
Die HÄpfte des FFB!!!

Posted by Christian Dauger - 2022/10/21 19:49

Ich poste hier, obwohl es mehr um GTR geht (obwohl, noch ein bisschen GTL!).

Ich hoffe, dass die deutsche Äebersetzung korrekt ist!

Ich habe seit einiger Zeit ein Problem mit dem FFB. Vielleicht fÄpfte es mit der Zeit der letzten Windows Updates zusammen!

Wenn ich im Spiel bin, bekomme ich nur die Vibrationen von Motor, Bremse und Vibrationen, aber nicht die Hauptkraft! Anfangs passierte dies hauptsÄchlich in GTL (in meinen beiden Installationen), und ich konnte die KrÄpfte wiederfinden, indem ich die FFB-Einstellung im Spiel (auch ohne etwas zu Ändern!) mehrmals hintereinander betÄtigte. Dies scheint nun bis auf einige wenige Male (ohne dass ich etwas geÄndert habe) behoben zu sein. Bei GTR/PnG das gleiche Problem, nur dass ich heute die HauptstÄrke nicht mehr abrufen kann. Mehrmals im MenÄ¼ hin und her, Neustart, Trustmaster-Treiber neu installiert, Update gemacht... nichts zu machen.

Hat jemand dieses Problem schon einmal gehabt? Liegt es an den letzten Windows-Updates? Bei GTL funktioniert es mehr oder weniger, warum nicht auch bei GTR?

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Aw: Die HÄpfte des FFB!!!

Posted by Bordi - 2022/10/21 20:52

Hallo,
hast Du Dir den Bereich "FFB" in der *.PLR mal angesehen?
Wenn es dort keine VerÄnderung gegeben hat, dann halte ich es fÄ¼r unwahrscheinlich, dass das FFB-Problem an GTL oder GTR2 liegt.
Du kannst dennoch eine Ältere Sicherung der *.PLR ausprobieren.
Ich denke das Du GTL/GTR2 als Admin ausÄ¼hrst.

Ansonsten wÄ¼rde ich (wieder) ein Problem durch das Windows Update und irgendwelcher Schreib-/Lese Rechte vermuten.

GrÄ¼Äye
Bordi

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Aw: Die HÄpfte des FFB!!!

Posted by Christian Dauger - 2022/10/21 21:12

Ja, ich habe zwischen mehreren verschiedenen Plr gewechselt.
Ja, was die Updates angeht, so glaube ich, dass es mit dem Beginn der 22H2-Updates angefangen hat.
Aber was soll ich tun?

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Aw: Die HÄpfte des FFB!!!

Posted by MichaW - 2022/10/21 22:42

Hi Chris,

try my FFB settings in the PLR. If you have a Logitech steering wheel.

GlÄ¼ck auf!

FFB Device Type="7" // Type of FFB controller: 0=none 1=wheel, 2=stick/custom, 3=rumble pad.
FFB Effects Level="2" // Number of FFB effects to use: 0=No Effects, 1=Low, 2=Medium, 3=High, 4=Full, 5=Custom.
FFB Gain="0.87000" // Strength of Force Feedback effects. Range 0.0 to 1.0.
FFB Throttle FX on steer axis="1" // 0 = Throttle effects on throttle axis, 1 = throttle effects on steering axis.
FFB Brake FX on steer axis="1" // 0 = Brake effects on brake axis, 1 = brake effects on steering axis.

FFB steer vib freq mult="0.00000" // Controls frequency of steering vibration. Recommended: 0.5 to 1.0, 0.0 disables steering vibration.
FFB steer vib zero magnitude="0.12000" // Magnitude of steering vibration at 0mph (reference point).
FFB steer vib slope="0.00000" // Slope of line defining magnitude as a function of frequency (used with FFB steer vib zero magnitude).
FFB steer vib wave type="0" // Type of wave to use for vib: 0=Sine, 1=Square, 2=Triangle, 3=Sawtooth up, 4=Sawtooth down.
FFB steer force average weight="0.28000" // How much weight is given to new steering force calculations each frame (0.01 - 1.0). Lower values will smooth out the steering force, but will also add latency.
FFB steer force exponent="0.90000" // Steering force output "sensitivity". Range 0.0 to infinity. 0.0 to 1.0 = higher sensitivity, greater than 1.0 = lower sensitivity.
FFB steer force input max="-11500.00000" // Recommended: 11500 (-11500 if controller pulls in the wrong direction).
FFB steer force output max="2.00000" // Maximum force output of steering force, recommendation 0.8 to 2.0
FFB steer force grip weight="0.50000" // Range 0.0 to 1.0, recommended: 0.4 to 0.9. How much weight is given to tire grip when calculating steering force.
FFB steer force grip factor="0.33000" // Range 0.0 to 1.0, recommended: 0.2 to 0.6. How much of a factor the front wheel grip is on the steering weight.
FFB steer update thresh="0.01500" // Amount of change required to update steer force/vib (0.0 - 1.0). Lower values = steering force updated more frequently = lower frame rate.
FFB steer friction coefficient="-0.25000" // Coefficient to use for steering friction. Range: -1.0 to 1.0
FFB steer friction saturation="1.00000" // Saturation value to use for steering friction. Range: 0 - 1.0
FFB steer damper coefficient="0.40000" // Coefficient to use for steering damper. Range: -1.0 to 1.0
FFB steer damper saturation="1.00000" // Saturation value to use for steering damper. Range: 0 - 1.0
FFB throttle vib freq mult="0.05000" // Scales actual engine frequency to force FFB vibration frequency. Suggested range: 0.10 to 0.50
FFB throttle vib zero magnitude="0.12000" // Magnitude of engine vibration at 0rpm (reference point).
FFB throttle vib slope="0.00000" // Slope of line defining magnitude as a function of frequency (used with FFB throttle vib zero magnitude).
FFB throttle vib wave type="0" // Type of wave to use for vib: 0=Sine, 1=Square, 2=Triangle, 3=Sawtooth up, 4=Sawtooth down.
FFB throttle vib update thresh="0.08000" // Amount of change required to update throttle vib (0.0 - 1.0)
FFB brake vib freq mult="0.50000" // Scales actual brake rotational frequency to force feedback vibration frequency.
FFB brake vib zero magnitude="0.17000" // Magnitude of brake vibration at 0mph (reference point).
FFB brake vib slope="0.00000" // Slope of line defining magnitude as a function of frequency (used with FFB brake vib zero magnitude).
FFB brake vib wave type="0" // Type of wave to use for vib: 0=Sine, 1=Square, 2=Triangle, 3=Sawtooth up, 4=Sawtooth down.
FFB brake vib update thresh="0.05000" // Amount of change required to update brake vib (0.0 to 1.0)
FFB rumble strip magnitude="0.00000" // How strong the rumble strip rumble is. Range 0.0 to 1.0, 0.0 disables effect.
FFB rumble strip freq mult="1.00000" // Rumble strip frequency multiplier 1.0 = one rumble per wheel rev.
FFB rumble strip wave type="0" // Type of wave to use for vib: 0=Sine, 1=Square, 2=Triangle, 3=Sawtooth up, 4=Sawtooth down.
FFB rumble strip pull factor="-1.00000" // How strongly wheel pulls right/left when running over a rumble strip. Suggested range: -1.5 to 1.5.
FFB rumble strip update thresh="0.07500" // Amount of change required to update rumble strip effect (0.0 - 1.0)
FFB jolt magnitude="0.01000" // How strong jolts from other cars (or walls) are. Suggested Range: -2.0 to 2.0.

Aw: Die Hälfte des FFB!!!

Posted by Christian Dager - 2022/10/22 14:47

MichaW schrieb:
Hi Chris,

try my FFB settings in the PLR. If you have a Logitech steering wheel.

Thanks Micha, I don't think it's a ffb / plr problem now (many tests done)
But I don't know where to go to find the full FFB in PnG...

Aw: Die HÃ¶lfte des FFB!!!

Posted by Bordi - 2022/10/22 15:28

Hi Chris,
the settings for the FFB effects can also be found in the *.PLR.

FFB Effects Level="2" // Number of FFB effects to use: 0=No Effects, 1=Low, 2=Medium, 3=High, 4=Full, 5=Custom.

Set the number for the effects you want to have.

Test it.

Regrats Bordi

EDIT:

Taffy has provided instructions (in German) for setting it here:

http://www.altbierbude.de/component/option,com_fireboard/Itemid,99/func,view/id,20789/catid,3/

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Aw: Die HÃ¶lfte des FFB!!!

Posted by Christian Dauger - 2022/10/22 15:54

Hi Bordi

As said, I'm afraid it's not a .plr problem (I haven't changed it, and I've tested others) When I'm in play, I feel the vibration of the engine and brakes as well as the vibrators (depending on the setting) but I have no steering force! (I used for PnG the .plr of GTL (which works today)) and for all my other GTR2 installations (which I haven't touched for a long time) the problem is the same !

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Aw: Die HÃ¶lfte des FFB!!!

Posted by MichaW - 2022/10/22 16:13

Hi Chris,

Without knowing which steering wheel you have. Can it be that a new software or driver for the steering wheel was installed?

GlÃ¼ck auf!

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Aw: Die HÃ¶lfte des FFB!!!

Posted by Christian Dauger - 2022/10/22 16:18

I have a T300RS.

I have the latest update for it and I just tested the previous update without success!

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Aw: Die HÃ¶lfte des FFB!!!

Posted by rdjango - 2022/10/22 16:35

Hi Chris,

can you test the wheel with a newer game like AC OR ACC or asomthing else, perhaps a demo. If this works the problem

may be with this old Simbin games. If not its a problem of the wheel and the driver.

You can also deinstall and reinstall all driver for the wheel.

Also it can be a hardwareproblem - use another usb port, or a cable is not okay ...

Reinhold

Aw: Die HÄlfte des FFB!!!

Posted by Bordi - 2022/10/22 17:03

Watch the post from Blaubär, maybe it can fix your problem:

https://www.festbierbude.de/component/option,com_fireboard/Itemid,99/func,view/catid,3/id,5426/lang,de/#5426

Use every chance that could help ;)

Aw: Die HÄlfte des FFB!!!

Posted by Christian Dauger - 2022/10/22 18:55

@rdjango,
Tested with AC no problem!
Gtl had this problem for a few days, apparently not anymore! why ?!
Other Usb port, tested.
Uninstalled/reinstalled drivers, tested an older one too!

@Bordi, yes I just saw...to try

Aw: Die HÄlfte des FFB!!!

Posted by rdjango - 2022/10/22 21:36

What happens if you use ctrl+f to resume FFB-Forces?

Aw: Die HÄlfte des FFB!!!

Posted by Bordi - 2022/10/22 22:39

What happens if you use ctrl+f to resume FFB-Forces?Sorry, but...
wasn't ctrl+f to show the frames?
and alt+f to enable the ffb if it doesn't work? :dry:

Aw: Die HÄlfte des FFB!!!

Posted by susi stoddart - 2022/10/23 11:27

Christian Dauger schrieb:
@rdjango,
Tested with AC no problem!
Gtl had this problem for a few days, apparently not anymore! why ?!
Other Usb port, tested.
Uninstalled/reinstalled drivers, tested an older one too!

@Bordi, yes I just saw...to try

Ich habe das Problem bei GTL mit dem FFB gelegentlich meist bei Wechsel der Sessions zB. Ouali zu Rennen.
Ich denke das ist ein "Rechteproblem" der Rechneinstellungen.

Beim Spielstart als Administrator tritt das Problem seltener auf.

{youtube}Le3g9NyUtyY{/youtube}

Gruß
Susi

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Aw: Die Hälfte des FFB!!!

Posted by rdjango - 2022/10/23 16:05

Hi Chris,

Sorry, may be alt+f :dry: didn't need it long time.

Reinhold

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Aw: Die Hälfte des FFB!!!

Posted by Christian Dauger - 2022/10/23 19:04

rdjango schrieb:
Hi Chris,

Sorry, may be alt+f :dry: didn't need it long time.

Reinhold

Thanks to rdjango to have asked the question of alt-f !

On the one hand I didn't know that it existed for GTL and GTR, I thought it was only RFactor !(after 17 years of use, it's about time !!;)), it would have saved me a lot of inconveniences during these years... :huh:

So, after pressing these keys, well, I found the whole FFB in PnG... :dance:and in one go, also in the 3 other GTR based installations...! Without pressing the key combination!

This probably confirms the problem with Windows! But why now, on GTR and only occasionally on GTL and moreover affecting only a part of the FFB forces...! Mystery.:huh:

So, thanks again rdjango:kiss: and thanks also to those who participated ;)

Christian

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Aw: Die Hälfte des FFB!!!

Posted by rdjango - 2022/10/23 21:07

Hi Chris,

sometime the solution is very simple :woohoo:

Fine that it works now.

As Miki posted - do you run all these games and configs as administrator? Its always the better choice for them.

Greets

Reinhold

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Aw: Die Hälfte des FFB!!!

Posted by Diss_Counter - 2023/01/31 19:52

Ich habe auch seit ein Paar tagen überhaupt kein Force feedback mehr in GTL.

Meine Frage zu erst. Wo muss ich alt-f denn drücken? Im Hauptmenü oder auf der Rennstrecke?

MfG

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Aw: Die Hälfte des FFB!!!

Posted by rdjango - 2023/01/31 19:58

Moin,

auf der Rennstrecke B) V.a. muss das Lenkrad vor dem Start von GTL eingeschaltet sein.

Gruß

Reinhold

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Aw: Die Hälfte des FFB!!!

Posted by Diss_Counter - 2023/02/01 20:58

Update:

Obwohl es vorher schon ging, habe ich aktuell kein Force Feedback wenn ich das Zusatzprogramm Joy2Key laufen habe. Dies lief um die H-Schaltung und alle Gänge darüber zuweisen zu können. Eigentlich ging es beides zu Beginn, Joy2Key und Force Feedback.

Das einzigste was verändert wurde ist ein G-Hub Update vor kurzem. Seit dem geht also Joy2Key und Force feedback nicht mehr zusammen.

Weiss jemand ob in dem Programm eine Einstellung vorhanden ist für Force Feedback des verbundenen Lenkrades?

MfG

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