can actually feel through the wheel. The first time I set this up, I couldn't believe how much better the wheel felt. You'll get a better feel for what the car is doing and, as such, may find it easier to catch slides and improve your lap times. Let me know if you have any questions or comments. You may also be interested in similar settings for the following games: assettocorsa.gg 12 July 2025 We firmly believe that the internet should be accessible and usable to anyone, and are committed to providing a website that is accessible to the widest possible audience, regardless of circumstance and ability. To fulfill this, we aim to adhere as strictly as possible to the World Wide Web Consortium's (W3C) Web Content Accessibility Guidelines 2.1 (WCAG 2.1) at the AA level. These guidelines explain how to make web content accessible to people with a wide array of disabilities. Complying with those guidelines helps us ensure that the website is accessible to all people: blind people, people with motor impairments, visual impairment, cognitive disabilities, and more. This website utilizes various technologies that are meant to make it as accessible as possible at all times. We utilize an accessibility interface that allows persons with specific disabilities to adjust the website's UI (user interface) and design it to their personal needs. Additionally, the website utilizes an AI-based application that runs in the background and optimizes its accessibility level constantly. This application remediates the website's HTML, adapts Its functionality and behavior for screen-readers used by the blind users, and for keyboard functions used by individuals with motor impairments. If you've found a malfunction or have ideas for improvement, we'll be happy to hear from you. You can reach out to the website's operators by using the following email. Screen-reader and keyboard navigation Our website implements the ARIA attributes (Accessible Rich Internet Applications) technique, alongside various different behavioral changes, to ensure blind users visiting with screen-readers are able to read, comprehend, and enjoy the website's functions. As soon as a user with a screen-reader enters your site, they immediately receive a prompt to enter the Screen-Reader Profile so they can browse and operate your site effectively. Here's how our website covers some of the most important screen-reader requirements, alongside console screenshots of code examples: Screen-reader optimization: we run a background process that learns the website's components from top to bottom, to ensure ongoing compliance even when updating the website. In this process, we provide screen-readers with meaningful data using the ARIA set of attributes. For example, we provide accurate form labels; descriptions for actionable icons (social media icons, search icons, cart icons, etc.); validation guidance for form inputs; element roles such as buttons, menus, modal dialogues (popups), and others. Additionally, the background process scans all the website's images and provides an accurate and meaningful image-object recognition-based description as an ALT (alternate text) tag for images that are not described. It will also extract texts that are embedded within the image, using an OCR (optical character recognition) technology. To turn on screen-reader adjustments at any time, users need only to press the Alt+1 keyboard combination. Screen-reader users also get automatic announcements to turn the Screen-reader mode on as soon as they enter the website. These adjustments are compatible with all popular screen readers, including JAWS and NVDA. Keyboard navigation optimization: The background process also adjusts the website's HTML, and adds various behaviors using JavaScript code to make the website operable by the keyboard. This includes the ability to navigate the website using the Tab and Shift+Tab keys, operate dropdowns with the arrow keys, close them with Esc, trigger buttons and links using the Enter key, navigate between radio and checkbox elements using the arrow keys, and fill them in with the Spacebar or Enter key.Additionally, keyboard users will find quick-navigation and content-skip menus, available at any time by clicking Alt+1, or as the first elements of the site while navigating with the keyboard. The background process also handles triggered popups by moving the keyboard focus towards them as soon as they appear, and not allow the focus drift outside it. Users can also use shortcuts such as "M" (menus), "H" (headings), "F" (forms), "B" (buttons), and "G" (graphics) to jump to specific elements. Disability profiles supported in our website Epilepsy Safe Mode: this profile enables people with epilepsy to use the website safely by eliminating the risk of seizures that result from flashing or blinking animations and risky color combinations. Visually Impaired Mode: this mode adjusts the website for the convenience of users with visual impairments such as Degrading Eyesight, Tunnel Vision, Cataract, Glaucoma, and others. Cognitive Disability Mode: this mode provides different assistive options to help users with cognitive impairments such as Dyslexia, Autism, CVA, and others, to focus on the essential elements of the website more easily. ADHD Friendly Mode: this mode helps users with ADHD and Neurodevelopmental disorders to read, browse, and focus on the main website elements more easily while significantly reducing distractions. Blindness Mode: this mode configures the website to be compatible with screen-readers such as JAWS, NVDA, VoiceOver, and TalkBack. A screen-reader is software for blind users that is installed on a computer and smartphone, and websites must be compatible with it. Keyboard Navigation Profile (Motor-Impaired): this profile enables motor-impaired persons to operate the website using the keyboard Tab, Shift+Tab, and the Enter keys. Users can also use shortcuts such as "M" (menus), "H" (headings), "F" (forms), "B" (buttons), and "G" (graphics) to jump to specific elements. Additional UI, design, and readability adjustments Font adjustments – users can increase and decrease its size, change its family (type), adjust the spacing, alignment, line height, and more. Color adjustments – users can select various color contrast profiles such as light, dark, inverted, and monochrome. Additionally, users can swap color schemes of titles, texts, and backgrounds, with over seven different coloring options. Animations – person with epilepsy can stop all running animations with the click of a button. Animations controlled by the interface include videos, GIFs, and CSS flashing transitions. Content highlighting – users can choose to emphasize important elements such as links and titles. They can also choose to highlight focused or hovered elements only. Audio muting – users with hearing devices may experience headaches or other issues due to automatic audio playing. This option lets users mute the entire website instantly. Cognitive disorders – we utilize a search engine that is linked to Wikipedia and Wiktionary, allowing people with cognitive disorders to decipher meanings of phrases, initials, slang, and others. Additional functions – we provide users the option to change cursor color and size, use a printing mode, enable a virtual keyboard, and many other functions. Browser and assistive technology compatibility We aim to support the widest array of browsers and assistive technologies as possible, so our users can choose the best fitting tools for them, with as few limitations as possible. Therefore, we have worked very hard to be able to support all major systems that comprise over 95% of the user market share including Google Chrome, Mozilla Firefox, Apple Safari, Opera and Microsoft Edge, JAWS and NVDA (screen readers). Notes, comments, and feedback Despite our very best efforts to allow anybody to adjust the website to their needs. There may still be pages or sections that are not fully accessible, are in the process of becoming accessible, or are lacking an adequate technological solution to make them accessible. Still, we are continually improving our accessibility, adding, updating and improving its options and features, and developing and adopting new technologies. All this is meant to reach the optimal level of accessibility, following technological advancements. For any assistance, please reach out to Skip to main content Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Kunos Simulazioni - Official Forum Home Forums > Assetto Corsa > Chit Chat Room > Discussion in 'Chit Chat Room' started by chalnimbo, Aug 29, 2016. (You must log in or sign up to reply here.) Kunos Simulazioni - Official Forum Home Forums > Assetto Corsa > Chit Chat Room > Discussion in 'Chit Chat Room' started by chalnimbo, Aug 29, 2016. (You must log in or sign up to reply here.) Kunos Simulazioni - Official Forum Home Forums > Assetto Corsa > Chit Chat Room > August 18, 2023 Follow these simple steps to have the most realistic FFB for your G920/29 & G923. °Note note, if you are on the G920 for xbox on PC, we highly recommend switching from G-Hub to Logitech Gaming Software. Beware, you will need to uninstall and remove G-Hub before installing the Gaming Software. We use the version 9.02.65. The difference in smoothness is crazy! 1. Start with setting up your AC settings something like this, we use CM (Content Manager). Highly recommended application. If you don't already have it, click here. - In this image, you are focusing on the left side of the screen. -You can also download the .ini file for the settings here. 2. Make sure your wheel is set to 900°. 3. Get Wheel-check to generate the LUT file. This will help to smoothen the FFB. -You can find it here Setup your wheel check like this. -Make sure "Max Count" should be at least 50 in box. Lower values work, but 50 or even 100 give better results. Select "Step Log 2 (linear force test)" and wait until the test stops. (Your wheel will move from side-to-side by itself during test) After this, do not alter the FFB Strength in your wheel's profile! If you change the FFB Gain is your wheel's profile, you should rerun wheelcheck. 4. Now, get Steering Wheel Master. -Can be found here -Follow the steps on this page. You will be using the CSV generated by wheelcheck to plug into steeringwheelmaster 'input calibration file'. -You can usually find this file in 'C:\Documents' as csv file named 'log 2 date' Steering Wheel Master settings at a glance Feel free to revisit and tweak this settings to get something you like. 6. Now, get FFB Clip. This gives a very cool dynamic FFB to all cars, with each one feeling unique (as it should). FFB Clip is an Assetto Corsa Extensions App. It will be installed directly into your AC directory. Which usually looks like this: 7. Then, you have to enable it in CM. 8. Once that's done, Go ahead and load into game with your favorite car on your favorite map. Bring your mouse to the far right side of the screen to bring up the in-game app menu. 9. Make sure to turn 'Dynamic Mode ON' 10. Then Click 'Options'. Check 'Run in Background'. Then set your FFB intensity to your liking. Congratulations! You now have a properly setup G920/29 & G923. Want to go the extra mile? Upgrading from the factory Logitech steering wheel to a full size wheel is strongly recommended. You can find the parts here, these are affiliate links, so we'll earn a small commission from your purchase: 350mm Steering wheel : Logitech adapter : kam3147 5.00 star(s) Tuesday at 08:02 Version: 1.5 Realy Excellent , thank you so much. i am impatient to discover the next steps , even if i consider that it's already Excellent. kpdube 5.00 star(s) Jun 22, 2025 Version: 1.5 ill give it a 5 star for the haptics. but for me on g923 wheel the force feedback feels worse, feels more like LMU now. i wish it could whatever force feedback settings we as users already have, but with options to singularly turn on the haptics. dean0 5.00 star(s) Jun 16, 2025 Version: 1.5 The haptics are great but I prefer default force feedback especially on DD wheel, can feel the tyres so much better. If you could make a script with just gear shift and maybe engine haptics with default force feedback would be sublime subscribe to patreon! frostzqred 5.00 star(s) Jun 16, 2025 Version: 1.5 wow! i hesitated a lot ingrett LOT of time tweaking settings for my T300RS but THANKS a lot, a MUST HAVE! very smooth changes but enhance experience so much impatient 4.00 star(s) May 30, 2025 Version: 1.4.2 The reasoning behind one of the most important elements - tire load - is a bit awkward to say the least. What you should be able to feel in the steering wheel is the sum of all 4 tires' load, not just the front. A car normally has 4 tires, not 2. The front can be as loaded in a perfect grip turn and in a power slide.. Does it feel the same? samurai_xxx 4.00 star(s) May 28, 2025 Version: 1.4.1 This is good, but damping is very low when going straights. Also, even after turning off ABS, the wheel vibrates too much when i hard brake at low speed. Any suggestions? betechyou 5.00 star(s) May 25, 2025 Version: 1.4.1 Unbelievable what you have managed to build! For me (G29 user) you have provided an absolutely new experience. Be happy about it! Great job! ionical 5.00 star(s) May 25, 2025 Version: 1.4.1 incredible. This completely revived my enjoyment for this game tenfold, making it feel like I'm actually turning on rubber. Premium gnwtwhine 5.00 star(s) May 20, 2025 Version: 1.4 I think without even any setting changes it is now the most detailed ffb on AC I have ever had. I have not even changed my wheelbase damper settings yet. I did have the wheel judder before last update due to ABS setting, now fixed. I have one issue. I race here online and for some reason the app doesn't work during use on the server, am I missing something or is it an issue that can be fixed? pao 5.00 star(s) May 19, 2025 Version: 1.4 nice Monyx 5.00 star(s) May 19, 2025 Version: 1.4 Loving the detail from front slip, combined with Simhub UDPConnector for haptics this has enhanced immersion...even after 5yrs I want go back & track every car again. I turned up AC gain to 60% as was bit light; Simcube 1 Mige 20Nm, 22-bit BISS-C encoder, Buttkicker, HPR. Sim3D pedal shakers. qualle 5.00 star(s) May 17, 2025 Version: 1.4 you have my gratitude, it looks like an amazing job which adds a lot of depth in the FFB output. With my Conpit Ares Platinum i'm just having some troubles finding the correct settings, because with stock settings it feels a little bit too strong on effects (mostly bumps), while weak, and sometimes weird, while turning. I'll try to figure out how to set it properly, in the meantime anyone knows if there's a user guide which explains the effect of the sliders? Derek44 2.00 star(s) May 16, 2025 Version: 1.4 unfortunely on my canmus c12 is not that good , i see the potential but i cannot find the right way to use it, center ffb is very weak and vague even increasing the front force slider. In some breaking points i loose the rear it warn happening with vanilla, maybe the situation is better with other bases. I wait for other c12 users to share info and settings; at the moment i stay with vanilla and my gamma excellent settings mattteoteo 4.00 star(s) May 16, 2025 Version: 1.4 hello i am using your ffb and it is very nice. Do you have any advice on how to adjust it best? i have a TS-XW and in curves in non-extreme conditions i feel that it has more resistance than it should in reality. I also have an updated version of this page for Assetto Corsa Competizione. Assetto Corsa is best played with a force feedback wheel. As entry-level options, the Logitech G29 and G920 are fantastic, but the experience can be improved quite a bit by calibrating the wheel's force feedback response. When you are trying to drive at the limit of grip, every little bit of information transmitted through the wheel is important. The Assetto Corsa series supports using a LUT to calibrate your wheel's force feedback response. The motors in these wheels don't provide a linear response curve and have quite a large dead zone where light forces simply won't be felt at all. Calibrating your wheel goes a long way toward fixing both of these issues. Additionally, we can use an in-game app called FFBClip to automatically set the strength of the wheels. This makes it easy to switch to different types of cars without having to adjust the strength manually. In this guide, I will show you how easy it is to calibrate your wheel and improve the driving feel on these cheaper wheels. A LUT (Look Up Table) is a file created by a wheel calibration tool. A series of tests is run that sends a certain force to the wheel and measures how far the wheel actually moves. This data gets recorded in a LUT file. A simulator like Assetto Corsa can use that data to send a calibrated force to the wheel it move the intended amount based on the physics simulation. Without the LUT, most forces will either be too strong or too weak, depending on the wheel mechanism, and not accurate to the simulation. Downloads You will need to download two programs to create a LUT file: WheelCheck is an application that tests your wheel's force feedback response. LUT Generator for AC converts the data from WheelCheck into a LUT file that Assetto Corsa can use. You will need to sign up for a free account on Race Department to download this. On the Register page, scroll all the way down to the bottom to create a free Basic Account. Wheel Check Wheel Check Settings Wheel Check is a tool from iRacing that calibrates your individual wheel. It's a very simple process. Run WheelCheck. Set the Max Count to 100. In Spring Force, select "Step Log 2 (linear force test)". This starts the calibration process. Your wheel will start moving in increasingly larger motions. Don't touch the wheel during this process! This process compares the amount of force the computer sends to the wheel to how much the wheel actually moves. Once it finishes, it creates a file called something like "log2 2021-04-29 22-04-08.csv" in your Documents folder. We will give this file to LUTGenerator in the next step. LUT Graph Run LUTGenerator and open the csv file that was just created by WheelCheck. This will create a LUT file that Assetto Corsa can use to calibrate the force feedback. Save this file to: Documents\Assetto Corsa\cfg\lut_post_process.ini. LUTGenerator displays a graph that shows the raw data in red and the new curve in green. You can see how the green curve compensates for the red to create an ideal linear response. Assetto Corsa To tell Assetto Corsa to use your calibrated wheel data when calculating the force feedback and you will notice a big improvement right away. Content Manager If you are using Content Manager or the default Assetto Corsa launcher, you no longer have to modify the ff_post_process.ini file. In Content Manager, go to Settings > Assetto Corsa > Controls > Force Feedback. Make sure "Enable FFB post-processing" is checked, then set the Mode to LUT and choose the myLut.lut file. I recommend saving these settings as a preset, as I have had Assetto Corsa forget all the wheel bindings for no apparent reason in the past. Assetto Corsa automatically sets the proper steering angle for each car, so it is best to leave the rotation set to the maximum in G-HUB. Setting Value Operating Range 900° Sensitivity 50 Centering Spring Off In Options > Controls > Advanced > Steering Settings Setting Value Gamma 1.00 Filter 0.00 Speed Sensitivity 0.00 In Options > Controls > Advanced > Force Feedback: Setting Value Gain 100% Filter 0% Minimum Force 0% Kerb Effect 30% Road Effect 23% Slip Effect 0% ABS Effect 25% Enhanced Understeer Effect Disabled Half FFB Update Rate Disabled Gain is the overall strength of all forces. Leave this at 100%. The FFBClip app will adjust the gain automatically as you drive. Filter smooths out spikes in the force feedback. I don't find this necessary on these wheels. Minimum Force raises the lightest forces to a level where they can be felt on these Feedback calculations to run on every other frame. This could help your frame rate on older computers. The Kerb, Road, Slip, ABS and Understeer effects are personal preference. They are designed to give you feedback about the car but are not things you would actually feel through a steering wheel. Download and install the in-game app FFBClip using the instructions on that page. To get the most information from the wheel as possible, you want to make sure the game never sends more power than the wheel is capable of handling. This is called clipping. Turn down the FFBClip strength setting to 50 and then adjust it to your preference for a lighter or heavier feel. During your first lap or two, you will notice the force feedback change as it sees the power clipping. Once it settles in to a feeling you like, just hide the app and it will no longer update (as long as "Run in Background" is unchecked.) There is a Dynamic Mode in the app that tries to maximize the forces at all times. On a straight, it will raise the force feedback levels and then drop them in a corner where the forces are very high. I find this more distracting than helpful, so you should try turning it on or off to see which you prefer. Force feedback is handled very much like an audio system. The louder the signal, the harder the wheel will turn. The game calculates the forces assuming that the wheel can "play back" the exact signal it gets, very much like a speaker. Very expensive direct drive wheels can do exactly that, letting you feel all the tiny little details that get lost in cheaper wheels. Cheaper wheels have a very poor ability to accurately reproduce the signal, much like cheap speakers with very poor bass response. When you calibrate the wheel and create the LUT file, you have a measurement of how the wheel actually responds to the signals it gets. In this way, the LUT acts like an equalizer on a stereo. Using the LUT, Assetto Corsa can adjust the signal levels sent to the wheel to make it move the intended amount. It's a pretty clever solution to improve the feedback on cheaper wheels. Continuing with the audio analogy, the FFBClip app with Dynamic Mode on is acting as a dynamic range compressor. It raises the quiet parts and lowers the louder parts to overcome the inherent limitations of these weaker wheels. With Dynamic Mode turned off, it is simply lowering the overall "volume" until the forces never clip, even when they are at their "loudest." FFBClip isn't directly related to the LUT; you can use either one without the other, as they operate at different points in the calculation of the final force that is sent to the wheel. When used together, they provide a lot more useful information that you can actually feel through the wheel. The first time I set this up, I couldn't believe how much better the wheel felt. You'll get a better feel for what the car is doing and, as such, may find it easier to catch slides and improve your lap times. Let me know if you have any questions or comments. You may also be interested in similar settings for the following games: This site uses cookies to help personalise content, tailor your experience and to keep you logged in if you register. By continuing to use this site, you are consenting to our use of cookies. Accept Learn more… Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. Share — copy and redistribute the material in any medium or format for any purpose, even commercially. Adapt — remix, transform, and build upon the material for any purpose, even commercially. 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