

Ares Series Function Guide

Supports: Ares, Ares Platinum

V1.3

Conspit R&D

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1. Hardware Usage Instructions

1.1 Idle Switch and the Indicators



Idle Switch:

Click to switch working mode Press and hold for 2 sec to shut down

Indicator:

Off: Shutdown status.
Green light steady on: Normal working status.
Green light flashing quickly: Peripheral Device Malfunction.
Green light flashing slowly: The wheelbase axis has exceeded the limit.
Blue light steady on: Idle mode.
Blue light flashing quickly: Motor failure, please contact CONSPIT official customer service.
Blue light flashing slowly: Motor error, please refer to the pop-up guidance in the driver software for solutions.
Cyan light steady on: Firmware update is stuck.
Cyan light flashing slowly: Updating firmware in progress.

Cyan light flashing extremely slowly for 5 times then goes out: Entered incorrect firmware.



1.2 Precautions for Power Supply Usage

1) Please check your electrical environment and ensure that the sockets or extension cords used are properly grounded to avoid effecting the normal function of the product.

2) Please do not plug in the steering wheel before connecting to the power supply.

3) Do not hot plug the power supply.

4) When powering on, connect the power supply to the "POWER" port at the rear of the base first, then plug it into the outlet.

5) When powering off, unplug it from the outlet first, then disconnect it from the "POWER" port at the rear of the base.

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2. Driver Software & Functions

2.1 Driver Software Downloads

Visit <u>www.conspit.com</u>, or scan the QR code below to download Conspit Link 2.0.



2.2 Homepage

Click to select Ares / Ares Platinum on the homepage.





4 **Connected Devices** FFB Settings 🕗 290GP Strength 80% Ares Friction 0% \bigcirc Smoothness 92% \bigcirc Damping C SIMULATION SEAT ULTIMATE

Double-click the device name in the "Connected Devices" list, or click the corresponding icon of the device to enter the detailed settings pages.



2.3 Basic Settings

4		– ×	
:::		default - Road Basic Advanced Game Settings	
Ø	High Torque Mode	Steering Basic FFB Settings	
0		Range 900 % % 80	
1		360° 450° 540° 640° Damping	
		720° 800° 900° 1080° Smoothness 92	
		Stop Feel	
		Soft Medium Stiff	
	5.49°	Status	
	Center Calibration	Current Torque -0.01Nm	
		Phase U Temperature 24.71°C Phase V Temperature 25.00°C	
	Configs Z -F C C I	Phase W Temperature 25.00°C MOS Temperature 35.11°C	
	default - Road 🛛 🛇		
	default - Dirt O	Firmware 1.01.D06	
	default - Drift O		
	Assetto Corsa Competizione O		
	Assetto Corsa O		
ති	iRacing	Reset Save as Save to Flash	

Click on "Basic" in the menu bar to enter the basic settings interface.

Configs:

In each setting page, in the "Config" section at the bottom left, you can select, rename, add, export, import, or delete configs. If you need to customize the settings, please create a new config, click "Save" after setting is completed, or modify the official default config and click "Save as".

Configs	1_		2	[Ľ	Ū
default - Road				0	ð
default - Dirt				C)
default - Drift				C)
Assetto Corsa Com	petizio	one		C)
Assetto Corsa				С)
iRacing				C)



High Torque Mode:

When the "High Torque Mode" is not activated, the base will be in safe mode, and the maximum torque will be limited to 2Nm.

Activating the "High Torque Mode" means exiting the safe mode. When this option is activated, the base will work within the set torque range.

Ø								- ×
	(Je Ares		default - Road			Basic	Advanced	Game Settings
Ø	High Torque Mode		Steering			Basic FFB Se	ettings	
0	• == •		N - 20	0	900	Strength % Friction		80
0			360° 450°	540°	640°	% Damping		
l			720° 800°	900°	1080°	% Smoothness		O 92
	4 0 0		Stop Feel					
			Soft	Medium	Stiff			
	5.49°			Status				
	Center Calibration		Current Torque		-0.01Nm			
	Configs 🛛 🖉 🕂 🖸	区前	Phase V Temperature		24.71 C 25.00°C			
	default - Road	\otimes	MOS Temperature		35.11°C			
	default - Dirt	0		Firmware 1.01.D06				
	default - Drift	0						
	Assetto Corsa Competizione	0						
	Assetto Corsa	0						
क्षि	iRacing	0		Reset	Save a	as Save	to Flash	

When the High Torque Mode is activated, you can enter the "Advanced" interface to further enable the "Boost" mode.

۲				- ×
	Ares	default -	- Road Basic Advanced Game	Settings
Ø	High Torque Mode	General	Boost Centering Force	
Ø		Max Force	2 Force	
<u></u>		Effects Gain %	100 *Can be used to provide steering feel for games with feedback: it is recommended to set to 0 when play	
		Mechanical Friction %	with force feedback output.	
	R CO	Mechanical Damper %	DirectInput Effects Direction	
	5.49°	Mechanical Inertia %	Damper	
	Center Calibration	Filter Frequency ^{Hz}	Spring 85 %	
	Configs 🖉 + 🖸	Filter Sharpness	so	
	default - Road	Ø Steering		
	default - Dirt	O Range	900	
	default - Drift	O Limit Force	— 100	
	Assetto Corsa Competizione	O Rotation Speed	O 0	
	Assetto Corsa	0		
තු	iRacing	0	Reset Save as Save to Flash	

Safety Instructions:

- Ensure Rigid Installation of the Product
 - Be sure to use the four slider nuts at the bottom of the base or dedicated side mounting bracket to secure the base to a sturdy platform or a well-designed sim-racing rig. Do not use any other type of mounting.
- Ensure Proper Installation of Accessories
 - Check the connection of quick release, steering wheel, and other accessories. Do not use when bolts
 are loose or components are damaged.
 - Check the fixation of device connection cables to avoid entanglement during steering wheel rotation.
- · Confirm Product Full Functionality
 - Ensure the functionality of auxiliary accessories if connected.
 - Do not use the product or its software in case of possible failure.
- · Use the Product Safely
 - Ensure that users have the ability to move independently and a clear consciousness. Do not use the product when sick, tired, or under the influence of alcohol/drugs.
- · Safety of Product Placement
 - Ensure that no objects are placed in the space where the steering wheel rotates. Leave enough space around the product and its accessories for comfortable use and exit.
- · Safety During Gameplay
 - Ensure to firmly grip the steering wheel at all times to prevent unexpected crashes or loss of control which may result in personal injury.
 - Operating in High Torque Mode for an extended duration may result in elevated surface temperatures.
 Do not touch.
 - Do not carry sharp objects (such as keys, tools, etc.) during gameplay.
 - Prevent others from entering the user's operating area.
 - Avoid prolonged use of the product prolonged continuous use may cause fatigue, muscle pain, or other negative effects. We recommend a maximum single usage duration of 2 hours and a maximum daily usage time of 6 hours.
 - Children must use the product under the supervision of their guardian.
- Potential Hazards Under Normal Use Include, but are not Limited to:
 - Other people or pets approach the user's operating area.
 - Other electronic device connection cables or items near the steering wheel or base axis and other moving parts' working areas.
 - User attire inadequately covering knees, arms, feet, legs, etc.

Before activating the High Torque Mode, please ensure that you have read and fully understood the above safety instructions. Within the scope permitted by the laws of the People's Republic of China, Ensu (Shanghai) Electronic Technology Co., Ltd. is not responsible for any personal injury or property damage caused by your failure to follow any of the above safety tips or operational norms.

If you have any questions about the above statement or product safety instructions and operational norms, you can consult via support@conspit.com.cn. If you do not agree with any of the content above, please do not confirm the activation of the High Torque Mode. If you confirm the activation of the High Torque Mode, your confirmation will be deemed as acceptance of all the contents of this statement, safety instructions, and operational norms.



Boost Mode:

When the "High Torque Mode" option is activated, the torque of the base is further increased to full power mode when activating the "Boost" mode.

4		-	×
		default - Road Basic Advanced Game Setting	gs
	High Torque Mode	General Boost Centering Force	
0		Max Force 2 Force	
		Effects Gain Can be used to provide steering feel for games without for % Can be used to provide steering feel for games without for feedback it is recommended to get to 0 when plation one	
		Mechanical Friction 10 10	
		Mechanical DirectInput Effects Damper 15 Friction	
	5.49°	Mechanical Inertia O Damper O	
	Center Calibration	Filter Spring O Frequency 85 %	
	Configs 🛛 🕹 🕂 🖾	Filter 80	
	default - Road	*The effects of Directinput, only effective when the game Steering supports.	
	default - Dirt	Range	
	default - Drift	Limit Force 0 100	
	Assetto Corsa Competizione	Rotation Speed 0	
	Assetto Corsa		
	iRacing	Reset Save as Save to Flash	

Under "Boost" mode, please further pay attention to safety:

High produ	torque mode activated. Please ensure safe usage of the uct and remain alert to potential safety risks at all time.
	Caution Hot Surface



Center Calibration:

After installing the steering wheel and aligning the axis to a correct direction, click the "Center Calibration" button. The current steering angle will be displayed in real-time above the button.

4								- ×
	④ Ares		default - Road			Basic	Advanced	Game Settings
Ø	High Torque Mode		Steering			Basic FFB Set	tings	
0			Range	0	900	• % Friction		10
1			360° 450°	540°	640°	% Damping %		
			720° 800°	900°	1080°	Smoothness %		92
	4 0 0	ļ	Stop Feel					
			Soft	Medium	Stiff			
	5.49°			Status				
	Center Calibration	_	Current Torque		-0.01Nm			
			Phase U Temperature Phase V Temperature		24.71°C 25.00°C			
			Phase W Temperature MOS Temperature		25.00°C 35.11°C			
	default - Road	\otimes						
	default - Dirt	0		Firmware 1.01.D06				
	default - Drift	0						
	Assetto Corsa Competizione	0						
	Assetto Corsa	0						
र्द्र	iRacing	0		Reset	Save as	s Save to	Flash	

Steering & Stop Feel Settings:

(Steering angle supports preset angle selection, dragging, and manual input settings)

4								- ×
	Ares		default - Road			Basic	Advanced	Game Settings
Ø	High Torque Mode		Steering		°00 °	Basic FFB Sett Strength	tings	80
0	E 40°		360° 450° 720° 800° Stop Feel Soft	540° 900°	640° 1080° Stiff	Friction % Damping % Smoothness %		10 15 • 92
	Center Calibration		Current Torque Phase U Temperature Phase V Temperature	Status	-0.01Nm 24.71°C 25.00°C			
	Configs 🖉 🕂 🗹	s le o a	Phase W Temperature MOS Temperature		25.00°C 35.11°C			
	default - Dirt	0		Firmware 1.01.D06				
	default - Drift	0						
	Assetto Corsa Competizione	0						
	Assetto Corsa	0						
ති	iRacing	0		Reset	Save as	Save to	Flash	



Basic FFB Settings:

۲								– ×	
	Ares		default - Road			Basic	Advanced	Game Settings	
	High Torque Mode		Steering			Basic FFB Settin Strenath	ngs		20
0			Range	0	900	• % Friction	0		30 10
			360° 450°	540°	640°	% Damping			15
			720° 800°	900°	1080°	Smoothness %		<u> </u>	92
	4 0 0	ļ	Stop Feel						
			Soft	Medium	Stiff				
	5.49°			Status					
	Center Calibration			Status					
			Phase U Temperature		-0.01NM 24.71°C				
	Configs 🖉 🕂 🖄	Ŀ ö	Phase V Temperature Phase W Temperature		25.00°C 25.00°C				
	default - Road	\otimes	MOS Temperature		35.11°C				
	default - Dirt	0		Firmware 1.01.D06					
	default - Drift	0							
	Assetto Corsa Competizione	0							
	Assetto Corsa	0							
	iRacing	0		Reset	Save as	s Save to Fla	ash		
	•								

Real-time Status:

8								- ×
	 ↔ Ares 		default - Road			Basic	Advanced	Game Settings
	High Torque Mode		Steering			Basic FFB Se Strenath	ettings	
0			Range	0	900	• % Friction		10
			360° 450°	540°	640°	% Damping		
			720° 800°	900°	1080°	Smoothness %		<u> </u>
	4 0		Stop Feel					
			Soft	Medium	Stiff			
	5.49°			Status				
	Center Calibration		Current Torque		-0.01Nm			
	Configs 🛛 🖉 + 🖄	区直	Phase U Temperature Phase V Temperature		24.71°C 25.00°C			
	default - Road	\otimes	MOS Temperature		35.11°C			
	default - Dirt	0		Firmware 1.01.D06				
	default - Drift	0						
	Assetto Corsa Competizione	0						
	Assetto Corsa	0						
	iRacing	0		Reset	Save as	s Save t	o Flash	

Current Firmware Version:

7							- ×
		default - Road			Basic	Advanced	Game Settings
	High Torque Mode	Steering			Basic FFB Sett	ings	
0		Range	0	900	• % Friction		80
		360° 45	0° 540°	640°	% Damping %		
		720° 800	0° 900°	1080°	Smoothness %		92
		Stop Feel					
		Soft	Medium	Stiff			
	5.49°		Status				
	Center Calibration	Current Torque Phase U Temperature		-0.01Nm 24.71°C			
	Configs 🖉 + 🖾 🗠	Phase V Temperature Phase W Temperature		25.00°C 25.00°C			
	default - Road 🛛 🔇	MOS Temperature		35.11°C			
	default - Dirt (>	Firmware 1.01.D06				
	default - Drift (
	Assetto Corsa Competizione)					
	Assetto Corsa	D	5-0	Courses.	0	en 1.	
	iRacing		Keset	Save as	Save to	Flash	

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2.4 Advanced Settings

Click on "Advanced" in the menu bar to enter the advanced settings interface. On this page, you can fine-tune the detailed usage feel of the base or enable the "Boost" mode.

4				\times
	Ares	default -	- Road Basic Advanced Game Setti	ings
	High Torque Mode	General	Boost Centering Force	
ø		Max Force	2 Force	
<u> </u>		Effects Gain %	100 *Can be used to provide steering feel for games without feedback's it is recommended to set to 0 when playing as	
		Mechanical Friction %	with force feedback output.	
	4	Mechanical Damper %	DirectInput Effects	
	5.49°	Mechanical Inertia %	O Damper O	
	Center Calibration	Filter Frequency Hz	Spring 85 %	
	Configs 🖉 🕂 🖄	Filter	Inertia O	
	default - Road	Ø Steering		
	default - Dirt	O Range	900	
	default - Drift	O Limit Force	100	
	Assetto Corsa Competizione	O Rotation Speed	0	
	Assetto Corsa	0		
	iRacing	0	Reset Save as Save to Flash	



2.5 Game Settings

Click on "Game Settings" in the menu bar to enter the game settings interface. On this page, you can change the axis input direction and force feedback direction.

4								- ×
	 		default - Road			Basic	Advanced	Game Settings
Ø	High Torque Mode		Invert Axis		Invert	t FFB		
0			Fix inverted steering dire	ection in some games.		rse force feed		al steering in some games.
		4						
	5.49°							
	Center Calibrati	n						
	Configs 🖉 -	- 2 4 ±						
	default - Road	${ { { { } { { } { } { } { } { } { } { }$						
	default - Dirt	0						
	default - Drift	0						
	Assetto Corsa Competizione	0						
	Assetto Corsa	0						
tộ:	iRacing	0		Reset	Save as	Save to	Flash	



Visit <u>www.conspit.com</u> to download the firmware for the corresponding product;

Enter the detailed settings pages and click the "[↓]" symbol in the top left corner to update.

۲								- ×
	Ares Platinur	n -	default - Dirt		基础设置	进阶设置	电机校准	其他设置
0		÷	专向 角度限制 360°4 720°8 根位力度	50° 540° 00° 900°	900 640° 1080°	基础(FFB3) 力回馈强度 。 % 摩擦 % 照 % 平滑度 %		60 0 25 0 92
			低		高			
	-5.82°			实时状态				
	中心校准		 当前扭矩		0.00Nm			
	预设	ĽĽů O	U相温度 V相温度 W相温度 MOS温度		29.47°C 29.47°C 28.86°C 37.48°C			
	default - Dirt	\otimes		Firmware 1.01.D06				
	default - Drift	0						
	Assetto Corsa Competizione	0						
	Assetto Corsa	0						
තු	iRacing	0		重置	另存为	5	写入配置	

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Firmware Update						
Select your local firmware file and click 'Confirm'.						
🚫 Wheel Base	⊗ Motor					
		>				
Cancel						

Click the ">" button on the right side of the pop-up window to select the firmware you have downloaded for the corresponding product; in the pop-up window, select the corresponding firmware type ("Wheel Base" or "Motor"), then click "Confirm" to update the firmware.

Note:

- 1) After the update is complete, the base will enter the idle mode and need to be woken up by pressing the Idle Switch.
- 2) If the progress bar gets stuck, please unplug and replug the USB cable and try again.



2.7 One-Click Game Configuration

Click on the "Settings" icon in the bottom left corner to enter the driver settings interface, and click on "One-click Game Configuration" to configure.



3. Detailed Explanation of Force Feedback Parameters

Comprehensive Feeling

- Max Force: The highest torque output of the base unit's motor, determining the maximum force feedback strength.
- Effect Gain: Adjusts the intensity of the force feedback effects as a percentage of the maximum force. This setting affects all force feedback strengths, including feedback from road surfaces such as curbs, grass, and bumps. It is generally recommended to set this to 100% to fully experience the game's FFB details.
- Mechanical Friction: Provides a consistent resistance that is added on top of the force feedback from the game, regardless of the state.
- Mechanical Damper: Applies a counteracting force to the motor's rotation, proportional to the rate of change in speed. For example, the sharper the steering input (i.e., the greater the angular acceleration of the motor shaft), the stronger the counteracting force, and vice versa.
- Mechanical Inertia: Simulates the rotational inertia of the steering wheel, primarily affecting the feel when starting or stopping the wheel rotation. The greater the inertia, the harder it is to start or stop the steering wheel.
- Filter Frequency: Filters forces near the set frequency value to eliminate high-frequency noise. This affects the "road feel" or "smoothness," and depending on the game's requirements, it is generally recommended to set this between 60Hz and 300Hz.
- Filter Sharpness: The higher the sharpness value, the more concentrated the filtering is around the filtering frequency. Simply put, the lower the sharpness value, the wider the filtering range, making the force feedback smoother; the higher the sharpness value, the more concentrated the filtering, making the force feedback clearer.

Steering Settings

- · Range: The maximum rotation range limited by the reverse force of the motor.
- Limit Force: Control the strength of the angle limit based on a percentage of the currently set maximum force.
- Rotation Speed: The threshold value that controls the return speed. The higher this value, the lower the limitation, and the faster the return speed.

4. Game Compatibility List

Games	Latest Firmware				
Assetto Corsa					
Assetto Corsa Competizione					
Automobilista 2					
Forza Horizon 4	☑ (Special configuration is required)				
Forza Horizon 5	(Special configuration is required)				
Dirt Rally 2.0	☑ (Special configuration is required)				
Dirt Rally	In process of development and adaptation				
Dirt 4	In process of development and adaptation				
EA WRC	☑ (Special configuration is required)				
F1 2020	☑ (Need to disable steering assistance)				
F1 22	✓ (Need to disable steering assistance)				
F1 23	☑ (Need to disable steering assistance)				
F1 24	(Need to disable steering assistance)				
rFactor 2	✓ (Special configuration is required)				
Rennsport	☑ (Special configuration is required)				
Le Mans Ultimate					
BeamNG					
KartKraft	In process of development and adaptation				
Project Cars 1	In process of development and adaptation				
Project Cars 2	In process of development and adaptation				
WRC 8					
WRC Generations					
Trackmania 2020	In process of development and adaptation				
DCS World	In process of development and adaptation				
IRacing					
Euro Truck Simulator 2					
RaceRoom					
Live for Speed	In process of development and adaptation				
Wreckfest	In process of development and adaptation				
F1 CHALLENGE 99-02	In process of development and adaptation				
Mud Runner	In process of development and adaptation				
Snow Runner	In process of development and adaptation				

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Automobilista 2 Special Configuration:

1) Open the game, enter the "Options" interface, in "Control Scheme", change the "TYPE" option to "Wheel", change the "MAKE" option to "Logitech", and change the "MODEL" option to "G29", then restart the game.

Forza Horison Series Special Configuration:

1) Please locate the "media" folder in the root directory of your game.

For Steam users, right-click on Forza Horizon 4 or 5 in your library, click "Manage" \rightarrow "Browse Local Files" to find the following path:

SteamLibrary\steamapps\common\ForzaHorizon5\media

For Xbox users, the path is:

Xbox\Forza Horizon 5\Content\media

- 2) Copy the resource file "inputmappingprofiles.zip" into the "media" folder to replace the existing one;
- 3) Restart the game.

EA WRC & Dirt Rally 2.0 Special Configuration:

1) You need to click on the settings icon in the bottom left corner of the driver, click on the "One-click Game Configuration" button, and then proceed to play the game.

rFactor 2 & Rennsport Special Configuration:

- 1) You need to enable the "Invert Force Feedback" option in the game.
- 2) Alternatively, you can find the "Invert FFB" button within the "Game Settings" in the driver and turn it on.

Invert FFB

Reverse force feedback to match actual steering in some games.

5. Troubleshooting Guide

I. What to do if the base is not recognized in the driver?

1) Ensure the USB data cable of the base is connected to the computer, and the 48V power supply is connected to the base.

2) Press Win+R on the keyboard to open the Run dialog, input "joy.cpl" and confirm. Navigate to the Game Controllers page to check if there's a device named "CONSPIT Ares" or "CONSPIT Ares Wheel Base".

3) If the device is present but still not recognized in the driver, please contact customer service.

4)If the device is not listed, try unplugging the USB and power supply from the base, then reconnect them (it's recommended to insert the power supply first, followed by the USB). If the device is recognized in the Game Controllers after replugging, it should also be recognized in the driver.

II. The driver displays the angle, but modifying parameters has no effect, and there's no force feedback in the game?

1) Observe the status indicator on the front of the base. If it's blue (steady on), it indicates the motor is in idle mode and cannot provide any force feedback. Press the indicator button to turn it green (steady on), allowing the base to work normally.

2) If the indicator light is slowly flashing blue, and pressing the indicator button cannot turn the indicator light green (steady on), please unplug both the USB cable and the 48V power adapter socket end simultaneously (Do not perform hot swapping on the 48V power supply socket of the base). Wait for 10 seconds before reconnecting them. Pressing the button again at this point should make the indicator light turn green (steady on), indicating that the base is now working properly. If the base still fails to function normally, please refer to the pop-up guidance in the driver software for solutions, and then press the

indicator button again to try to fix it yourself. If it cannot be fixed, please contact CONSPIT official customer service.

3) If the indicator light is flashing blue quickly, it indicates that the motor is in an abnormal state. It is recommended to stop using it immediately and contact CONSPIT official customer service.

III. The base turns green after pressing the indicator button but keeps rotating in one direction?

1) Please confirm that the current firmware version has been updated to the latest version available on the CONSPIT official website.

2) If the base has mistakenly entered an angle limit overrun state and needs to return to the normal angle range to function correctly. Click "Center Calibration" in the driver to stop it.

IV. No base angle display in the driver, and cannot bind steering input axis in the game?

1) Press Win+R, input "joy.cpl", and confirm to open the Game Controllers page. Check for "CONSPIT Ares" or "CONSPIT Ares Wheel Base". Select the device, double-click or click "Properties" in the bottom right, rotate the base axis, and observe if the X-axis changes on the test page.

2) If there's a change but it's not displayed in the driver, please contact CONSPIT official customer service.

3) If there's no change, try unplugging and reconnecting the USB and power supply (power supply first, then USB), then press the indicator button to turn it green (steady on) for normal operation.

V. Everything is normal in the driver, but cannot bind steering in the game?

1) If the driver is functioning correctly, and the base's front indicator is green (steady on), the base is working normally, and steering should be bindable in the game.



2) If binding fails, follow the game's instructions for steering binding or restart the game.

3) Press Win+R, input "joy.cpl", and confirm to open the Game Controllers page. Check for "CONSPIT Ares" or "CONSPIT Ares Wheel Base". Select the device, double-click or click "Properties" to enter the device properties page. If prompted with "Game Controller Connection Incorrect," try restarting your computer.

VI. The base indicator is cyan, modifying parameters in the driver has no effect, and cannot bind steering in the game?

1) Restart the driver. The indicator should turn blue (steady on), then press the button to turn it green (steady on) for normal operation.

2) If the indicator automatically turns cyan upon USB reconnection, ensure CONSPIT LINK 2.0 driver software is up-to-date. Upgrade the base firmware to the latest version to resolve the issue.

VII. Switching base configs in the driver has no effect on the feel?

1) Config selection in the settings page of the driver is only a preview. Click the \bigcirc next to the config name to apply it with a " \checkmark ," which sends parameters to the base.

VIII. Strange force feedback feel in rFactor2 or Rennsport, and the base keeps rotating to the limit after slight steering?

1) Due to force feedback mechanics, some games require setting force feedback to reverse (e.g., -100% in rFactor2, Reverse On in Rennsport) for proper output.

2) Alternatively, select "Invert FFB" in the Game Settings page of the driver for the same effect.

3) If the base keeps rotating due to game settings, unplug and reconnect the USB and power supply to reset it.

IX. No force feedback in DiRT Rally 2.0 or EA Sports WRC, or steering wheel doesn't respond smoothly?

1) Click "One-Click Game Configuration" in the Settings page of the driver. After "Configuration Successful" or "Already Exists, No Need to Configure," restart the game.

2) For unresponsive steering, set the base's dead zone to 0 in the game's input device settings.

X. In iRacing, the steering wheel shakes left and right while parked, and the shaking increases?

1) Check "Reduce force when parked" in iRacing's settings to resolve this.

2) Increasing the base's "Mechanical Damper" in the driver can also eliminate this issue.

XI. No force feedback in RaceRoom after pausing and resuming the game?

1) In the game's CONTROLS page, under FORCE FEEDBACK settings, set all three immersion settings to at least 1%. Re-enter the track from the main menu to restore force feedback.

XII. No force feedback in Forza Horizon 4 or 5?

1) Contact customer service to obtain inputmappingprofiles.zip. Replace the file in the media folder of the game's root directory, relaunch the game, and bind inputs for normal force feedback.

XIII. Firmware update stuck at 0%?

1) Perform firmware updates while closing other software that might occupy serial ports (e.g., other brand's device driver software).



2) If stuck for over half a minute, try unplugging and reconnecting the USB cable or restarting the driver. Select the base firmware file again to resume the update.

3) If the cyan light is steady on, try unplugging and reconnecting the USB cable or restarting the driver. Select the base firmware file again to resume the update.





6. Revision History

Date	Version	Release Notes		
2024.09.13	V1.3	Precautions for Power Supply Usage		
		added;		
		The driver software is now		
		compatible with WRC Generations.		
2024.09.03	V1.2	Indicators lights updated.		
2024.09.02	V1.1	First release		

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