

How I can separate the pedals axis to configure the wheel in 3-axis mode?

When the wheel is configured for 2 axes (combined mode), if you accelerate and brake at the same time, the effects cancel each other out.

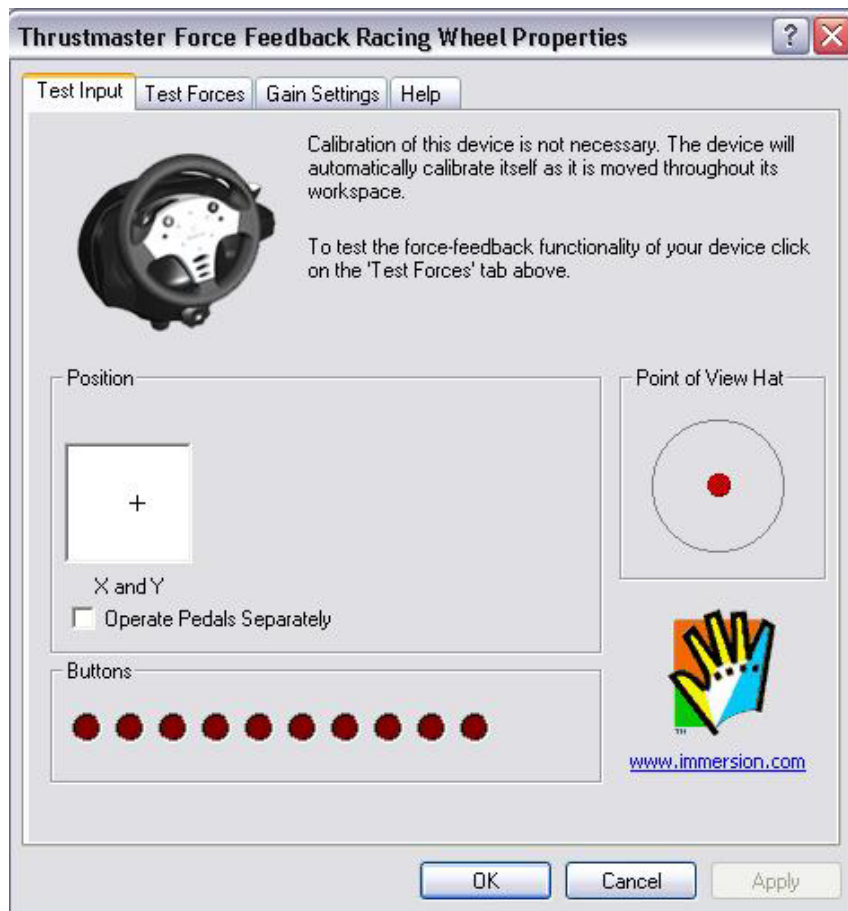
When the wheel is configured for 3 axes (separate mode), if you accelerate and brake at the same time, the effects build on each other for a more realistic driving experience.

Two methods are available to enable 3 axis Mode:

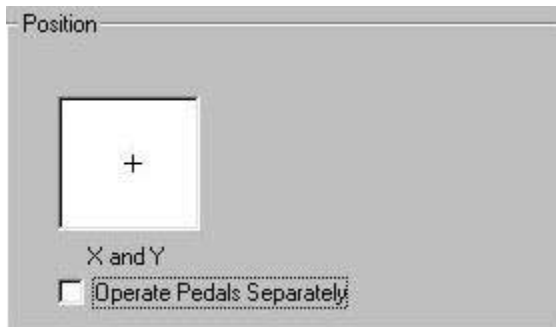
- 1- [With only the wheel's drivers installed](#)
- 2- [When using the Thrustmapper software](#)

With only the drivers Installed:

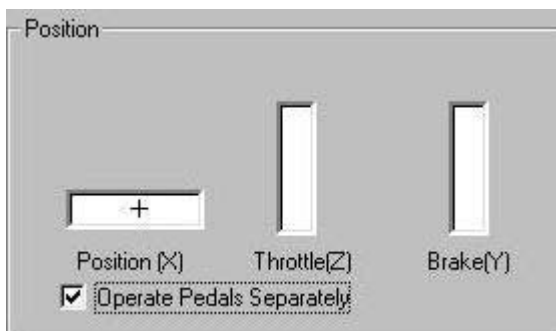
- Once the drivers for the wheel have been installed, selecting **Properties** in **Gaming Options** will bring up the drivers configuration windows.
- The first page called **TEST INPUT** displays the wheel axis and buttons configuration.



By default, the wheel is set to **Combined** Pedal mode.



Selecting "**Operate Pedals Separately**" enables 3 axis mode.



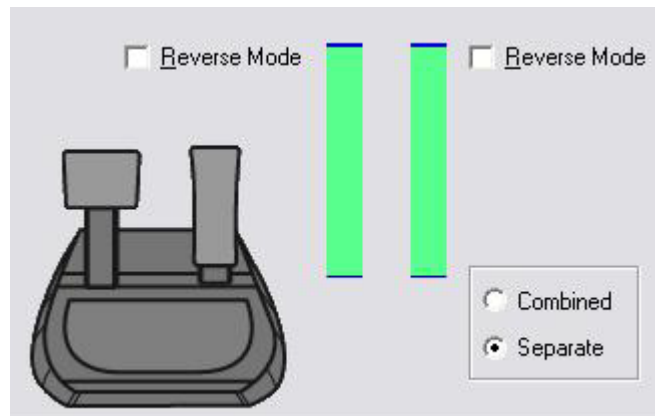
Click **Apply** to complete the changes.

Remember to configure the game's controllers settings accordingly.

When Using the Thrustmapper software

With the Thrustmapper software installed, using the wheel in 3 axis mode requires you to create a preset:

- Right-click on the **Thrustmapper** icon on the taskbar. A menu appears.
- Click on **Thrustmapper**.
- In the **Accessory** field, select the wheel you which to use
- In the **Gaming Profile** field, select **Drive Simulators**.
- Click on **Browse...**
- Click on the scroll-down list to the right of the **Explorer**, select **C:** and then select your game's directory.
- Select the game's executable (EXE).
- Click on **Open**.
- Click on **OK** to validate your selection.
- Select the **Axes** tab in the Thrustmapper's central column.
- Enable the **Separate** option to configure the wheel in 3-axis mode.



Save the configuration and launch your game.