Input guide Automobilista 2



Before launching Automobilista 2 you must change the wheel to legacy input mode inside Racehub.

Likewise you also need to change the rotaries to incremental.



When opening Automobilista 2 you need to go to the options tab and then the system tab.

BACK III RACE MENU	© OPTIONS	
GAMEPLAY Adjust the game's challenge and realism to suit your preferences	 CONTROLS Select, configure and calibrate your chosen control methods 	 SYSTEM Configure the game's interaction with external apps
VISUAL FX Adjust the level of visual effects such as lens flare, lighting enhancements and camera effects	PERFORMANCE — Adjust advanced graphics settings	VIRTUAL REALITY Configure your settings for the ultimate immersive experience
CAMERA Determine the behaviour and view of the gameplay camera and driver helmet	AUDIO Adjust the volume levels and speaker configuration	 TRIPLE SCREEN Configure your settings to match your triple screen setup
		V1.5.0.5.23

Here you need to change the shared memory to Project Cars 2. This is to ensure that rev lights, flags light etc. works as intended.

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	STSTEM				
		SHARED MEMORY	Project CARS 2	>	
		UDP FREQUENCY	Off		
		UDP Protocol Version -	Project CARS 1		
1.000					

Then you need to configure the controls. Here you need to go into the controls tab under the options tab.

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	© OPTIONS	
 GAMEPLAY Adjust the game's challenge and realism to suit your preferences 	 CONTROLS Select, configure and calibrate your chosen control methods 	 SYSTEM Configure the game's interaction with external apps
 VISUAL FX Adjust the level of visual effects such as lens flare, lighting enhancements and camera effects 	PERFORMANCE Adjust advanced graphics settings	
 CAMERA Determine the behaviour and view of the gameplay camera and driver helmet 	AUDIO Adjust the volume levels and speaker configuration	 TRIPLE SCREEN Configure your settings to match your triple screen setup
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Here you choose a preset and rename it.

	🕲 SimSports R&D 1 🕮 U1500
E CONFIGURATION EDIT ASSI	GNMENTS FORCE FEEDBACK
USER CONTROL PRESET 🥌 (1) User Set 1	
EDIT NAME	
RESET TO DEFAULTS	
TYPE - Keyboard	
MODEL — Keyboard	
PEDAL TYPE -	
CALIBRATE WHEEL	
CALIBRATE PEDALS	
AUTOMATIC CLUTCH - ON	
GEARING - Automatic	
INVERTED GEARING - NO	
INVERTED CAMERA Y AXIS - NO	
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CONFIGURATION EDIT ASSIG	C SimSports R&D 1 C U1500
E CONFIGURATION EDIT ASSIG USER CONTROL PRESET — (1) User Set 1 Enter name for saved mapping	C SimSports R&D 1 C U1500
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Then you must change the type to "Wheel" and change make to "Legacy". Likewise you must change the pedal type to "Separate".

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К ВАСК	CONTROL SCHEME	CONFIGURATION	EDIT ASSIGNMENTS	FORCE FEEDBAC	ĸ
	U	SER CONTROL PRESET — (1) Fo EDIT NAME COPY FROM ANOTHER	rte PRESET		
		RESET TO DEFAUL TYPE - Whea MAKE - Legac MODEL - Legac	TS 21 29 y Wheels		
	-	PEDAL TYPE Separ CALIBRATE WHE	ate		
		AUTOMATIC CLUTCH - ON GEARING - Manu INVERTED GEARING - NO RTED CAMERA Y AXIS - NO	ial		

Then you need to go to the edit assignments tab to configure the controls.

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К ВАСК С	ONTROL SCHEME	CONFIGU	JRATION	EDIT ASSIGNMENT	FORCE FEEDBACK	
	MOTION	VEHICLE	ASSISTANCE	CAMERA & VIEW	GAME	
📕 (1) Forte						
		STEER	LEFT -			
•		STEER R	іднт 🗕 🦲			
Control Assignment:		THRC	TTLE 🔫 🦳			
Click or activate the row of the	e assignment indina	В	RAKE 🗕 🦳			
process.		EXTRA B	RAKE 🗕 🦲			
To bind a button, press and rel	lease the	CL	итсн 🗕 🦲			
To bind an avis such as a node	l or wheel	GE/	AR UP 🗕 🦳			
when prompted, move the axi	is through at	GEAR D	own 🗕 🤇			
zero or centre position.	un to the	REVERSE	GEAR 🗕 🦲			
		G	EAR 1 🗕 🦳			
		G	EAR 2 🔫 🦳			
		G	EAR 3 🗕 🦲			
		GI	EAR 4 💳 🦳			
		G	EAR 5 🗕 🦳			

Here you map the controls for steering, throttle, brake etc.

BACK CONTROL SCHEN	LE CONFIGURATIO	EDIT ASSIGNME	NTS FORCE FEEDBACK
MOTION	VEHICLE ASSIST	ANCE CAMERA & VIEW	GAME
(1) Forte			
	STEER LEFT -	Joy Axis -X	
•	STEER RIGHT	Joy Axis +X	
ontrol Assignment:	THROTTLE -	Joy Axis +X	
lick or activate the row of the assignment	BRAKE -	Joy Axis+Y	
rocess.	EXTRA BRAKE		
o bind a button, press and release the	CLUTCH =		
o bind an axis such as a pedal or wheel.	GEAR UP		
hen prompted, move the axis through at	GEAR DOWN		
ero or centre position.	REVERSE GEAR -		
	GEAR 1		
	GEAR 2 🗕		
	GEAR 3 🗕		
	GEAR 4		
	GEAR 5 💳		

This is repeated for other controls. You can map the controls for pit limiter, HUD, headlights etc. inside the other menus shown beside "Motion".

Next you have to go back to the control scheme tab.

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🕊 ВАСК	CONTROL SCHEME	CONFIGURATION	EDIT ASSIGNMENTS	FORCE FEEDBACK	
			(1) Easta		
	U	SER CONTROL PRESET	(1) Forte		
		EDITIN	AME		
		COPY FROM AND			
		RESET TO D	EFAULTS		
		ТҮРЕ 🗕	Wheel		
		MAKE -	Legacy		
		PEDAL TYPE 💳	Separate		
		CALIBRATE	WHEEL		
		CALIBRATE	PEDALS		
		AUTOMATIC CLUTCH -	ON		
		GEARING -	Manual		
		INVERTED GEARING	NO		
	INVE	RTED CAMERA Y AXIS -			

Here you must calibrate the wheel and pedals.

After having calibrated the wheel it should look like this. The number should match the steering range you have defined inside Racehub.



This is repeated for the pedals. If you don't have a clutch then you just leave that undefined.

