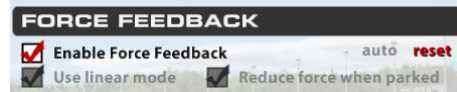


The TL;DR Guide (Too long, Did not read)

Launch irFFB2022 before you launch a racing session.

Launch racing session and if not calibrated in game for Vjoy then do so.

IMPORTANT: Make sure Game FFB is always enabled. Regardless of the irFFB mode you select.



Select your FFB Mode. If you select Auto – 360 Smoothing, then adjust Auto FFB Switch Speed.

Adjust Min force, Max force, and Damping as you would on older versions of irFFB.

Adjust Effect Timing for how early in a turn you want the effects to begin. Start with this number at 3.

Oversteer Effect Intensity is the same as SoP Effect in previous versions. Start around 50. Tune to feel.

Understeer Effect Intensity is the same in previous versions. Start around 50. Tune to feel.

Understeer Wheel Force controls how soft or how strong the wheel feels when entering a push condition. Tune to where wheel just starts to feel soft in a push.

Warning: Selecting Debug can significantly slow down your computer.

Selecting Use Car Specific Settings will allow car and track settings to be saved to a new file.

- Easy to Understand Modes
- Automatic -360 Smoothing Mode for a blend of Low Latency and Telemetry Enhancements
- Previous “Offsets” were modified and presented as “Effect Timings” in a simple single control slider
- SoP renamed to Oversteer to make it easier to understand
- Understeer enabled for all cars and easily configured with a slider
- Car and Track combinations are saved together to reduce configure a car for a track

