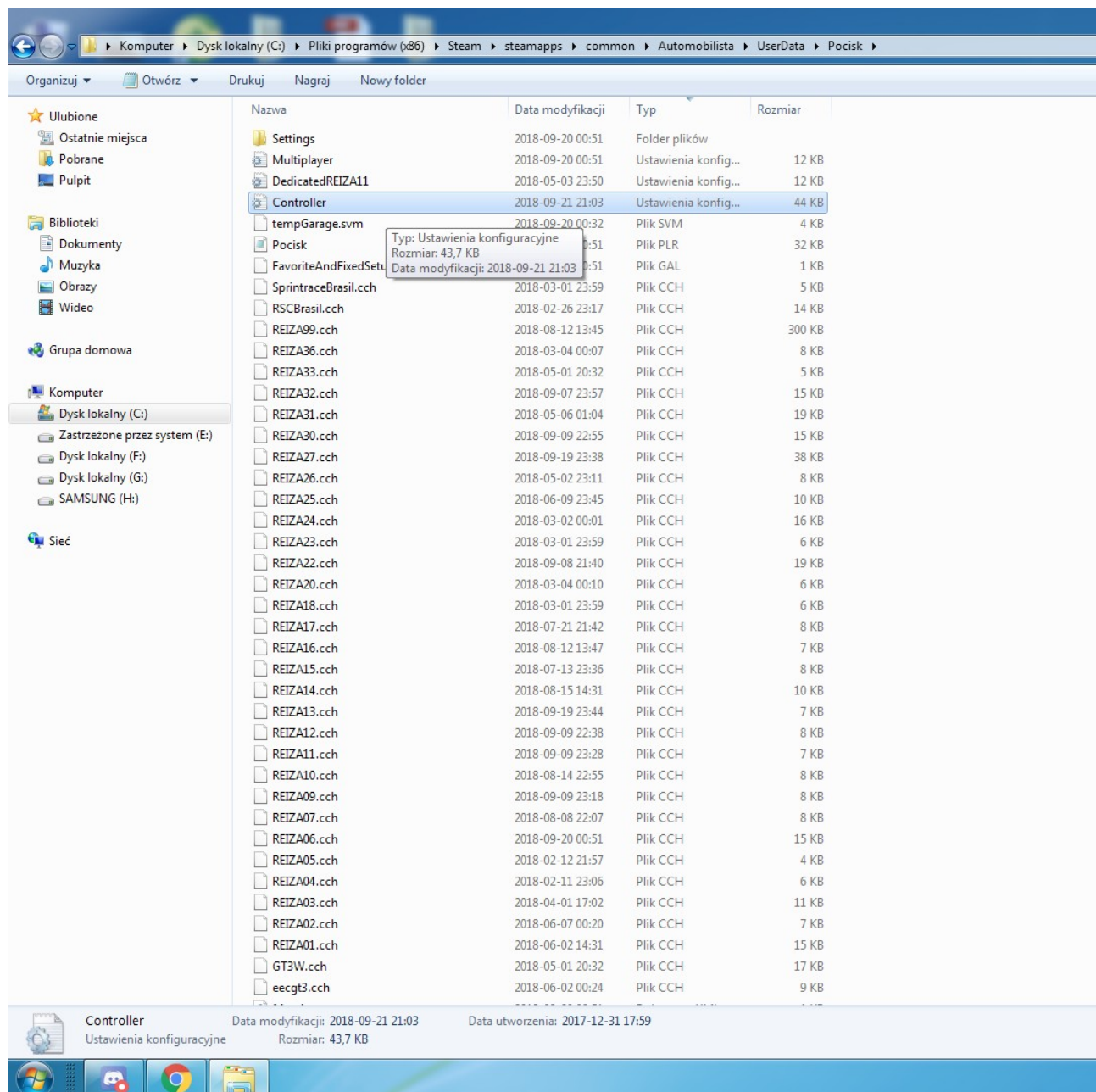


360/720HZ FFB guide by “the_pocisk”

In order to run AMS FFB with **RealFeel at 360hz** and **canned effects at 720hz** follow those steps:

- 1) Go to (...)>**Steam>steamapps>common>Automobilista>UserData** folder
- 2) Open folder named as your ingame profile and look for **Controller** file



3) Open **Controller** file with a text editor software (I suggest Notepad++) and look for **FFB Effects Level=** entry and change it to **4**

The screenshot shows a Windows File Explorer window with the path: `lokalny (C:) > Pliki programów (x86) > Steam > steamapps > common > Automobilista > UserData > Pocisk`. The file list includes:

Nazwa	Data modyfikacji	Typ	Rozmiar
Settings	2018-09-20 00:51	Folder plików	
Multiplayer	2018-09-20 00:51	Ustawienia konfiguracji	12 KB
DedicatedREIZA11	2018-05-03 23:50	Ustawienia konfiguracji	12 KB
Controller	2018-09-21 21:03	Ustawienia konfiguracji	44 KB
tempGarage.svm	2018-09-20 00:32	Plik SVM	4 KB
Pocisk			
FavoriteAndFixedSetups.gal			
SprintraceBrasil.cch			
RSCBrasil.cch			
REIZA99.cch			
REIZA36.cch			
REIZA33.cch			
REIZA32.cch			
REIZA31.cch			
REIZA30.cch			
REIZA27.cch			
REIZA26.cch			
REIZA25.cch			
REIZA24.cch			
REIZA23.cch			
REIZA22.cch			
REIZA20.cch			
REIZA18.cch			
REIZA17.cch			
REIZA16.cch			
REIZA15.cch			
REIZA14.cch			
REIZA13.cch			
REIZA12.cch			
REIZA11.cch			
REIZA10.cch			
REIZA09.cch			
REIZA07.cch			
REIZA06.cch			
REIZA05.cch			
REIZA04.cch			
REIZA03.cch			
REIZA02.cch			
REIZA01.cch			
GT3W.cch	2018-05-01 20:32	Plik CCH	17 KB
eeegt3.cch	2018-06-02 00:24	Plik CCH	9 KB

The Notepad++ window shows the contents of the 'Controller' file. The 'FFB Effects Level' is highlighted and set to 4. The file contains various configuration parameters for the Force Feedback (FFB) system, including device type, gain, ignore controllers, skip updates, throttle FX, brake FX, steering vibration, steering force, steering friction, steering damper, throttle vibration, brake vibration, rumble strip, and jolt magnitude.

```
[ Force Feedback ]
FFB Device Type="1" // Type of FFB controller: 0=none 1=wheel, 2=stick/custom, 3=rumble pad.
FFB Effects Level="4" // Number of FFB effects to use: 0=No Effects, 1=Low, 2=Medium, 3=High, 4=Full
FFB Gain="0.66667" // Strength of Force Feedback effects. Range 0.0 to 1.0.
FFB Ignore Controllers="0" // Do not use FFB on: 1=controller1, 2=controller2, 4=controller3 (or a
FFB Skip Updates="0" // some drivers can't handle a quick FFB update rate so use this parameter to
FFB Throttle FX on steer axis="1" // 0 = Throttle effects on throttle axis, 1 = throttle effects c
FFB Brake FX on steer axis="1" // 0 = Brake effects on brake axis, 1 = brake effects on steering a
FFB steer vib freq mult="0.20000" // Controls frequency of steering vibration. Recommended: 0.5 t
FFB steer vib zero magnitude="0.03500" // Magnitude of steering vibration at 0mph (reference poi
FFB steer vib slope="0.00000" // Slope of line defining magnitude as a function of frequency (use
FFB steer vib wave type="0" // Type of wave to use for vib: 0=Sine, 1=Square, 2=Triangle, 3=Sawt
FFB steer force prediction="0.00100" // Time into the future that force is predicted, to help cou
FFB steer force max change="100.00000" // Maximum change per second based on current difference be
FFB steer force neutral range="0.00000" // Max distance from center "neutral force" location where
FFB steer force neutral function="0.00000" // Function to apply near neutral force location, in or
FFB steer force exponent="0.66975" // Steering force output "sensitivity". Range 0.0 to infinity.
FFB steer force input max="-11500.00000" // Recommended: 11500 (-11500 if controller pulls in the
FFB steer force output max="1.80000" // Maximum force output of steering force, recommendation 0.8
FFB steer force grip function="0.55000" // Range 0.0 to 1.0 (previous hardcoded value was 1.0) - 1
FFB steer force grip weight="0.90000" // Range 0.0 to 1.0, recommended: 0.4 to 0.9. How much weig
FFB steer force grip factor="0.40000" // Range 0.0 to 1.0, recommended: 0.2 to 0.6 (previous har
FFB steer front grip fract="0.00000" // Range 0.0 to 1.0 (previous hardcoded value was 0.0), addit
FFB steer update threshold="0.00000" // Amount of change required to update steer force/vibe (0.0
FFB steer friction coefficient="0.17500" // Coefficient to use for steering friction. Range: -1.0
FFB steer friction saturation="1.00000" // Saturation value to use for steering friction. Range:
FFB steer damper coefficient="0.17500" // Coefficient to use for steering damper. Range: -1.0 to
FFB steer damper saturation="1.00000" // Saturation value to use for steering damper. Range: 0 -
FFB throttle vib freq mult="0.17000" // Scales actual engine frequency to force FFB vibration fre
FFB throttle vib zero magnitude="0.09000" // Magnitude of engine vibration at 0rpm (reference poi
FFB throttle vib slope="0.00000" // Slope of line defining magnitude as a function of frequency (
FFB throttle vib wave type="0" // Type of wave to use for vib: 0=Sine, 1=Square, 2=Triangle, 3=Sawt
FFB throttle vib update thresh="0.08000" // Amount of change required to update throttle vib (0.
FFB brake vib freq mult="0.90000" // Scales actual brake rotational frequency to force feedback v
FFB brake vib zero magnitude="0.10000" // Magnitude of brake vibration at 0mph (reference point).
FFB brake vib slope="0.00000" // Slope of line defining magnitude as a function of frequency (use
FFB brake vib wave type="0" // Type of wave to use for vib: 0=Sine, 1=Square, 2=Triangle, 3=Sawt
FFB brake vib update thresh="0.05000" // Amount of change required to update brake vib (0.0 to 1
FFB rumble strip magnitude="0.25000" // How strong the rumble strip rumble is. Range 0.0 to 1.0.
FFB rumble strip freq mult="0.60000" // Rumble strip frequency multiplier 1.0 = one rumble per whee
FFB rumble strip wave type="0" // Type of wave to use for vib: 0=Sine, 1=Square, 2=Triangle, 3=Sa
FFB rumble strip pull factor="-0.50000" // How strongly wheel pulls right/left when running over a
FFB rumble strip update thresh="0.07500" // Amount of change required to update rumble strip effe
FFB jolt magnitude="1.00000" // How strong jolts from other cars (or walls) are. Suggested Range:
FFB Joy[00] Axis[00] Spring Saturation Pos="1.00000" // DirectInput saturation to use for spring
```

4) Now set **FFB Skip Updates**= entry value as follow:

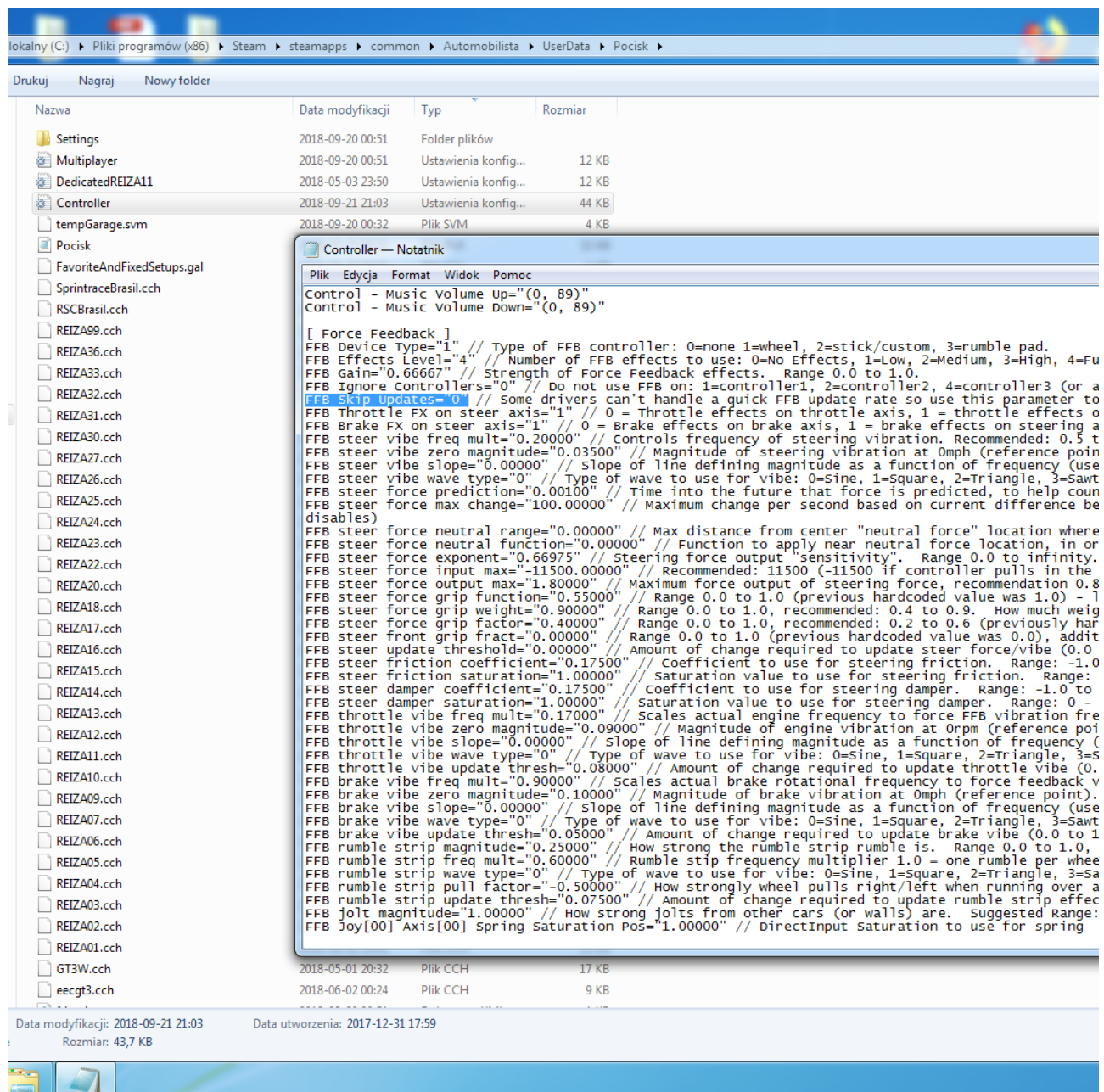
Skip = 0, RealFeel 360hz, canned effects 720hz

Skip = 1, Realfeel 360hz, canned effects 360hz

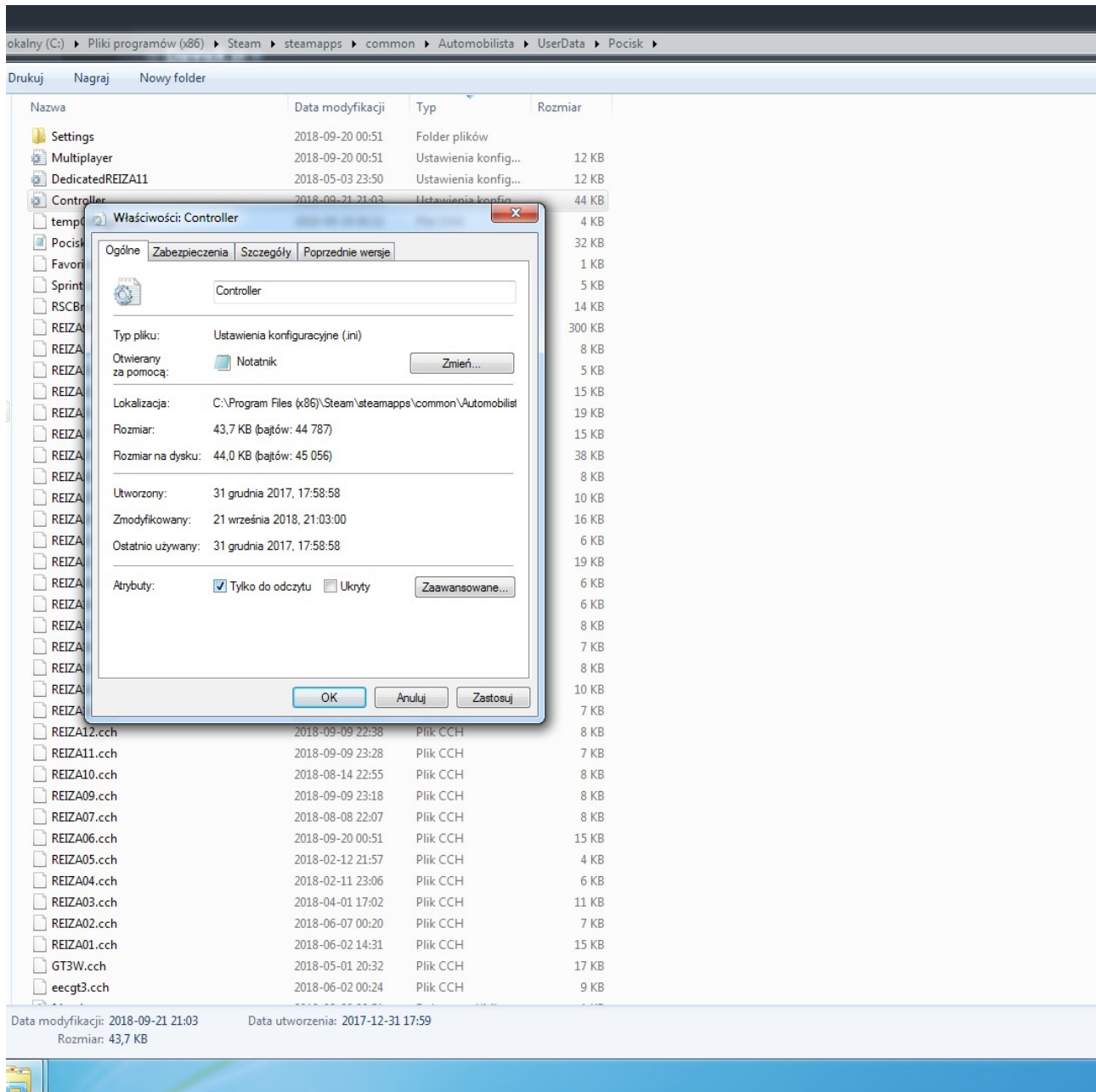
Skip = 2, Realfeel 240hz, canned effects 240hz

Skip = 3, Realfeel 180hz, canned effects 180hz

(for reference: <https://forum.reizastudios.com/threads/ffb-skip-updates.3773/>)



5) **Save** the edited file as **read only**.



6) Finish! No further editing required but just remind those settings will work as long as you will **NOT** enter the **controller settings** page while in game.

Enjoy!