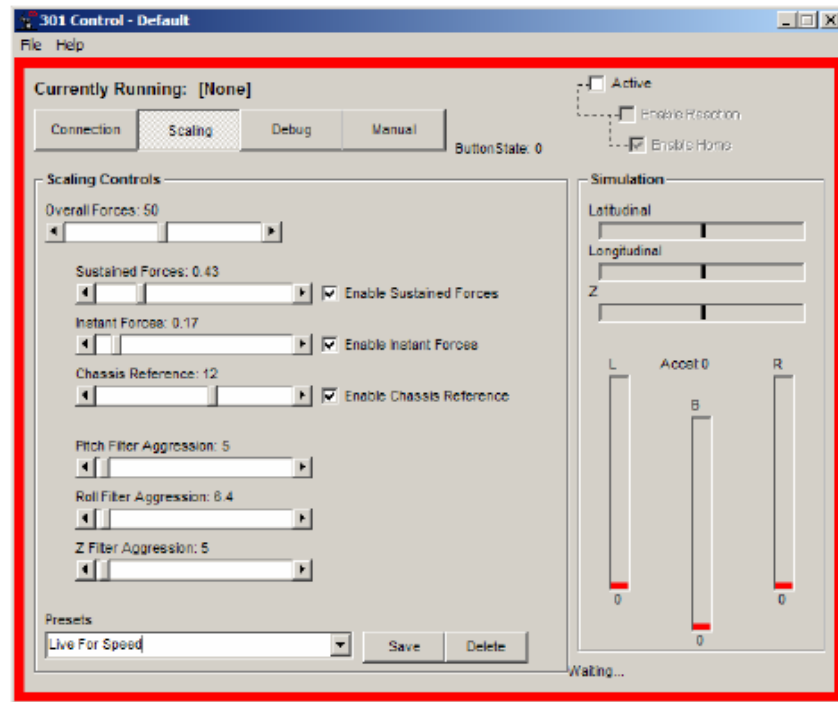


14.2 Scaling Window



Overall Forces

This is the 'volume' for all 301 motion. Set this to zero and the machine won't move at all. All sliders work live, so you can effectively shut down the machine by dragging the slider to zero in operation.

Sustained Forces

Scales acceleration and cornering forces – forces that can be sustained constantly by the vehicle.

Instant Forces

Scales the vertical motion of the 301, replicating the vertical movement of the vehicle. **Tip:** In Richard Burns Rally, these forces are jerky and can be uncomfortable. In GTR and rFactor, track bumpiness is often set by track makers as a sine wave, and this can make the 301 bounce dramatically. Turn Instant Forces down to correct this.

Chassis Reference

Determines how much the 301 will roll and pitch in response to the car's orientation.

Pitch, Roll, and Z Filter Aggression

Larger numbers here will smooth the feel of the pitch, roll, and vertical axes of motion.

Presets

Pick a preset for the simulation you're running from this menu, or save your current settings under a new name. **Tip:** On startup, the default profile is loaded, with low motion and soft filters. Remember to change it!