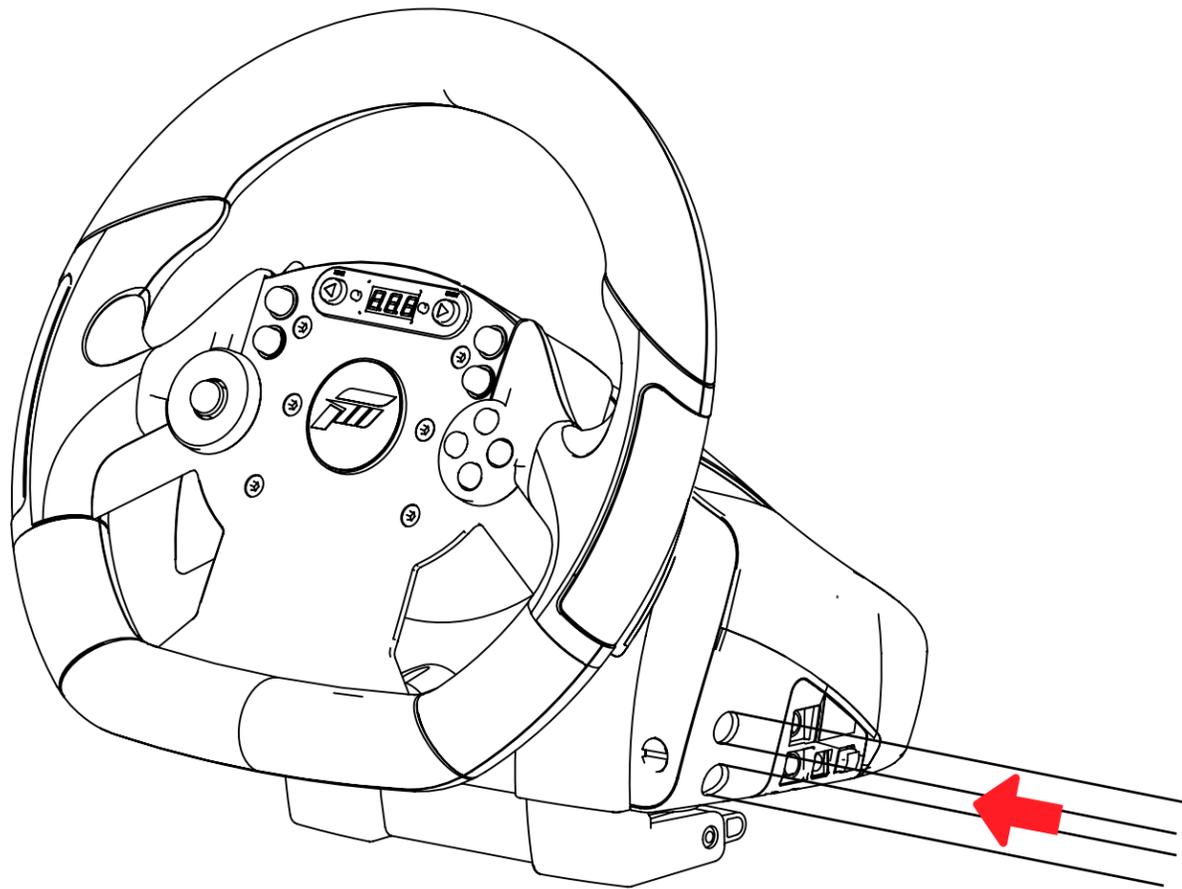


110V-220V Power supply for wheel

5. Installation

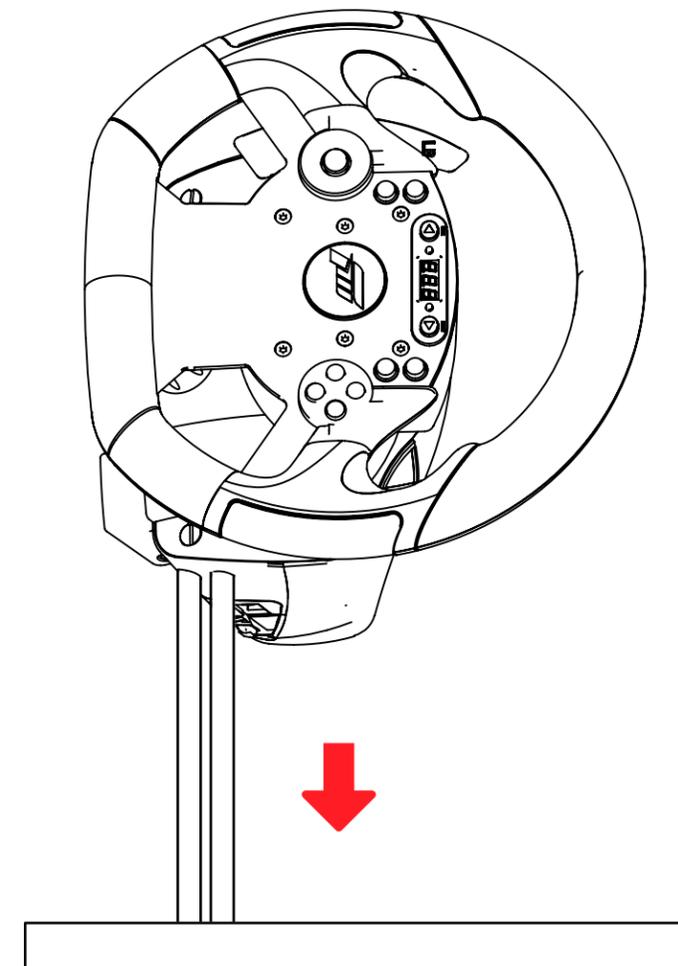
5.1 Shifter

1. Make sure that the tube fixation screws are loose. To avoid scratching use a coin and not a screwdriver.



2. Insert the metal tubes into the base from the left or right side. The tube has to be fully inserted until it comes out of the base on the other side.

3. To build up some counterforce use a flat underground and place the wheel vertical on the tubes. Then push the wheel down with soft pressure.

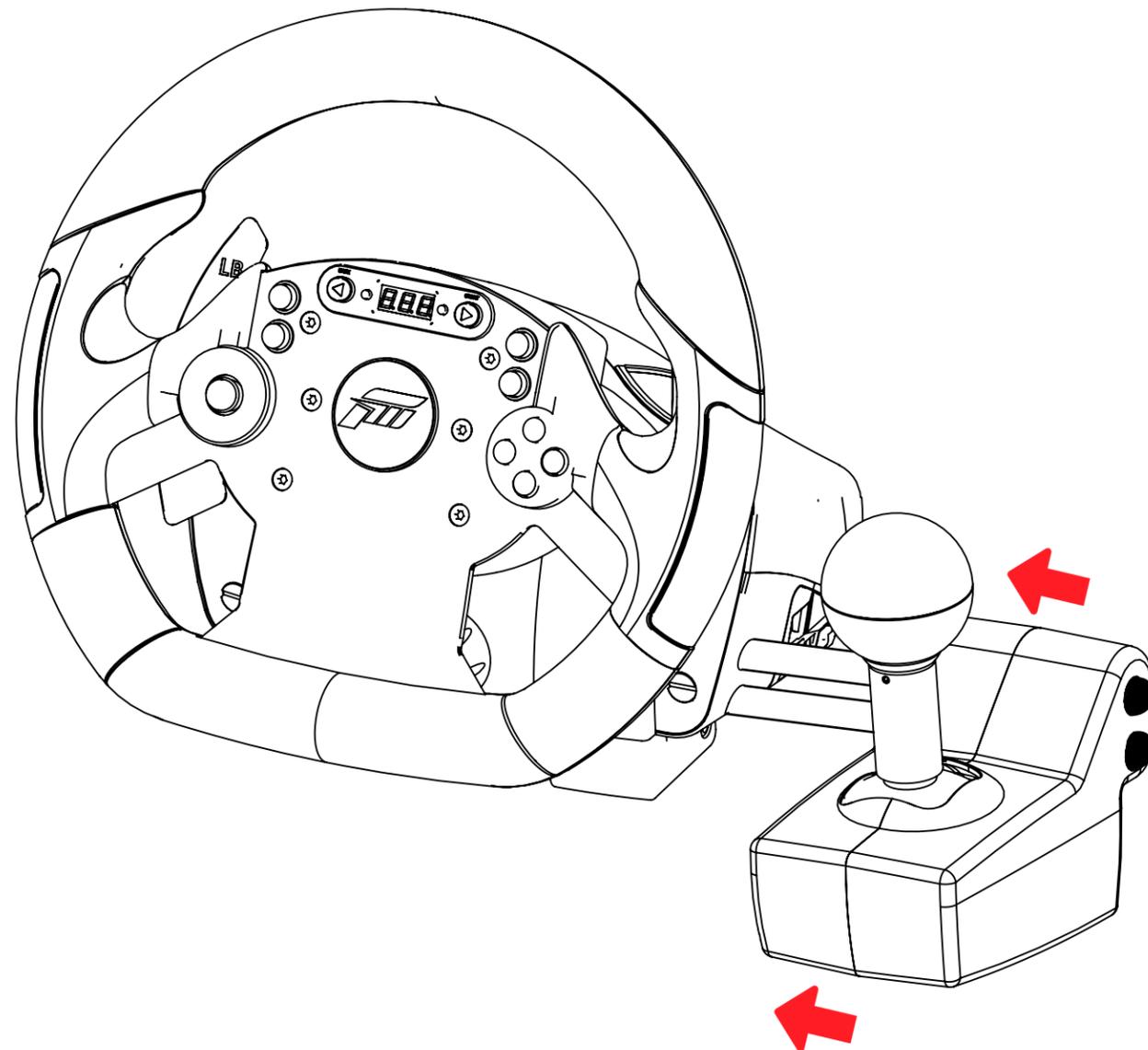


4. Tighten the tube fixation screws with a coin.
5. Choose either the sequential or the 6-speed gear stick and attach it to the tubes

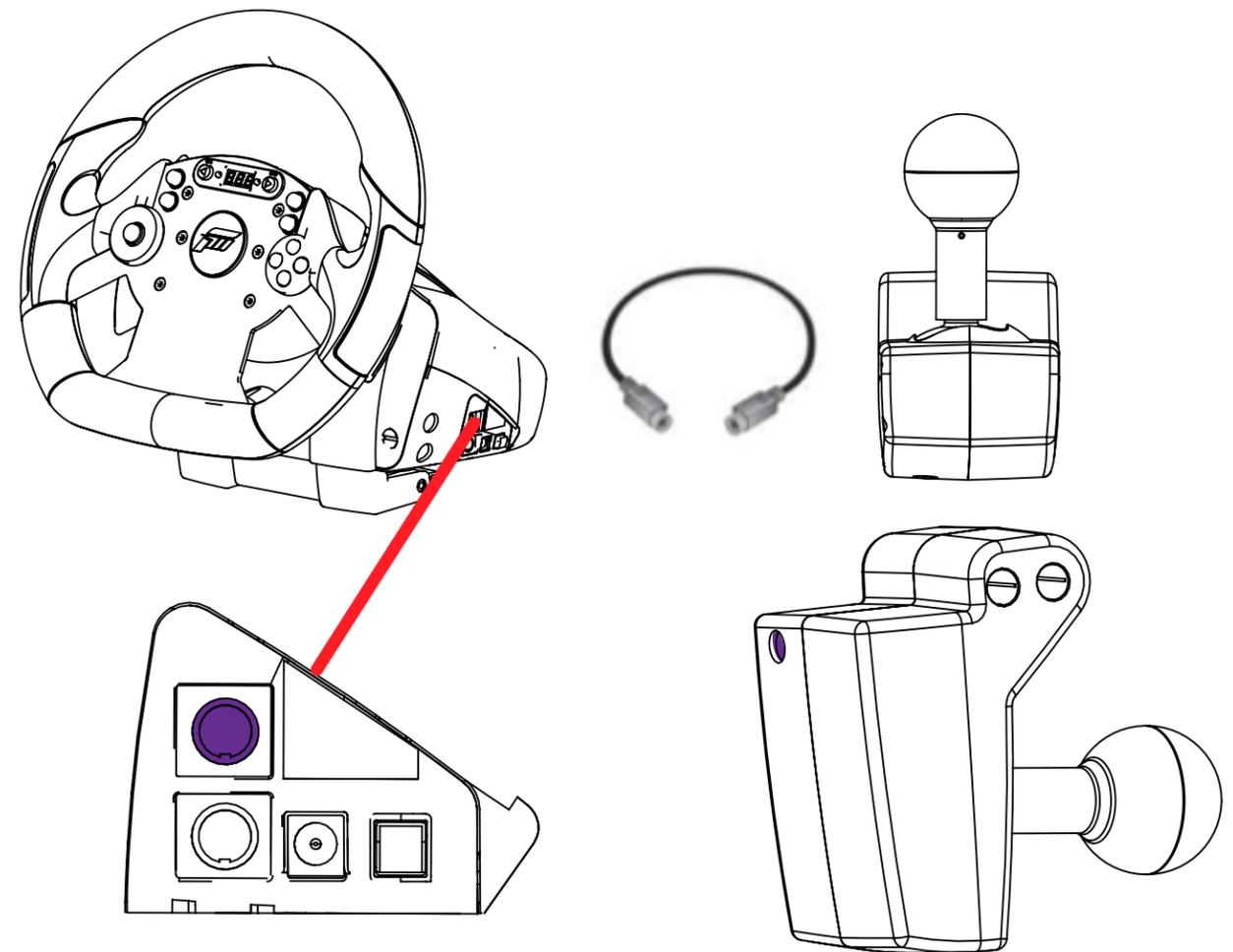
5. Installation

5.1 Shifter

6. Put the wheel on the side to build up some counterforce and press the gear stick on the tubes from above until you see the metal tubes coming out on the other side of the gear stick channels side.



7. Connect the gear stick using the short PS/2 cable (purple end) to the purple shifter connector of the wheel.



Please note that you can mount the shifter on both sides but only one gear stick can be active at a time.

Important: The 7GS must be calibrated before you can use it (6.3)

5. Installation

5.2 Table Installation

1. Open the table clamp fixation screw.



2. Pull out the table clamp while the wheel (rim) is facing the floor.



3. Mount the wheel to the table and then push in the table clamp as much as possible. Please note that the quick release clamps must be unfastened, and then tighten the table clamp screw.



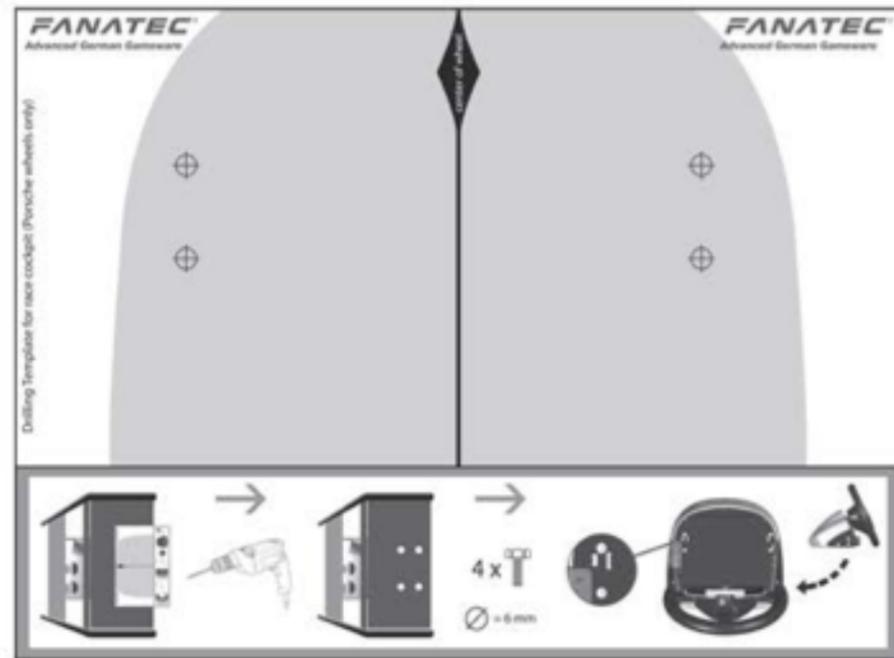
4. Fasten the quick release clamps



5. Installation

5.3 Simulator installation

If you prefer a permanent installation on a table or simulator you can attach the wheel with 4 screws to any flat surface. Please use the drilling template located in the support section of our website to drill the holes. The length of the screws depends on your table so we did not include any screws but you can use standard metric screws with a diameter of 6 mm.

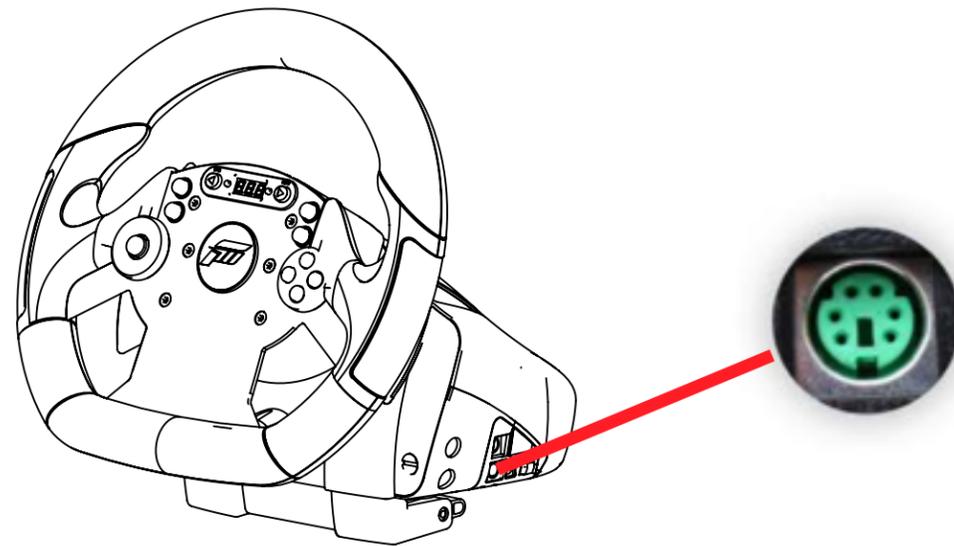


IMPORTANT!

Tighten the screws with your hands until all four are equal. Then using your tools, slightly add a little more torque to each screw. No more than 1/2 turn on each screw. DO NOT over tighten or it may result in damage to the wheel. Be very careful when doing this procedure! The ends of the screws should not go more than 1.5 cm into the base of the wheel. Screws that are too long could result in damage to the wheel that is not covered by warranty.

5.4 Installation of pedals

In combination with the Forza Motorsport CSR wheel you can use the CSR Pedals, CSR Elite Pedals, Porsche Wheel Standard Pedals, ClubSport Pedals, or G25 / G27 pedals (optional adapter). Connect the pedals with the PS/2 cable to the green socket on the right side of the wheel. If you use the ClubSport Pedals or CSR Elite Pedals you can alternatively connect them directly to the PC as a separate USB controller.



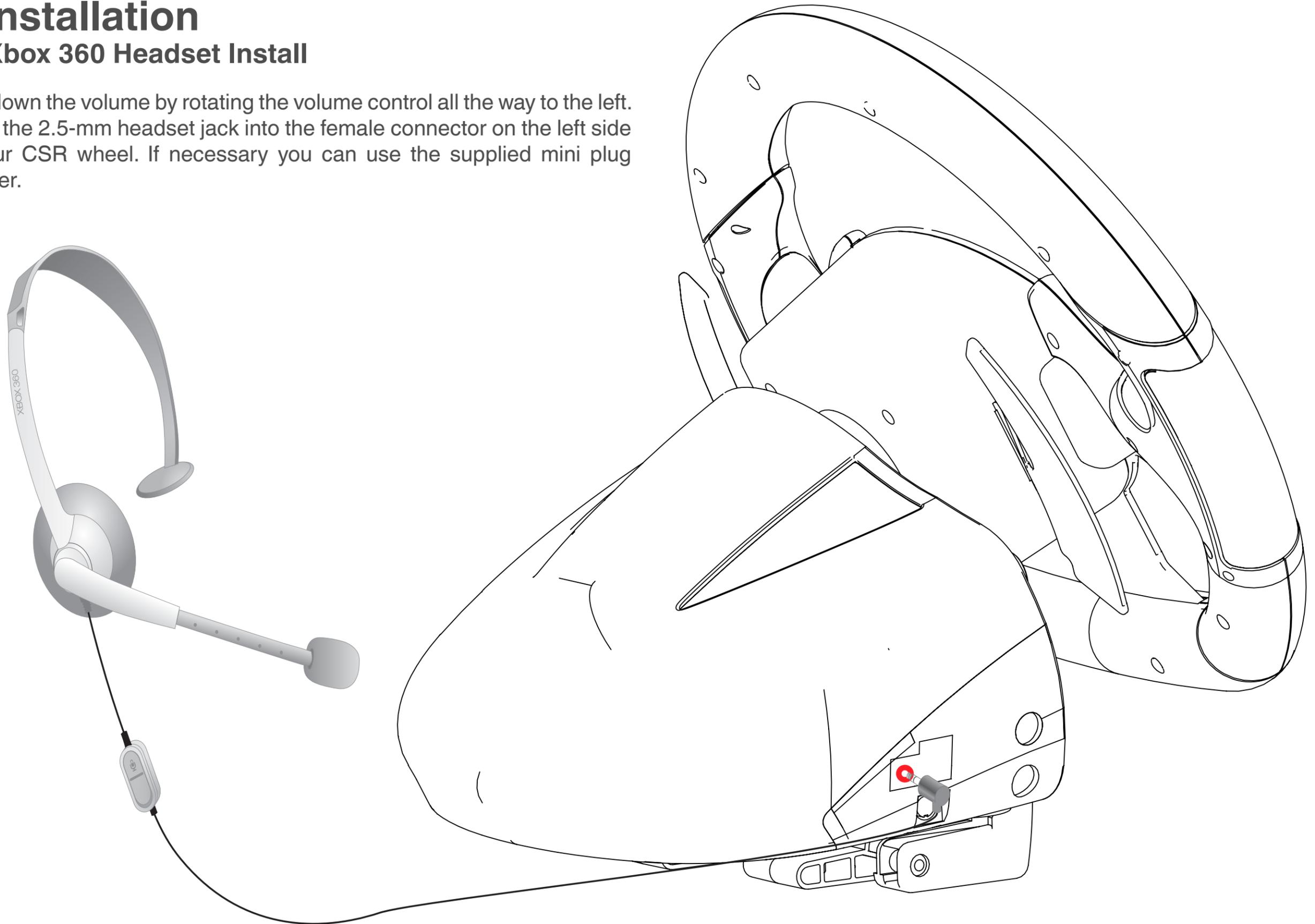
IMPORTANT!

Use only one connection cable for the ClubSport or CSR Elite Pedals at a time. The USB cable is for use with the PC only.

5. Installation

5.5 Xbox 360 Headset Install

Turn down the volume by rotating the volume control all the way to the left. Insert the 2.5-mm headset jack into the female connector on the left side of your CSR wheel. If necessary you can use the supplied mini plug adapter.

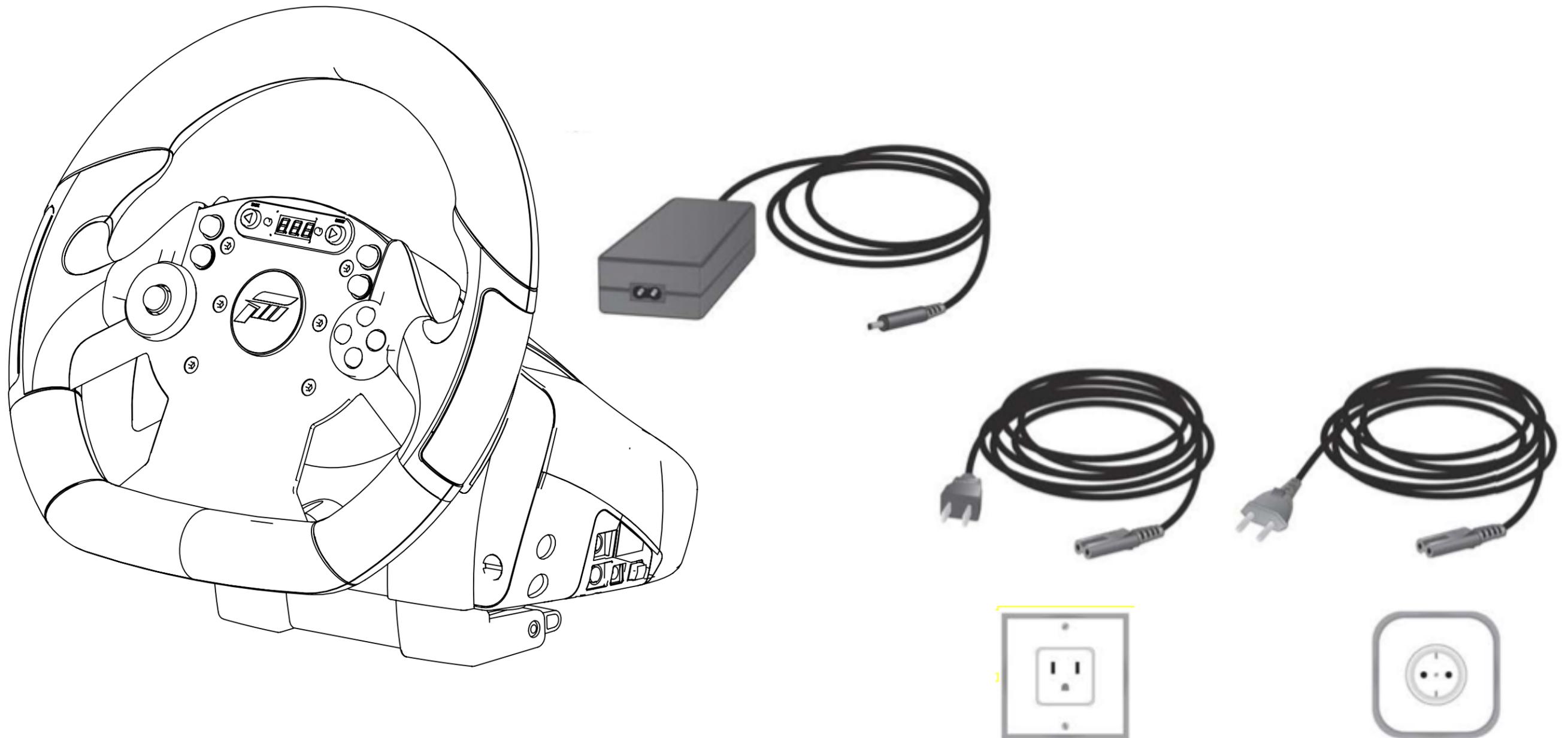


5. Installation

5.6 Electrical connection

Please plug-in the power supply to the right side of the base.

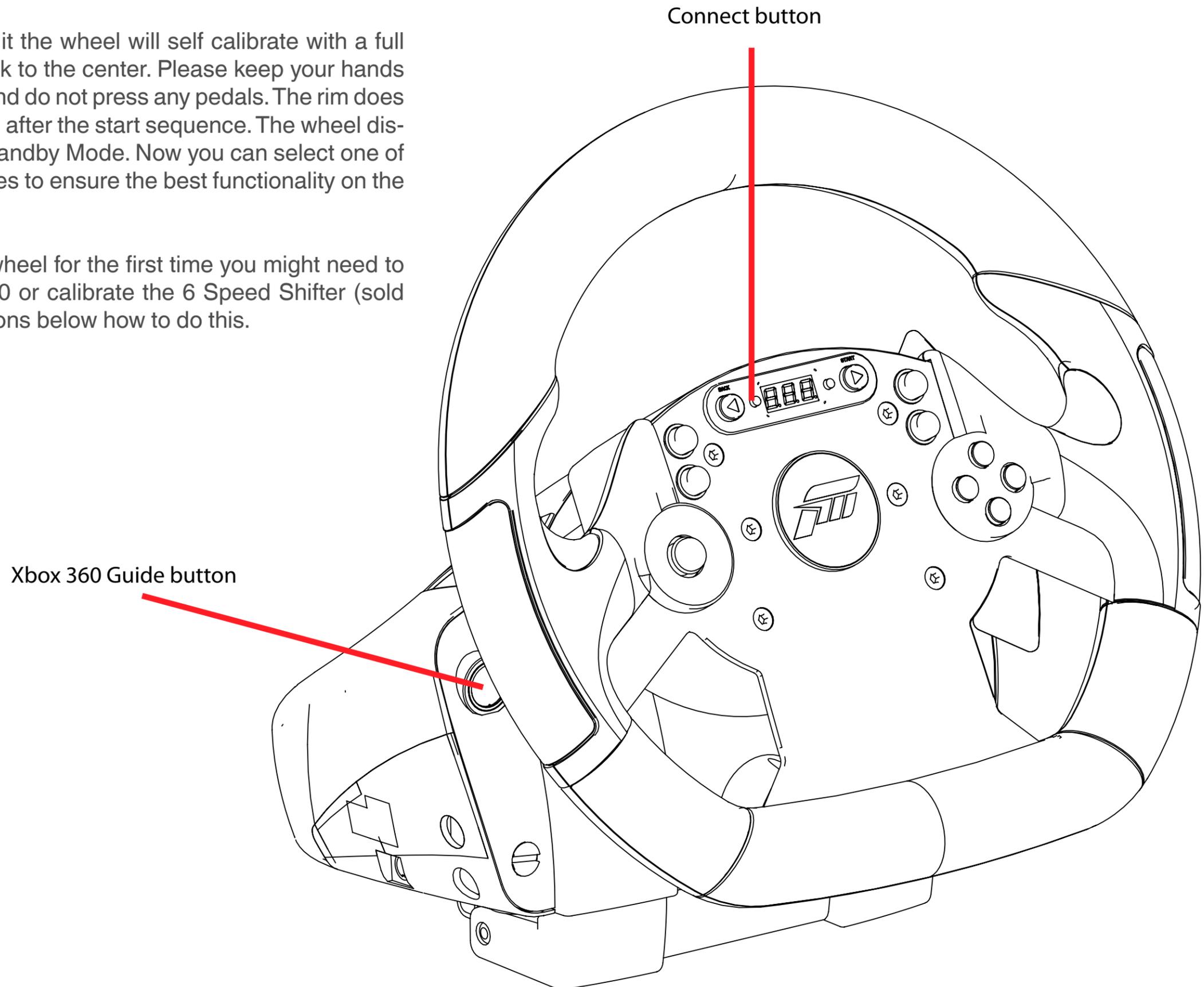
IMPORTANT: Only Use the power supply that came with your CSR wheel.



6. Getting started

After pressing the power switch the wheel will self calibrate with a full rotation to the right side and back to the center. Please keep your hands off the wheel during calibration and do not press any pedals. The rim does not have to be perfectly centered after the start sequence. The wheel display shows “- - -” and waits in Standby Mode. Now you can select one of the three separate platform modes to ensure the best functionality on the Xbox 360, PC or Playstation 3.

Please note that when use the wheel for the first time you might need to bind the wheel to your XBox 360 or calibrate the 6 Speed Shifter (sold separately). Please see instructions below how to do this.



6. Getting started

6.1 Select platform mode

Xbox 360 Mode

The Forza Motorsport CSR wheel communicates wirelessly with the Xbox 360 and does not need a cable or dongle.

1. Power on both devices.
2. After self calibration press and hold Xbox 360 Guide Button for one second or press and hold Start Button for one second.
3. The Xbox 360 Guide Button will illuminate the controller slot you are connected to.

If you use the wheel for the first time, the CSR must be connected to the Xbox 360 like any other wireless controller.

1. Press Connect Button on your console (ring of light starts blinking)
2. Press and hold Connect Button on wheel the for about one second (ring of light on wheel stops blinking and shows the same illuminated segment)
3. CSR and console are connected

PC Mode

1. Installation of drivers

For PC use, you need to install the driver before you plug in the USB cable. The driver requires less than 10 MB of space on your hard disk and is compatible to Windows XP (SP2+) and Windows Vista/7/8 (32-Bit/64-Bit). Please check www.FANATEC.com/support for the latest updates on the driver.

2. Connect the USB cable to a free USB slot of your PC and to the connector on the left side of the wheel.
3. Power on the wheel.
4. After self calibration press the Back Button and hold it for one second. "- - -" will disappear on the display.
5. PC and CSR are connected.

Driver

To open the driver dialog you have to go to the control panel, double click "Game Controllers" and choose the properties of "Fanatec CSR Wheel". In this window you can change the functionality of the wheel and test the buttons.

PS3 Mode

1. Connect the USB cable to a free USB slot of your Playstation 3 and to the connector on the left side of the wheel.
2. After the self calibration enter the PC mode by pressing Back Button for one second. "- - -" will disappear on the display
3. Press Connect Button + Back Button simultaneously. A dot in the display indicates the PS3 mode.
4. Playstation 3 and CSR are connected.

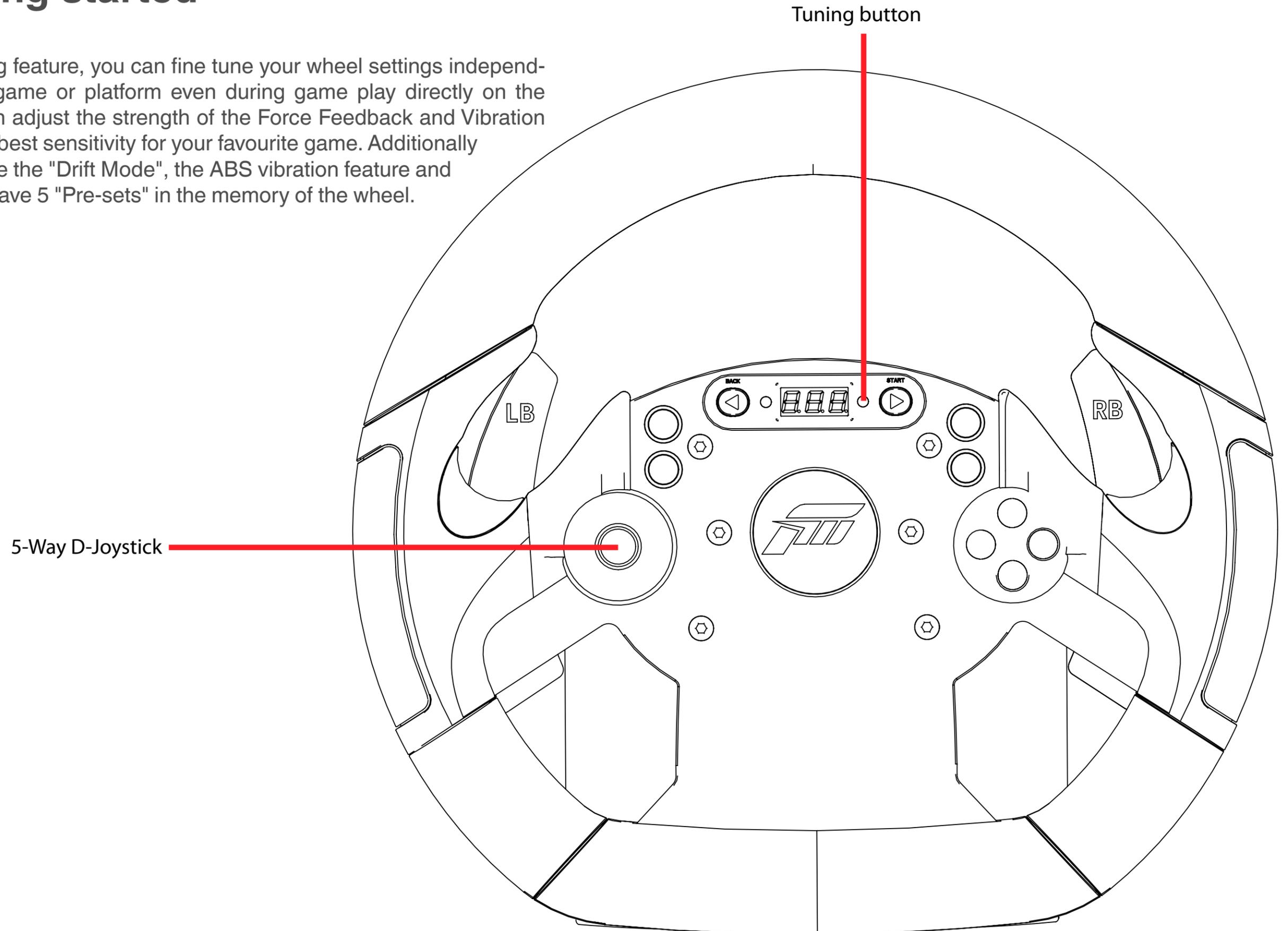
IMPORTANT:

Please note that on some Playstation 3 games it is required to use the SIXAXIS controller for Navigation in the games menu. After starting a game, the wheel could return to PC mode – re-enter PS3 mode.

6. Getting started

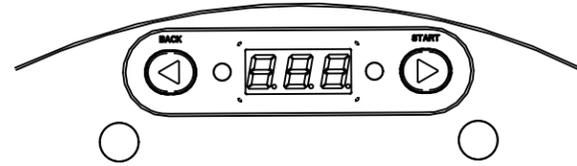
6.2 Tuning

With the tuning feature, you can fine tune your wheel settings independent from the game or platform even during game play directly on the wheel. You can adjust the strength of the Force Feedback and Vibration as well as the best sensitivity for your favourite game. Additionally you can enable the "Drift Mode", the ABS vibration feature and permanently save 5 "Pre-sets" in the memory of the wheel.



6. Getting started

6.2 Tuning



To navigate in the tuning menu:

1. Press the Tuning Button
2. The currently active pre-set will appear, indicated by S_1 thru S_5. You can save up to five pre-sets on your wheel.
3. Select your pre-set by using the up and down arrows on the D-Joystick
4. To select a function, press left to right on the D-Joystick
5. To change the setting of the respective function press Up or Down on the D-Joystick
6. When finished, press the "tuning" button to save your pre-set

Sensitivity (Sen)

This value shows the wheel rotation that will be used in game

You can set it from 90 to 900 in steps of 10.

When using this wheel on the PS3 or Xbox 360, if this tuning function is set to "OFF" the sensitivity of the wheel will default to what the game is using. If you don't like the default game settings, you can set and fine tune it to how you prefer.

On the PC If the setting is "OFF" the sensitivity will be controlled by the driver

Force Feedback (FFB)

Force feedback strength can be adjusted in increments of 10 from 0% to 100%

Sen

090
100
360
520
900

FF

Shock Vibration (SHO)

The Shock Vibration allows you to adjust the two additional vibration motors in the wheel rim that can be controlled by the game if supported. It can be adjusted in increments of 10 from 0% to 100%. By default the vibration motors are synchronized with the gas pedal to let you feel the vibration of the motor. If you turn this to 0%, you may not feel vibrations that have been programmed by the developer.

Sho
000
010
100

Drift Mode (DRI)

When "Drift Mode" is enabled, the wheel has less dampening which allows for quicker turning. This setting is useful for "drifting" or cars that require quick inputs. This can be adjusted in increments of 1, from 1 to 5, 5 being the quickest, or least amount of dampening. Or you can set to off to have full dampening.

dri
001
004
005

ABS Vibration (ABS)

In steps of 1 from 0 to 100 or OFF

This feature simulates ABS vibration or brake lock ups by activating the vibration motors in the wheel and on the brake pedal of the ClubSport Pedals (optional). In conjunction with the SHO (determines amount of vibration) function, you can set an ABS value from 0-100%. If you set it to 90%, your wheel and Clubsport brake pedal (if connected directly to the wheel) will vibrate, simulating brake lock ups. 50% will vibrate when pushed half way, etc.

AbS
000
001
057
100

6. Getting started

6.2 Tuning [cont.]

Linearity Setting (LIN)

In steps of 10 from 0 to 100%

If you like to have the precision around the center of a large steering angle (e.g. 900°) but the advantage of fast movements of a short angle (e.g.) 180° you can change the linearity of the steering axis. The car will react slowly around the center and make larger movements the more you turn the wheel.

LIN
000
0 10
100

Dead Zone Setting (DEA)

In steps of 10 from 0 to 100

For some games you may want to add a little dead zone, where the car does not react to wheel movements in the center. Some games may require this in order to avoid shaking on the straights.

DEA
000
050

Spring Setting (SPR)

In steps of 1 from -3 to +3

This setting changes the spring forces sent from the game and determines how strong the wheel returns to the center. Can only be used while using the wheel with consoles.

SPR
-2
3

Damper Setting (DPR)

In steps of 1 from -3 to +3

This changes the dampening effect sent by the games. The damper lets the wheel move slower. The more damper the more resistance you can feel. Can only be used while using the wheel with consoles

DPR
-2
3

6.3 Calibration

Wheel Centering

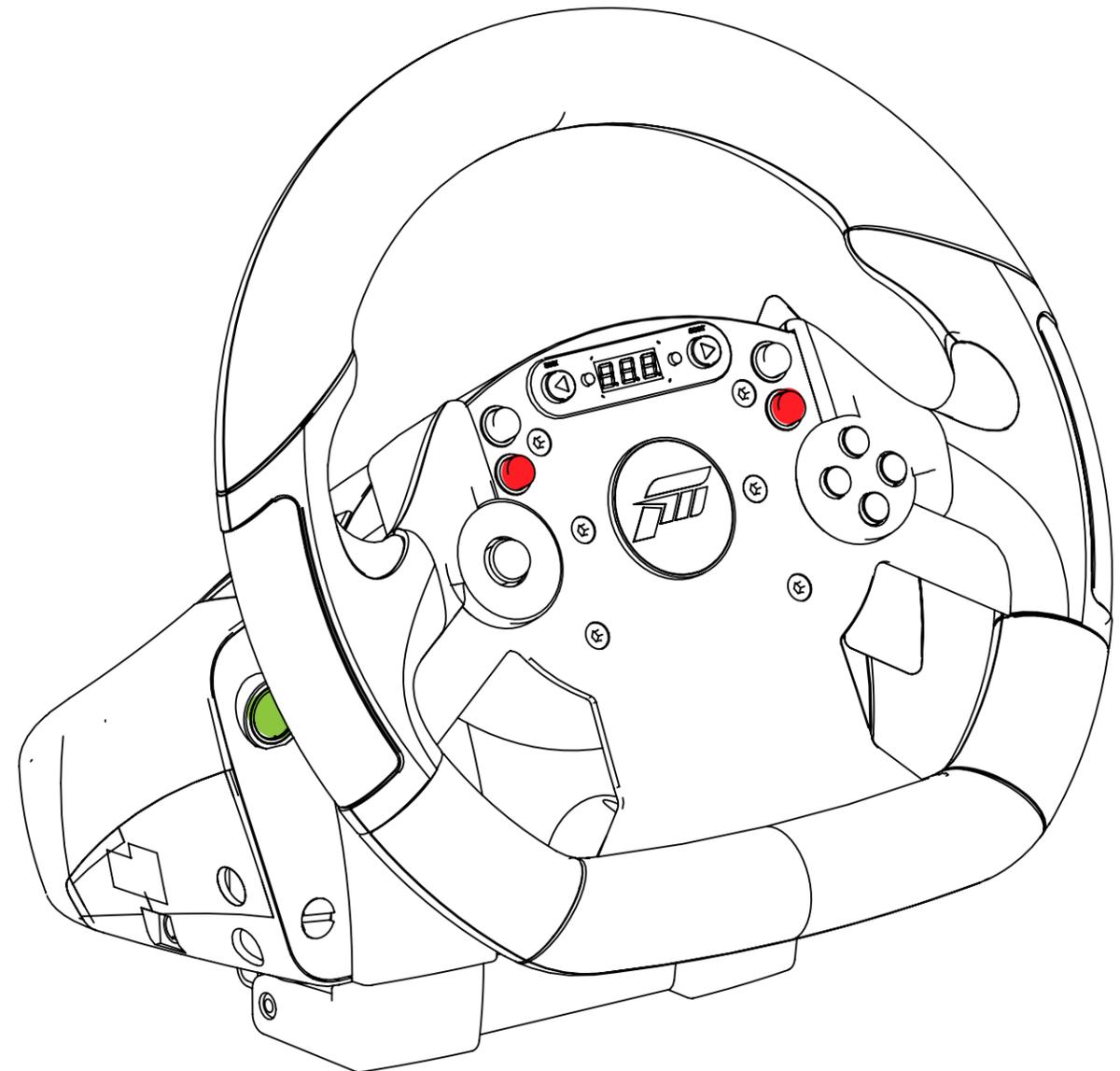
1. Boot the wheel into PC mode (see page 21) and then turn it to its center position

2. Press and hold lower red button button at the same time.

3. Press Xbox Guide Button.

4. Release all three buttons.

5. Wheel's center position will now be reset



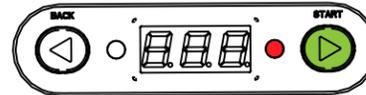
6. Getting started

6.3 Calibration

A 6-speed gear stick (7GS) must be calibrated when you connect it the first time. If the shifter is not working properly it might require new calibration as well. Please go through the following steps:

1. Power on the wheel
2. Choose any platform mode (PS3/PC). Make sure your shifter is connected to the wheel.

3. Press **“Start Button”** + **“Tuning Button”** at the same time



4. Bring the 7GS into neutral position and press the **“Start Button”**.

6_n

5. Enter reverse gear and press **“Start Button”**

6_r

6. Enter 1st gear and press **“Start Button”**

6_1

7. Enter 2nd gear and press **“Start Button”**

6_2

8. Enter 3rd gear and press **“Start Button”**

6_3

9. Enter 4th gear and press **“Start Button”**

6_4

10. Enter 5th gear and press **“Start Button”**

6_5

11. Enter 6th gear and press **“Start Button”**

6_6

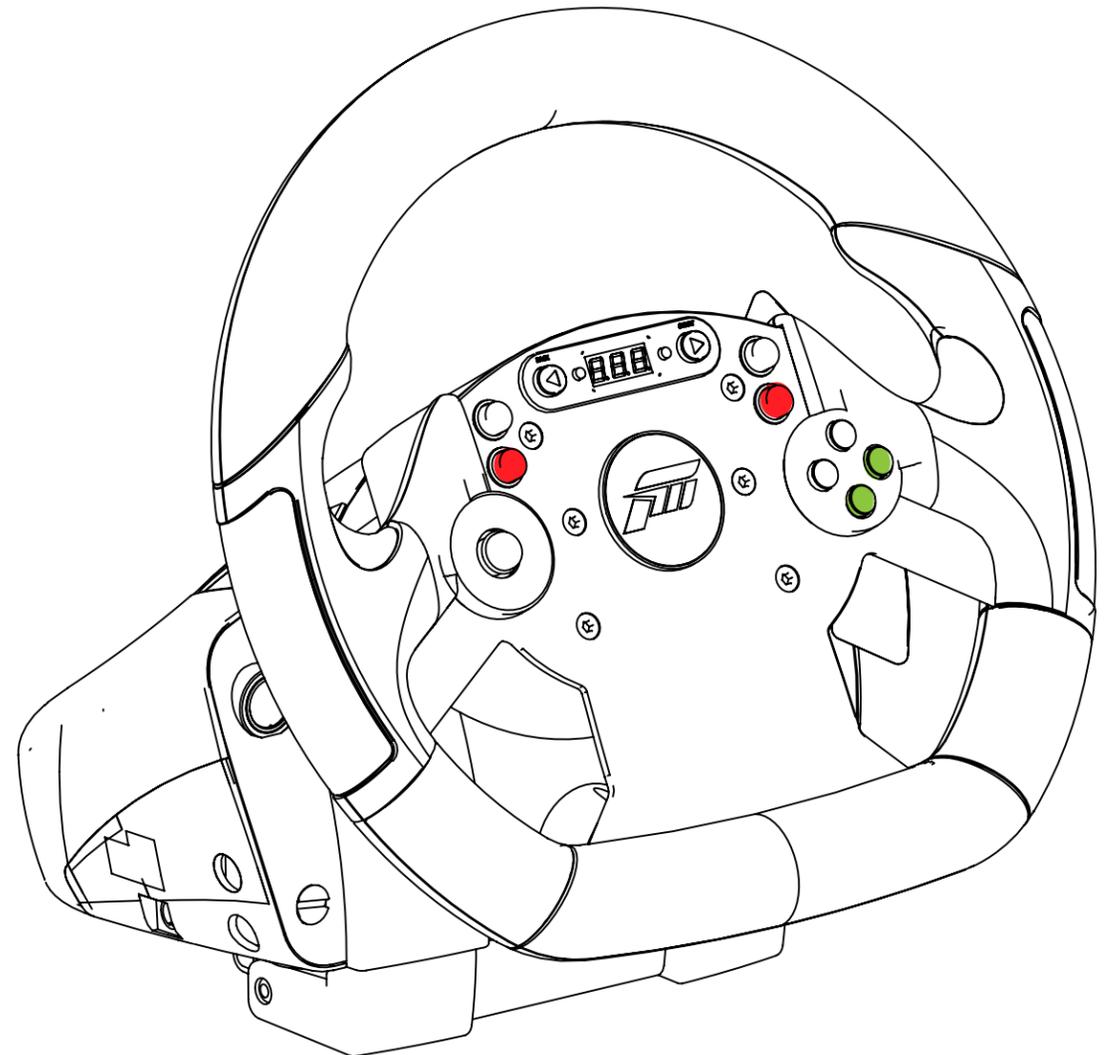
Shifter calibration finished. You can check the proper functionality with use of the PC driver menu.

6.4 Fan control

The fan is controlled by temperature but for safety reason it is running at maximum speed all the time by default. You can set the fan to be temperature controlled only by following these steps:

1. Enter stand-by mode. Tuning display shows **“---”**
2. Press the lower two **red buttons** and the buttons **“A”** and **“B”** at the same time

In the Tuning display you first see the firmware version and then the default status of the fan (“on” or “off”)



7. Summary

Choose platform mode

Power on the wheel and wait until self calibration has finished.
Display shows “- - -”.

Xbox 360: Press and hold Xbox 360 Guide Button for one second.

PC: Press and hold Back Button for one second.

PS3: Start PC mode. Press Back Button and Connect button simultaneously.

Calibrate wheel center

Start PC mode and then press and hold the lower two red buttons simultaneously. Then press Xbox 360 Guide Button and release the buttons.

Reset all Tuning Menu settings

Press and hold Tuning Button for ten seconds.

Fan control

Enter stand-by mode and press the lower two red buttons and buttons A and B.

8. Cleaning

Clean only with a dry or slightly damp cloth. Using cleaning solutions may damage your racing wheel.

9. Troubleshooting

The Forza Motorsport CSR wheel must not be opened or modified. Endor® AG expressly prohibits analysis and utilization of the electronics, hardware, software and firmware contained in the controller. In case difficulties occur in connection with utilization of the CSR Wheel, please use the following guide for elimination of errors. On the website you will find further details and contact data.

Malfunctions on Xbox 360

Forza Motorsport 3 does not detect the 900° wheel rotation:
Solution: Make sure you start the Xbox 360 with the on/off button on the console and not by pressing the Xbox 360 Guide Button on the wheel. Make sure you select 900 for Sensitivity on your wheel

Malfunctions on Playstation 3

Game does not recognize the CSR wheel: Please switch the wheel to PS3 compatibility mode.

Wheel switches to PC mode after starting a game: Please enter PS3 mode again.

Saving the game is not possible: Please use the SIXAXIS controller to save the game and navigate in the system menu.

Clutch or 6-speed gear shift is not working at all

Please make sure that your game supports this feature.

Please check if you have chosen the right settings in the options menu of the game.

Please make sure that the gear stick cable is connected properly.

Please make sure that the gear stick is calibrated. (see shifter manual)

In GranTurismo 5 (Prologue) you need to press the triangle button in the game in order to activate the clutch.

Wheel is not working properly

Please check if the game is supporting the wheel and if you selected the right settings in the options menu of the game.

Make sure the latest version of the Fanatec CSR driver is installed (PC only)

Please make sure that the power cable is connected properly and the light is on. After the power switch is pressed the wheel should automatically self calibrate.

In general we highly recommend installing a separate and dedicated PCI USB controller card only for the CSR Wheel in order to avoid conflicts with other USB devices and to get maximum performance of your wheel.

Some older PC games don't support enough buttons to make use of all features of the wheel.

Some racing games are not optimized for racing wheels. Even if they can be played with the CSR wheel they may play better with a gamepad or a keyboard.

Problems with USB headset

Some PCs with AMD processor have problems with force feedback wheels. In such a case please install a USB 2.0 PCI card and use it for your wheel.

Problems with driver

Please make sure to download the latest version of the driver at www.FANATEC.com/support.

10. Technical Support / FAQ

Technical Support / FAQ: www.Fanatec.com

11. Manufacturer

ENDOR® AG

Seligenthalerstraße 16 A
84034 Landshut
Niederbayern / Germany
Fanatec is a brand of Endor® AG
www.FANATEC.com

12. Trademarks

"PlayStation 2", "PlayStation 3" are trademarks of Sony Computer Entertainment Inc.

"Fanatec" and "Endor" are registered trademarks of Endor® AG/Germany.

"Forza Motorsport", "Microsoft", "Xbox 360", "Xbox Live" and "Xbox" are either registered trademarks or trademarks of Microsoft Corp. in the United States and/or other countries.

10. Warranty

Please check the FAQ database at FANATEC.com to see if your problem can be solved there. Normally, the warranty period is two years. However, this may differ depending on the respective state.

1) Endor® AG grants for the hardware product – as extension of shorter national warranty regulations, if applicable a two-year warranty for material and manufacturing defects. The warranty does not include defects that are due to commercial use of the product and/or normal wear and tear and/or damaging by third parties and/or improper utilization or treatment and/or utilization of the product contrary + to the operating and maintenance instructions and/or not intended installation and/or non-compliance with the local safety standards and/or the results of an intervention by a third party or a not authorized opening of the device including any measures for modification, adjustment and/or adaptation measures (also in case of professional execution). Warranty applies as of the date of purchase when the final customer purchased the product, and is exclusively limited to the rights as of 2), as far as this does not limit any further legal warranty claims on the basis of various national laws. Warranty is subject to return of the defective product with carriage paid, within the warranty period, including the original receipt that must include date of purchase as well as the company stamp/company print of the first dealer.

2) The warranty covers – at the choice of Endor® AG – either gratuitous repair or replacement of the device or components of the device. With defects that are not covered by the warranty and/or that are excluded from warranty (see above), possibilities for repair are to be requested with the local customer service or the local dealer. As far as permitted by law, any further liability - with the exception of intent and gross negligence – is excluded for any indirect or direct damages and consequential damages, regardless of whatsoever basis of claim.

This applies in particular to damages with other property, damages to persons, data losses as well as financial losses like loss of profit as well as transport damages in connection with returns to Endor® AG. As far as liability limitations are not legally allowed or effective in certain states or certain regions, the limitations are to be effective to such extent that exclusions of liability. This gaming device is designed to withstand approximately one hour of use per day during the course of the warranty period of two years.

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FORZA MOTORSPORT CSR RACING WHEEL