



Paddles for Thrustmaster F1 Wheels

Installation Instructions

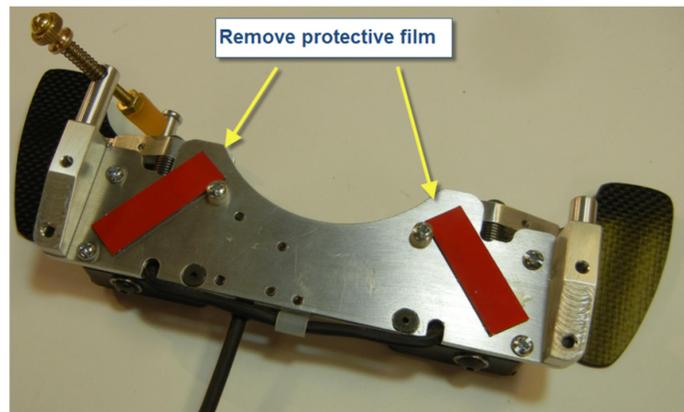
May 7, 2017

Step 1: Clean the backside of your Thrustmaster wheel where the two sided tape will attach.

Note: It just needs to be reasonably clean. The tape grips really well.

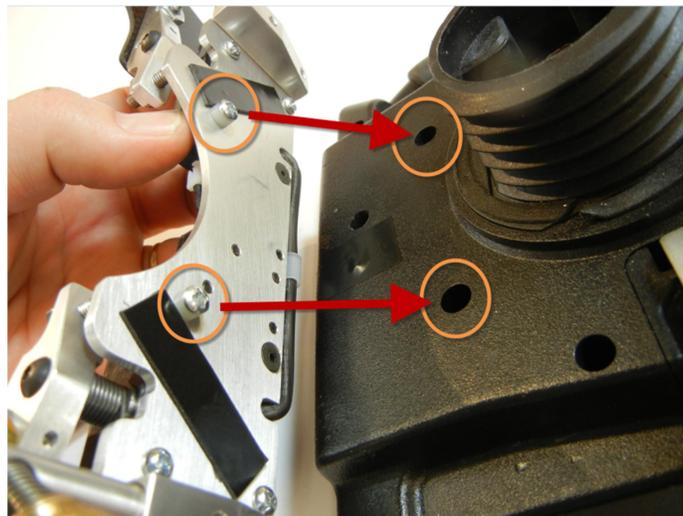


Step 2: Peel the protection wrap from the double-sided tape located on the back of the paddles.



Step 3: While keeping the two raised screws aligned with the two holes on the bottom of your Thrustmaster wheel, firmly press to attach the paddle assembly.

Note: If you need to remove or re-install your paddles then you can use just about any type of two-sided tape. I use 3M 06384 Acrylic Plus partly because it's strong, but mainly because it removes cleanly (compared to the common "white" two-sided tape)



Step 4: Attach your F1 wheel to the Thrustmaster base per Thrustmaster's instructions. Be sure to tighten the disconnect screw.



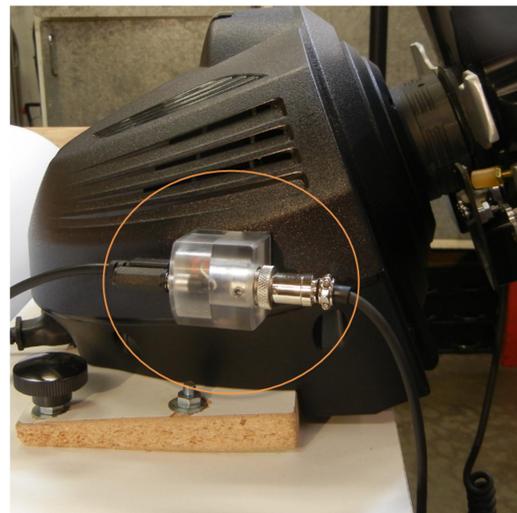
Step 5 (Straight Cable): If you are using the straight cable with no connector box then simply plug the cable from the paddles into the pedal input on your Thrustmaster Base. And you are done.



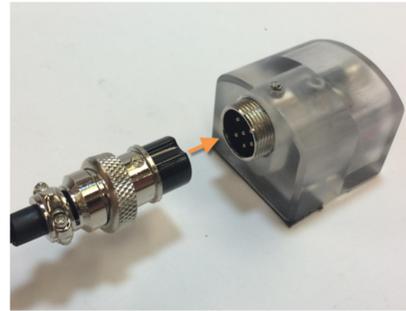
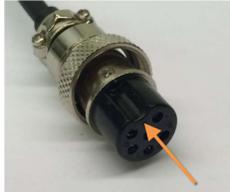
Step 5 (Project Box): Please reference the instructions that came with the Project Box. All documentation is also available from www.SimAbility.com > Support > Documentation

Step 5 (Mini Connector): First, decide where you want to mount the Mini Connector. Then remove the protective layer from the two-sided tape and firmly press it down to attach.

Shown at the right, we have attached the Mini Connector to the side of a Thrustmaster base. If you do this, be sure to mount it far enough back so that the coiled cord cable plug is not in the way of the wheel or your hands.



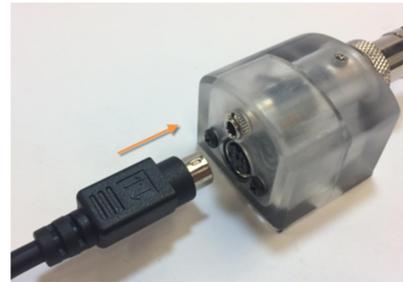
Step 6a: Plug the coiled cord disconnect plug into the Mini Connector. Be sure to align the key on the female connector with the dimple on the male connector.



Step 6b: Plug the RJ45 type connector into the pedal input on the Thrustmaster base.

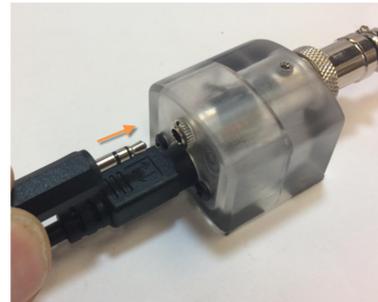


Connect the PS/2 type connector into the Mini Connector



Step 6c: Plug the clutch shunt (dead clutch) into the 1/8" jack on the Mini Connector

The shunt keeps the disconnected Thrustmaster clutch input from wavering/jittering. It's required with any analog controller that does not have a potentiometer connected. A shunt is just a matter of connecting the signal wire directly to the ground so it looks like the input is always off.



Step 7. Lastly, before you turn your wheel on, it's good practice to slightly pull the cord downward to keep it from getting caught while the wheel is auto-rotating during the calibration process.

