

Simtools

Example profile for iRacing (6axis aka 4DOF+TL+SURGE) - Updated*

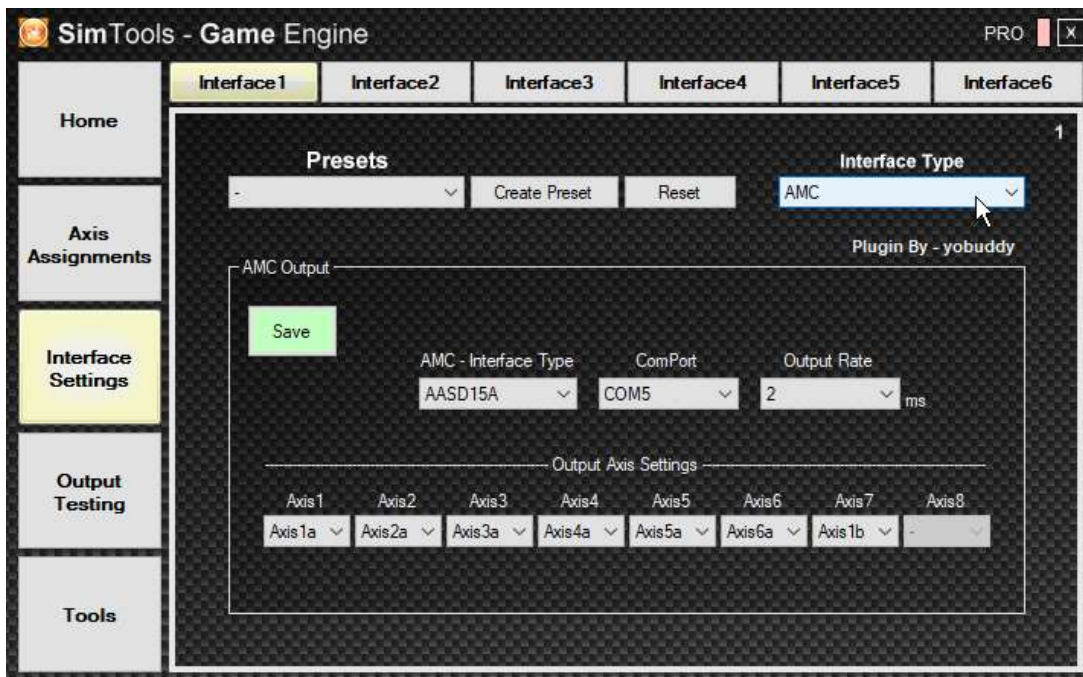
On the AMC controller, you will need to set the Filter Factor to “2”



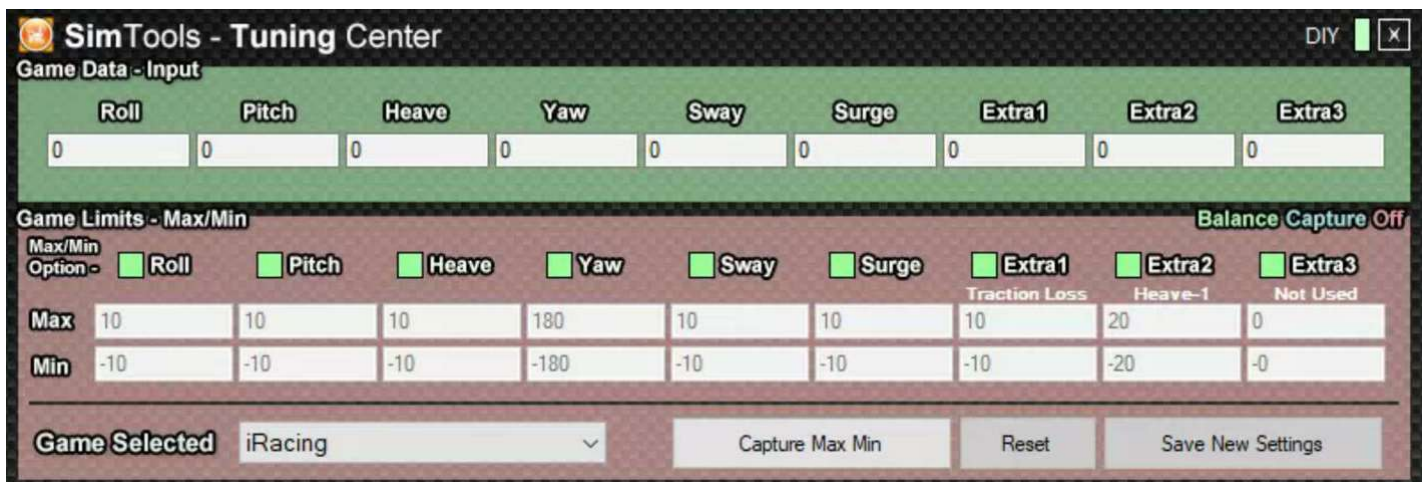
In addition, the Spike Filter Range to 5100 and Level to 1800 (might need to increase for tracks).



Select “AMC” interface and Type “AASD-15A”, select the COM port, and leave Output Rate to 2ms:



On Simtools adjust settings as on the following example profile for iRacing:



The Axis Assignments for the platform geometry (6axis aka 4DOF+TL+SURGE)

SimTools - Game Engine

DIY

X

Home

Axis Assignments

Interface Settings

Output Testing

Tools

(a) Axis Assignments

(b) Axis Assignments

Axis Limiting

Extra1 - Traction Loss

Extra2 - Heave-1

Extra3 - NotUsed

a

Game List

iRacing

Load Default

Reset

Presets

Axis Type

Generic 2D Advanced

Plugin By - yobuddy

Save

Out Type

	DOF 1				DOF 2				DOF 3			
	Dir	Force	%	Flt	Dir	Force	%	Flt	Dir	Force	%	Flt
Axis1a	<input type="checkbox"/>	Extra2	20	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Roll	20	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Pitch	20	<input checked="" type="checkbox"/>
Axis2a	<input type="checkbox"/>	Extra2	20	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Roll	20	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Pitch	20	<input checked="" type="checkbox"/>
Axis3a	<input type="checkbox"/>	Extra2	20	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Roll	20	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Pitch	20	<input checked="" type="checkbox"/>
Axis4a	<input type="checkbox"/>	Extra2	20	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Roll	20	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Pitch	20	<input checked="" type="checkbox"/>
Axis5a	<input type="checkbox"/>	-	-	<input type="checkbox"/>	<input type="checkbox"/>	-	-	<input type="checkbox"/>	<input type="checkbox"/>	-	-	<input type="checkbox"/>
Axis6a	<input type="checkbox"/>	-	-	<input type="checkbox"/>	<input type="checkbox"/>	-	-	<input type="checkbox"/>	<input type="checkbox"/>	-	-	<input type="checkbox"/>

SimTools - Game Engine

PRO

X

Home

Axis Assignments

Interface Settings

Output Testing

Tools

(a) Axis Assignments

(b) Axis Assignments

Axis Limiting

Game List

Default

Load Default

Reset

Presets

Axis Type

Generic 2D Advanced

Plugin By - yobuddy

Save

Out Type

	DOF 4				DOF 5				DOF 6			
	Dir	Force	%	Flt	Dir	Force	%	Flt	Dir	Force	%	Flt
Axis1a	<input checked="" type="checkbox"/>	Sway	25	<input checked="" type="checkbox"/>	<input type="checkbox"/>	-	-	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Surge	20	<input checked="" type="checkbox"/>
Axis2a	<input checked="" type="checkbox"/>	Sway	25	<input checked="" type="checkbox"/>	<input type="checkbox"/>	-	-	<input type="checkbox"/>	<input type="checkbox"/>	Surge	20	<input checked="" type="checkbox"/>
Axis3a	<input type="checkbox"/>	Sway	25	<input checked="" type="checkbox"/>	<input type="checkbox"/>	-	-	<input type="checkbox"/>	<input type="checkbox"/>	Surge	20	<input checked="" type="checkbox"/>
Axis4a	<input type="checkbox"/>	Sway	25	<input checked="" type="checkbox"/>	<input type="checkbox"/>	-	-	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Surge	20	<input checked="" type="checkbox"/>
Axis5a	<input type="checkbox"/>	-	-	<input type="checkbox"/>	<input type="checkbox"/>	Extra1	100	<input checked="" type="checkbox"/>	<input type="checkbox"/>	-	-	<input type="checkbox"/>
Axis6a	<input type="checkbox"/>	-	-	<input type="checkbox"/>	<input type="checkbox"/>	-	-	<input type="checkbox"/>	<input type="checkbox"/>	Surge	100	<input checked="" type="checkbox"/>

The DOF Filters on each axis (red asterisk highlighted) are as in the following:

