Input Guide - F1 2023

Firstly the output port for F1 2023 must be defined inside Racehub. The port number must be between 20100-21000 and Racehub must be the first to receive this signal if there is other equipment that requires UDP data.

ତ							Settings	Store	Suppor	t _ X
Θ	Steering Wheel	Settings	General	Game Setup	Info					
	Wheelbase	For some games to function game. Some games will als	n with Asetek S o need patches	imSports steerin applied for whee	g wheels, con elbase force-f	nmunication needs to b eedback to function.	e enabled betwee	n RaceHub	and the	
III	Pedals	Detected Games Assetto Corsa				No game setup nee	aded			
		Assetto Corsa Competizione				No game setup nee	ided			
		Automobilista 2					Legacy			
		F1 2023		put Port	Dutput Port 2	1800 Save Config				
		iRacing				No game setup nee	beb			
		rFactor 2				install Plugin				
		Undetected Games								
										2

From the main menu of the game you need to select the options tab.



After pressing options you will be met with the following window where you will select settings.



Next you should see a grid of menus, here you should select controls, vibration & force feedback.



You will then see several presets like the one here.



Select the preset and press duplicate. You can give the new preset a name, here we have called it Forte since a forte wheelbase/wheel is being used, but the name can be anything you want.

OPTIONS			
Please choose an option. Pres	set Control Schemes cannot be	renamed or deleted.	
Edit			
Enable			
Rename			
Duplicate			
Delete			
Publish			
Cancel			

After creating the new preset you should select it and choose edit.

ACK F5 F6		+
	FORTE Required: Keyboard	

OPTIONS

Please choose an option. Preset Control Schemes cannot be renamed or deleted.

Edit		
Enable		
Rename		
Duplicate		
Delete		
Publish		
Cancel		

From here you will be met with all of the inputs in the game, you need to change the accelerator, brake, steering and gear buttons to utilize the wheel and pedals.

ORTE		
Calibration		i
Accelerate	MELLEMRUM	
Brake/Reverse	CTRL	
Steer Left	←	
Steer Right	\rightarrow	
Pause	Esc	
🛕 Gear Up	А	
Gear Down	z	
	А	
A Handbrake	W	
Next Camera	С	
Look Forward (On track only)	HOME	
Look Back (On track only)	END	
Look Left (On track only)	DELETE	
Look Right (On track only)	PGDN	
Replay / Flashback	X	

Start by selecting a input you want to change, the game will then say waiting for input.

Calibration						
Vibration & Force Fe	eedback					
CONTROL SCHEME						
Accelerate		Wait	ing for Inp	ut		
Brake/Reverse		CTRI				
Steer Left		←				
Steer Right		→				
Pause		Esc				

Here we have selected the accelerator, we will now press the speeder pedal fully down and release it again, afterwards you should see an axis having been assigned to the accelerate controls.

Vibration & Force Feedback		
Accelerate	·×+	
Brake/Reverse	·Y+·	
Steer Left	·×-·	
Steer Right	·×+·	
Pause	Esc	
🛕 Gear Up	A	

You then repeat this process for the remaining inputs. When assigning the steering axes you should select one input turn the steering wheel fully in the chosen direction, and then back to the middle again. So for steer left, you turn the steering wheel all the way to the left and back to the center.