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THRUSTMASTER®

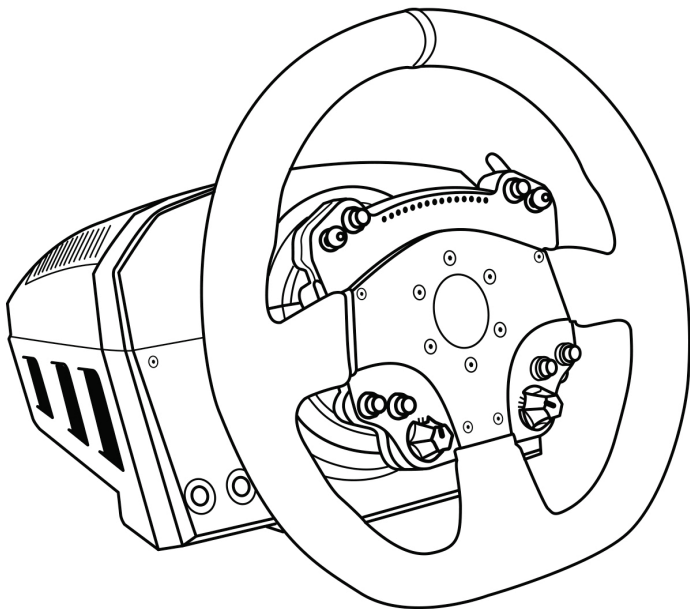
TS-PC RACER

Ferrari 488 Challenge Edition

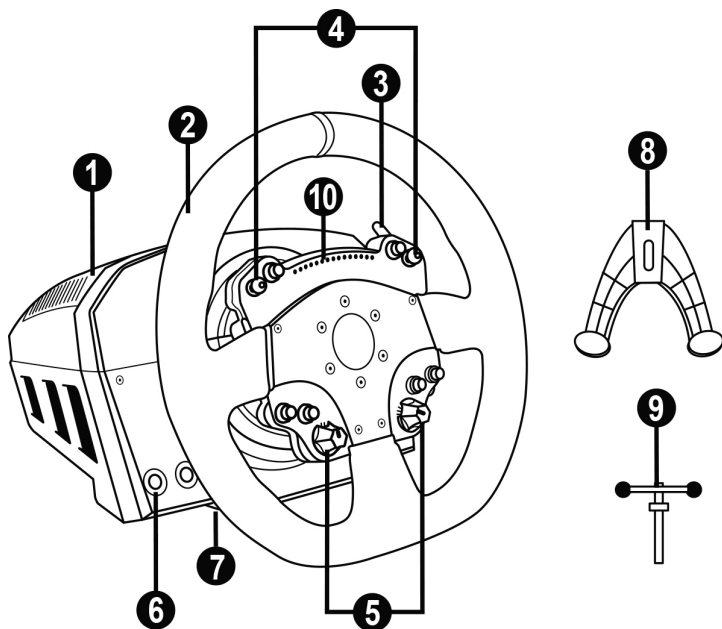
TS-PC RACER

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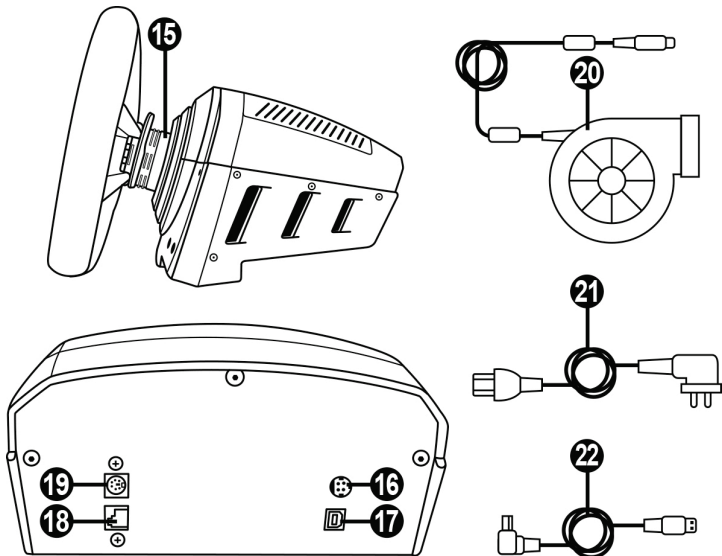
User Manual



TECHNICAL FEATURES



- | | |
|--|---|
| 1 Base | 6 MODE button + red/green indicator light |
| 2 Wheel | 7 Large threaded hole (for attachment system and fastening screw) |
| 3 2 sequential paddle shifters (up & down) | 8 Attachment system |
| 4 2 directional pads (D-pads) with push function | 9 Metal fastening screw |
| 5 2 rotary switches with push function | 10 15 RPM LEDs |



- 15 Thrustmaster Quick Release
- 16 Connector for TURBO POWER power supply
- 17 Connector for removable USB cable
- 18 Connector for pedal set (*pedal set sold separately*)
- 19 Connector for TH8A shifter (*shifter sold separately*)
- 20 TURBO POWER power supply
- 21 Power supply cable
- 22 Removable USB cable

PLUGGING THE WHEEL INTO AN ELECTRICAL OUTLET: PLEASE READ CAREFULLY!



Never plug the TURBO POWER power supply into an electrical outlet with a different voltage! The TURBO POWER power supply's voltage is indicated on the label located above the female connector for the power supply cable.



Never connect a power supply other than the TURBO POWER power supply to the TS-PC RACER base, even if the connector is compatible! For example, never connect the power adapter for the T500 RS wheel to the TS-PC RACER base.

WARNING

Before using this product, please read this manual carefully and save it for later reference.



Warning – Electrical shock

- * Keep the product in a dry location and do not expose it to dust or sunlight.
- * Do not twist or pull on the connectors and cables.
- * Do not spill any liquid on the product or its connectors.
- * Do not short-circuit the product.
- * Never dismantle the product; do not throw it onto a fire and do not expose it to high temperatures.
- * Do not use a power supply cable other than the one provided with your racing wheel.
- * Do not use the power supply cable if the cable or its connectors are damaged, split or broken.
- * Make sure that the power supply cable is properly plugged into an electrical outlet, and properly connected to the connector at the rear of the racing wheel's base.
- * Do not open up the racing wheel: there are no user-serviceable parts inside. Any repairs must be carried out by the manufacturer, its authorized representative or a qualified technician.
- * Only use attachment systems/accessories specified by the manufacturer.
- * If the racing wheel is operating abnormally (if it is emitting any abnormal sounds, heat or odors), stop using it immediately, unplug the power supply cable from the electrical outlet and disconnect the other cables.
- * If you will not be using the racing wheel for an extended period of time, unplug its power supply cable from the electrical outlet.
- * The electrical outlet must be located near the equipment and must be easily accessible.



Air vents

Make sure not to block any of the air vents on the racing wheel's base. For optimal ventilation, make sure to do the following:

- * Position the wheel's base at least 10 cm away from any wall surfaces.
- * Do not place the base in any tight spaces.
- * Do not cover the base.
- * Do not let any dust build up on the air vents.



**For safety reasons, never use the pedal set with bare feet
or while wearing only socks on your feet.**

**THRUSTMASTER® DISCLAIMS ALL RESPONSIBILITY IN THE EVENT OF
INJURY RESULTING FROM USE OF THE PEDAL SET WITHOUT SHOES.**



Warning – Injuries due to Force Feedback and repeated movements

Playing with a Force Feedback racing wheel may cause muscle or joint pain. To avoid any problems:

- * Avoid lengthy gaming periods.
- * Take 10 to 15 minute breaks after each hour of play.
- * If you feel any fatigue or pain in your hands, wrists, arms, feet or legs, stop playing and rest for a few hours before you start playing again.



Warning – Injuries due to Force Feedback and repeated movements (continued)

- * If the symptoms or pain indicated persist when you start playing again, stop playing and consult your doctor.
- * Keep out of children's reach.
- * During gameplay, always leave both hands correctly positioned on the wheel without completely letting go.
- * During gameplay, never place your hands or your fingers under the pedals or anywhere near the pedal set.
- * During calibration and gameplay, never place your hand or your arm through the openings in the racing wheel.
- * Make sure that the racing wheel's base is properly secured, as per this manual's instructions.

HEAVY PRODUCT

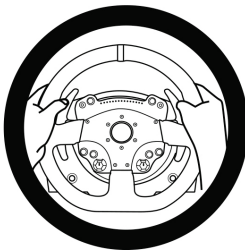


Product to be handled only by users
16 years of age or older



Be careful not to drop the product on
yourself or on anyone else!

ALWAYS



INSTALLING THE WHEEL ON ITS BASE

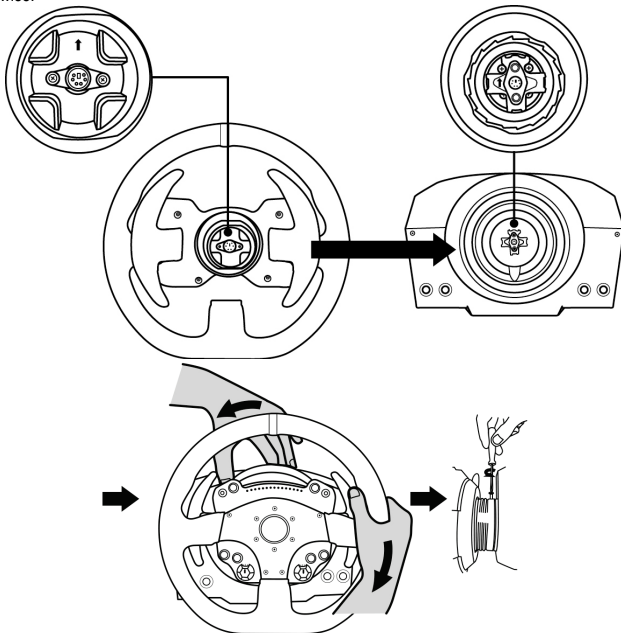
Align the connector positions using the arrows:

Base (1) connector: Arrow pointing upwards

Racing wheel (2) connector: Arrow pointing upwards

Once the connectors are correctly positioned, simply rotate the Thrustmaster Quick Release (15) device's ring anticlockwise, while holding the racing wheel (2) in position.

Then, tighten the ring as much as you can: to do so, hold the ring in position and rotate the racing wheel clockwise.



Once you have installed the wheel, rotate it 180° (when facing the wheel, the Ferrari logo should be upside down) to access the small attachment screw located on the ring of the Thrustmaster Quick Release (15) device. Use a large Phillips screwdriver to tighten the small attachment screw (do not use excessive force), turning it clockwise.



When using a Philips screwdriver, ensure NOT to use excessive force when tightening the small attachment screw!

Stop turning the screw as soon as you feel some resistance.

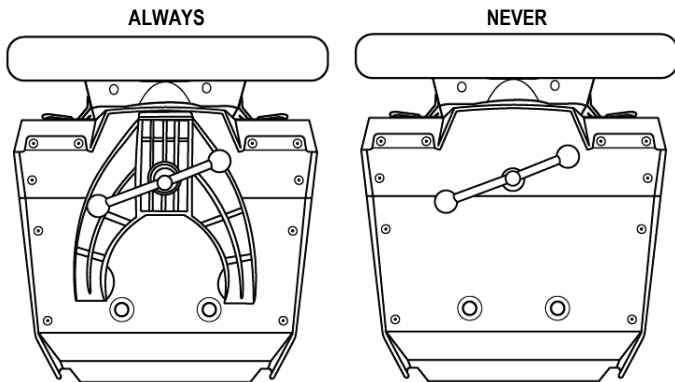
ATTACHING THE RACING WHEEL

Attaching the racing wheel's base to a cockpit

1. Place the racing wheel's base on the cockpit shelf.
2. Drive two M6 screws (not included) through the cockpit shelf, then feed them into the two small screw threads located on the underside of the racing wheel.
Important: The length of the two M6 screws must not exceed the thickness of the shelf + 12 mm; longer screws could cause damage to internal components located in the racing wheel's base.
3. If required, tighten the standard attachment system by inserting the fastening screw in the large threaded hole.

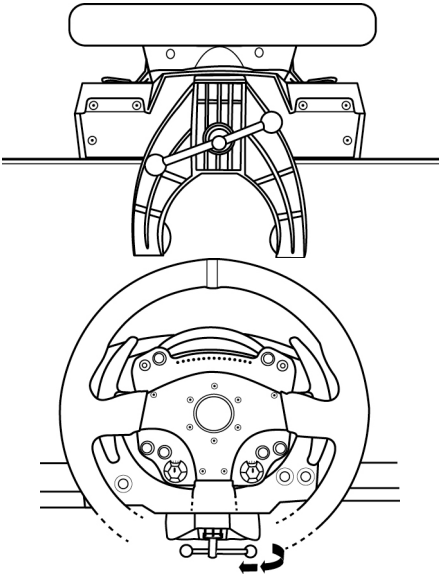
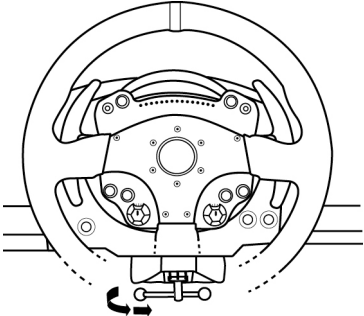
Attaching the racing wheel to a table or a desktop

1. Place the racing wheel on a table or any other horizontal, flat and stable surface.
2. Insert the fastening screw (9) in the attachment system (8), then tighten the device by turning the screw anticlockwise, so that it feeds into the large threaded hole (7) located beneath the racing wheel, until the wheel is perfectly stable.



WARNING:

- Never tighten the screw alone, without the attachment system in place (this could damage the racing wheel).

ATTACHMENT / REMOVAL	DIRECTION
<p><u>To tighten:</u></p> <p><i>Turn the screw anticlockwise</i></p>	
<p><u>To release:</u></p> <p><i>Turn the screw clockwise</i></p>	

SETTING UP THE RACING WHEEL FOR PC

1. Go to <http://support.thrustmaster.com> to download the drivers and the force feedback software for PC. Click Racing Wheels / TS-PC RACER, then select Drivers.
2. Once the download is complete, launch the installation, and follow the on-screen instructions to connect the wheel's USB plug to your computer and complete the installation.
3. Once the installation is complete, click Finish and restart your computer.
4. Select Start / All Programs / Thrustmaster / FFB Racing Wheel / Control Panel to open the Game Controllers window.

The Game Controllers window displays the racing wheel's name **TS-PC RACER** (in Normal mode) with the status OK, or **THRUSTMASTER ADVANCED MODE RACER** (in Advanced mode) with the status OK.

5. Click Properties to configure your wheel in the TS-PC RACER control panel:

- Test Input tab:

- Allows to test and view the action buttons, the two directional pads (D-pads), the two rotary switches, and the wheel and pedals axes.
- Allows to adjust the wheel's rotation angle in your PC games.
- Allows to test and adjust the intensity of the 15 RPM LEDs.
- Allows to change the wheel's name and mapping by switching from Normal mode to Advanced mode (or vice versa).

- Test Forces tab: allows to test 12 force feedback effects.

- Gain Settings tab: allows to adjust the power of the force feedback effects in your PC games.

You are now ready to play!

General notes:

- On PC, click OK to close the Game Controllers window before launching the game.
- Your wheel's firmware version is displayed in the upper right-hand corner of the control panel tabs.

UPDATING YOUR RACING WHEEL'S FIRMWARE

The firmware included in your racing wheel's base can be updated to a more recent version featuring product enhancements.

To display the firmware version that your racing wheel is currently using and update it if required: on PC, visit <http://support.thrustmaster.com>. Click **Racing Wheels / TS-PC RACER**, then select **Firmware** and follow the instructions describing the download and installation procedure.

15 RPM LEDS (10)

The wheel's RPM LEDs do not work in all PC games and may require a specific software.

For more information on the LEDs operation and the compatible games: on PC, go to <http://support.thrustmaster.com>, then select **Racing Wheels / TS-PC RACER**.

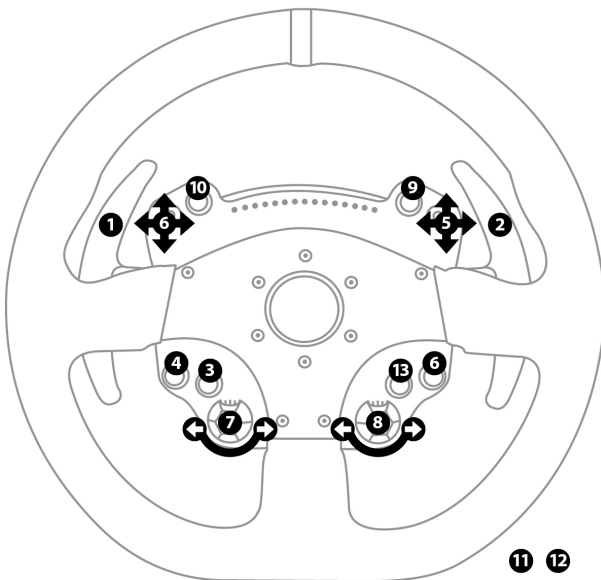
PC MAPPING

Normal mode

On PC, the Game Controllers window displays the racing wheel's name **TS-PC Racer**. The Normal mode features 13 action buttons in total + one D-Pad (here, the two D-pads are combined).

Note: In the Normal mode, the two rotary switches emulate the four main directions of the D-pad, in order to let you adjust the car's settings in race (engine, tires, wing, etc.). To use this feature, access your game's Controls window.

PC "NORMAL MODE" MAPPING (17 programmable functions)

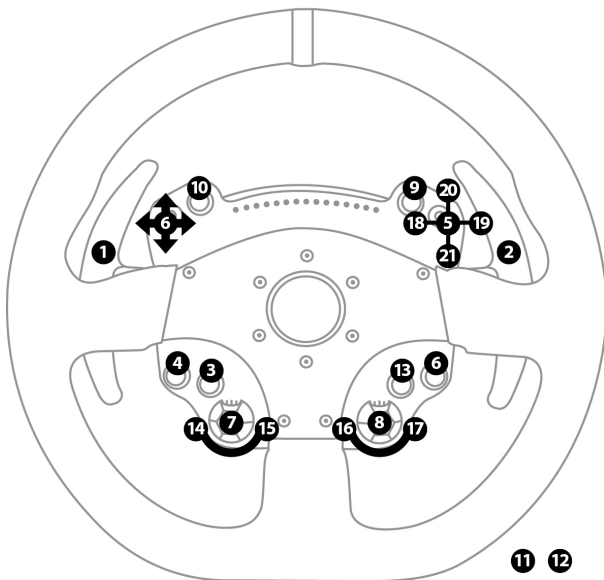


Advanced mode

On PC (only), your racing wheel can be configured in Advanced mode. This mode features 21 action buttons in total + two D-pads + two rotary switches (here, the two D-pads and the two rotary switches are separate).

To enable the Advanced mode: in the Game Controllers window, select the Advanced mode option. The window now displays the racing wheel's name **Thrustmaster Advanced Mode Racer**.

PC "ADVANCED MODE" MAPPING (26 programmable functions)



AUTOMATIC RACING WHEEL CALIBRATION

The wheel automatically self-calibrates when you plug the racing wheel into an electrical outlet and connect the racing wheel's USB connector.

During this phase, the racing wheel will rotate quickly towards the left and the right, covering a 1080 degree angle, before stopping at the center.



WARNING:

Never touch the racing wheel during the self-calibration phase!
(This could result in improper calibration and/or personal injuries.)

If your racing wheel does not function correctly, or if it seems to be improperly calibrated:
Power off your PC and completely disconnect the racing wheel. Then reconnect all cables (including the power supply cable and the pedal set), and restart your PC and your game.

INTERNAL COOLING SYSTEM FOR THE WHEEL'S BASE

The internal cooling system for the wheel's base

- starts working when the wheel is powered on.
- switches off after a few minutes of inactivity when the internal temperature cools down to a low level.
- switches on again when you use the wheel.

MODE BUTTON AND INDICATOR LIGHT (6)

MODE button for the pedal set

You can electronically swap the accelerator and clutch pedals if you are using a Thrustmaster T3PA or T3PA-PRO pedal set connected to the connector for pedal set **(18)**.

To do so, simply press the MODE button **(6)** for 2 seconds.

The racing wheel's internal memory stores whether the pedals have been swapped around or not.

GAS AND CLUTCH PEDALS	Colour of the MODE indicator light (6)
NORMAL	RED
SWAPPED AROUND	GREEN

Other information regarding the MODE button

To learn more about the MODE button and indicator light, please visit <http://support.thrustmaster.com>. Click **Racing Wheels / TS-PC RACER**, and then select **Manual** or **FAQ**.

HELP FILES AND FAQs (NOT INCLUDED IN THIS MANUAL)

Please visit <http://support.thrustmaster.com>. Click **Racing Wheels / TS-PC RACER**, and then select **Manual** or **FAQ**.

COMPATIBILITY WITH THE THRUSTMASTER ECOSYSTEM

Pedal sets

The TS-PC RACER base is compatible with:

- the **Thrustmaster T3PA** and **T3PA-PRO** pedal sets that connect directly to the connector for pedal set **(18)**.
- the Thrustmaster **DB9 PEDALS T.RJ12 ADAPTER** that enables the non-Thrustmaster pedal sets equipped with a DB9 connector to connect to the connector for pedal set **(18)**.
- **all the USB pedal sets on the market** (in games supporting MULTI-USB and USB pedal sets).

Wheels

The TS-PC RACER base is compatible with all Thrustmaster detachable wheels, including:

- **Ferrari 250 GTO Wheel Add-On**
- **Ferrari 488 Challenge Wheel (*)**
- **Ferrari 599XX EVO 30 Wheel Add-On Alcantara Edition**
- **Ferrari F1 Wheel Add-On**
- **Ferrari GTE Wheel Add-On Ferrari 458 Challenge Edition**
- **TM Leather 28 GT Wheel Add-On**
- **TM Open Wheel Add-On**
- **TM Rally Wheel Add-On Sparco® R383 Mod (*)**
- **TM Competition Wheel Sparco® P310 Mod (*)**
- etc.

() Requires a firmware update of the TS-PC RACER base in order for your racing wheel to work properly.*

Shifters

The TS-PC RACER base is compatible with:

- the Thrustmaster **TH8A Shifter Add-On** that connects directly to the connector for TH8A shifter **(19)** for the "Sequential (+/-)" mode, or to a USB port for the "H-pattern (7+1)" and ANALOG / HANDBRAKE modes.
- **all the USB shifters on the market** (in games supporting MULTI-USB and USB shifters).

CONSUMER WARRANTY INFORMATION

Worldwide, Guillemot Corporation S.A., whose registered office is located at Place du Granier, B.P. 97143, 35571 Chantepie, France (hereinafter "Guillemot") warrants to the consumer that this Thrustmaster product shall be free from defects in materials and workmanship, for a warranty period which corresponds to the time limit to bring an action for conformity with respect to this product. In the countries of the European Union, this corresponds to a period of two (2) years from delivery of the Thrustmaster product. In other countries, the warranty period corresponds to the time limit to bring an action for conformity with respect to the Thrustmaster product according to applicable laws of the country in which the consumer was domiciled on the date of purchase of the Thrustmaster product (if no such action exists in the corresponding country, then the warranty period shall be one (1) year from the original date of purchase of the Thrustmaster product).

Notwithstanding the above, rechargeable batteries are covered by a warranty period of six (6) months from the date of original purchase.

Should the product appear to be defective during the warranty period, immediately contact Technical Support, who will indicate the procedure to follow. If the defect is confirmed, the product must be returned to its place of purchase (or any other location indicated by Technical Support).

Within the context of this warranty, the consumer's defective product shall, at Technical Support's option, be either replaced or returned to working order. If, during the warranty period, the Thrustmaster product is subject to such reconditioning, any period of at least seven (7) days during which the product is out of use shall be added to the remaining warranty period (this period runs from the date of the consumer's request for intervention or from the date on which the product in question is made available for reconditioning, if the date on which the product is made available for reconditioning is subsequent to the date of the request for intervention). If permitted under applicable law, the full liability of Guillemot and its subsidiaries (including for consequential damages) is limited to the return to working order or the replacement of the Thrustmaster product. If permitted under applicable law, Guillemot disclaims all warranties of merchantability or fitness for a particular purpose.

This warranty shall not apply: (1) if the product has been modified, opened, altered, or has suffered damage as a result of inappropriate or abusive use, negligence, an accident, normal wear, or any other cause unrelated to a material or manufacturing defect (including, but not limited to, combining the Thrustmaster product with any unsuitable element, including in particular power supplies, rechargeable batteries, chargers, or any other elements not supplied by Guillemot for this product); (2) if the product has been used for any use other than home use, including for professional or commercial purposes (game rooms, training, competitions, for example); (3) in the event of failure to comply with the instructions provided by Technical Support; (4) to software, said software being subject to a specific warranty; (5) to consumables (elements to be replaced over the product's lifespan: disposable batteries, audio headset or headphone ear pads, for example); (6) to accessories (cables, cases, pouches, bags, wrist-straps, for example); (7) if the product was sold at public auction.

This warranty is nontransferable.

The consumer's legal rights with respect to laws applicable to the sale of consumer goods in his or her country are not affected by this warranty.

Additional warranty provisions

During the warranty period, Guillemot shall not provide, in principle, any spare parts, as Technical Support is the only party authorized to open and/or recondition any Thrustmaster product (with the exception of any reconditioning procedures which Technical Support may request that the consumer carry out, by way of written instructions – for example, due to the simplicity and the lack of confidentiality of the reconditioning process – and by providing the consumer with the required spare part(s), where applicable).

Given its innovation cycles and in order to protect its know-how and trade secrets, Guillemot shall not provide, in principle, any reconditioning notification or spare parts for any Thrustmaster product whose warranty period has expired.

In the United States of America and in Canada, this warranty is limited to the product's internal mechanism and external housing. In no event shall Guillemot or its affiliates be held liable to any third party for any consequential or incidental damages resulting from the breach of any express or implied warranties. Some States/Provinces do not allow limitation on how long an implied warranty lasts or exclusion or limitation of liability for consequential or incidental damages, so the above limitations or exclusions may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from State to State or Province to Province.

Liability

If permitted under applicable law, Guillemot Corporation S.A. (hereinafter "Guillemot") and its subsidiaries disclaim all liability for any damages caused by one or more of the following: (1) the product has been modified, opened or altered; (2) failure to comply with assembly instructions; (3) inappropriate or abusive use, negligence, an accident (an impact, for example); (4) normal wear; (5) the use of the product for any use other than home use, including for professional or commercial purposes (game rooms, training, competitions, for example). If permitted under applicable law, Guillemot and its subsidiaries disclaim all liability for any damages unrelated to a material or manufacturing defect with respect to the product (including, but not limited to, any damages caused directly or indirectly by any software, or by combining the Thrustmaster product with any unsuitable element, including in particular power supplies, rechargeable batteries, chargers, or any other elements not supplied by Guillemot for this product).

THRUSTMASTER®

TECHNICAL SUPPORT

<http://support.thrustmaster.com>



DECLARATION OF CONFORMITY

CANADIAN COMPLIANCE NOTICE: this Class B digital apparatus meets all requirements of the Canadian Interference-Causing Equipment Regulations.

USA COMPLIANCE NOTICE: this equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC rules. Operation is subject to the following two conditions:

- (1) This device may not cause harmful interference, and
- (2) This device must accept any interference received, including interference that may cause undesired operation.

These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment on and off, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

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ENVIRONMENTAL PROTECTION RECOMMENDATION



In the European Union: At the end of its working life, this product should not be disposed of with standard household waste, but rather dropped off at a collection point for the disposal of Waste Electrical and Electronic Equipment (WEEE) for recycling.

This is confirmed by the symbol found on the product, user manual or packaging. Depending on their characteristics, the materials may be recycled. Through recycling and other forms of processing Waste Electrical and Electronic Equipment, you can

make a significant contribution towards helping to protect the environment.

Please contact your local authorities for information on the collection point nearest you.

For all other countries: Please adhere to local recycling laws for electrical and electronic equipment.

Retain this information. Colours and decorations may vary.

Plastic fasteners and adhesives should be removed from the product before it is used.

www.thrustmaster.com

*Applicable to EU and Turkey only

