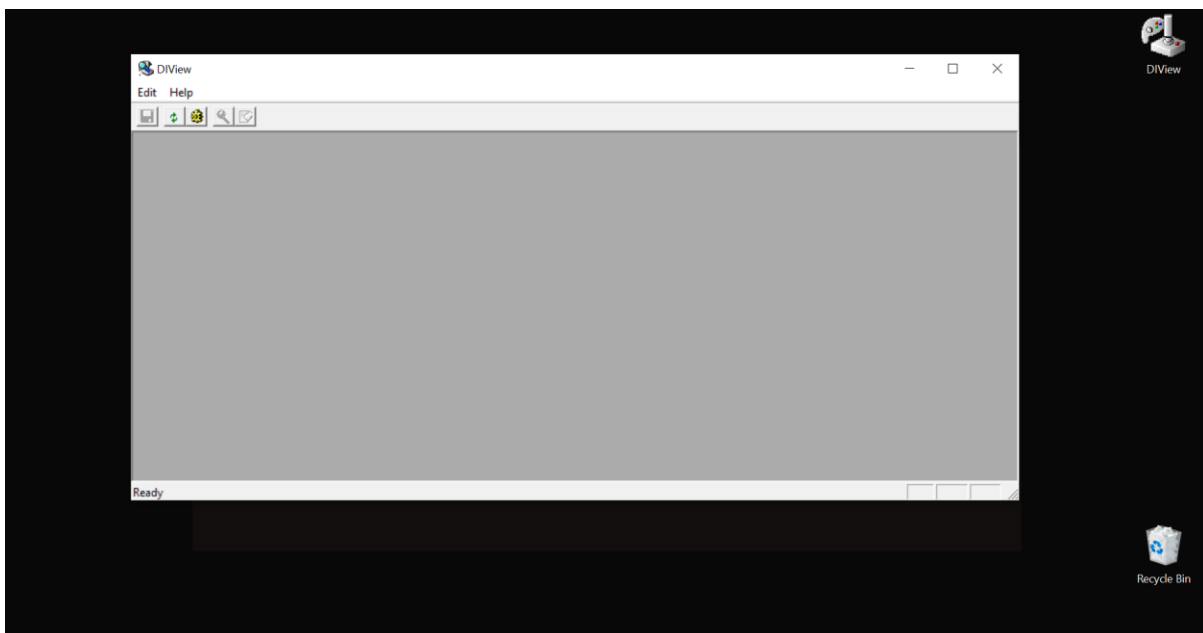# E-SPORTS PEDAL SYSTEM
CALIBRATION HELPSHEET

GET READY FOR THE FUTURE OF SIMULATION

Thank you for purchasing the obp e-Sports Pedal System! Over a decade of proven "real-world" motorsport winning engineering and expertise has been packaged into our products ready for you to use.

Please note that the brake pedal must be successfully bled for it to correctly work.

Please follow the below steps to calibrate your pedals via DIVIEW:

1. Download DI View from obp Motorsport Website: **http://bit.ly/obpESportsCal**
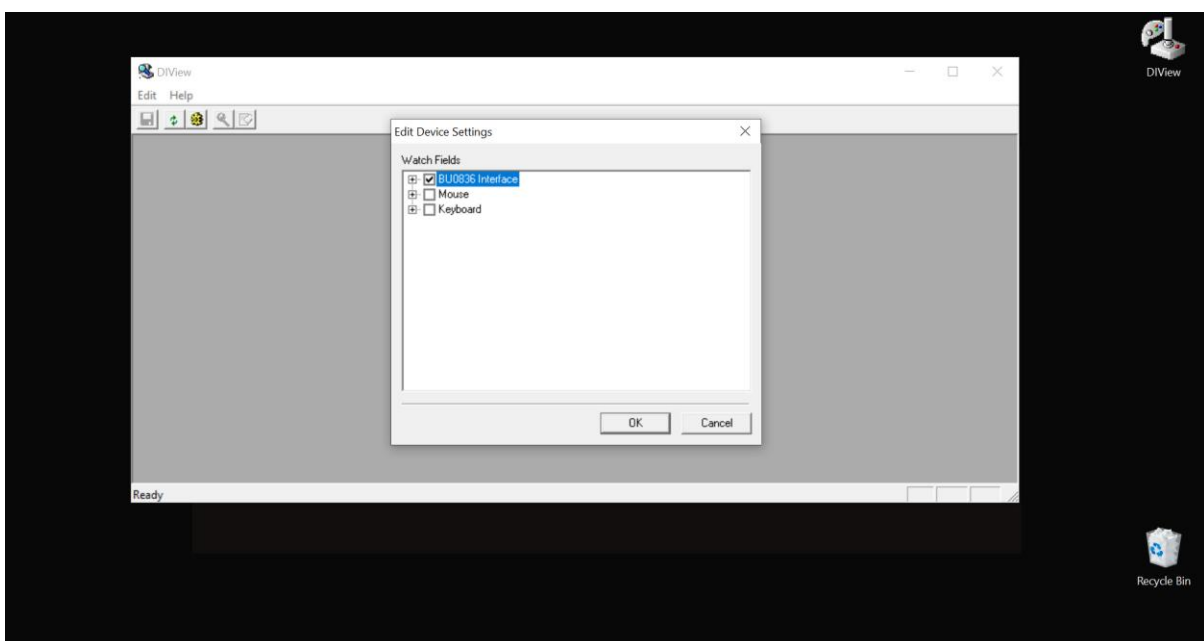
2. Open DI View

3. Select Correct Interface Controller
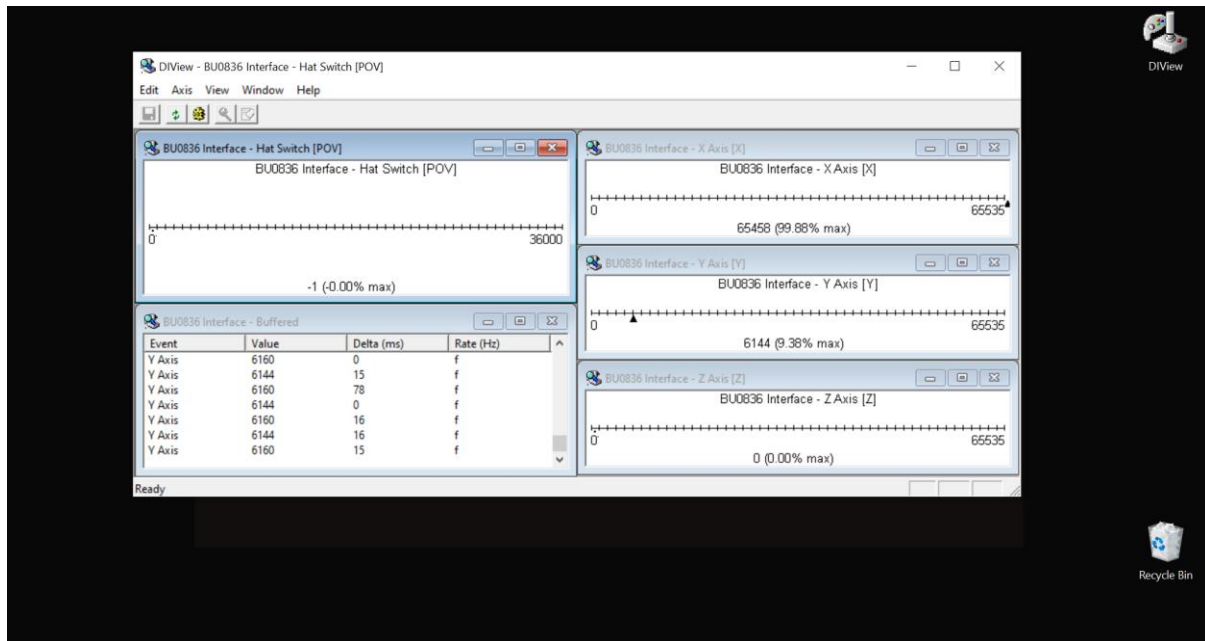
E-SPORTS PEDAL SYSTEM
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3.1. Click Edit > Settings

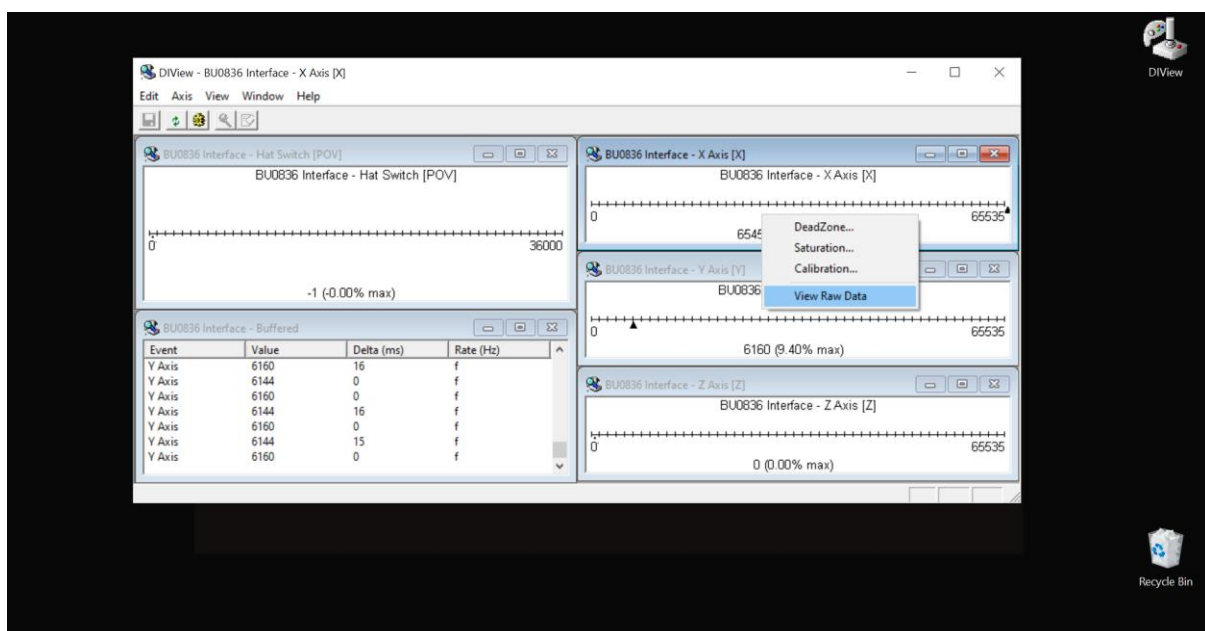**3.2.** Then Select BU0836 or obp Pedals Interface > Click OK
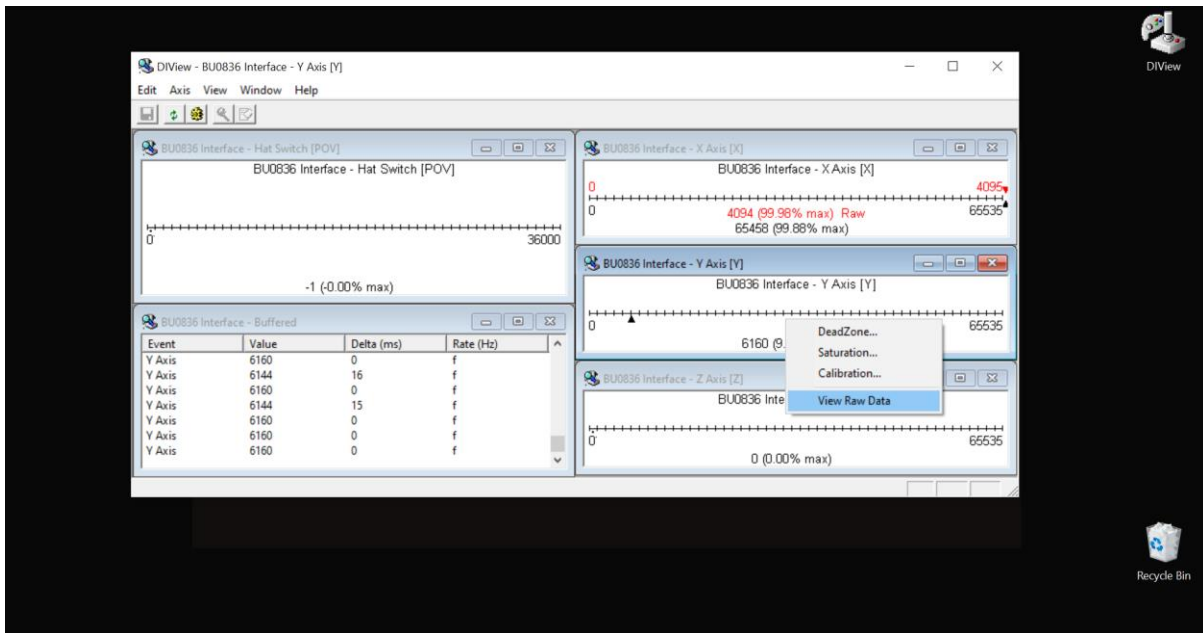

3.3. You will then be presented with this screen

4. Show Raw Data for X, Y and Z Axis

4.1. Right Click on each Axis Interface
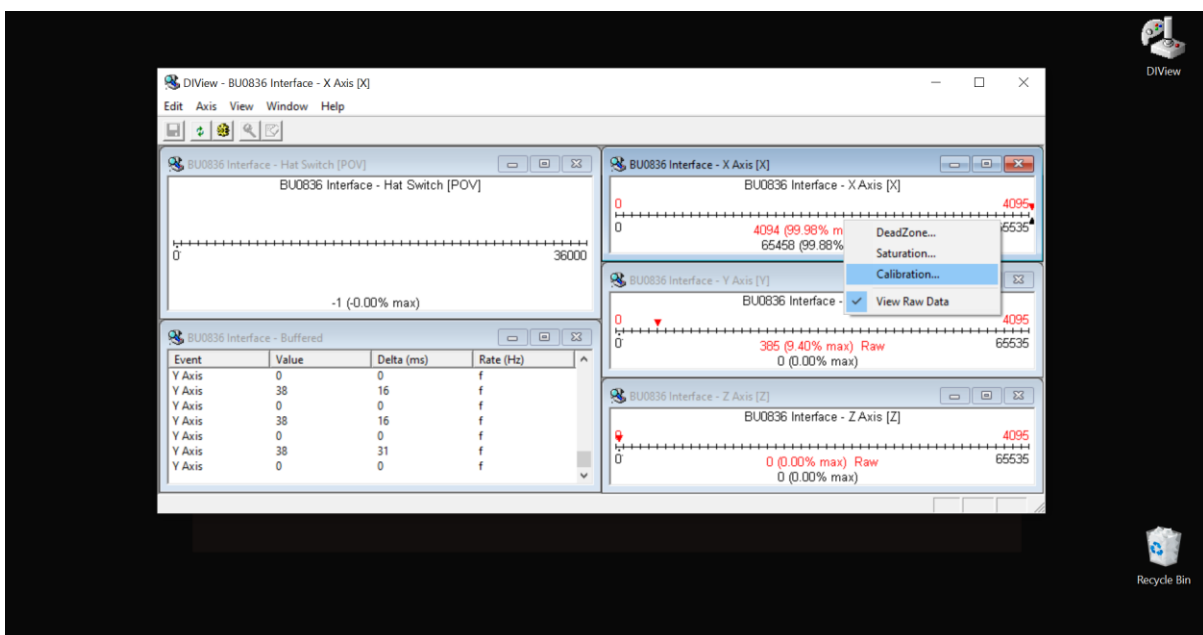
4.2. Select View Raw Data

4.3. Repeat for all 3 Individual Axis Interfaces

5. Calibrate the E-Sports Pro Race V2 Pedal System

5.1. Right Click on Axis Interface
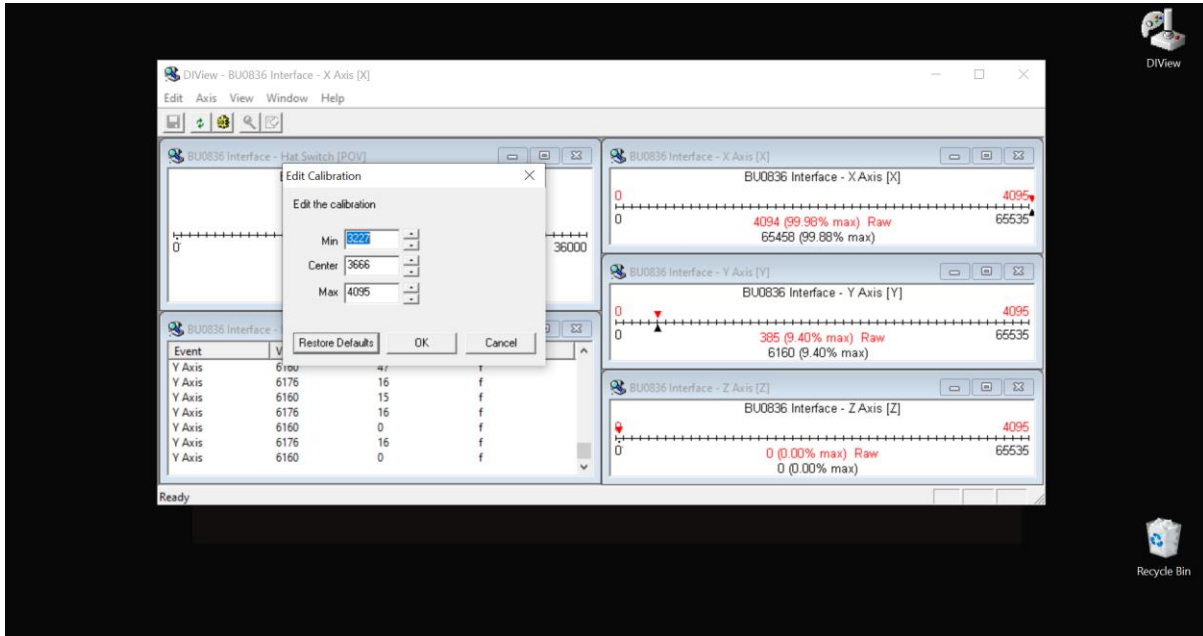
5.2. Select Calibration

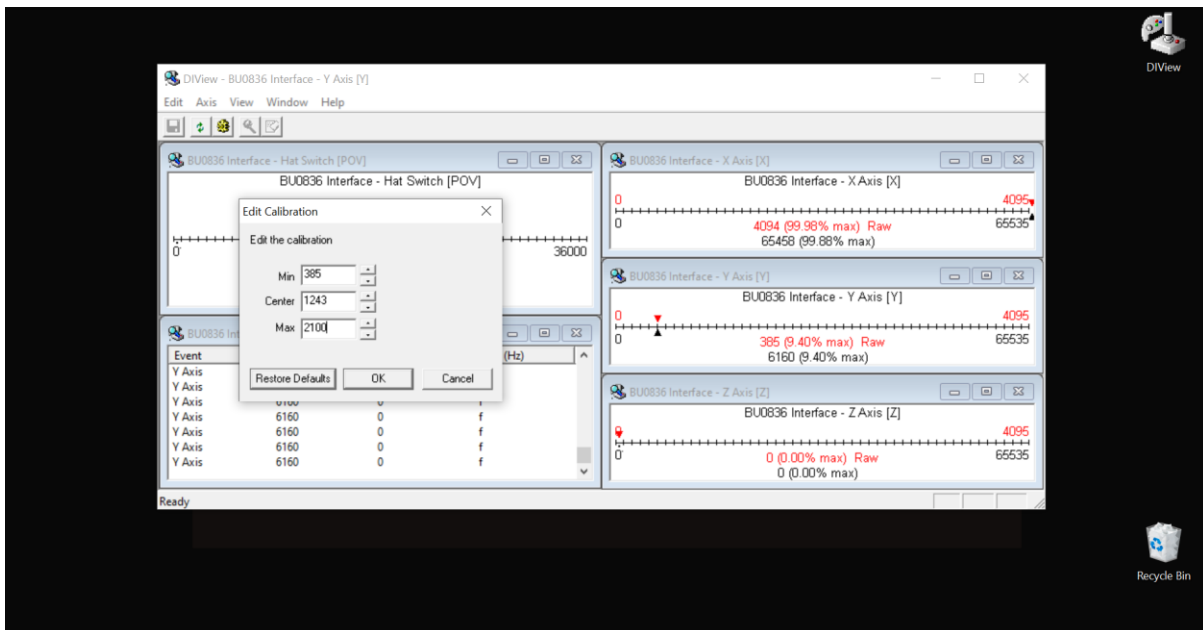**5.3.** Set Min, Centre and Max Values from "Raw Data"

NOTE: Min Value = Pedal In Rest Position

Centre Value = Halfway Between Rest and Fully Depressed

Max Value = Pedal Fully Depressed

EXAMPLE CALIBRATION

NOTE This Calibration is for Y Axis **(Brake Pedal)**

5.4. Click OK

5.5. Repeat for all 3 Individual Pedals

6. Close DI View

7. In Game Set-Up

7.1. Open Game

7.2. Select Inputs for Throttle, Brake and Clutch by depressing each Individual Pedal. *(Please refer to specific game instruction manuals for further information).*

YOU ARE NOW READY TO RACE, GOOD LUCK AND HAVE FUN!

CUSTOMER SERVICE:

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