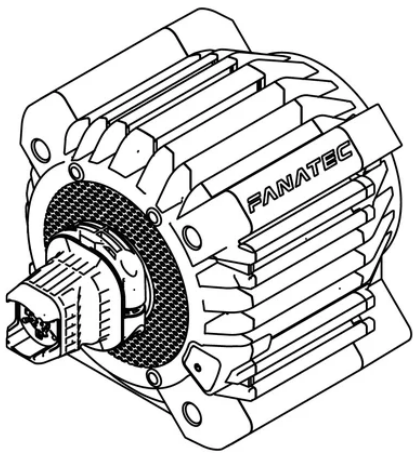


MANUAL | QUICK START GUIDE

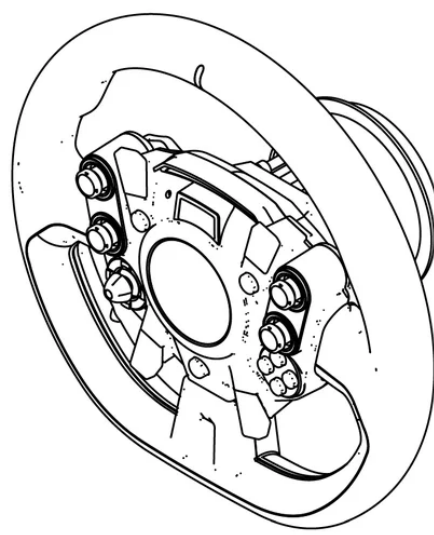
Gran Turismo® DD Pro



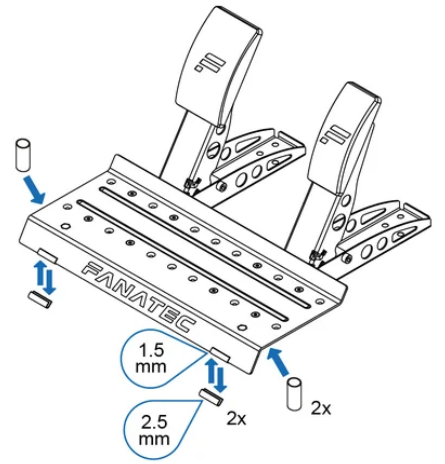
A - PACKAGE CONTENT



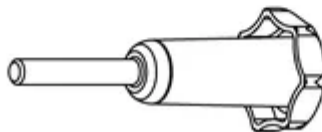
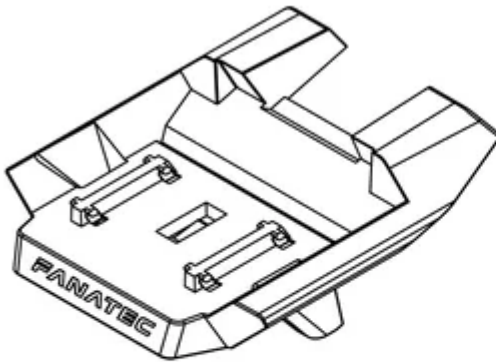
A - 1x Gran Turismo® DD Pro



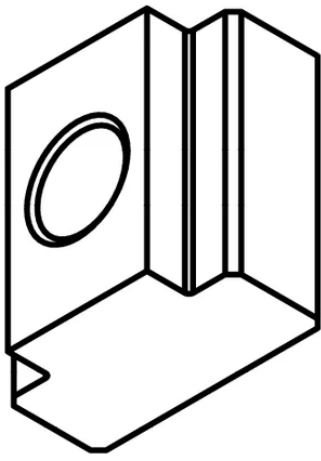
B - 1x Steering Wheel for Gran Turismo® DD Pro + 1x QR2 Lite Wheel-Side



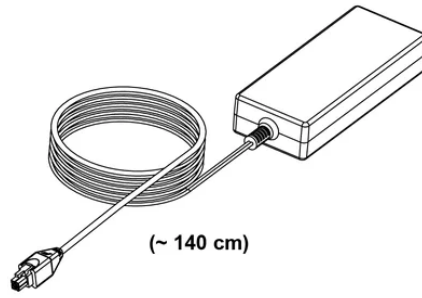
C - 1x CSL Pedals



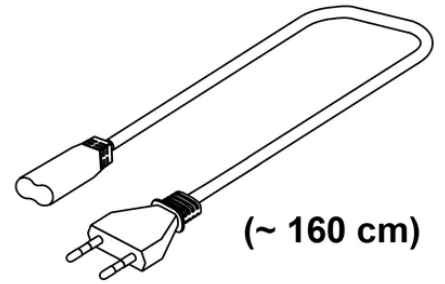
D - 1x CSL DD Table Clamp



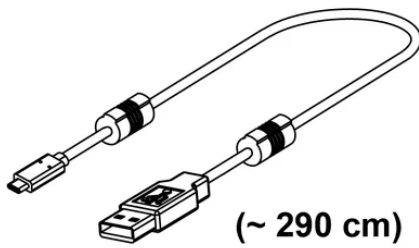
E - 4x M6x8 mm T-Nut



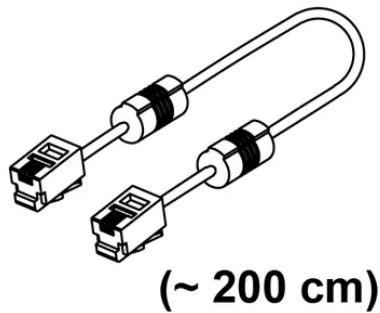
F - 1x Power Supply



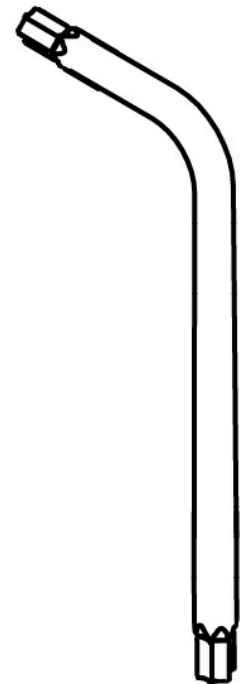
G - 1x Power Cord
(Regional)



H - 1x USB Type-A to Type-C
Cable

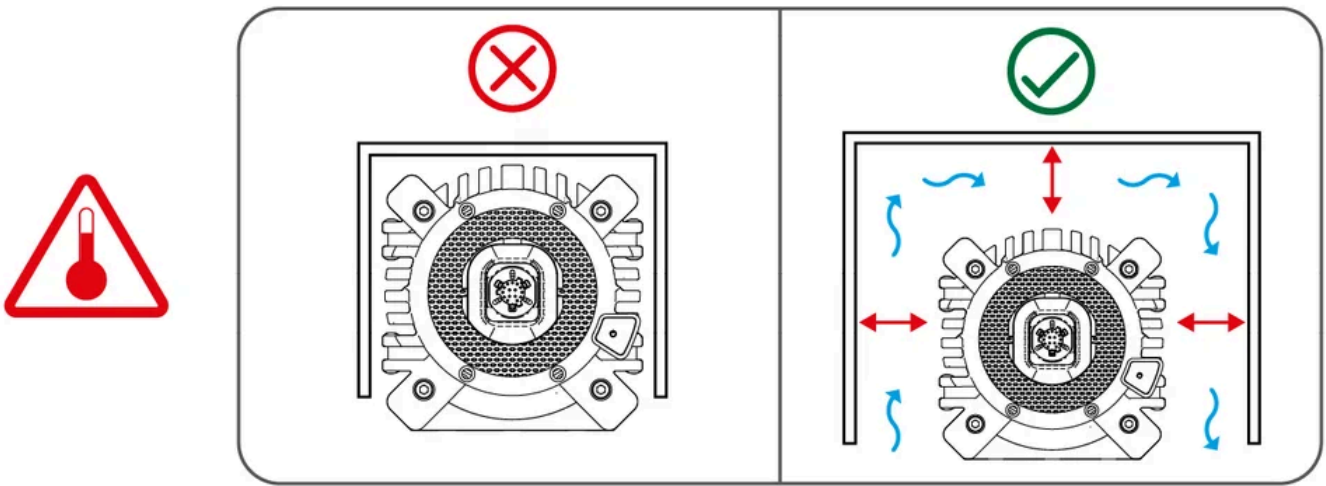


I - 1x RJ12 Cable



J - 1x T20 Torx Key

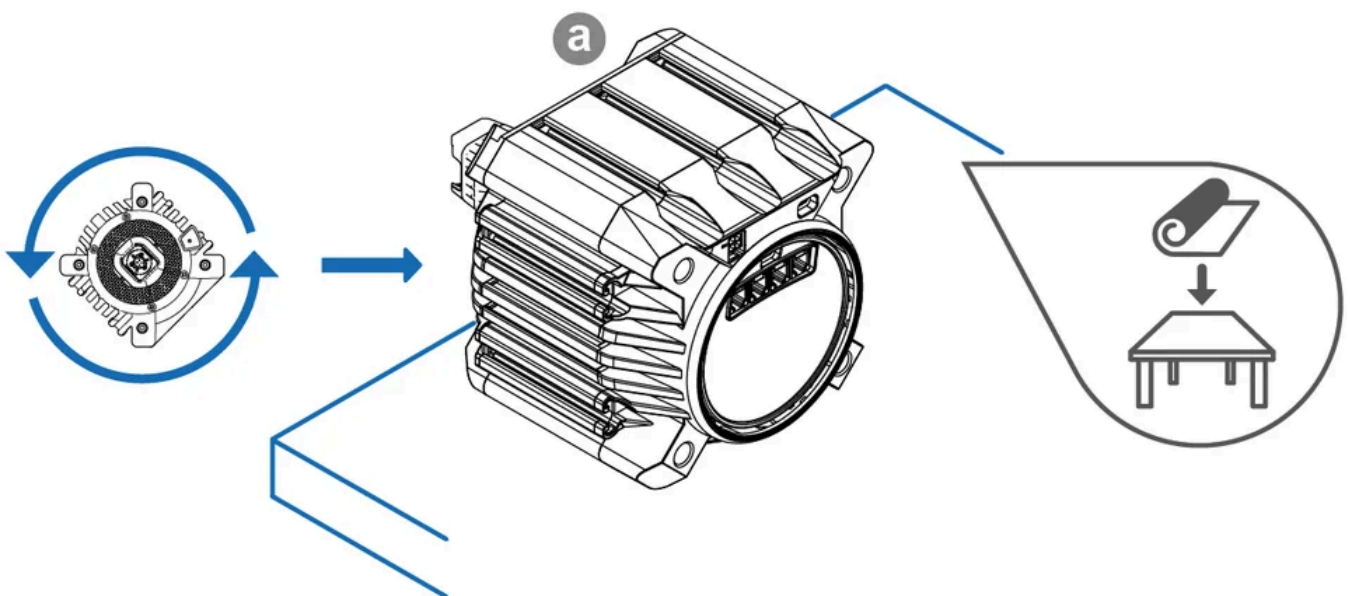
B - PLAN YOUR SETUP



To get started with using the GT DD PRO, decide on whether you will hard-mount the wheel base and pedals or use the CSL DD Table Clamp, connect your steering wheel via the Quick Release system, then connect the GT DD PRO to your PlayStation®5 console or PlayStation®4 console using the included USB cable. It is important to follow the chapter sequence of this manual for an effective assembly and setup procedure.

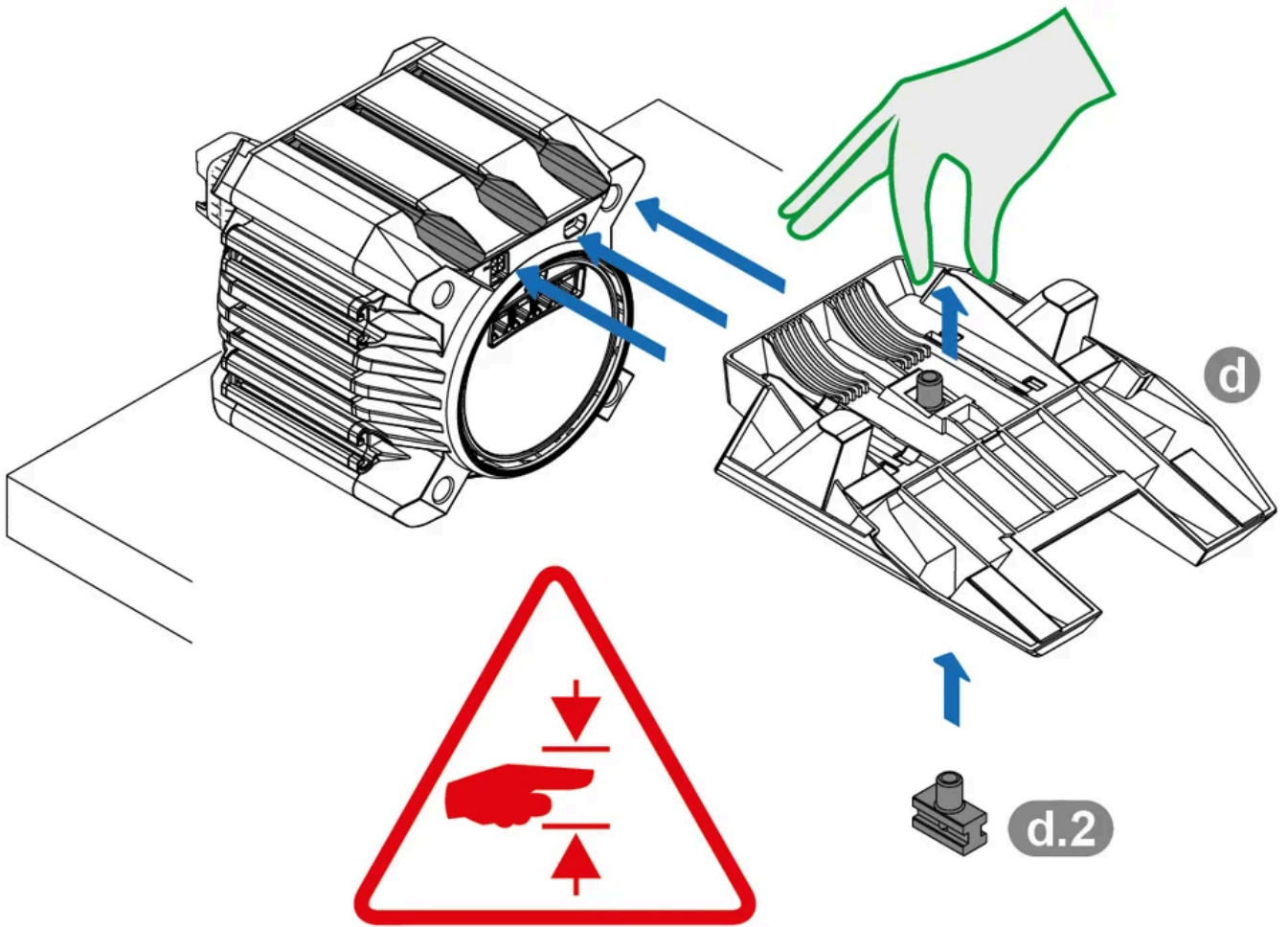
ATTENTION: See chapter G “Connections” for which type of peripheral devices must be connected to which port at the rear of the GT DD PRO. All devices have to be connected to the GT DD PRO before powering ON to allow proper detection and operation. Only use the included USB cable from your GT DD PRO package contents to avoid damages! Ensure there is enough space around the wheel base to allow for air to circulate. Passive air circulation is sufficient.

C - TABLE CLAMP ATTACHMENT



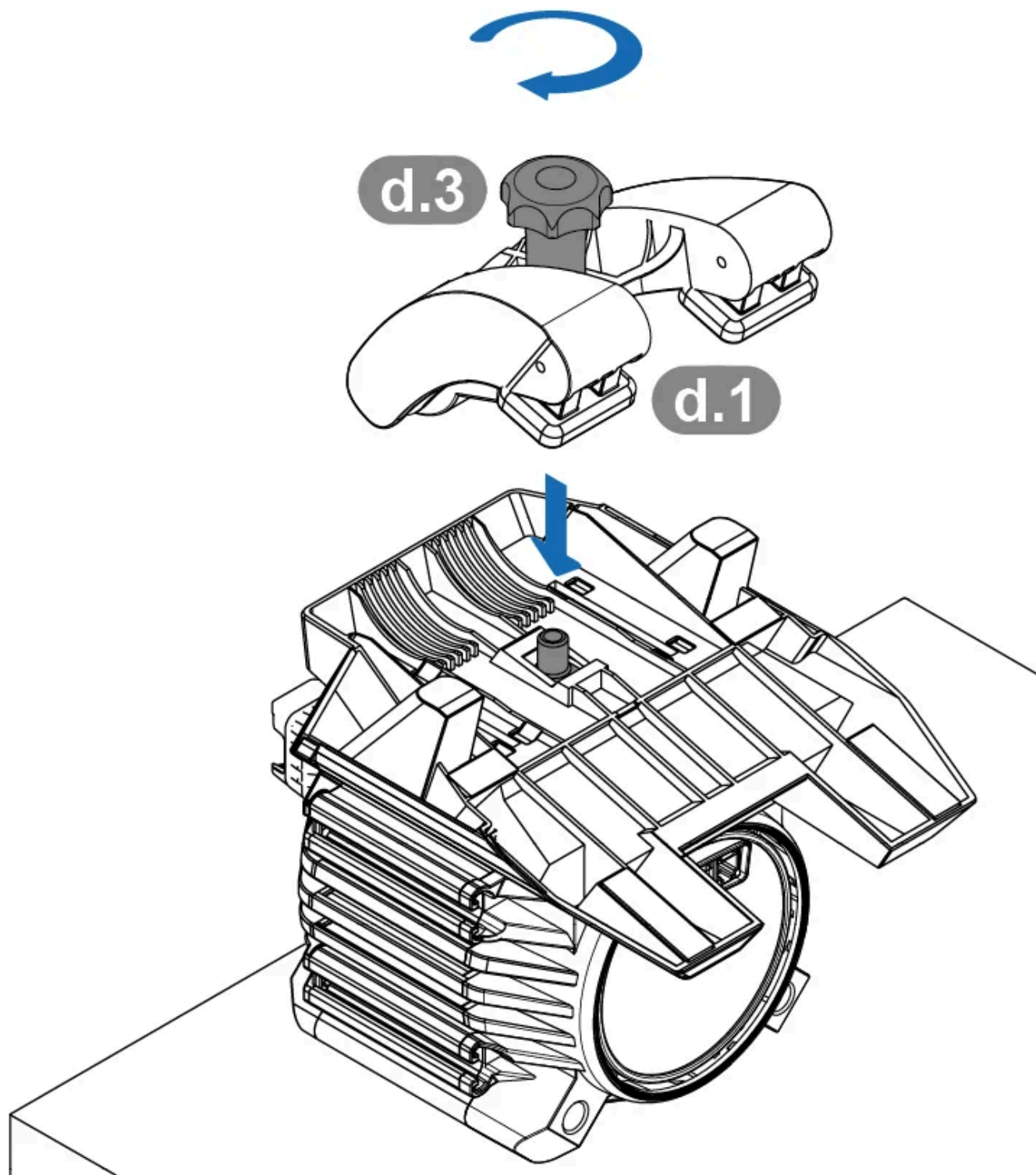
STEP 1 - Turn the wheel base upside-down on an elevated flat surface such as a table.

NOTE: Place a soft dry towel or cloth on the surfaced to prevent scratches on the wheel base.

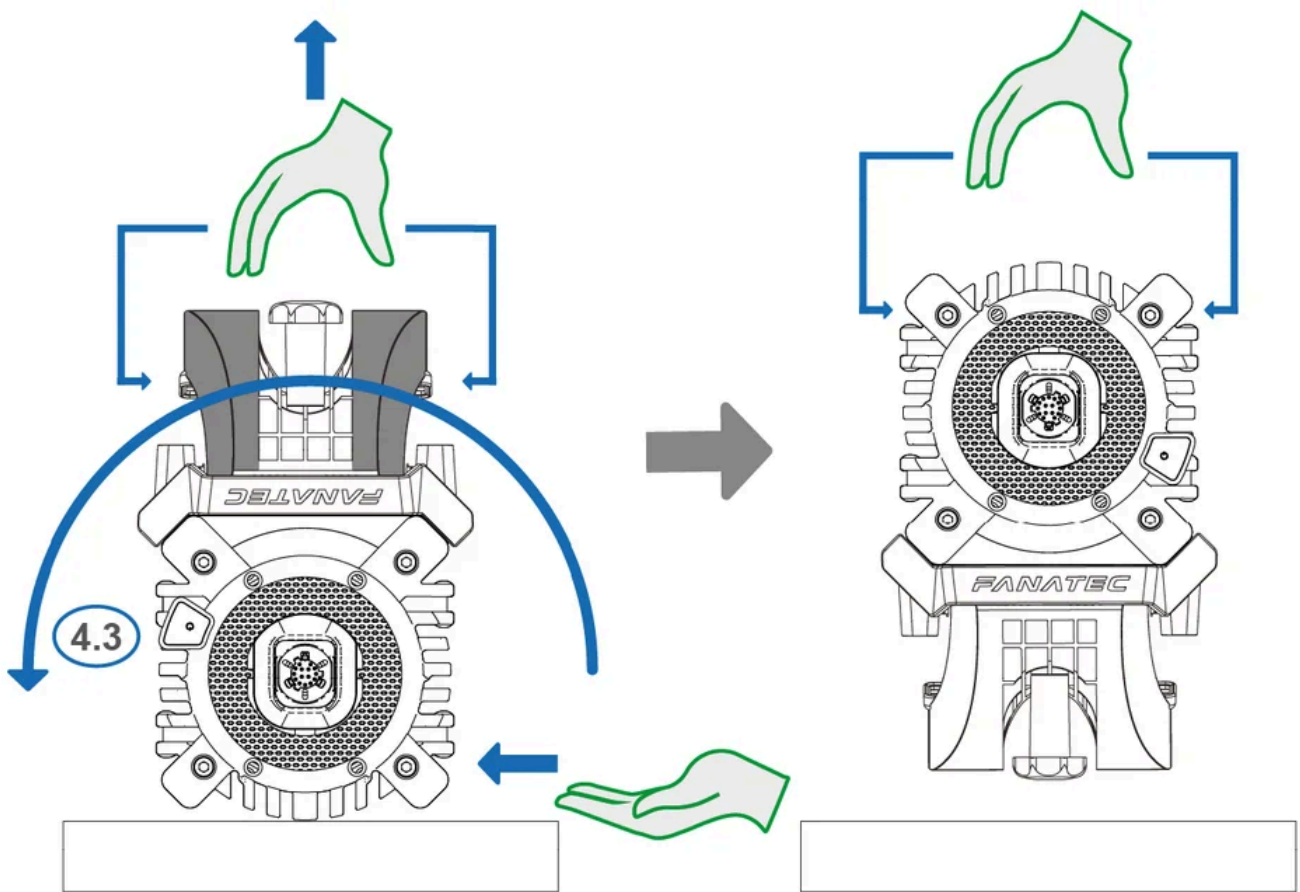


STEP 2 - Insert part **d.2** into the center of part **d**. Hold part **d.2** in place while sliding part **d** onto the bottom t-slot rails of the wheel base.

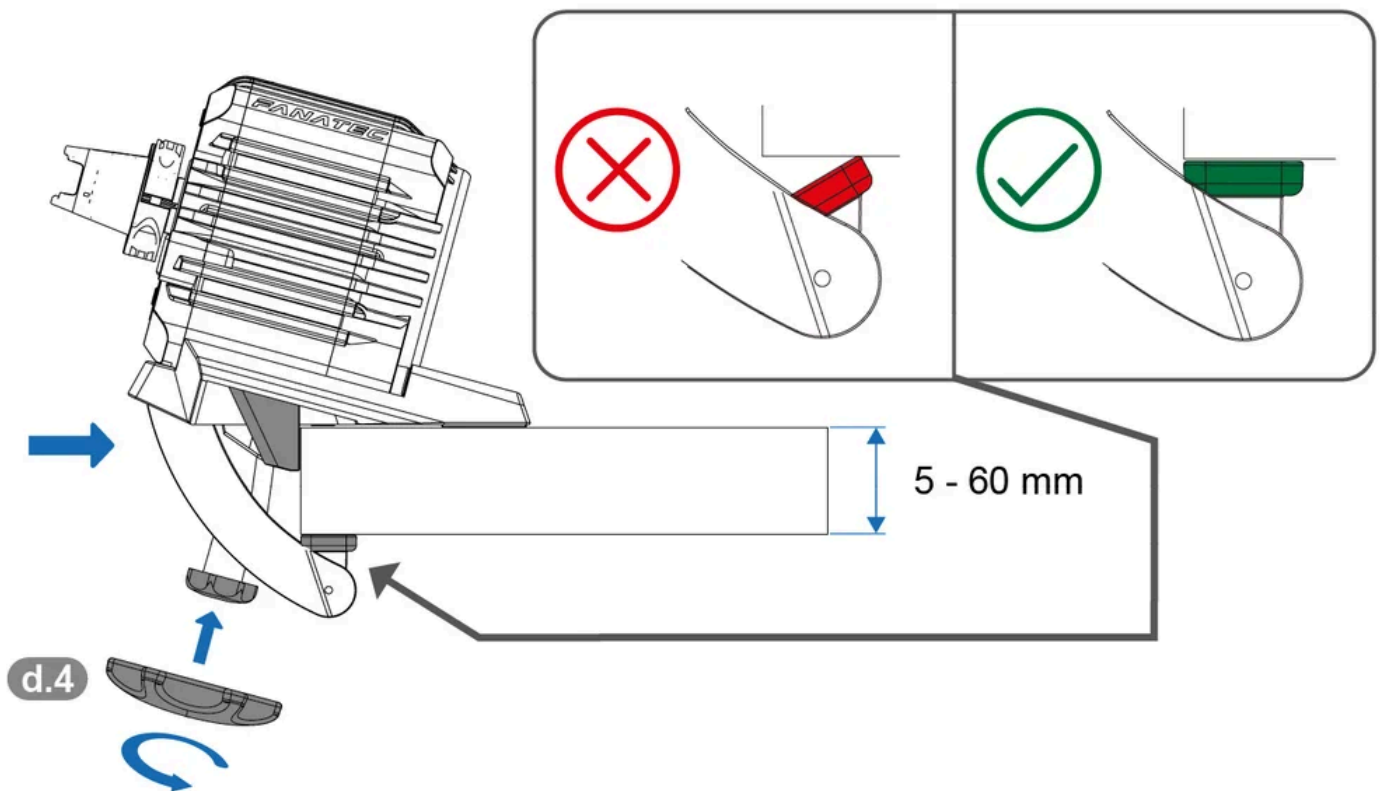
ATTENTION: Be cautious to prevent finger pinching.



STEP 3 - Insert part **d.3** into part **d.3**. Screw into part **d.2** until firmly attached.



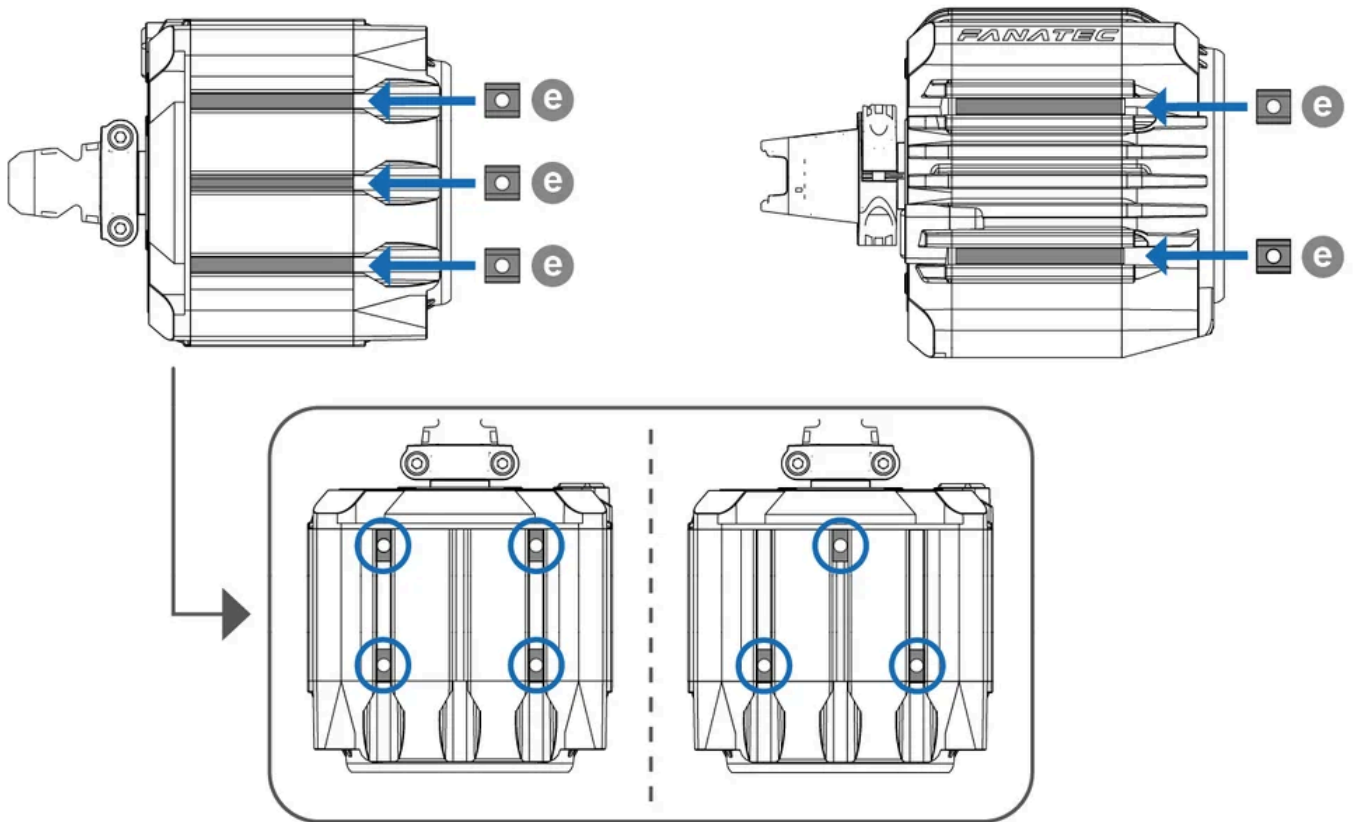
STEP 4 - Lift the assembled parts gently with both hands and carefully rotate upright.



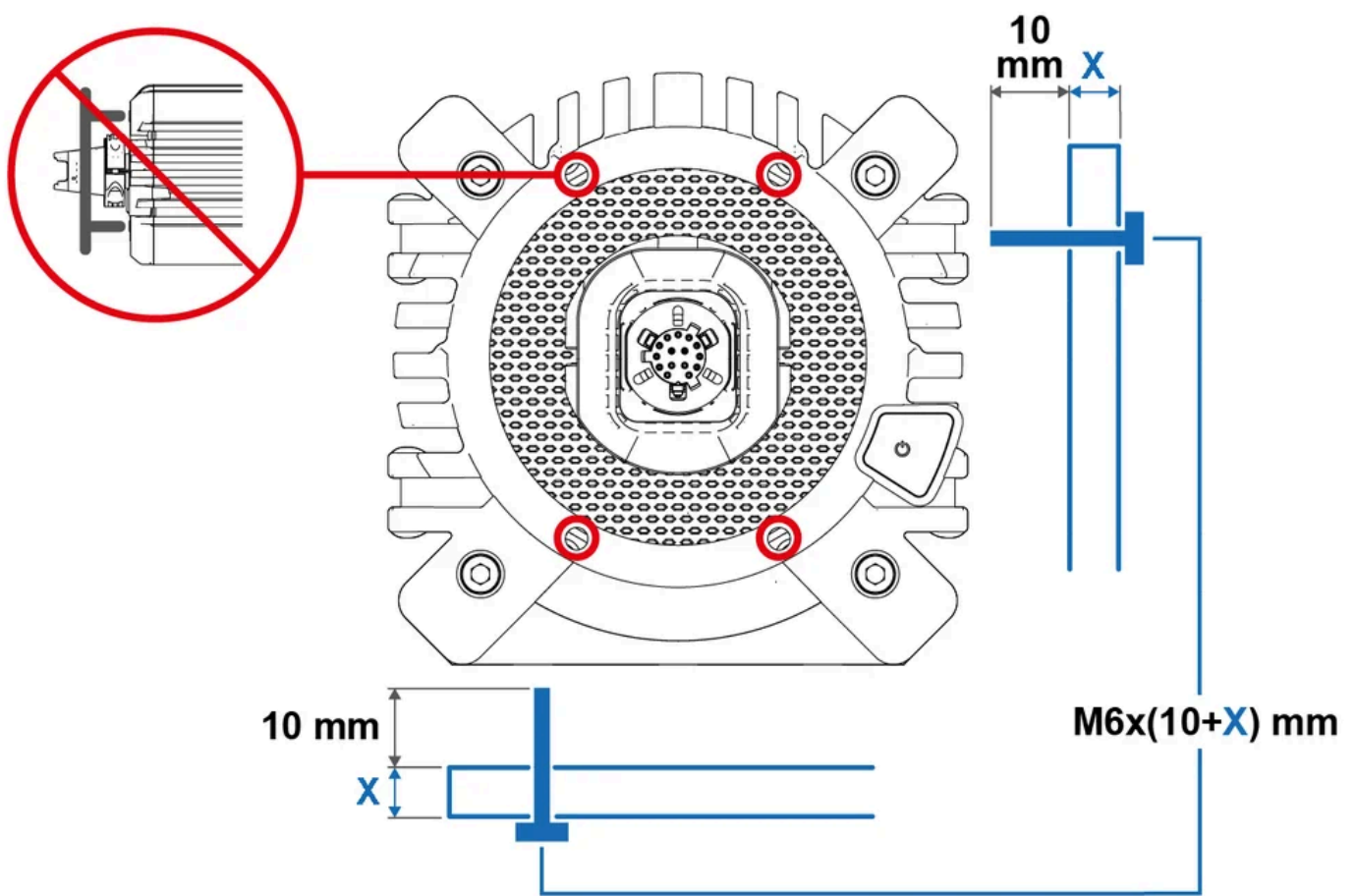
STEP 5 - Place the assembled clamp on the edge of a desk / table with a top thickness of between 5mm and 60mm, then use part **d.4** to firmly screw the clamp mechanism in place.

ATTENTION: Ensure that the desk / table edge is making contact with the clamp stopper and the clamp pads are flat.

D - HARD-MOUNTING

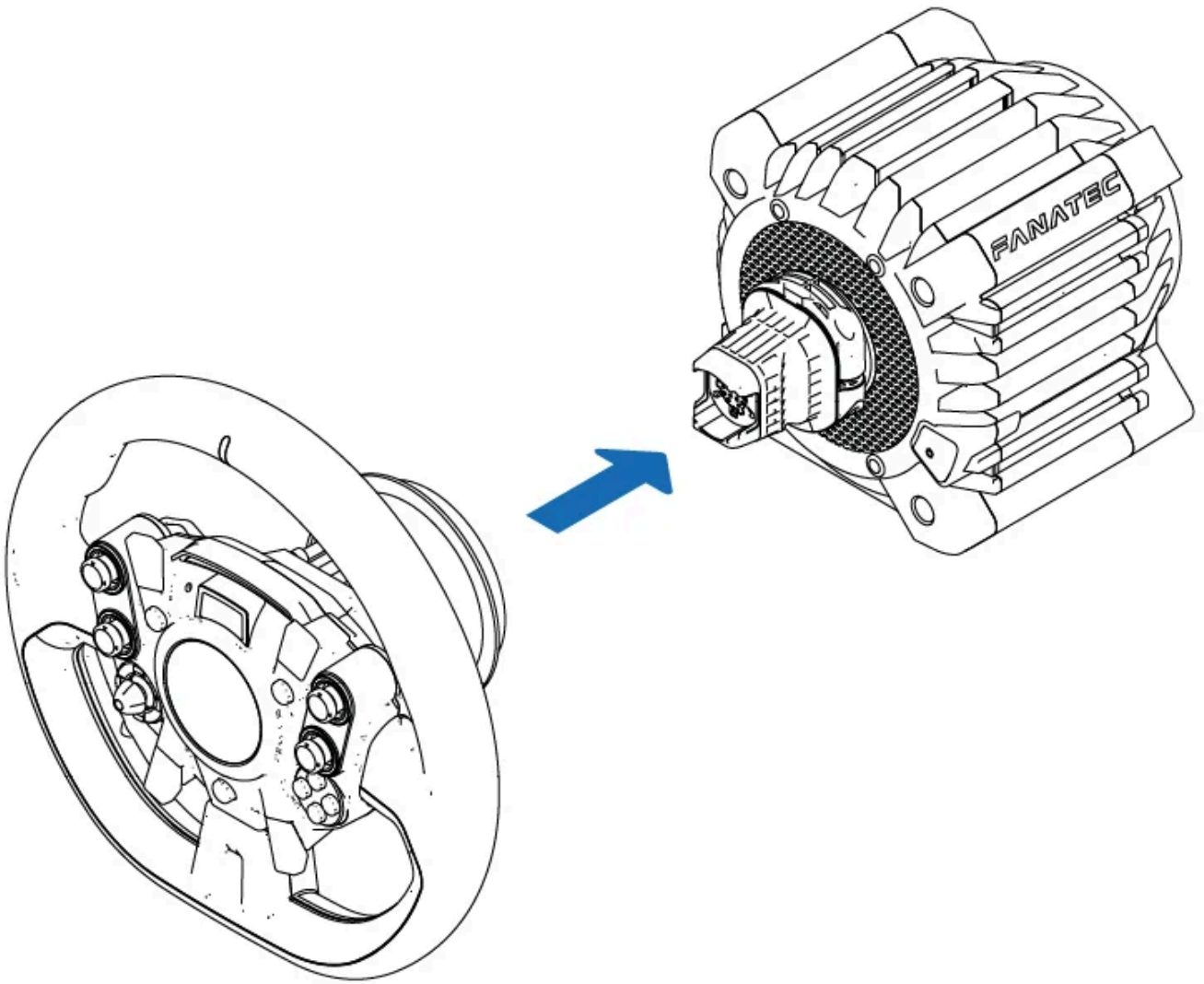


Hard-mounting from the **bottom (left)** or **side (right)** of the wheel base is possible with the use of parts **E** (T-nuts).

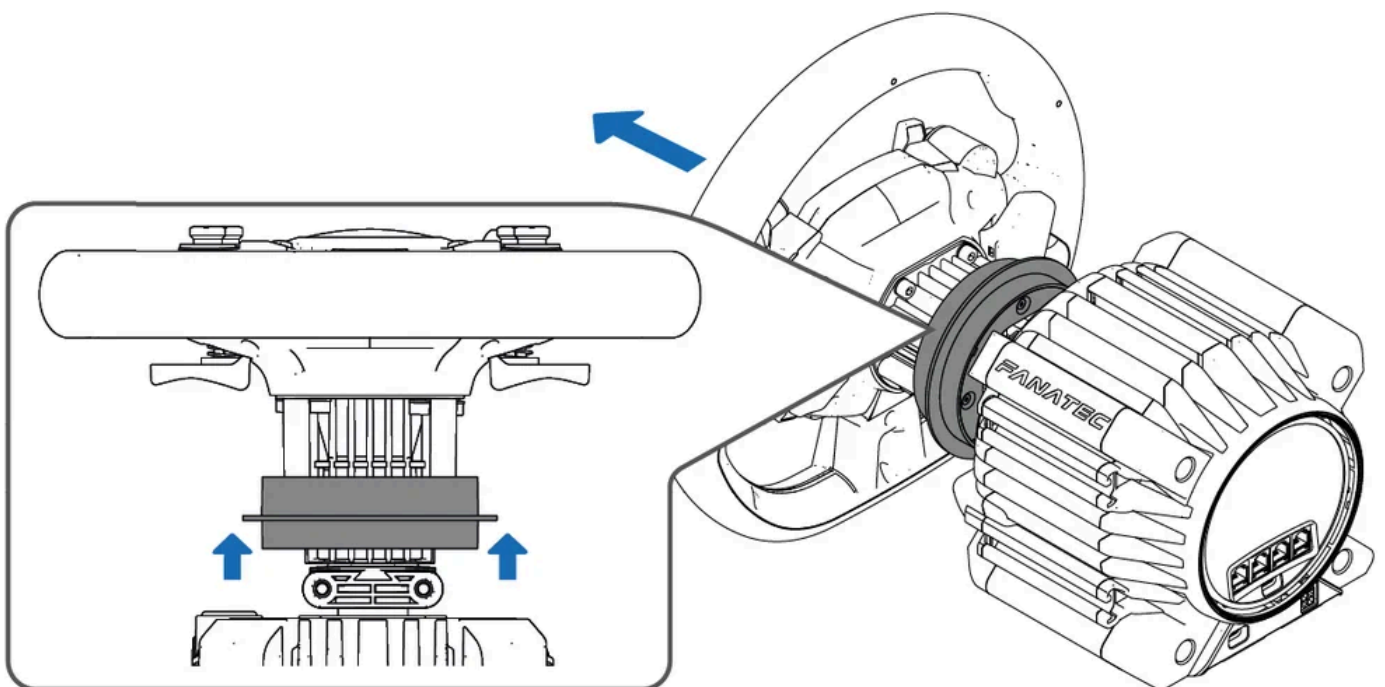


Hard-mounting from the **bottom (left)** or **side (right)** of the wheel base is possible with the use of parts **E** (T-nuts). **ATTENTION:** Mounting holes at the front of the wheel base are NOT for hard-mounting! Only for peripheral mounting such as static shifter paddles or a dash display. **Thread length: 10 mm** **NOTE:** Bolts not included. Use only good quality bolts when hard-mounting. **Bolt specifications: M6x(10+X) mm**

E - STEERING WHEEL ATTACHMENT

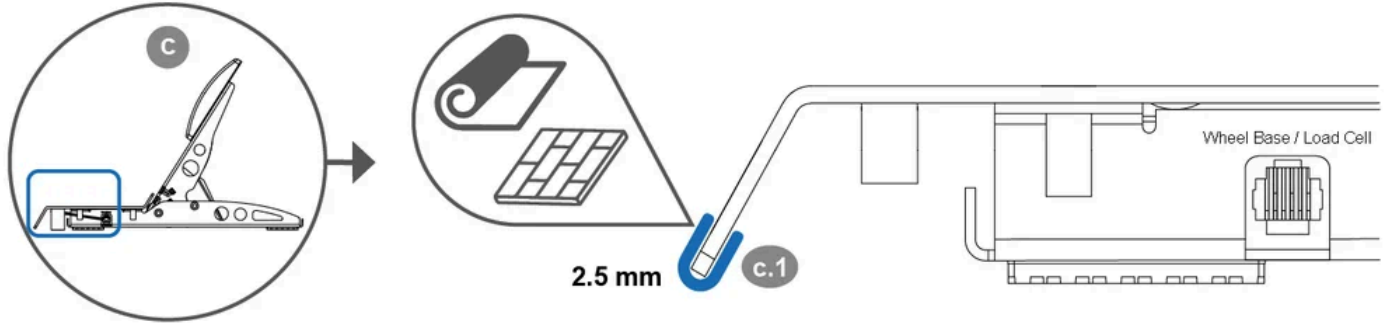


To attach the steering wheel, simply press the steering wheel QR2 adapter firmly onto the wheel base QR2 adapter.

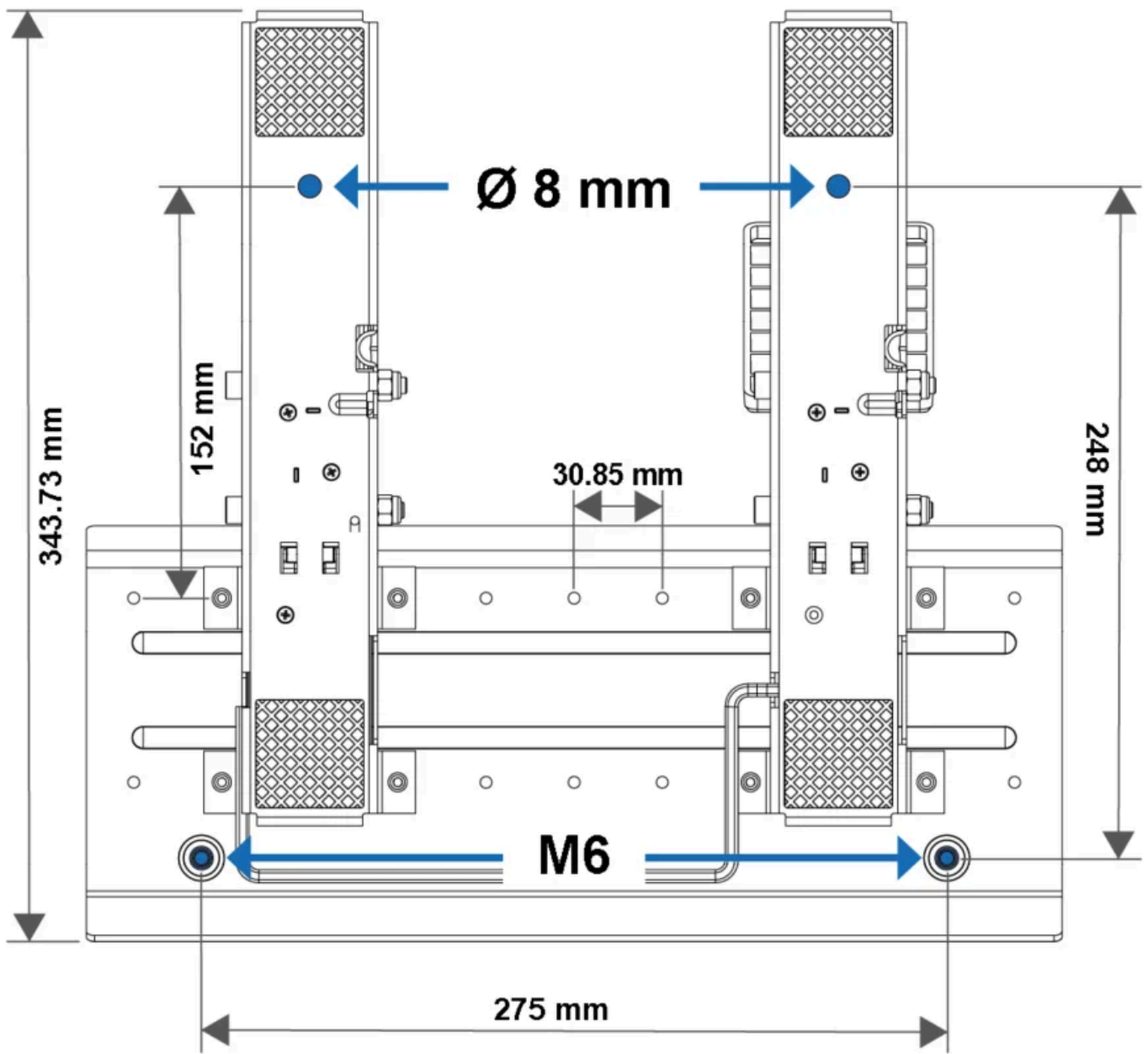


To detach the steering wheel, pull on the steering wheel QR2 adapter sleeve while simultaneously pulling the steering wheel away from the wheel base.

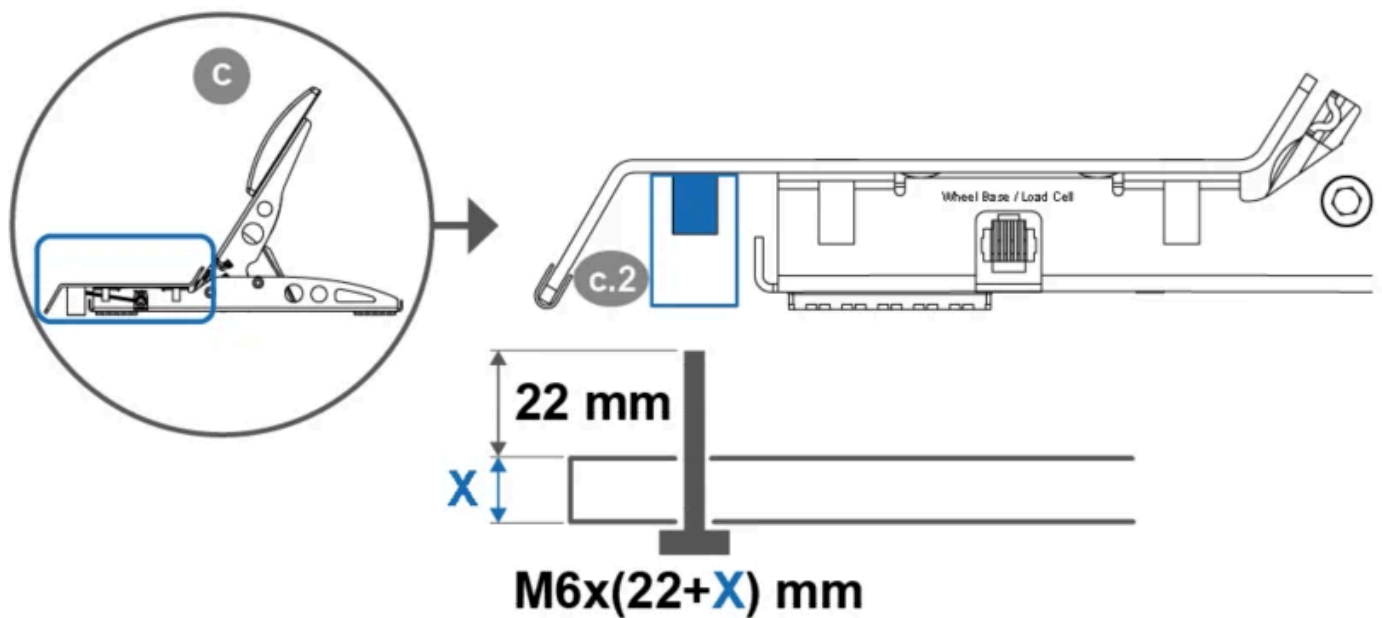
F - PEDAL SETUP



For use on hard floor or carpet surfaces without hard-mounting.

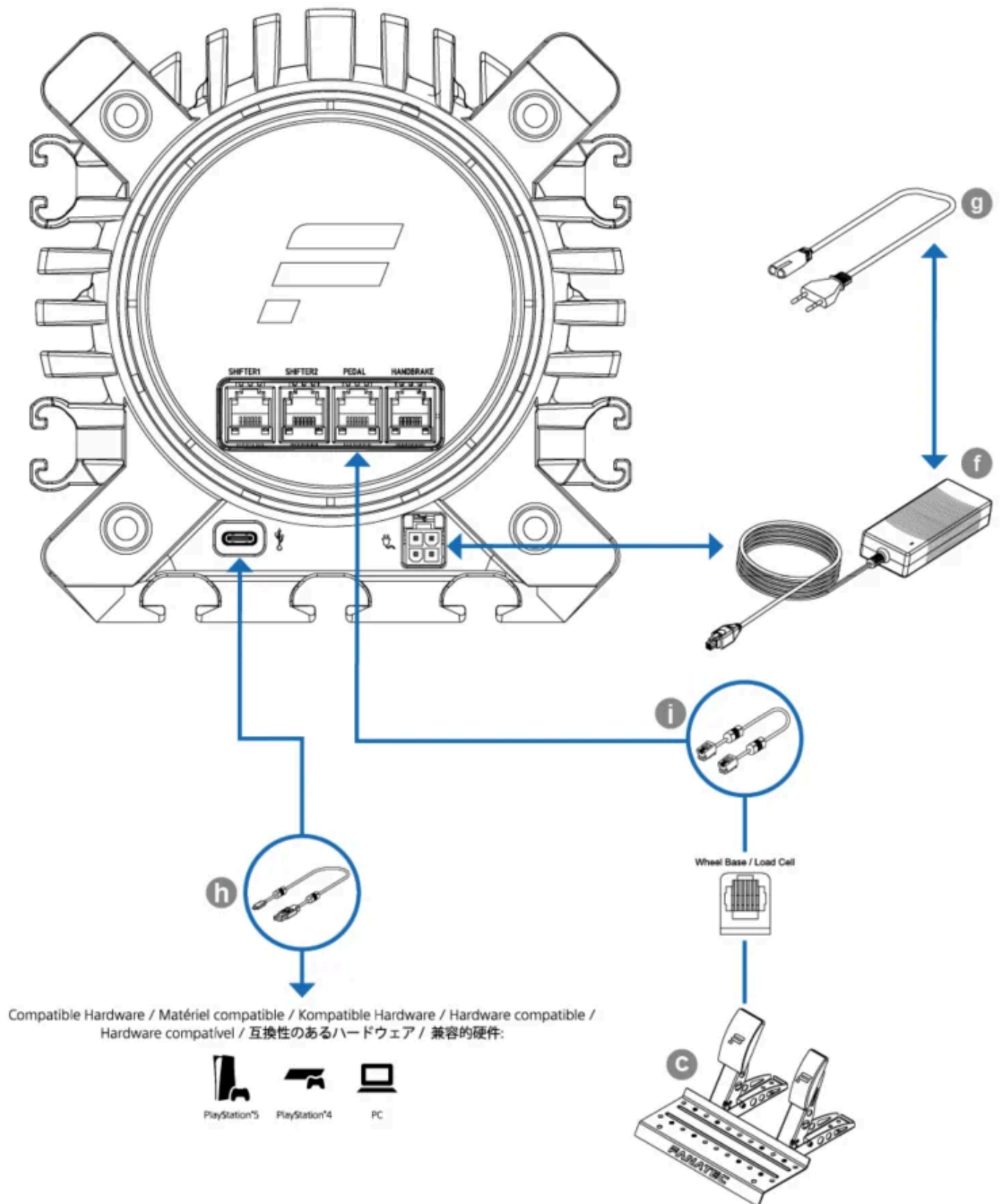


Plan hard-mounting your pedal setup with the above dimensional and measurement data.



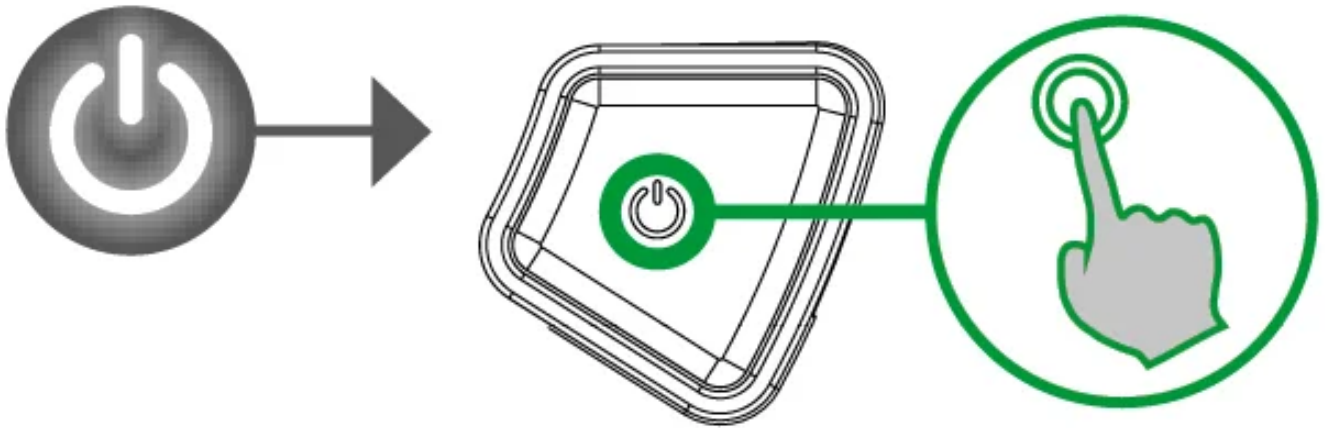
ATTENTION: Use parts c.2 when hard-mounting the heel rest holes.

G - CONNECTIONS

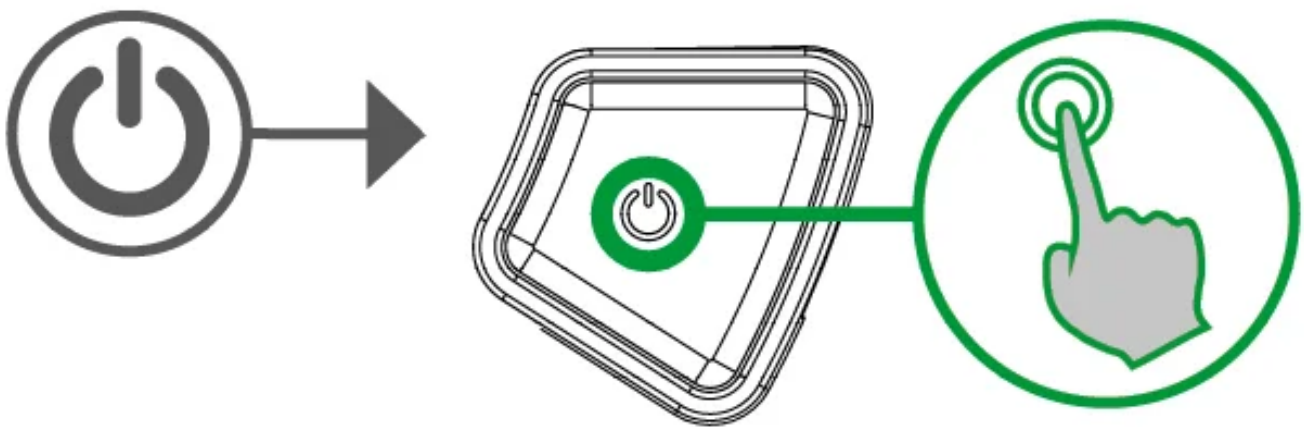


Compatible Hardware Compatibility with Fanatec Steering Rims/Hubs which are not official licensed PlayStation products, have not been tested and are not endorsed by Sony Interactive Entertainment.

H - ON / OFF

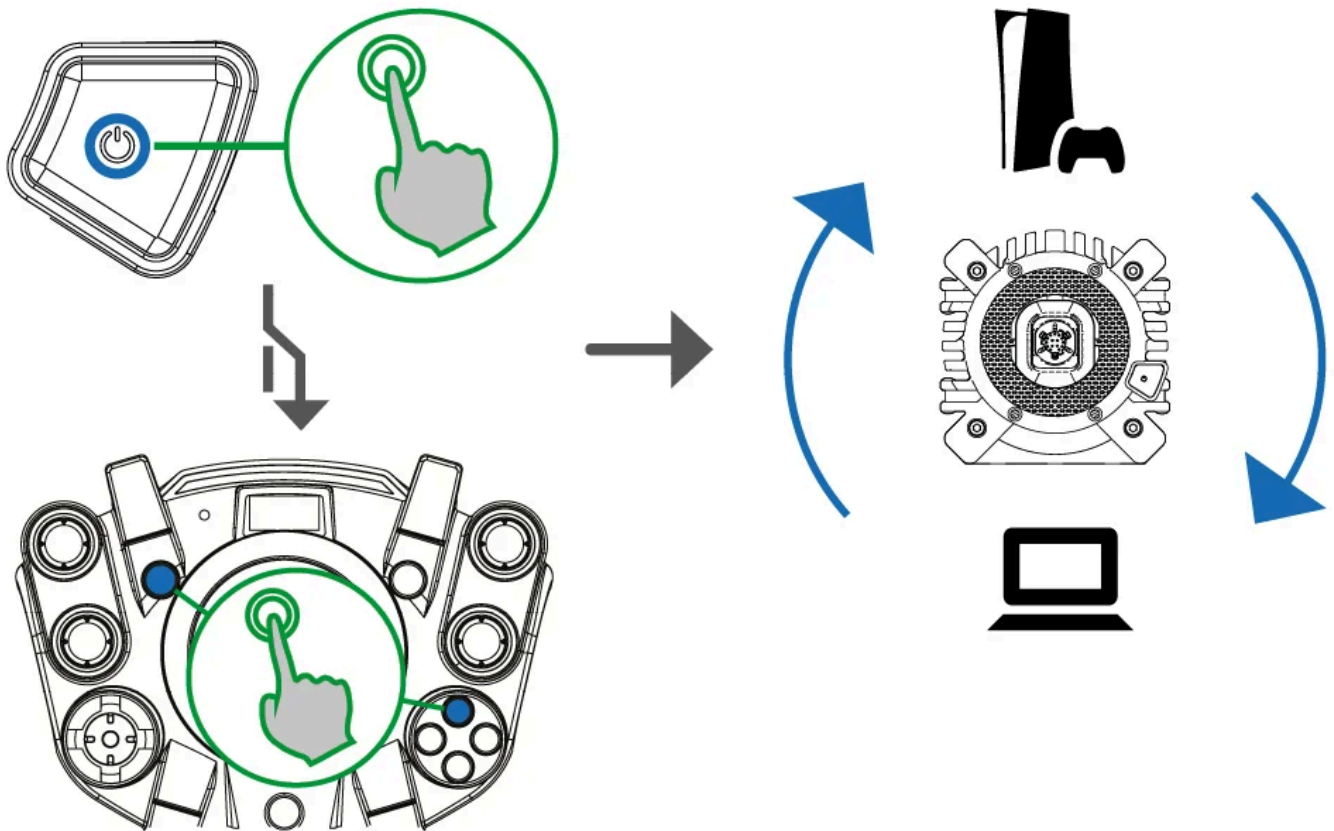


To turn on the wheel base, connect the system to electrical power and press the power button on the right side of the wheel base for about one second. The wheel base will then immediately perform a start-up calibration.



To turn off the wheel base, press and hold the power button for 3 seconds.

I - MODES

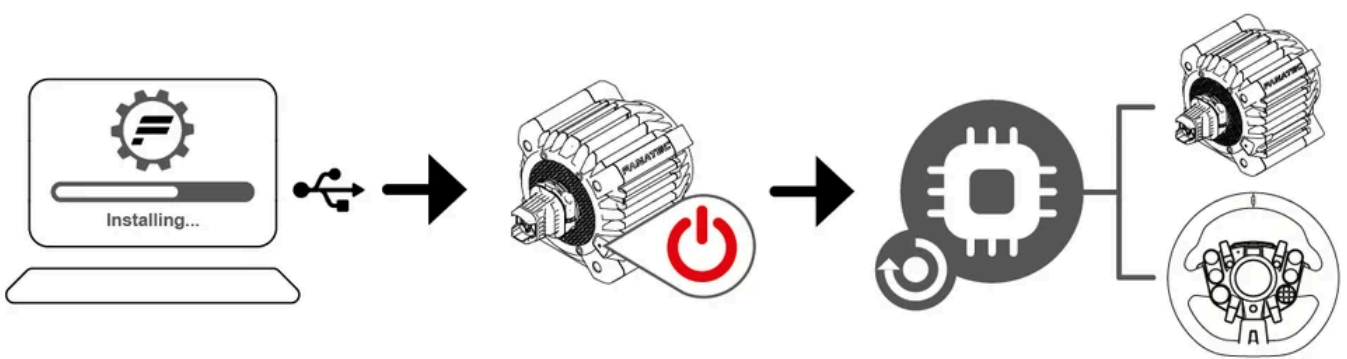


To cycle through modes, short press the power button or the highlighted button combination whilst the wheel base is on. The LED colour illuminating the power button will indicate the current mode.



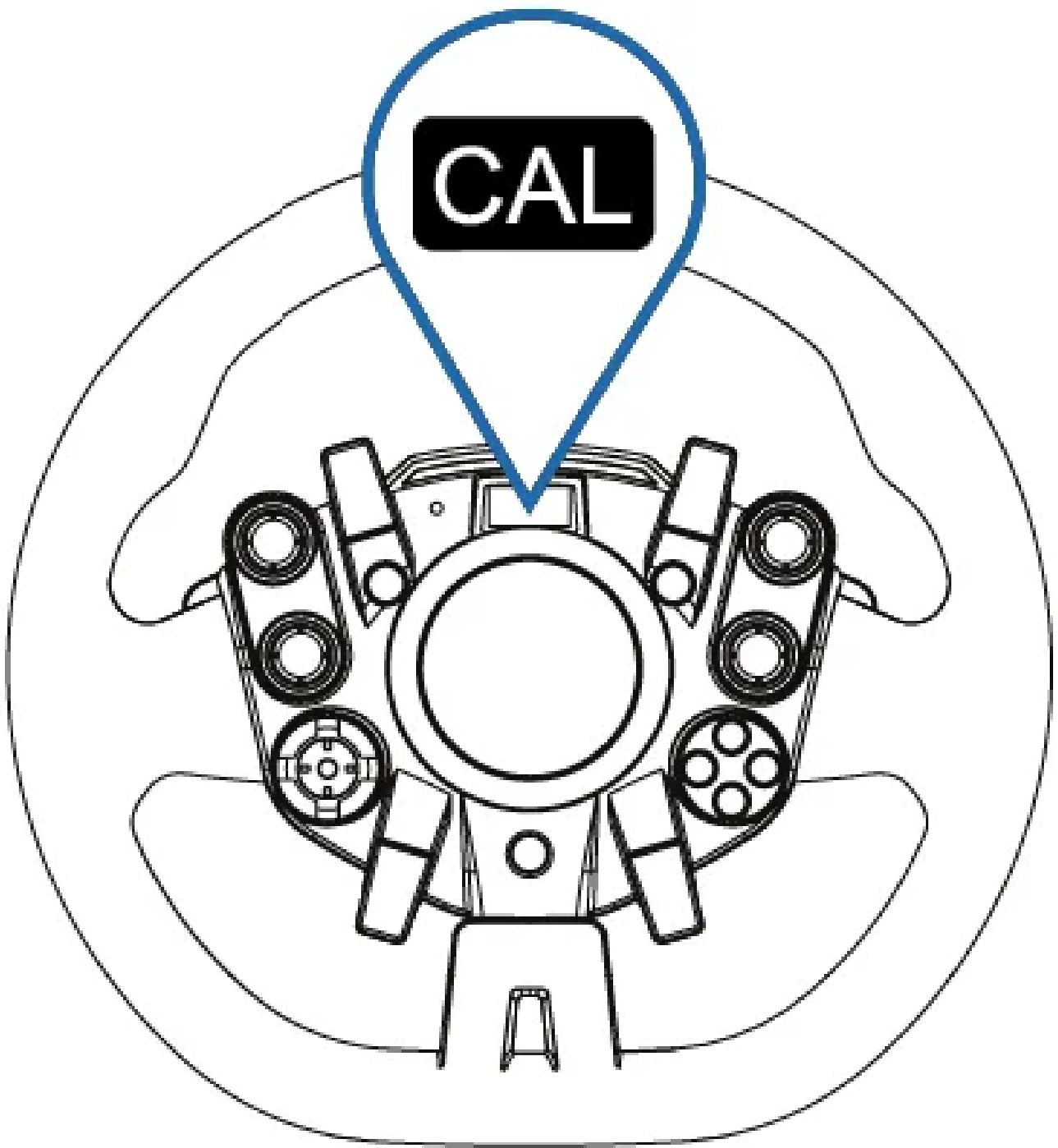
BLUE PlayStation® - For use on PS5™ consoles and PS4™ consoles. **PURPLE** PS4™ Compatibility - Detected as a CSL Elite Wheel Base + PS4™. For use on PS5™ consoles and PS4™ consoles when the GT DD PRO is not detected or supported by the game. **RED** PC - For use on PC and updating firmware. **YELLOW** PC Compatibility - Detected as a ClubSport Wheel Base V2.5. For use on PC when the GT DD PRO is not detected or supported by the game.

J - FIRMWARE UPDATE

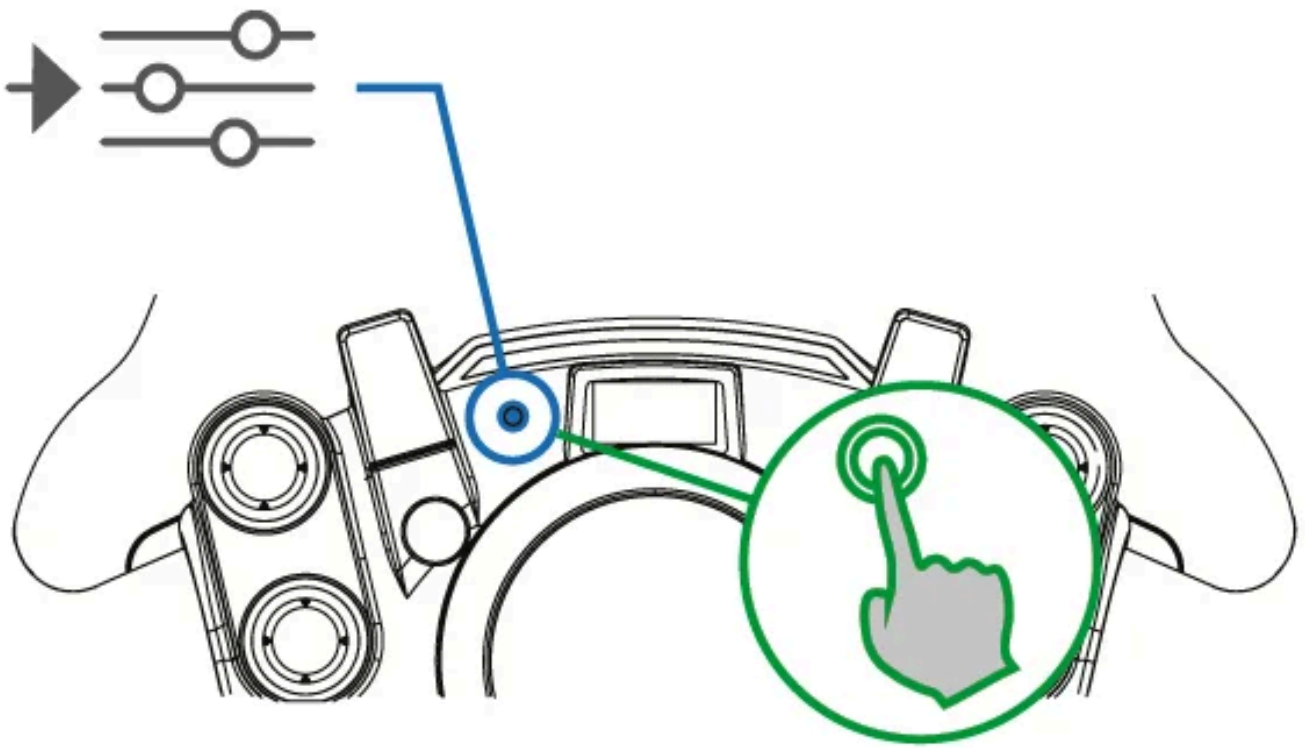


Install the PC driver, then connect your wheel base to your Windows PC via USB. Ensure that your wheel base is in PC mode (see chapter I “Modes” for instructions). Open the PC driver, select ‘Firmware Update’, then select ‘Open Firmware Manager’ which will guide you through the update process.

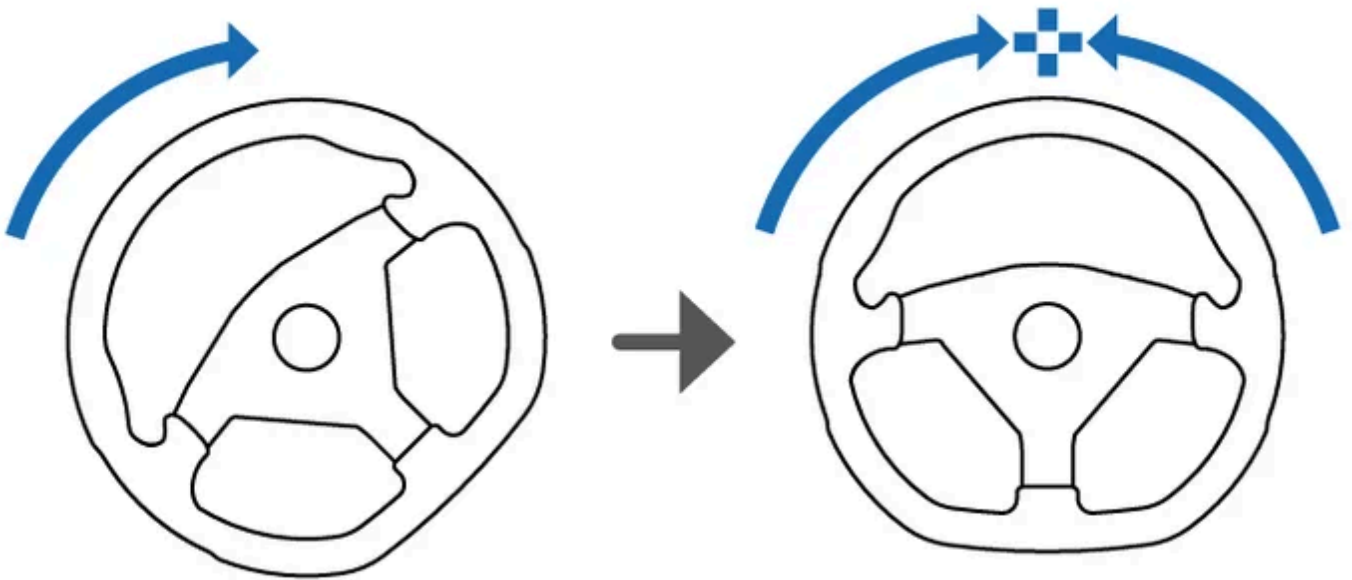
K - CENTRE CALIBRATION



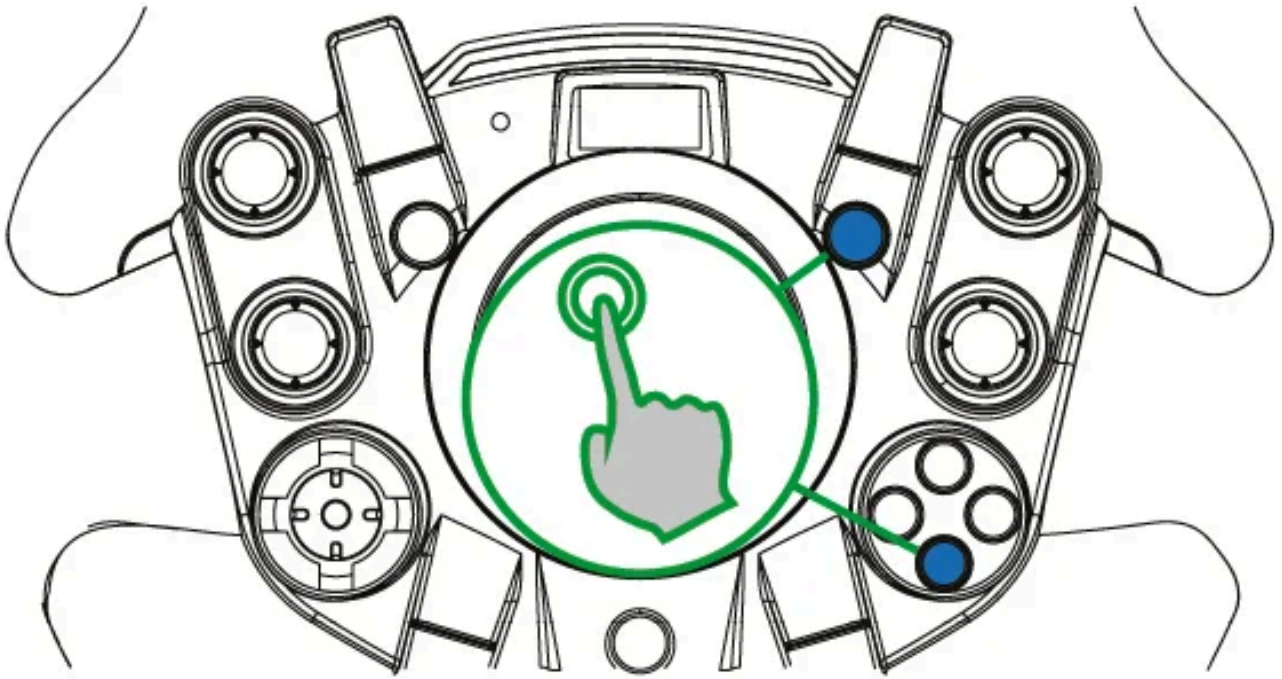
It may be necessary to calibrate the centre position manually. This will be indicated by “CAL” flashing on the display of the steering wheel as shown on the right, then proceed with the following steps.



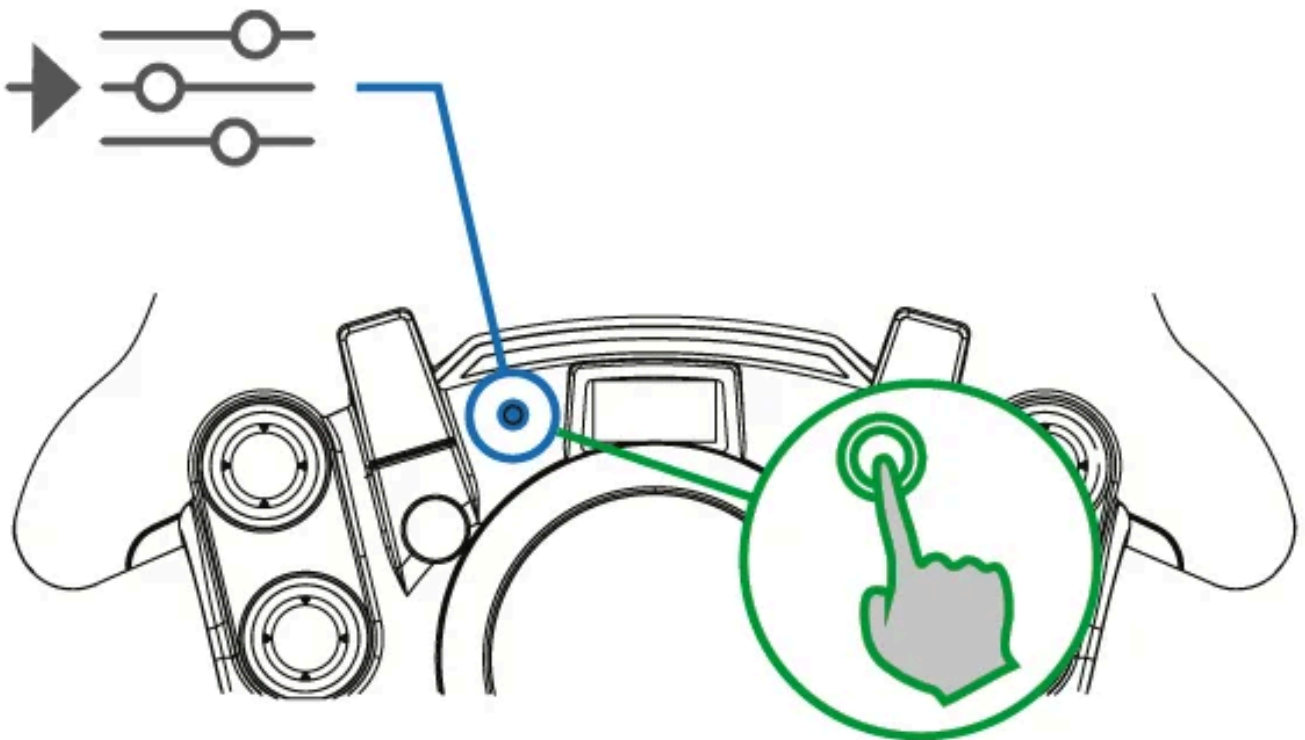
STEP 1 - Enter the Tuning Menu.



STEP 2 - Centre the steering wheel.



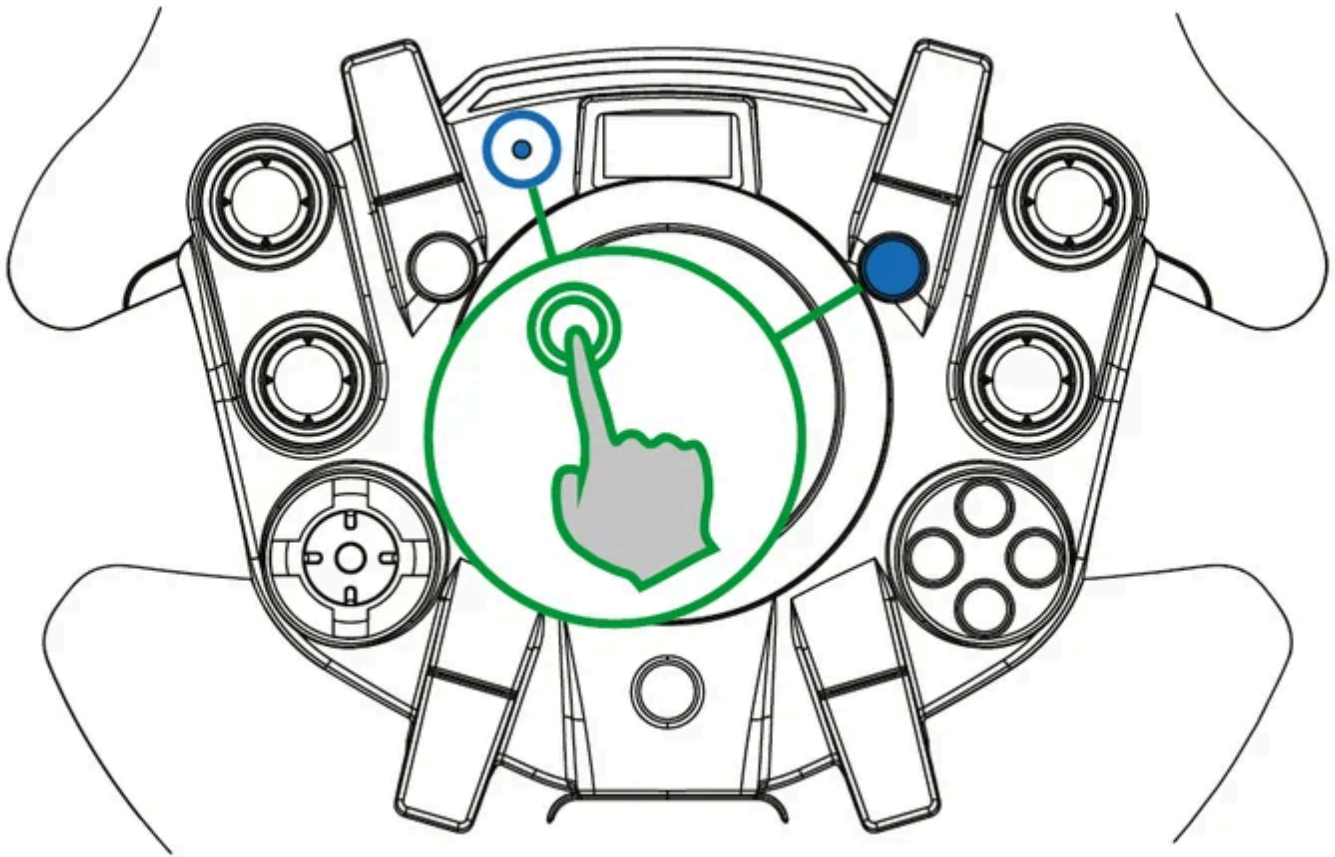
STEP 3 - Press the button combination.



STEP 4 - Exit the Tuning Menu.

L - SHIFTER CALIBRATION

The steering wheel has a specific button combination in order to perform a shifter calibration. Shifter calibration can also be performed in the PC driver. After a firmware update has been performed, the wheel base will request the shifter calibration automatically as soon as a non-calibrated H-pattern shifter is connected and detected. The menu will guide you through the calibration steps as described below.



STEP 1 - In order to enter the H-pattern shifter calibration mode, press the button combination.

GEAR N
SET GEAR
PRESS P

GEAR 2
SET GEAR
PRESS P

GEAR 5
SET GEAR
PRESS P

GEAR R
SET GEAR
PRESS P

GEAR 3
SET GEAR
PRESS P

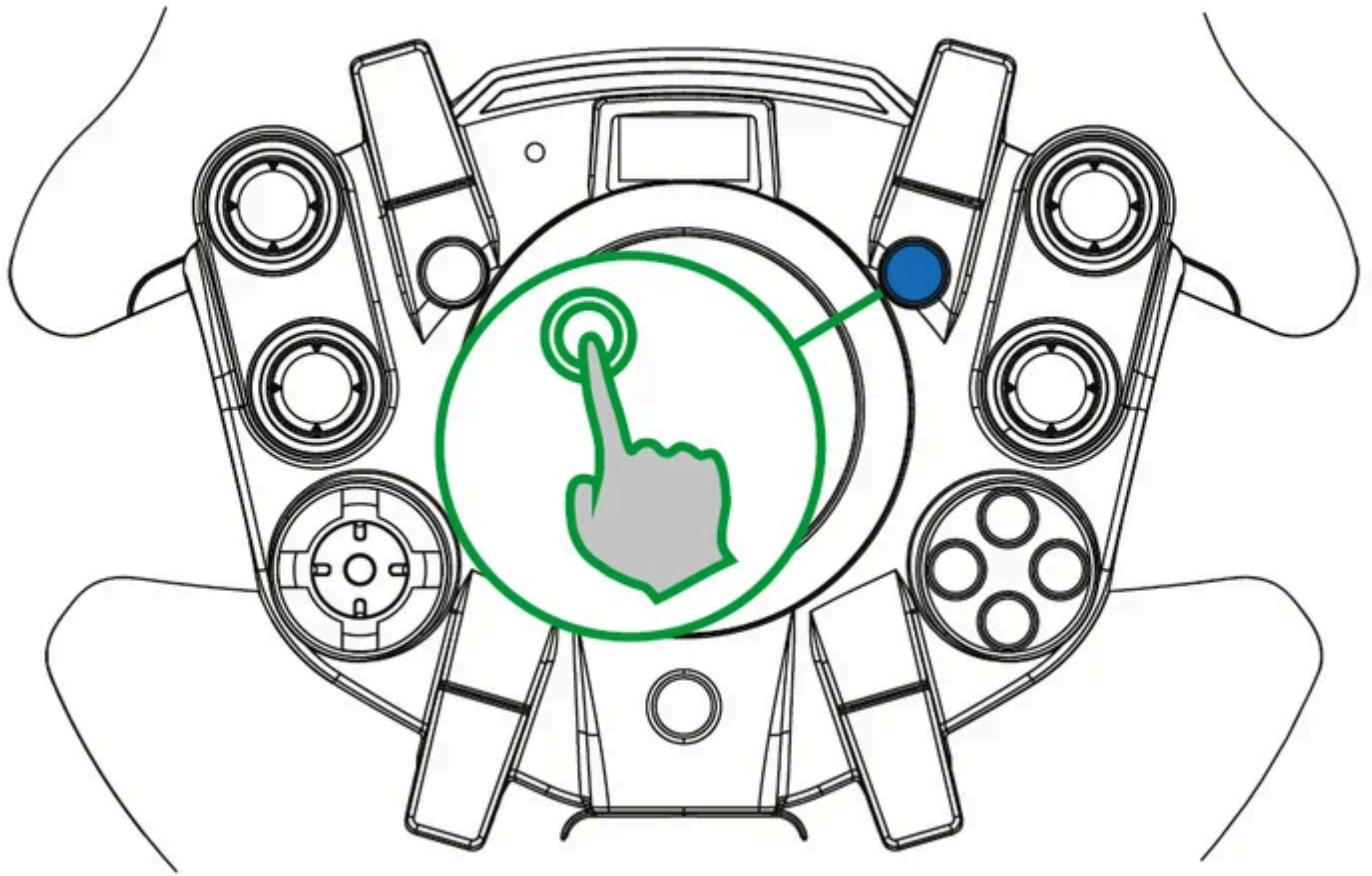
GEAR 6
SET GEAR
PRESS P

GEAR 1
SET GEAR
PRESS P

GEAR 4
SET GEAR
PRESS P

GEAR 7
SET GEAR
PRESS P

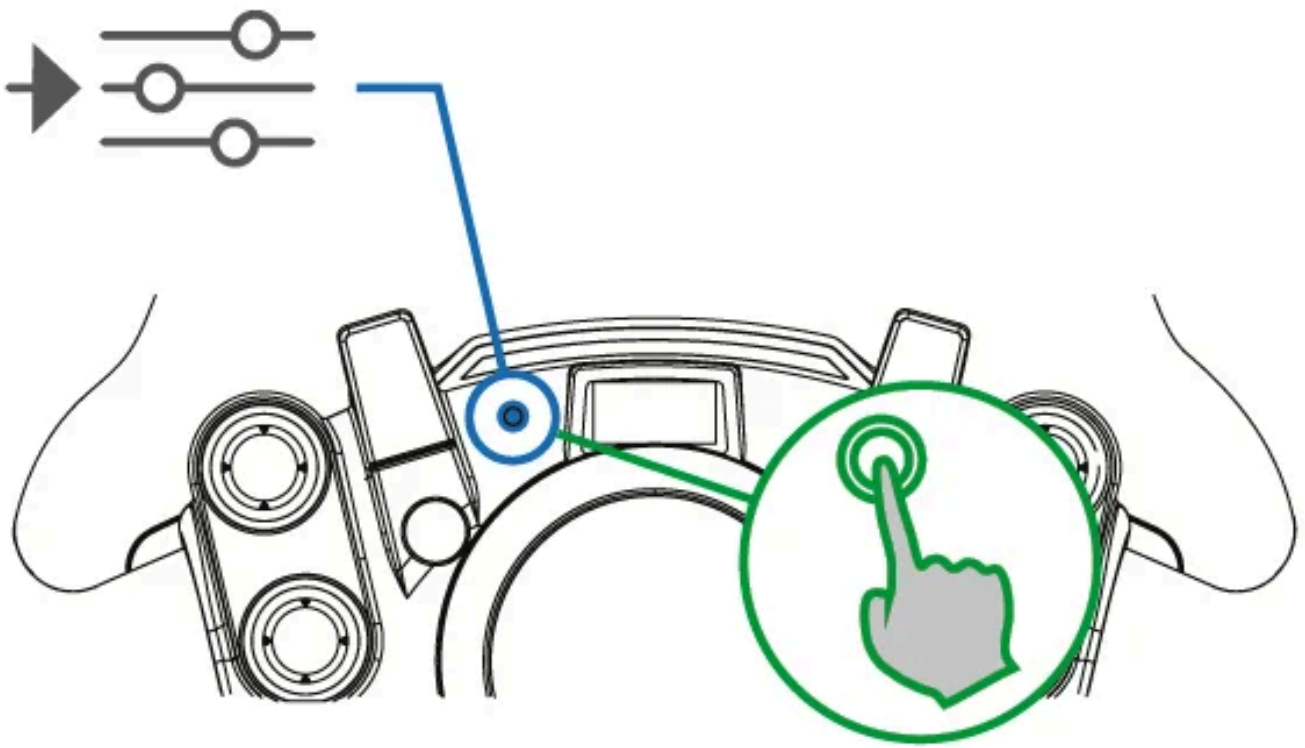
The OLED display of the steering wheel will display the instructions in sequence.



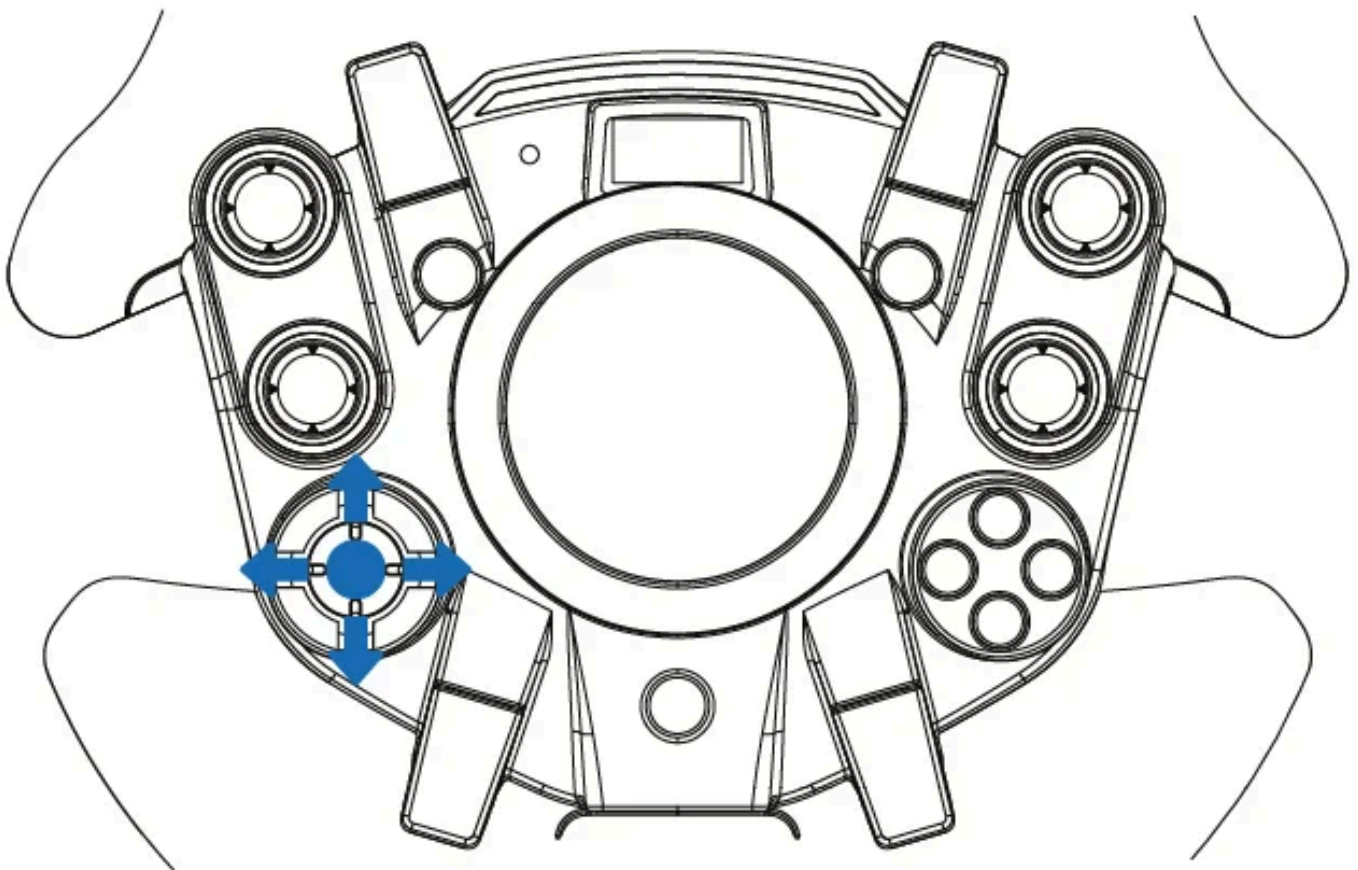
STEP 2 - Put the H-pattern shifter lever into the position shown on the steering wheel display and acknowledge each gear position by pressing the indicated button.

M - TUNING MENU

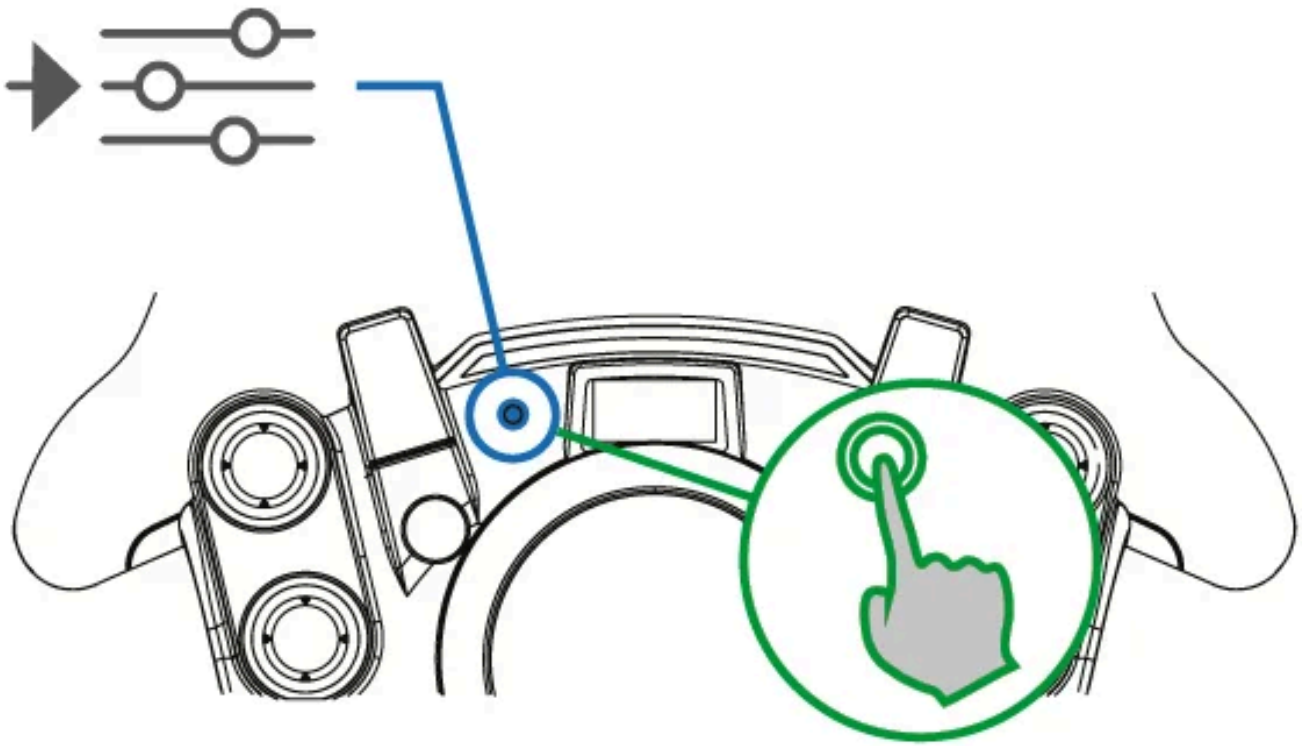
NAVIGATION



STEP 1 - Enter the Tuning Menu.



STEP 2 - Navigate the Tuning Menu parameters using the D-Pad.



STEP 3 - Exit the Tuning Menu.

TUNING MENU PROFILES

NOTE: Read the quick guide of the connected Fanatec steering wheel in order to perform various functions such as centre calibration via button combinations. Tuning parameters are subject to change and may be altered in future firmware versions.

Standard Tuning Menu 1 Auto + 1 Custom setup - Core parameters only
Advanced Tuning Menu 1 Auto + 5 Custom setup - All parameters

Auto Setup

Auto Setup allows games to control tuning parameter values for a force feedback experience as intended by the developer. Manual changes to tuning parameter values by the user are not possible.

Enter the Tuning Menu by pressing the Tuning Menu button and select 'A SET' to activate the Auto Setup. When a game actively uses Auto Setup, 'A.SET.' will be shown. If no game uses Auto Setup, the factory default tuning settings are used.

In order to view which tuning parameters are automatically adjusted, enter the Tuning Menu by pressing the Tuning Menu button. Select 'A SET', then navigate to the desired tuning parameter. Attempt to change the tuning parameter which will reveal the auto adjusted value.
Standard Tuning Menu

This Tuning Menu will be activated by default when entering the Tuning Menu for the first time by pressing the Tuning Menu button. 'A SET' indicates the Auto Setup profile and 'C SET' indicates the Custom Setup profile.

This setup profile allows access to:

- SEN (Sensitivity)
- FF (Force Feedback)
- NDP (Natural Damper)
- BRF (Brake Force)

BRF is only available when a pedal set featuring a load cell brake is connected. These tuning parameters have slightly adjusted ranges to ensure the best possible standard tuning experience.

Cycle Standard and Advanced Tuning Menu

Pressing and hold the Tuning Menu button on your steering wheel for 4 seconds in order to switch between Standard and Advanced Tuning Menu as illustrated below. Press and hold for an additional 6 seconds in order to reset the Custom Setup profiles to the default values. Resetting the Tuning Menu will activate the Standard Tuning Menu.

Hold the Tuning Menu Button for 4 seconds to change the menu. Hold the Tuning Menu Button for 6 seconds to perform a reset.

Advanced Tuning Menu

'A SET' indicates the Auto Setup profile and '1 SET' to '5 SET' indicates the Custom Setup profiles. These profiles allow full access to all tuning parameters without limitation.

TUNING MENU PARAMETERS

SEN (SENSITIVITY)

Standard SEN range: 180 ... 1080 - AUTO SEN default: AUTO
Advanced SEN range: 90 ... 2520 - AUTO SEN default: AUTO

Sensitivity defines the degrees of rotation. If SEN is set to 90 the steering wheel can only be turned 90° (45° left and 45° right from the calibrated centre position). If SEN is set to 2520 the steering wheel can be turned 2520° (1260° left and 1260° right from the calibrated centre position). If SEN is set to AUTO, the sensitivity is controlled by the PC driver or directly by the game (if it supports the feature).

FF (FORCE FEEDBACK)

Standard FF range: 005 ... 100 - FF default: 100
Advanced FF range: OFF 001 ... 100 - FF default: 100

Force Feedback defines the maximum strength of the motor when force feedback effects from software / games are sent to the wheel base. If FF is set to OFF, there will be no force feedback effect executed by the wheel base motor. If FF is set to 001, the motor will execute only 1% of the maximum motor power. If FF is set to 100, the motor will execute 100% of the maximum motor power. The final torque output is influenced by several factors, including the force feedback modifiers (see below), and the in-game settings. For stronger feedback, it is better to run a higher 'FF' value in the Tuning Menu rather than turning up the in-game strength value (to avoid clipping).

FFS (FORCE FEEDBACK SCALING)

FFS range: LIN (Linear) / PEA (Peak) - FFS default: PEA

FF Scaling reduces maximum FFB output by a small amount in order to guarantee a consistent output between peaks and holding forces as well as improved general linearity between game

output and torque output. LIN activates this setting and PEA deactivates this setting.

PSU	FFS Range	Max. Torque
Standard PSU	LIN	4 Nm
	PEA	5 Nm
Boost Kit 180 PSU	LIN	6 Nm
	PEA	8 Nm

NDP (NATURAL DAMPER)

Standard NDP range: 25 ... 100 - NDP default: 50
Advanced NDP range: OFF 01 ... 100 - NDP default: 50

Natural Damper provides additional damping which can be adjusted from OFF to 100. 100 will have the strongest damping effect which reacts to the acceleration and angle of your steering. If turned OFF, your steering will have no additional damping, making it easier to turn the steering wheel. Natural Damper is useful for controlling the speed of the wheel during oversteer, and also helps to reduce wheel oscillation. Oscillation is typically caused by latency in the feedback loop, and is more apparent in racing games that are not optimised for high-torque motors. The default value of 50 provides a balance between steering responsiveness and oscillation mitigation.

NFR (NATURAL FRICTION)

NFR range: OFF 001 ... 100 - NFR default: OFF

Natural Friction is used to simulate the mechanical feel of steering components. A higher setting results in more resistance when rotating the steering wheel. This can enhance the feeling of driving vehicles without power steering, or with very wide tyres. This setting may also help prevent oscillation.

NIN (NATURAL INERTIA)

NIN range: OFF 001 ... 100 - NIN default: OFF

Natural Inertia simulates additional steering weight. This can be particularly useful when using lighter steering wheels such as steering wheels from our CSL Elite / CSL range. Additionally, the Natural Friction setting is smoothed on direction changes.

INT (FFB INTERPOLATION)

INT range: OFF 01 ... 20 - INT default: 11

FFB Interpolation smooths and interpolates FFB by filtering game output without FFB detail loss. OFF = unfiltered, 01 = lowest filter, and 20 = highest filter.

FEI (FORCE EFFECT INTENSITY)

FEI range: 000 ... 100 - FEI default: 100

Force Effect Intensity adjusts the overall intensity and smoothness of force effects: 000 is the smoothest. 100 is the sharpest and most direct. Tuning this parameter can refine harsh or spiky force feedback signals in some games.

FORCE / SPRING / DAMPER EFFECT

FOR range: OFF 010 ... 120 - FOR default: 100
SPR range: OFF 010 ... 120 - SPR default: 100
DPR range: OFF 010 ... 120 - DPR default: 100

These FFB modifiers allow you to change the FFB signals of a game (only applicable if games support these effects). Theoretically, there are three signal types which a game can send. Force (forces the steering wheel in a specific direction). Spring (pulls the steering wheel towards the dynamic centre). Damper (creates friction)

NOTE: Not every game uses all three types of effects and some games use only one type to create all three effects.

IMPORTANT: If Spring is adjusted to low values or OFF, the wheel base will not be able to move the attached steering wheel to the correct centre position after a centre calibration is performed. Only adjust these values higher than 100% if the FFB effects are not strong enough and weaker in comparison to other games. Raising one or more of these values may result in higher load on the motor and increase heat generation.

BLI (BRAKE LEVEL INDICATOR)

BLI range: 001 ... 100 - OFF BLI default: OFF

Values from 001 to 100 sets the activation point for brake pedal vibration (only available when ClubSport Pedals V3 / V3i is connected). This feature works independently and therefore can be used with any game. It is useful for learning threshold braking technique. OFF allows pedal vibration to be controlled by a game directly (if supported).

SHO (SHOCK / VIBRATION STRENGTH)

SHO range: OFF / ON - SHO default: ON

The strength of the shock / vibration inside a Fanatec steering wheel and pedal set which features vibration motors can be set to either OFF or ON. These vibration motors can be used directly by the game if supported.

MPS (MULTI POSITION SWITCH FUNCTION)

MPS: AUTO; ENC; CONST; PULSE - MPS default: AUTO

ENC (Encoder): The MPS simulates two buttons, one when rotating the MPS left and one when rotating the MPS right.
PULSE: The MPS outputs a specific button signal for each position which is only sent as a single pulse when you rotate the switch.
CONST (Constant): The MPS outputs a constant button signal for each position.
AUTO (Game specific): The game can decide which mode is appropriate.

NOTE: Not supported by the included steering wheel. Only available if you are using a Fanatec steering wheel featuring multi position switches such as the ClubSport Steering Wheel Formula V2.5. Additionally this feature must be supported by the game to function.

AP (ANALOGUE PADDLES)

AP: CbP; CH; bt; AnA - AP default: CbP

CbP (Clutch Bite Point): This feature can be used in any game with an analogue clutch axis. Both left and right analogue paddles work in parallel; the primary paddle is determined by which is pressed further.

CH (Clutch / Handbrake): Left paddle = Clutch. Right paddle = Handbrake.
BT (Brake / Throttle): Left paddle = Brake. Right paddle = Throttle.
AnA (Mappable Axes): Paddles can be mapped as

two additional axes. This may be shared with the analogue joystick on some steering wheels.

NOTE: Not supported by the included steering wheel. Only available if you are using a Fanatec steering wheel or add-on shifter paddles featuring analogue paddles which do not have a dedicated hardware switch for different analogue paddle modes.

Clutch bite point configuration steps	
Simplified	Advanced
<ul style="list-style-type: none">• Press both clutch paddles simultaneously to a least 5% to activate, move both paddles up to 100%.• Release one paddle whilst keeping the other fully pressed. The display will now show the percentage value of the released paddle while the car's clutch is still fully pressed.• Set the released paddle to the percentage where your car's clutch starts to bite (recommended to evaluate by conducting multiple launch starts).• As soon as the virtual start lights turn green, completely release one of the fully pressed paddles and the clutch will immediately be at the bite point.• Release the second paddle once a suitable speed is reached for the optimum launch.	<ul style="list-style-type: none">• Completely press and hold one clutch paddle.• Press the FunkySwitch™ D-pad stick down. "100" will be shown on the display. Rotate the FunkySwitch™ in order to change the percentage of the bite point as desired to suit your car (recommended to evaluate by conducting multiple launch starts).• Release the paddles to set and store the desired value. You can have an individually stored value for each Tuning Menu slot S_1 ... S_5.• At race start, press both paddles again to activate the bite point mode, Release one of the paddles and the clutch will immediately be at the bite point.• Release the second paddle once a suitable speed is reached for the optimum launch.

BRF (BRAKE FORCE)

CSP V3 / V3i: Lo -> 001 ... 100 -> Hi - BRF default: 050 CSL E P LCK / CSL P LCK: Lo -> 010 ... 100 -> Hi - BRF default: 050

Brake Force changes the force needed to reach 100% brake input for load cell brake pedals and is available when a pedal set featuring a load cell brake is connected to a wheel base via RJ12 and to a PC via USB. 'Lo' requires the least amount of brake pressure, 100 requires the most amount of brake pressure.

NOTE: Not supported by the included CSL Pedals.

N - CLEANING

Clean only with a dry or slightly damp microfibre cloth. **ATTENTION:** Using cleaning solutions may damage your wheel base, steering wheel, and pedals.

O - TROUBLESHOOTING

The GT DD PRO must not be modified differently other than explicitly described in this manual. Corsair Memory, Inc. expressly prohibits analysis and utilisation of the electronics, hardware, software, and firmware contained in this device. In case difficulties occur regarding utilisation of the GT DD PRO, please use the following troubleshooting guide. You will find further details and contact information on help.fanatec.com.

If the GT DD PRO is not working properly:

Problem description	Solution
The steering wheel is not properly centred after a firmware update of the GT DD PRO has been performed.	After performing a firmware update of the GT DD PRO, the wheel centre position must be manually calibrated. See J “Centre Calibration” of this manual for more details.
The H-pattern shifter is not working properly after a firmware update of the GT DD PRO has been performed.	After performing a firmware update of the GT DD PRO, the H-pattern shifter must be manually calibrated. See K “Shifter Calibration” of this manual for more details.
The driver window does not show the attached steering wheel.	Ensure that you have updated your GT DD PRO to the latest firmware version which is contained in the latest PC driver and can be downloaded from https://www.fanatec.com/s/download-apps-driver
	Check the pins inside the Quick Release of the steering wheel. These must not be bent or damaged.
	Try to use another steering wheel. If this is also not detected, the GT DD PRO may be damaged.
The PC driver is unable to switch the wheel base into update mode.	When OFF, hold power button for 8 seconds in order to boot into bootloader mode. Attempt to update firmware via the Firmware Update Assistant.
The Tuning display does not show anything or is not working properly.	Try to use another steering wheel. If this is also not working properly the GT DD PRO may be damaged.
	Check the pins inside the Quick Release of the steering wheel. These must not be bent or damaged.
After booting on the GT DD PRO, the start-up calibration is not working properly.	Ensure that you have updated your GT DD PRO to the latest firmware version which can be downloaded from https://www.fanatec.com/s/download-apps-driver
After start-up calibration of the GT DD PRO, the attached steering wheel does not return to the correct centre position.	The wheel base might require a manual centre calibration. See chapter J “Centre Calibration” of this manual for more details.
RevLEDs, FlagLEDs and / or display does not work in specific games.	Older titles may not support recent wheel bases. A possible solution is to switch to the “PC Compatibility Mode” (YELLOW LED). Also please check out the Fanatec App which may add support for some titles and features.
How can I get in contact with Fanatec customer support?	There is a chat service on our website, or you can create a Support Ticket via the ‘My Products’ section of your Fanatec account. https://help.fanatec.com/hc/en-us
The PC driver or the wheel base does not recognise the CSL Pedals.	Make sure that you have updated your wheel base and ClubSport USB Adapter firmware to the latest firmware version contained within the latest PC driver which can be downloaded from https://www.fanatec.com/s/download-apps-driver
	Ensure that the used RJ12 cable is only that which is included in the CSL Pedals package content.
	Ensure that the RJ12 cables are plugged in the correct ports of the CSL Pedals located on the gas pedal module and the correct ports of the wheel base and ClubSport USB Adapter.
The CSL Pedals pedal signals are not correctly indicated or verified by the PC driver after start-up.	When starting-up the CSL Pedals, every pedal lever must initially be pushed to the maximum position and then fully released back to the minimum position.

P - VIDEO GUIDE



VIDEO GUIDE

Video Guide: <https://www.youtube.com/watch?v=JmjQ2EEM03o>