Free sample from The Sim Rig Build Planner. This is worksheet 6 of 12. Get all 12 worksheets: simracingcave.com/kit/sim-rig-planner

Force Feedback Settings Log

One driver setting, one gain per title, written down

Driver	**Date**
Wheelbase	**Peak torque (Nm)**

Set the torque limit once in the base driver, then change only the in-game gain per title. Most drivers run 4 to 8 Nm of working torque at the rim whatever their base is rated at, and the gain that produces it is simply working torque divided by peak torque. Find the clipping point, back off 5 to 10 percent, stop.

What your frame can actually react

Force feedback is a reaction force. A base pushing against a flexing frame wastes its output into the flex.

Frame	Torque it reacts	Yours?
Desk clamp	About 5 Nm	
Wheel stand	About 8 Nm	
Fixed steel cockpit	About 12 Nm	
Aluminium profile	About 25 Nm	

Anything above 8 Nm needs a bolted cockpit. A 9 Nm base on a moving frame is worse than a 2 Nm base on a fixed one.

Base driver settings, set once

Driver setting	Value set	Reason
Peak torque limit (Nm)		Set to what the frame reacts
Damping (%)	0	Add only if the signal is genuinely rough
Inertia (%)	0	

Driver setting	Value set	Reason
Friction (%)	0	
Minimum force / natural friction	0	A floor that never goes away is not information
Steering angle (deg)		
Firmware version		

Per-title gain log

Starting figures for an 8 to 12 Nm base. On a 12 Nm and above base, take roughly 30 percent off. Only iRacing, ACC and Automobilista 2 give a usable in-game clipping indication.

Title	Suggested start (%)	Gain set	Clipping seen?	Final gain	Date
iRacing	50				
Assetto Corsa	60				
Assetto Corsa Competizione	60				
Automobilista 2	50				
rFactor 2	55				
Le Mans Ultimate	55				
F1 titles	65				

Adjust the per-car multiplier in rFactor 2, Le Mans Ultimate and Assetto Corsa, not the global strength. Change global strength for one car and every other car in the garage is wrong afterwards.

The clipping test

A wheel that feels vague and numb is usually clipping, not weak. Clipping means the base is already at maximum output, so every force above that point arrives identically and the detail that tells you the front axle is giving up disappears. Fixing it costs nothing.

- [ ] Drive one lap of a track with a big kerb and a heavy braking zone
- [ ] Watch the in-game force meter, or the base driver telemetry window
- [ ] Note where the bar saturates and stays saturated
- [ ] Drop gain until saturation happens only on the very worst kerb strike
- [ ] Back off a further 5 to 10 percent and leave it alone

If the base itself is the limit

Buy torque the frame can react. Headroom above that is money spent on a number you will never run.

- **MOZA R5 Bundle Kit Racing Simulator, 5.5 Nm Direct Drive**: 5.5 Nm sits inside what a wheel stand or folding cockpit can hold down.
- **MOZA R9 V3 Direct Drive Wheelbase, 9 Nm**: The common mid-range figure, and the point where a bolted cockpit stops being optional.
- **MOZA R12 V2 Direct Drive Wheelbase, 12 Nm**: Only once the frame is heavy steel or aluminium profile. On anything lighter it just moves the rig.

Current prices and our latest picks for each item: **simracingcave.com/kit/sim-rig-planner/gear/**

Researched guidance, not professional advice. Follow the product label and the operator manual.