

Europe, Middle East

ENGLISH

FRANÇAIS

DEUTSCH

NEDERLANDS

ITALIANO

ESPAÑOL

PORTUGUÊS

РУССКИЙ

ČESTINA

TÜRKÇE

POLSKI

SVENSKA

SUOMI

SLOVENCINA

MAGYAR

עברית

العربية

North America/

Norteamérica

ENGLISH

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ESPAÑOL

Latin America/

América Latina

ENGLISH

ESPAÑOL

PORTUGUÊS

Asia Pacific

日本語

简体中文

繁體中文

한국어

ENGLISH

THRUSTMASTER®

T248 R

THRUSTMASTER®



**For PlayStation®5 consoles,
PlayStation®4 consoles and PC***

User Manual



Carefully read the instructions provided in this manual **before** installing the product, **before** any use of the product and **before** any maintenance. Be sure to follow the safety instructions. Failure to follow these instructions may result in accidents and/or damage. Keep this manual so that you can refer to the instructions in the future.

**PC compatibility (Windows® 10/11) not tested or endorsed by Sony Interactive Entertainment.*

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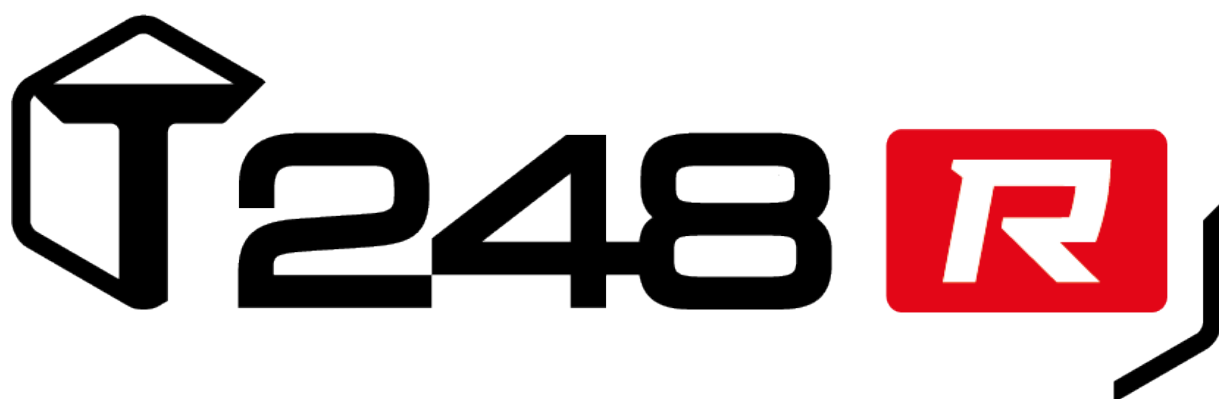
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With its interactive color dashboard and powerful, realistic and versatile Force Feedback, T248R is an accessory designed for racing drivers seeking performance and immersion.

This manual will help you install and use your T248R under the best conditions. Before getting started racing, carefully read the instructions and the warnings: they will help you get the most enjoyment out of your product.



Updating the firmware

In order for the T248R racing wheel to work properly with video games, you must update its firmware.

To carry out the update:

1. Go to

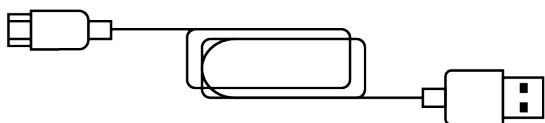
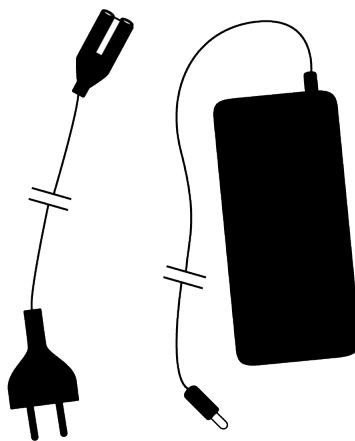
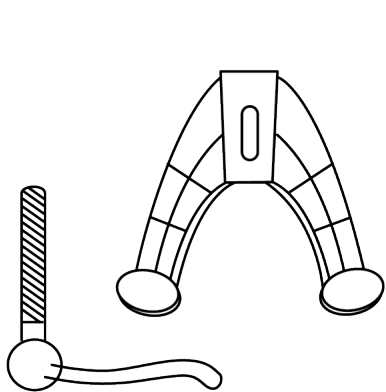
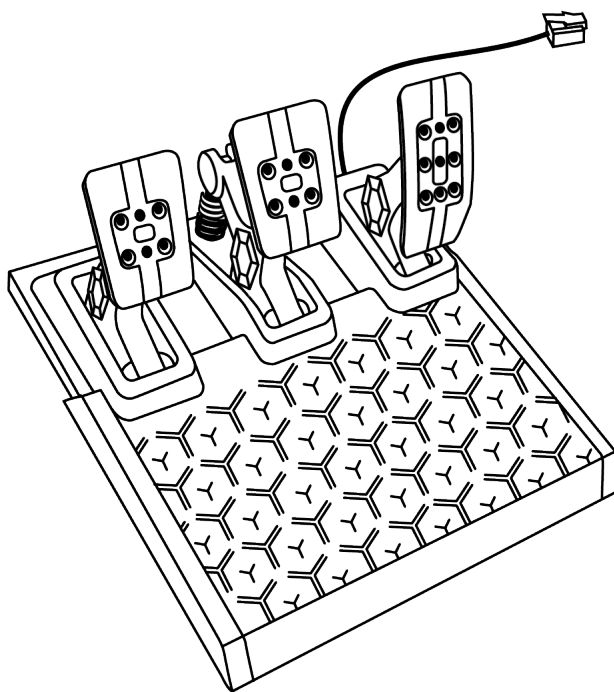
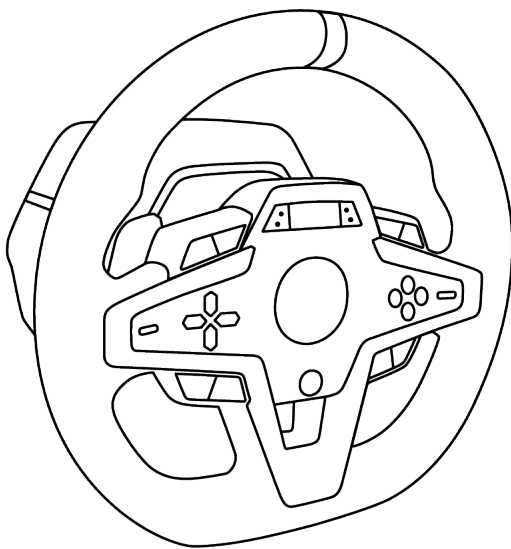
<https://support.thrustmaster.com/product/T248r/>

2. Download and install the My Thrustmaster Panel software available in the **Software** section and follow the instructions.



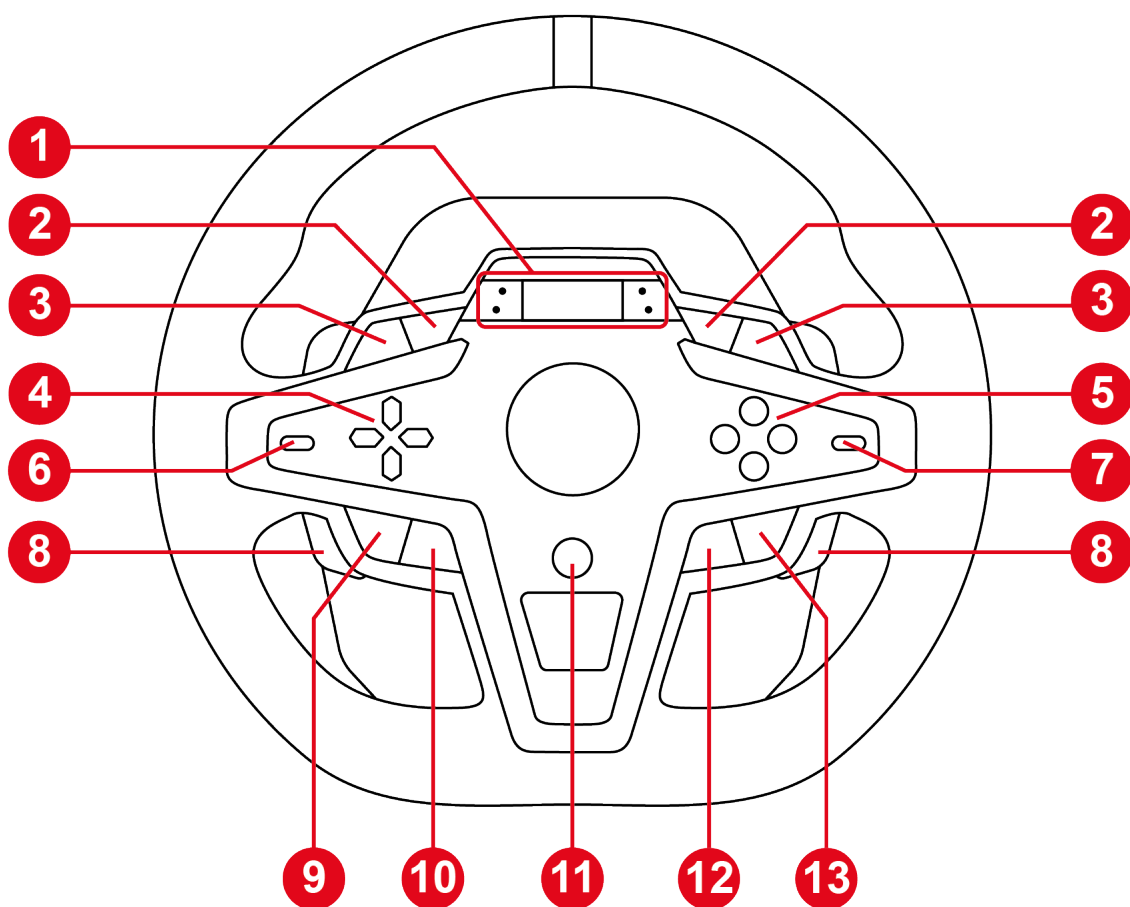


1. Box contents






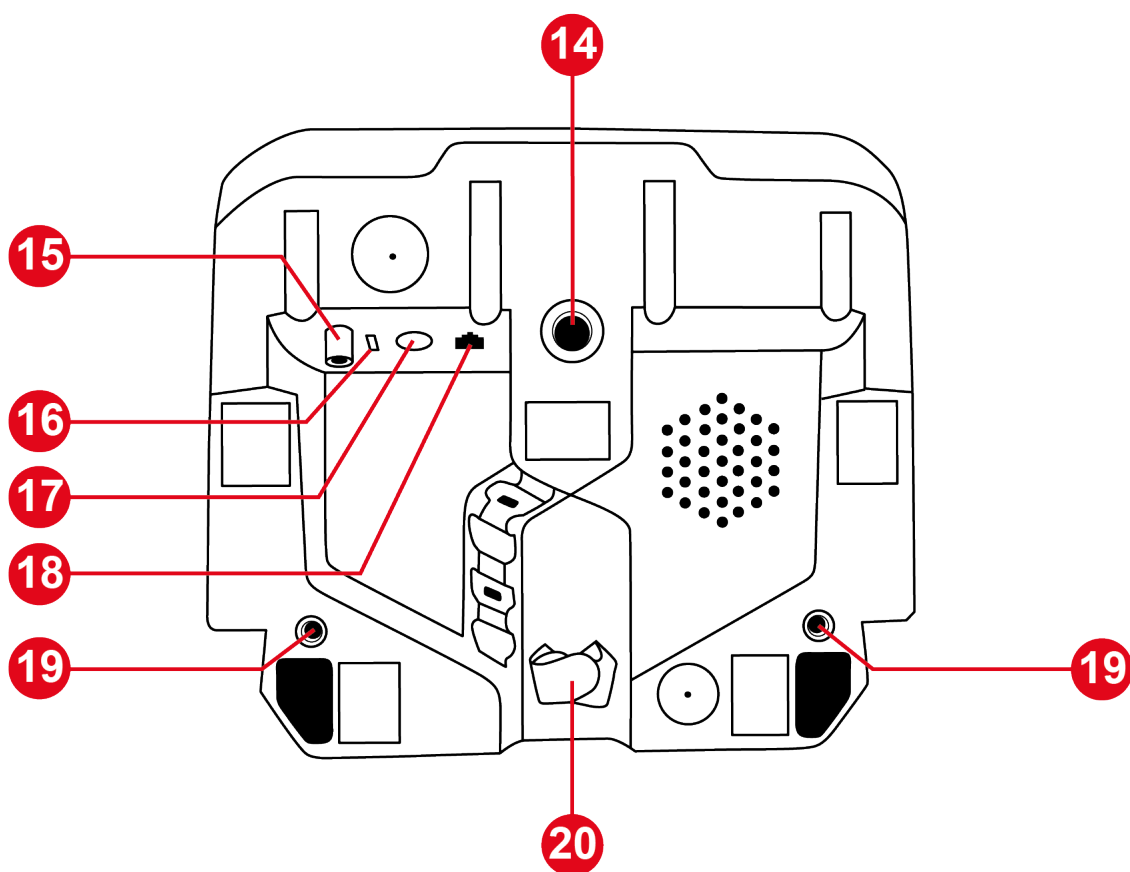
2. Features



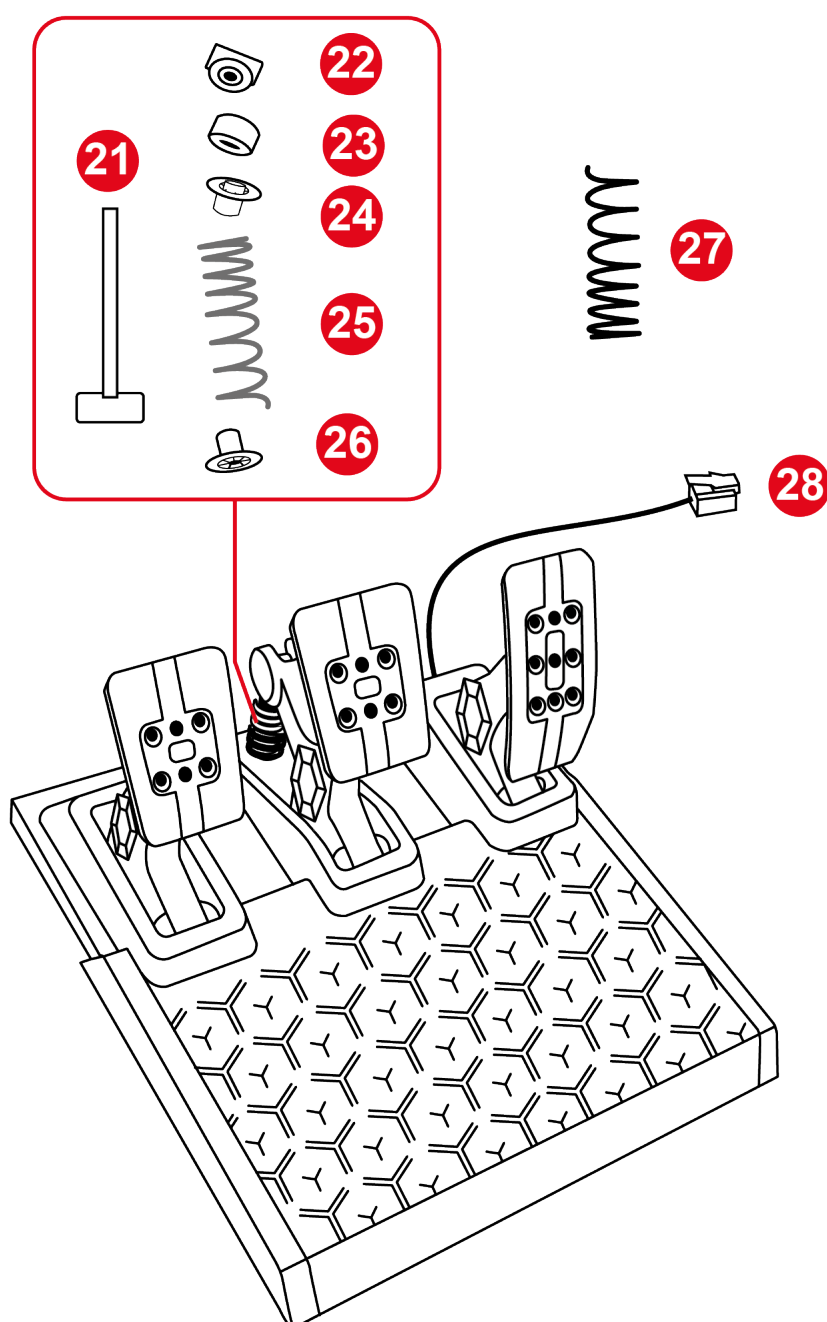
- ① Color LCD screen and four LEDs (race information: RPM, flag, pit)
- ② L3 and R3 buttons
- ③ L2 and R2 buttons
- ④ Directional buttons
- ⑤ Action buttons
- ⑥ Encoder selector and EP function
- ⑦ E+ and E- functions
- ⑧ Magnetic paddle shifters



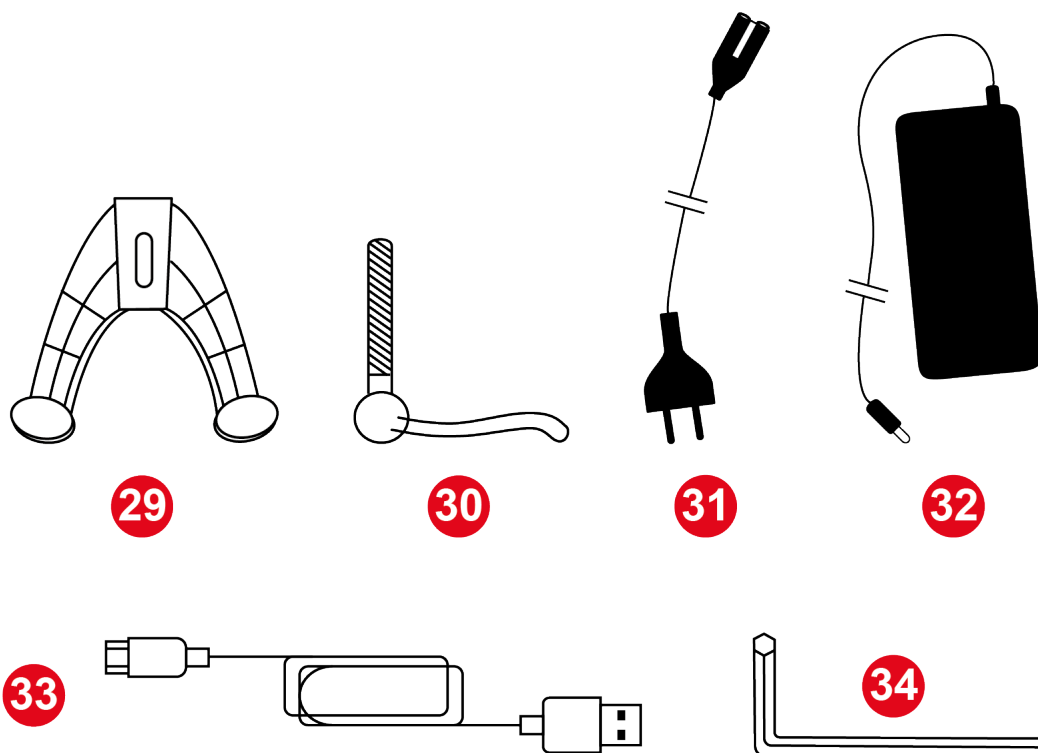
- ⑨ SHARE button on PS4[®] consoles / CREATE button on PS5[®] consoles
- ⑩  button (Settings)
- ⑪ PS button
- ⑫ MODE button
- ⑬ OPTIONS button on PS4[®] consoles and PS5[®] consoles



- ⑭ Large screw thread for attachment system
- ⑮ Power port
- ⑯ USB-C port
- ⑰ Mini-DIN connector for Thrustmaster shifter, handbrake or hub (*sold separately*)
- ⑱ RJ12 port for pedal set
- ⑲ Screw threads for installation in a cockpit (not included)
- ⑳ Hook-and-loop fastener cable holder



- 21 Spring retaining rod
- 22 Upper retaining head with washer
- 23 Elastomer cushioning ring (white – Shore 70)
- 24 Upper plastic spacer (red)
- 25 Soft spring (silver – installed by default)
- 26 Lower plastic spacer (red)
- 27 Additional hard spring (black)
- 28 Pedal set's RJ12 connector



- 29 Attachment system
- 30 Fastening screw
- 31 Power cable (EU/US or UK...)
- 32 Power adapter
- 33 USB-C – USB-A cable
- 34 2.5 mm Allen key



3. Information regarding use of the racing wheel



Documentation

Before using this product, carefully read this documentation again and keep it for future reference.



Electrical shock

- Keep the product in a dry location and do not expose it to dust or sunlight.
- Use the product in an environment with a temperature between 15°C and 30°C.
- Do not twist or pull on the connectors and cables.
- Follow the connection directions.
- Do not spill any liquid on the product or its connectors.
- Do not short-circuit the product.
- Never dismantle the product; do not throw it onto a fire and do not expose it to high temperatures.
- Do not use a power supply cable other than the one provided with your racing wheel.
- Do not use the power supply cable if the cable or its connectors are damaged, split or broken.
- Make sure that the power supply cable is properly plugged into an electrical outlet, and properly connected to the connector at the rear of the racing wheel's base.
- Do not open up the racing wheel: there are no user-serviceable parts inside. Any repairs must be carried out by the manufacturer, its authorized representative or a qualified technician.



- If the racing wheel is operating abnormally (if it is emitting any abnormal sounds, heat or odors), stop using it immediately, unplug the power supply cable from the electrical outlet and disconnect the other cables.
- If you will not be using the racing wheel for an extended period of time, unplug its power supply cable from the wall outlet.
- The wall outlet must have been installed according to proper electrical trade practices by a specialist.
- The wall outlet must be located near the equipment and must be easily accessible.
- The use of an extension cord or cords is not recommended, due to the risk of the extension cord overheating and therefore the risk of fire.
- Do not plug the device into a wall outlet or unplug it with damp or wet hands.
- Never carry the power supply by holding the cable.
- Never unplug or disconnect the power supply by pulling on the cable.



Power supply

- Use only the power supply listed in the user instructions.
- Only use the power supply with the electrical network voltage and frequency indicated on the power supply's rating plate.



Securing the gaming area

- Do not place any object in the gaming area which may disrupt the practice of the user, or which may provoke an inappropriate movement or an interruption by another person (coffee cup, telephone, keys, for example).
- Do not cover the power cables with a carpet or rug, blanket or covering or any other item, and do not place any cables where people will be walking.



Information for power supply adapter

Information published	Value	Unit
Manufacturer's name or trademark Business number Address	GUILLEMOT CORPORATION S.A. 414 196 758 R.C.S. Vannes 2 Rue du Chêne Héleuc 56910 Carentoir France	
Model identifier	A481-1852590D	
Input voltage	100 – 240	V
Input AC frequency	50 – 60	Hz
Output voltage	18.5	V DC
Output current	2.6	A
Output power	47.9	W
Average active efficiency	87.8	%
Efficiency at low load (10%)	87.8	%
No-load power consumption	0.10	W



Air vents

Make sure not to block any of the air vents on the racing wheel's base. For optimal ventilation, make sure to do the following:

- Position the wheel's base at least 4 inches/10 cm away from any wall surfaces.
- Do not place the base in any tight spaces.
- Do not cover the base.
- Do not let any dust build up on the air vents. Clean them regularly with a dry cloth or a brush and do not obstruct the sides or top of the base.
- Never insert any object or body part into the product's air vents.



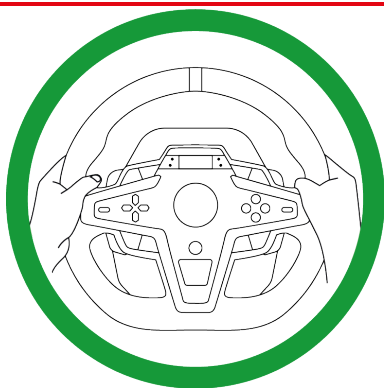
During intensive use, you may notice a slight odor emanating from the base. This specific case mainly occurs with new products: it is normal, and subsides over time.



Injuries due to Force Feedback and repeated movements

Playing with a Force Feedback racing wheel may cause muscle or joint pain. To avoid any problems:

- Avoid overly-long gaming periods (more than 2 hours).
- Take a 10 to 15-minute break after each hour of play.
- If you feel any fatigue or pain in your hands, wrists, arms, feet or legs, stop playing and rest for a few hours before you start playing again.
- If the symptoms or pain indicated above persist when you start playing again, stop playing and consult your doctor.
- Keep out of children's reach.
- Make sure that the racing wheel's base is properly secured, as per this manual's instructions.



Risk of unforeseen, powerful and rapid rotations: never place a hand or an arm through the openings in the wheel rim, or in the wheel's trajectory of rotation.



When using the product, always leave both hands correctly positioned on the wheel without ever completely letting go.



Product to be handled only by people **14 years of age or older**.



Heavy product – Be careful not to drop the product on yourself or on anyone else.



4. Information regarding use of the pedal set



Documentation

Before using this product, carefully read this documentation again and keep it for future reference.



For safety reasons, never use the pedal set with bare feet or while wearing only socks on your feet. Thrustmaster® disclaims all responsibility in the event of injury resulting from use of the pedal set without shoes.



Electrical shock

- Keep the product in a dry location and do not expose it to dust or sunlight.
- Do not twist or pull on the connectors and cables.
- Follow the connection directions.
- Do not spill any liquid on the product or its connectors.
- Do not short-circuit the product.
- Never dismantle the product (except in the cases of customization specified in this manual); do not throw it onto a fire and do not expose it to high temperatures.



Injuries due to repeated movements

Playing with a pedal set may cause muscle or joint pain.

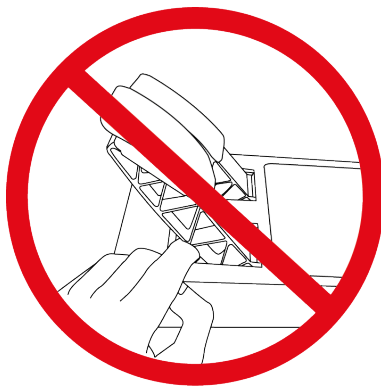
To avoid any problems:

- Avoid overly-long gaming periods (more than 2 hours).
- Take a 10 to 15-minute break after each hour of play.
- If you feel any fatigue or pain in your feet or legs, stop playing and rest for a few hours before you start playing again.
- If the symptoms or pain indicated above persist when you start playing again, stop playing and consult your doctor.



Pedal set pinch hazard when playing

- Keep the pedal set out of children's reach.
- During gameplay, never place your fingers (or other body parts) on or near the sides, rear base or front base of the pedals.





5. Installing the racing wheel on a table or desk



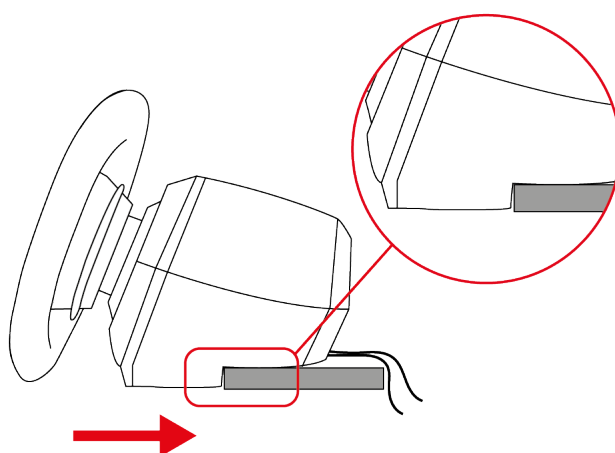
- Only use the attachment system included with the racing wheel.
- Never tighten the fastening screw alone without the attachment system in place. This could damage the racing wheel.
- Before each use, verify that the base is still properly attached to the support, as per this manual's instructions.



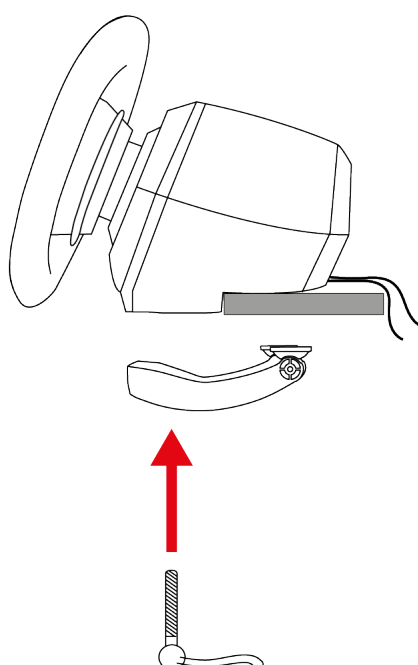
Make sure that you have connected all of the cables before installing the racing wheel on a table or desk. For more information, please refer to the section dedicated to installation on **PlayStation®4 consoles**, **PlayStation®5 consoles** or **PC**.



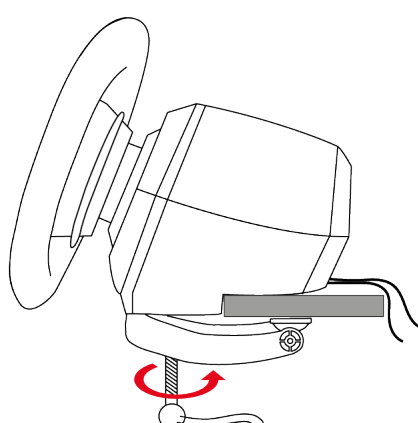
1. Place the racing wheel on a table or desk.



2. Insert the fastening screw into the attachment system.



3. Screw the assembly into the large screw thread located under the racing wheel, until the racing wheel is perfectly stable.





6. Installing the racing wheel and pedal set on a support* or in a cockpit*



The installation template for T248R and the pedal set on supports is available here:

<https://support.thrustmaster.com/product/t248r>

(in the **Manual** section).



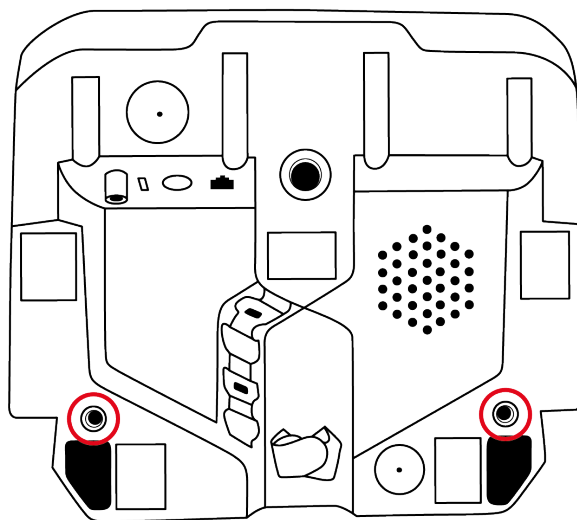
The length of the two M6 screws must not exceed the thickness of the shelf by more than 0.47 inches/12 mm; longer screws could cause damage to internal components located in the racing wheel's base.

* *Not included*



Attaching the racing wheel:

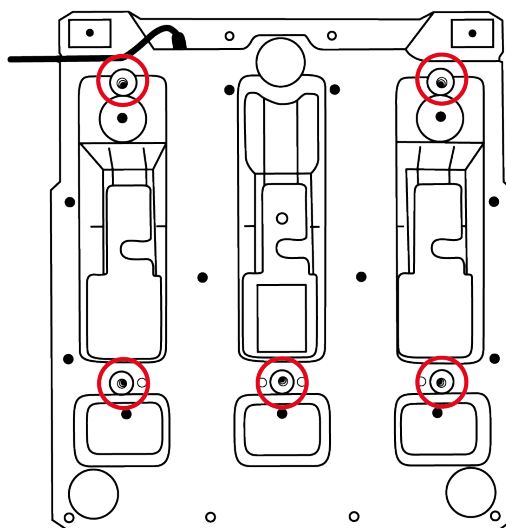
Use the two screw threads located under the racing wheel and two M6 screws (not included).



If necessary, you can also screw the included attachment system into the large screw thread.

Attaching the pedal set:

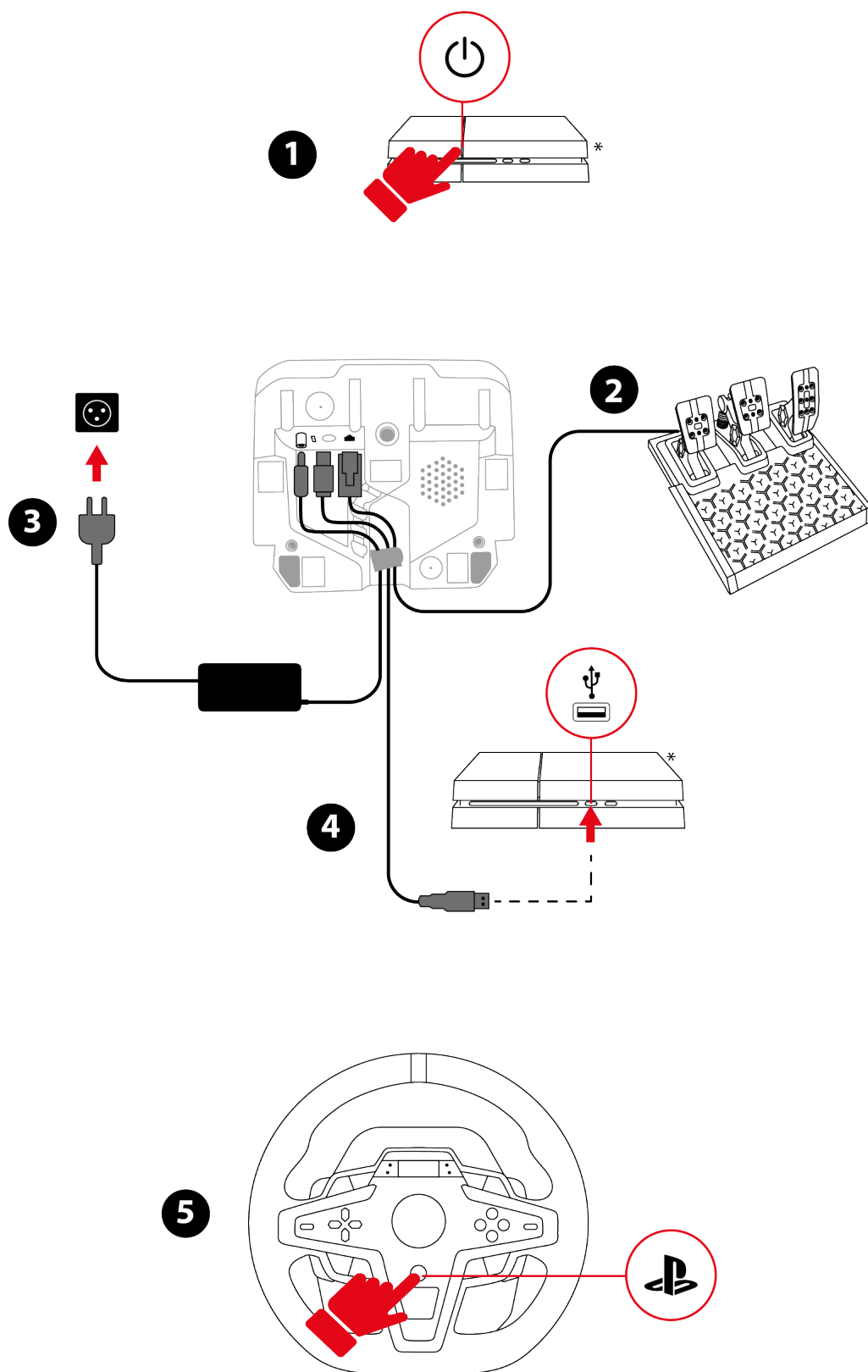
Use the screw threads located under the pedal set and at least two M6 screws (not included).





7. Installation

On PlayStation®4 consoles




**Not included*



Run the cables through the designated channels on the underside of the racing wheel, and secure the cables using the cable holder.

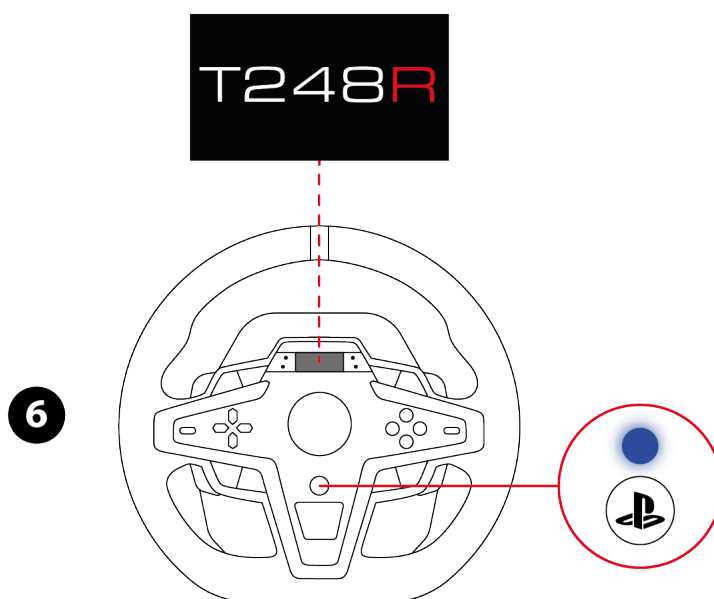
1. Power on your PlayStation®4 console.
2. Connect the pedal set to the RJ12 port on the racing wheel.
3. Connect the power adapter to the racing wheel, and plug it into an electrical outlet.
4. Connect the USB-C – USB-A cable to the racing wheel's USB-C port, and to a USB-A port on the PlayStation®4 console.

Your racing wheel calibrates itself automatically.


5. Press the  button to connect the racing wheel to your profile.

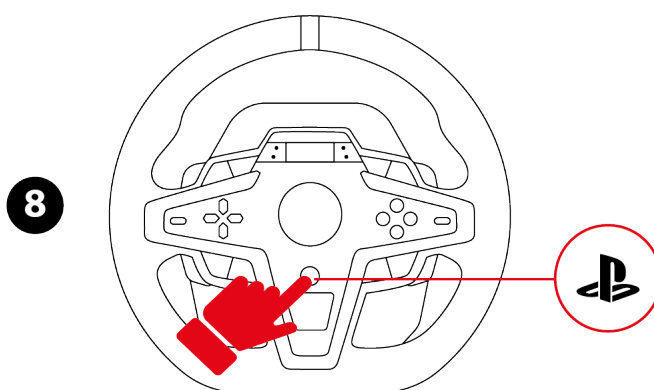


6. The racing wheel's screen lights up. The LED should be blue.



7. If the LED is not blue, change the compatibility mode by following the procedure set out [here](#).

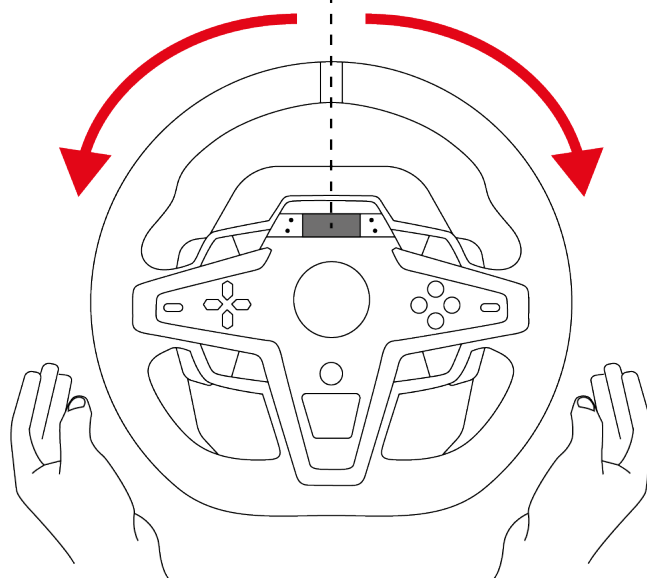
8. Press the  button to connect the racing wheel to your profile.





During the racing wheel's self-calibration phase, make sure not to put your hands on the wheel rim.

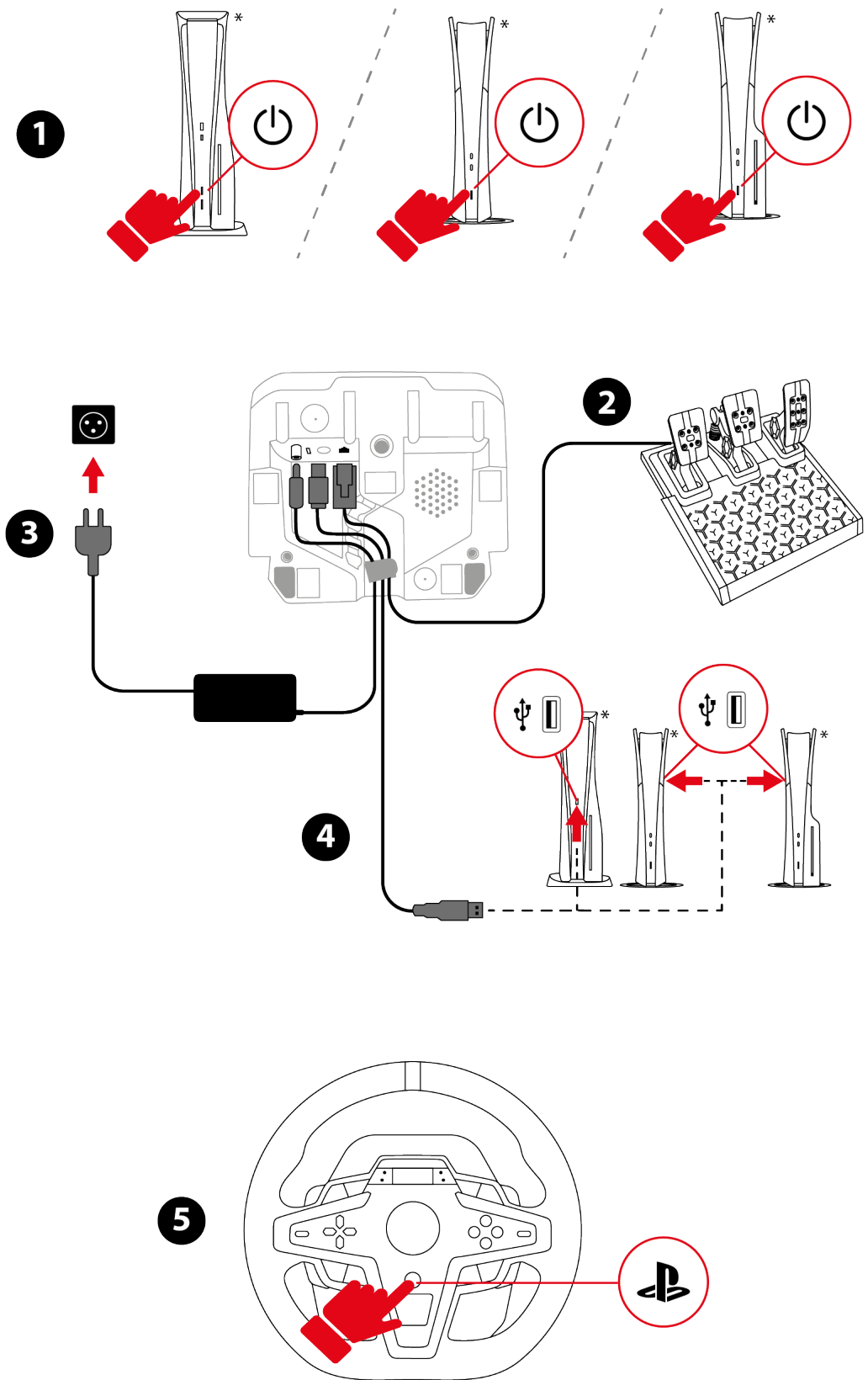
Compatibility
Hand off wheel
Reboot...



You are now ready to play!



On PlayStation®5 consoles




**Not included*



Run the cables through the designated channels on the underside of the racing wheel, and secure the cables using the cable holder.

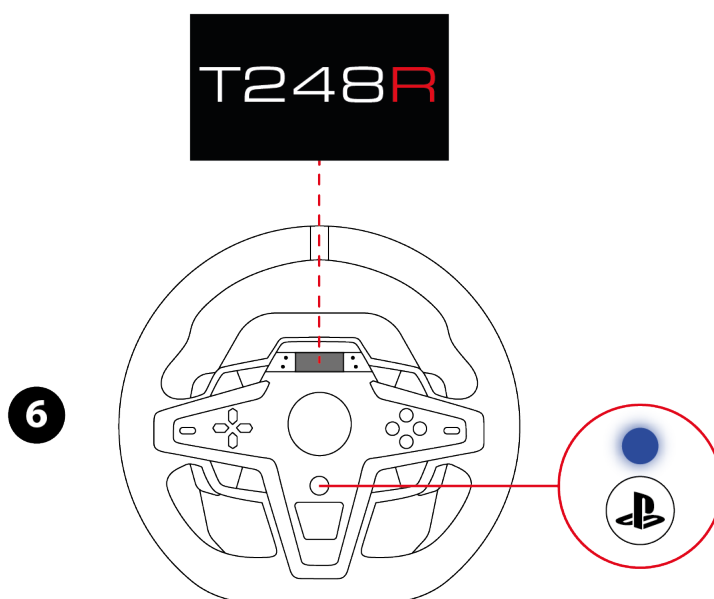
1. Power on your PlayStation®5 console.
2. Connect the pedal set to the RJ12 port on the racing wheel.
3. Connect the power adapter to the racing wheel, and plug it into an electrical outlet.
4. Connect the USB-C – USB-A cable to the racing wheel's USB-C port, and to a USB-A port on the PlayStation®5 console.

Your racing wheel calibrates itself automatically.


5. Press the  button to connect the racing wheel to your profile.

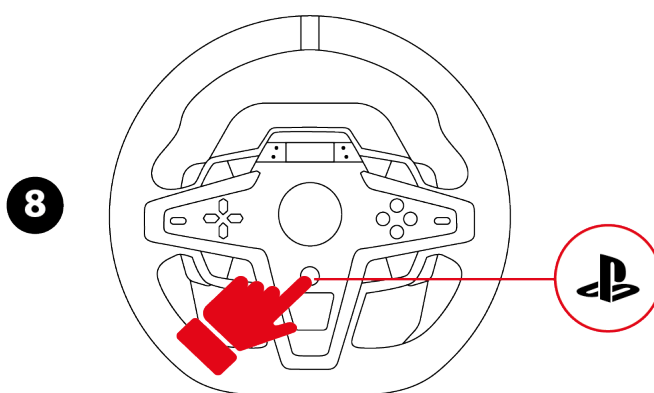


6. The racing wheel's screen lights up. The LED should be blue.



7. If the LED is not blue, change the compatibility mode by following the procedure set out [here](#).

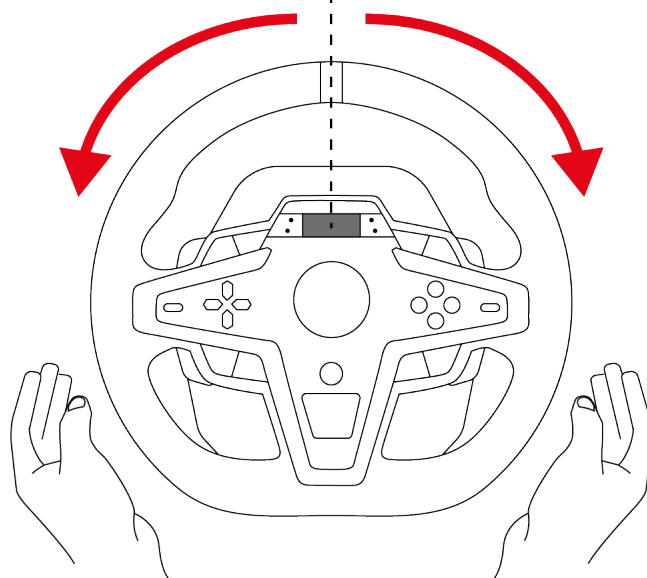
8. Press the  button to connect the racing wheel to your profile.





During the racing wheel's self-calibration phase, make sure not to put your hands on the wheel rim.

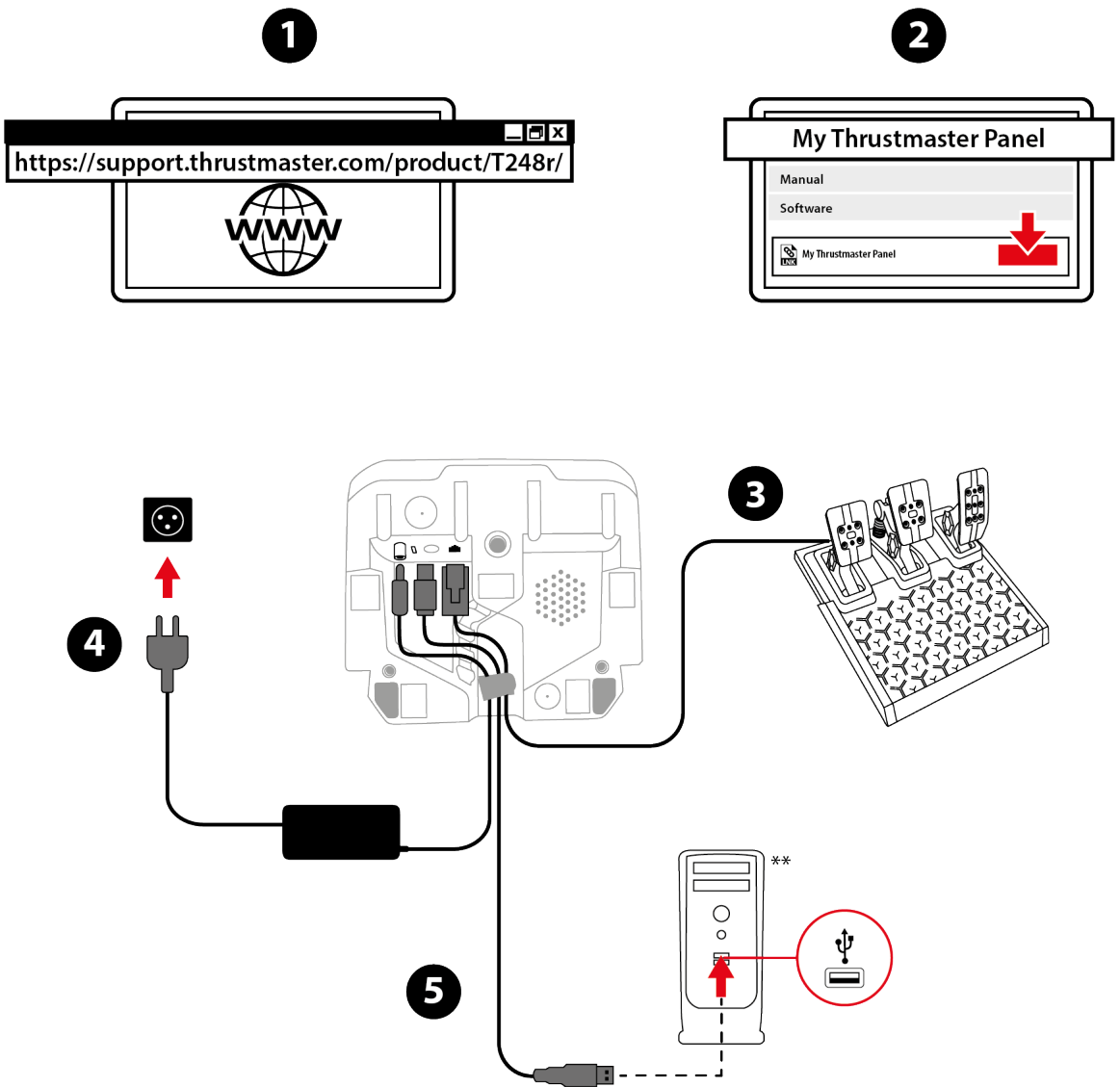
Compatibility
Hand off wheel
Reboot...



You are now ready to play!



On PC*



**PC compatibility (Windows® 10/11) not tested or endorsed by Sony Interactive Entertainment.*

***Not included*



Run the cables through the designated channels on the underside of the racing wheel, and secure the cables using the cable holder.

1. Go to:

<https://support.thrustmaster.com/product/t248r>

2. Download and install the My Thrustmaster Panel software, available in the **Software** section.

3. Connect the pedal set to the RJ12 port on the racing wheel.

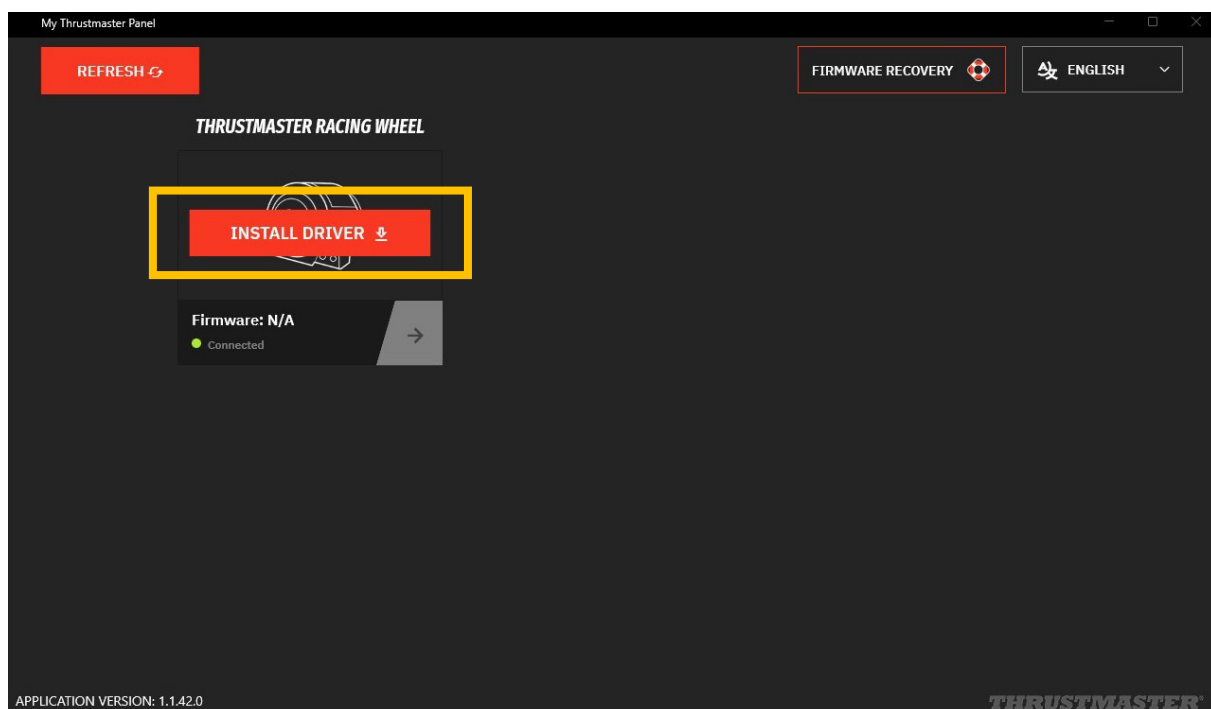
4. Connect the power adapter to the racing wheel, and plug it into an electrical outlet.

5. Connect the USB-C – USB-A cable to the racing wheel's USB-C port, and to a USB-A port on the PC.

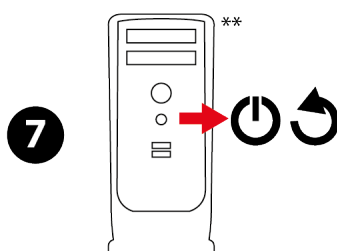
Your racing wheel calibrates itself automatically.



6. In the My Thrustmaster Panel software, your racing wheel is automatically detected. Click **INSTALL DRIVER** and follow the instructions to install the PC driver (X_NextRW_202x).



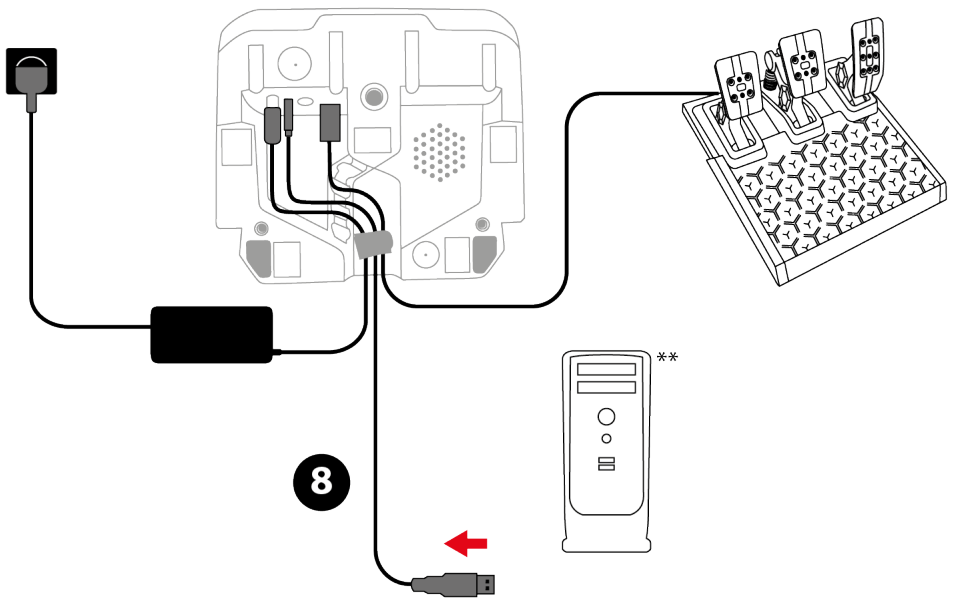
7. Once the driver has been installed, restart the PC.



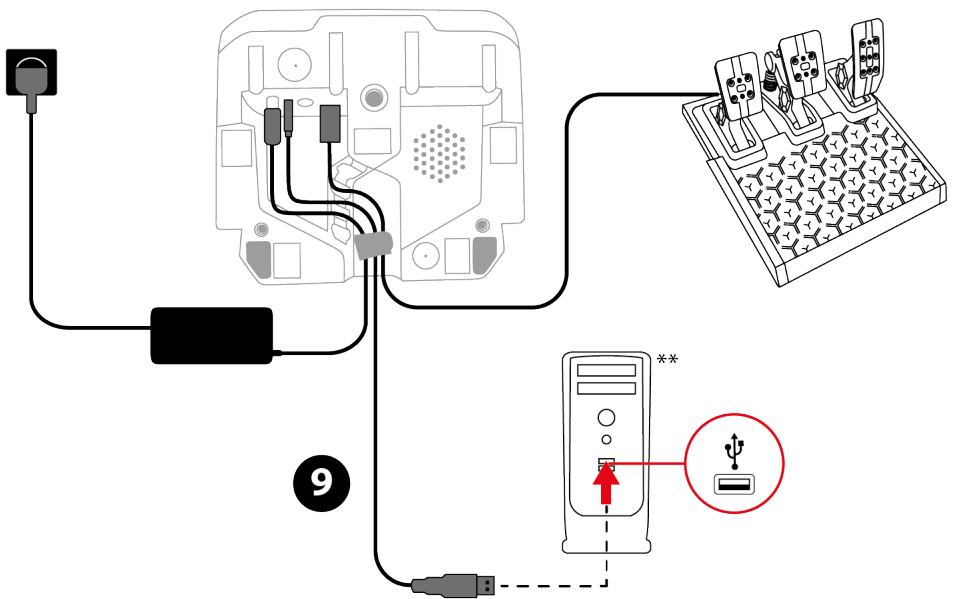
***Not included*



8. Disconnect the USB-C – USB-A cable from the PC.



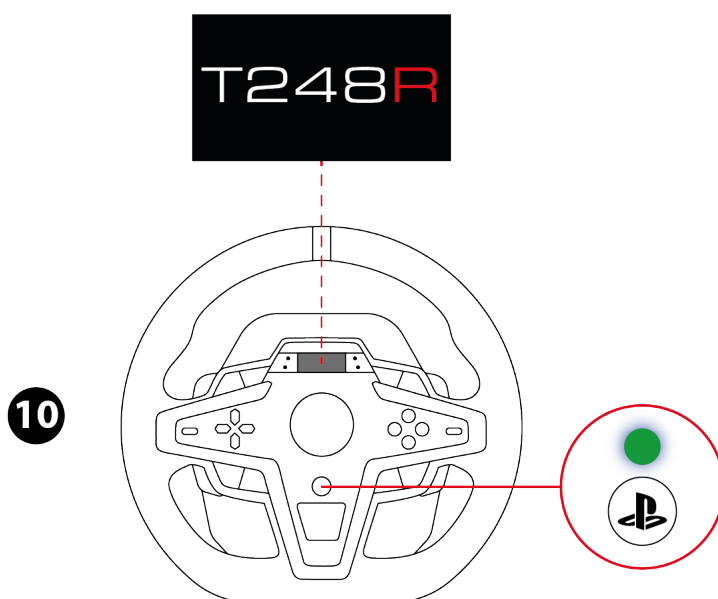
9. Once your PC has restarted, reconnect the USB-C – USB-A cable to a USB-A port on the PC.



***Not included*



10. The racing wheel automatically switches to PC mode and the screen lights up. The LED should be green.



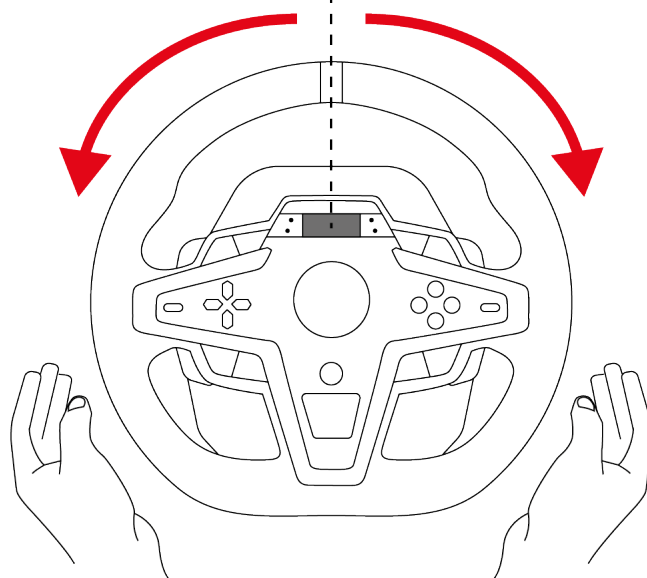
11. If the LED is not green, change the compatibility mode by following the procedure set out [here](#).

***Not included*



During the racing wheel's self-calibration phase, make sure not to put your hands on the wheel rim.

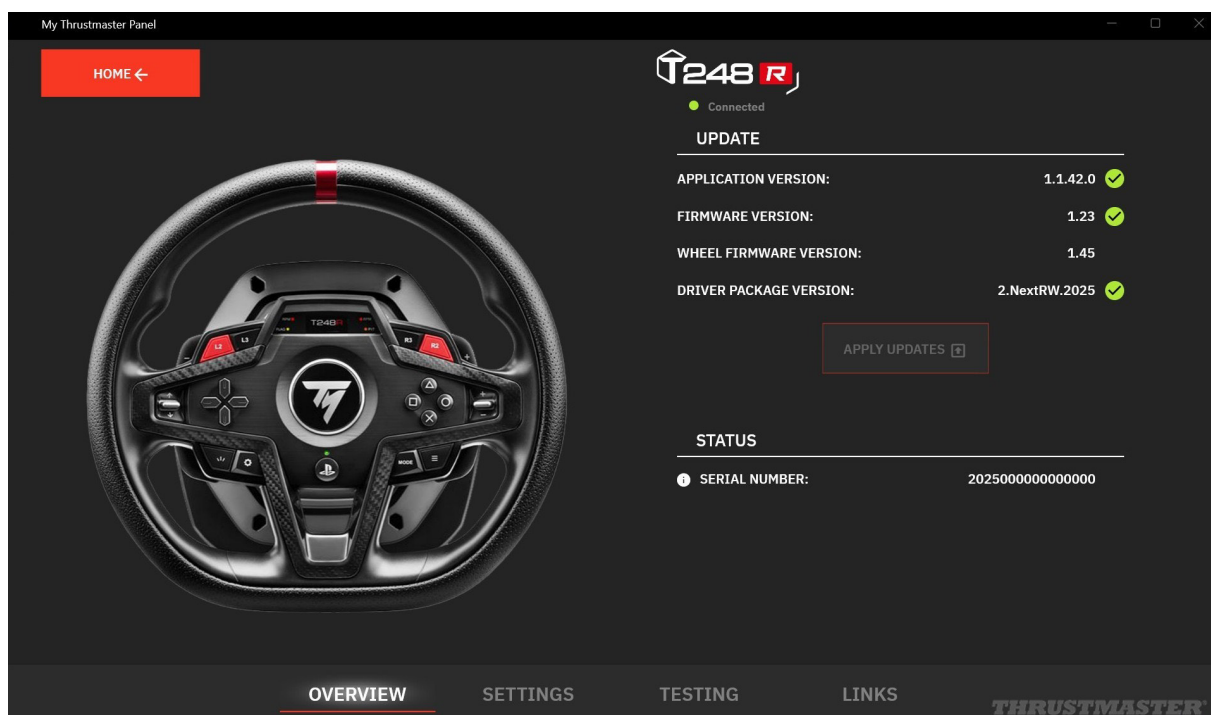
Compatibility
Hand off wheel
Reboot...



You are now ready to play!



My Thrustmaster Panel software



The My Thrustmaster Panel software lets you access all of the racing wheel's features (testing the buttons, adjusting the Force Feedback and the rotation angle, etc.).



Automatic calibration of the racing wheel and pedals

The wheel rim automatically self-calibrates when you plug the racing wheel into an electrical outlet and connect the racing wheel's USB connector to the PlayStation®4 / PlayStation®5 console or PC.

During this phase, the racing wheel will rotate quickly towards the left and the right, covering a 900-degree angle, before stopping at the center.



Never touch the racing wheel during the self-calibration phases. This could result in improper calibration and/or personal injuries.



Never disconnect the pedal set from the racing wheel or connect it to the racing wheel when the PlayStation®4 console, PlayStation®5 console or PC is powered on. This could result in improper calibration.



Always connect the pedal set before connecting the racing wheel to the PlayStation®4 console, PlayStation®5 console or PC.

Once the racing wheel's calibration is complete and the game has been started, the pedals are automatically calibrated after a few presses.



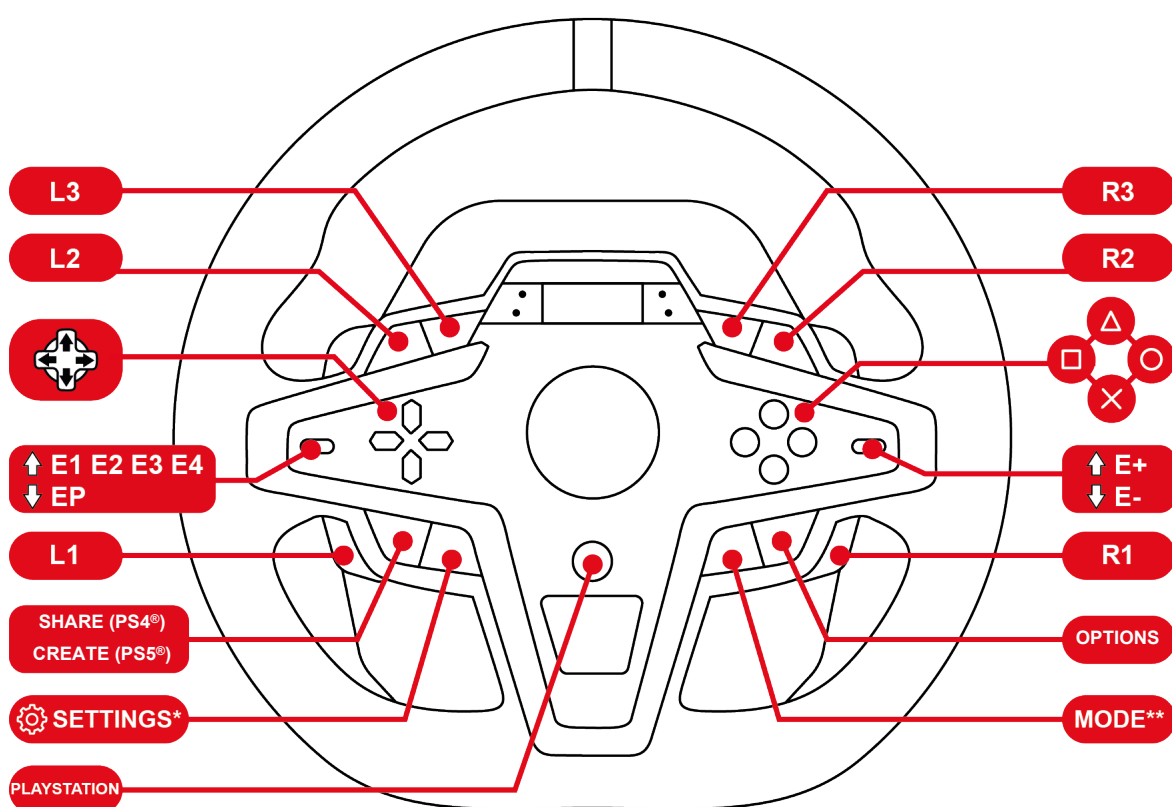
Never press the pedals when powering on your console or your PC, starting a game or changing the compatibility mode, or during the racing wheel's self-calibration phases. This could result in improper calibration.



If your racing wheel and/or pedal set do not function correctly, or if they seem to be improperly calibrated: power off your console or PC and completely disconnect the racing wheel. Then reconnect all cables (including the power supply cable and the pedal set), and restart your console or PC and your game.



8. Mapping for PlayStation®4 consoles or PlayStation®5 consoles



On PlayStation®4 consoles or PlayStation®5 consoles, the racing wheel is recognized with the following name in games: **Thrustmaster T-GT** or **Thrustmaster Advanced Racer**.

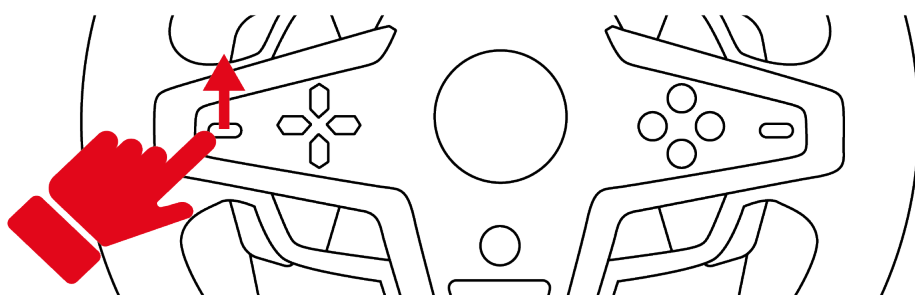
SETTINGS: please refer to the **Accessing the Settings or Telemetry submenu section.*

***MODE: please refer to the **Changing the compatibility mode** section.*



Using the encoders

To choose the active encoder, push the encoder selector upwards.



The active encoder is displayed on the screen: E1, E2, E3 and E4, in succession.

Combine the active encoder with the E+, E- or EP function to access the action of your choice.

	E1	E2	E3	E4
↓ EP	E1P	E2P	E3P	E4P
↑ E+	E1+	E2+	E3+	E4+
↓ E-	E1-	E2-	E3-	E4-

The corresponding action is displayed on the screen.

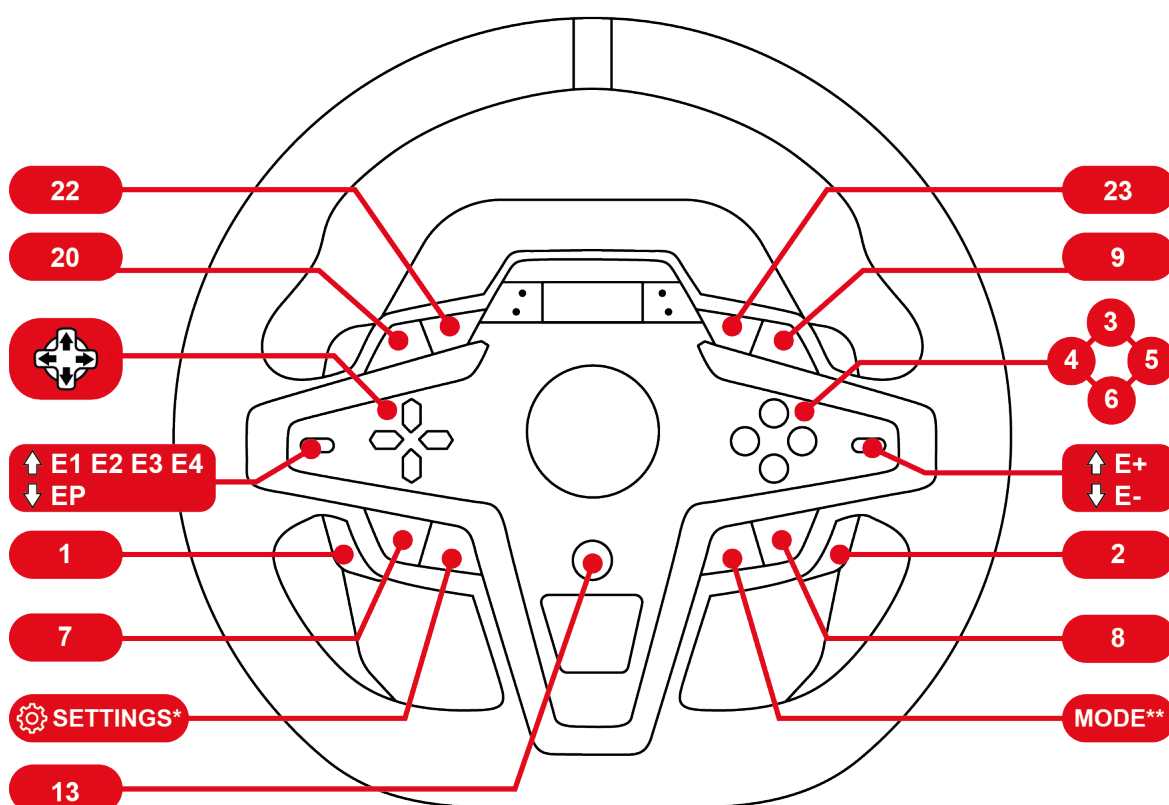




- Encoders E1, E2, E3 and E4 work in games compatible with Thrustmaster encoders. The list of compatible games is available here: <https://support.thrustmaster.com/product/T248r/> (in the **Games settings** section). This list is updated regularly.
- The screen displaying telemetry information functions in games compatible with the Thrustmaster SDK. The list of compatible games is available here: <https://support.thrustmaster.com/product/T248r/> (in the **Games settings** section). This list is updated regularly.



9. Mapping for PC



On PC, the racing wheel is recognized with the following name in games: **Thrustmaster Advanced Mode Racer.**

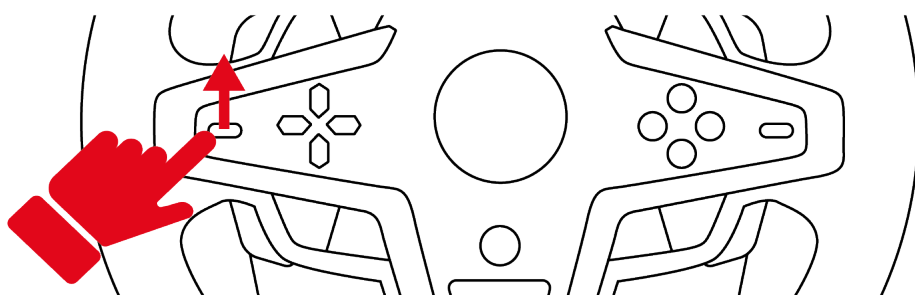
SETTINGS: please refer to the **Accessing the Settings or Telemetry submenu section.*

***MODE: please refer to the **Changing the compatibility mode** section.*



Using the encoders

To choose the active encoder, push the encoder selector upwards.



The active encoder is displayed on the screen: E1, E2, E3 and E4, in succession.

Combine the active encoder with the E+, E- or EP function to access the action of your choice.

	E1	E2	E3	E4
↓ EP	11	12	24	25
↑ E+	14	17	19	21
↓ E-	15	16	18	20

The corresponding action is displayed on the screen.





- Encoders E1, E2, E3 and E4 work in games compatible with Thrustmaster encoders. The list of compatible games is available here: <https://support.thrustmaster.com/product/T248r/> (in the **Games settings** section). This list is updated regularly.
- The screen displaying telemetry information functions in games compatible with the Thrustmaster SDK. The list of compatible games is available here: <https://support.thrustmaster.com/product/T248r/> (in the **Games settings** section). This list is updated regularly.



10. Compatible games

The list of compatible games for PlayStation®4 consoles and PlayStation®5 consoles is available here:

<https://support.thrustmaster.com/product/T248r/>

In the **Games settings** section, select PlayStation® Games list. This list is updated regularly.



11. Screen operation

The racing wheel's screen lets you:




- **Change the compatibility mode;**
- **Access the Settings or Telemetry submenus;**
- **Change the settings for the racing wheel and pedal set, and the brightness of the screen and LEDs;**
- **Select the telemetry information to be displayed.**



Changing the compatibility mode

The racing wheel has three compatibility modes:

- On PlayStation®4 consoles and PlayStation®5 consoles, select PLAYSTATION MODE 1 (blue LED).
- On PC, select PC MODE (green LED).
- The red LED corresponds to an inactive mode. It will be available in the future.

LED color	Mode
	PLAYSTATION MODE 1 Standard compatibility (default mode)
	Future compatibility (inactive mode)
	PC MODE

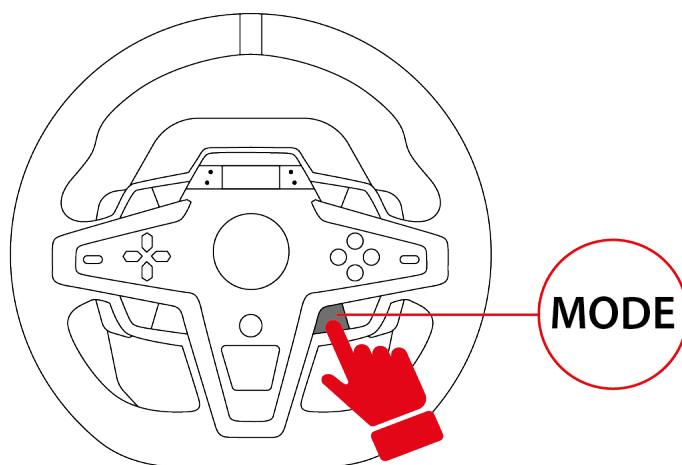



Do not select the red LED.

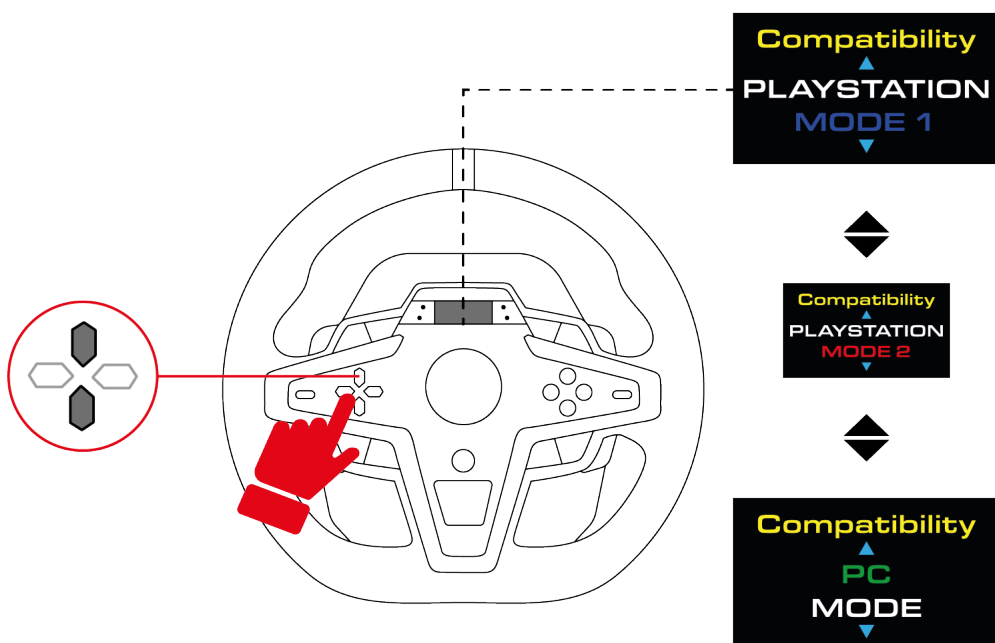


To change the compatibility mode:

1. Press the MODE button.

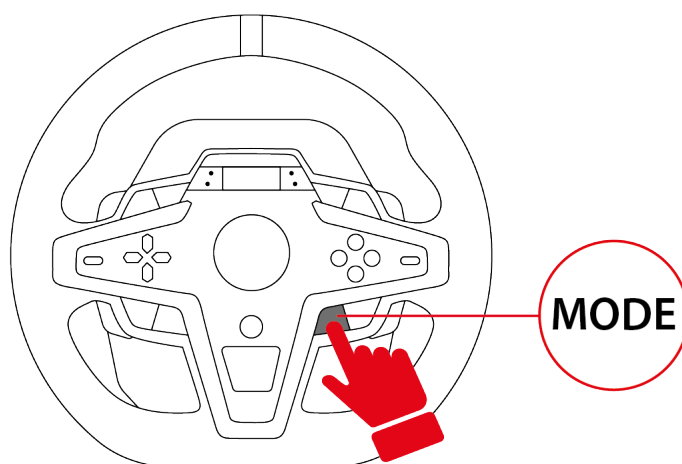



2. Use the directional buttons  to display the compatibility mode of your choice.

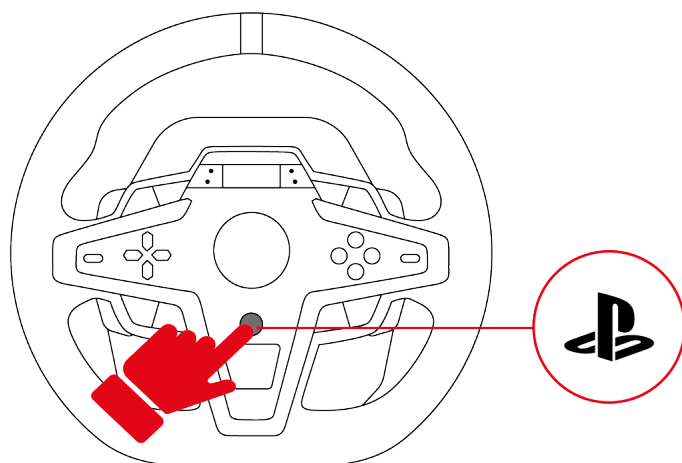




3. Press the **MODE** button to confirm the selection.
Your selection is saved in the racing wheel's internal memory.



4. On PlayStation®4 consoles and PlayStation®5 consoles, press the  button to connect the racing wheel to your profile.



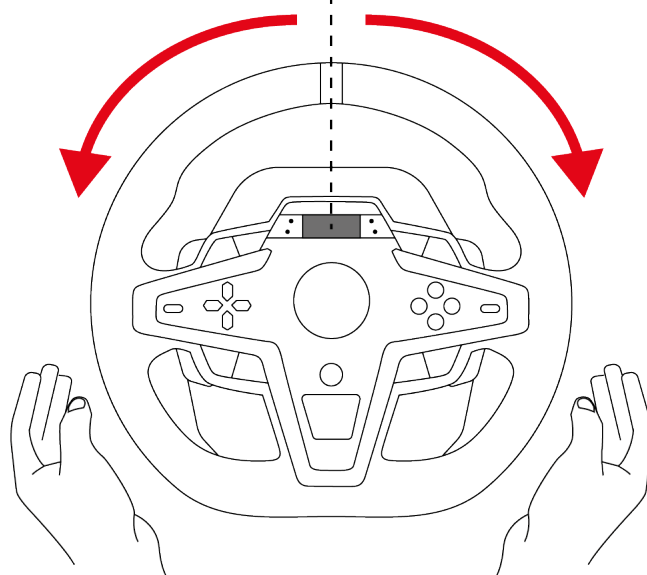


- If the selected mode is identical to the mode that was previously selected, the screen you were on before selecting the mode is displayed.
- If the selected mode is different from the mode that was previously selected, the racing wheel will restart and perform a self-calibration.



During the racing wheel's self-calibration phase, make sure not to put your hands on the wheel rim.

Compatibility
Hand off wheel
Reboot...




You are now ready to play!



Accessing the Settings or Telemetry submenu



For safety reasons and to avoid any risk of injury, we very strongly advise you to pause the game **before** pressing the  button (Settings).



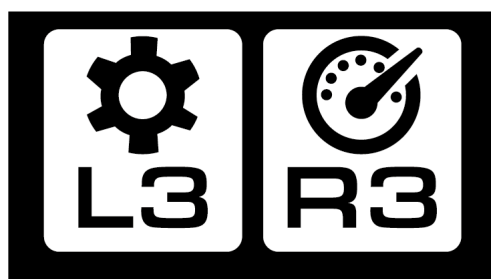
When you are in the Settings or Telemetry submenu, the directional buttons are disabled in games and in the console's interface.



To display the Settings or Telemetry submenu selection screen:

1. Press the  button (Settings).

The following screen is displayed:



2. Press the L3 button to select the **Settings** submenu.

The following screen is displayed:



Press the R3 button to select the **Telemetry** submenu.

The following screen is displayed:






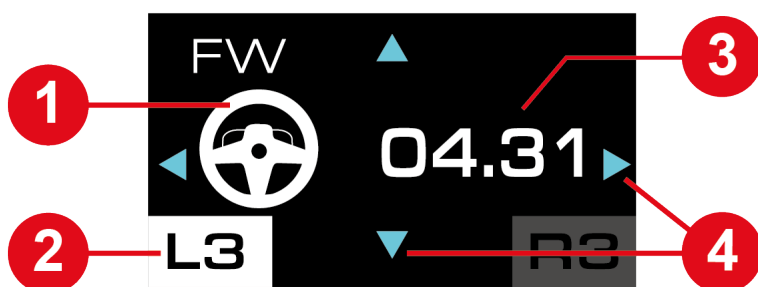
Settings submenu

The Settings submenu lets you display information about the racing wheel and pedal set, and change their settings.



To access the Settings submenu, press the  button (Settings), then press the L3 button.

The following screen is displayed:



- 1 Accessory involved: wheel rim or pedal set
- 2 Selected Settings submenu
- 3 Information about the racing wheel or the pedal set or settings to be changed
- 4 Possible navigation in the submenu



To navigate through the Settings submenu:

- Use the  directional buttons.

To change the value of a setting:

- Use the  directional buttons.

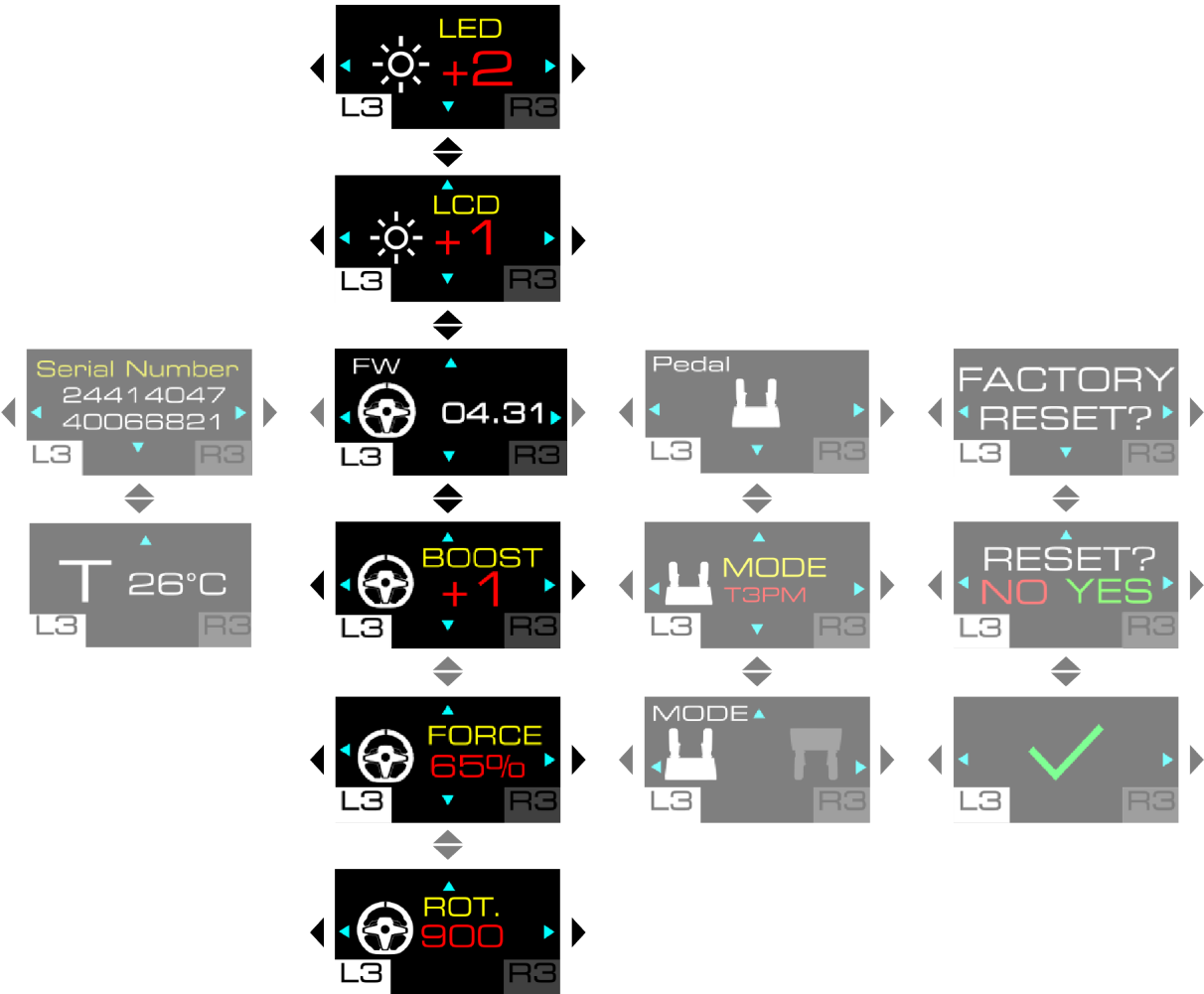
To confirm the value of a setting:

- Press the  button (Settings).

You will exit the Settings submenu and the screen will display the telemetry information (SPEED + GEAR screen by default).

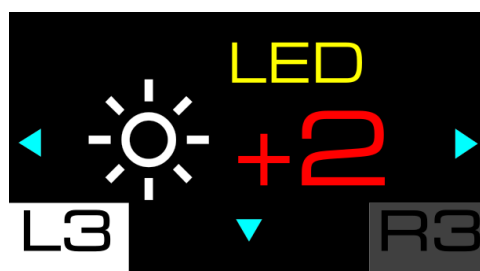


Racing wheel settings



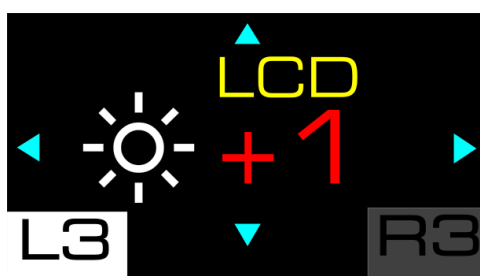


Adjusting the LEDs' brightness



This screen lets you change the brightness of the LEDs. Five settings are possible: - 2; - 1; 0 (default setting); + 1; + 2.

Adjusting the screen's brightness



This screen lets you change the overall brightness of the screen's display. Three settings are possible: - 1; 0 (default setting); + 1.

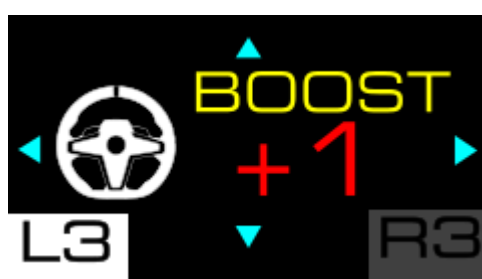


Racing wheel firmware



This screen shows the firmware version of the racing wheel.

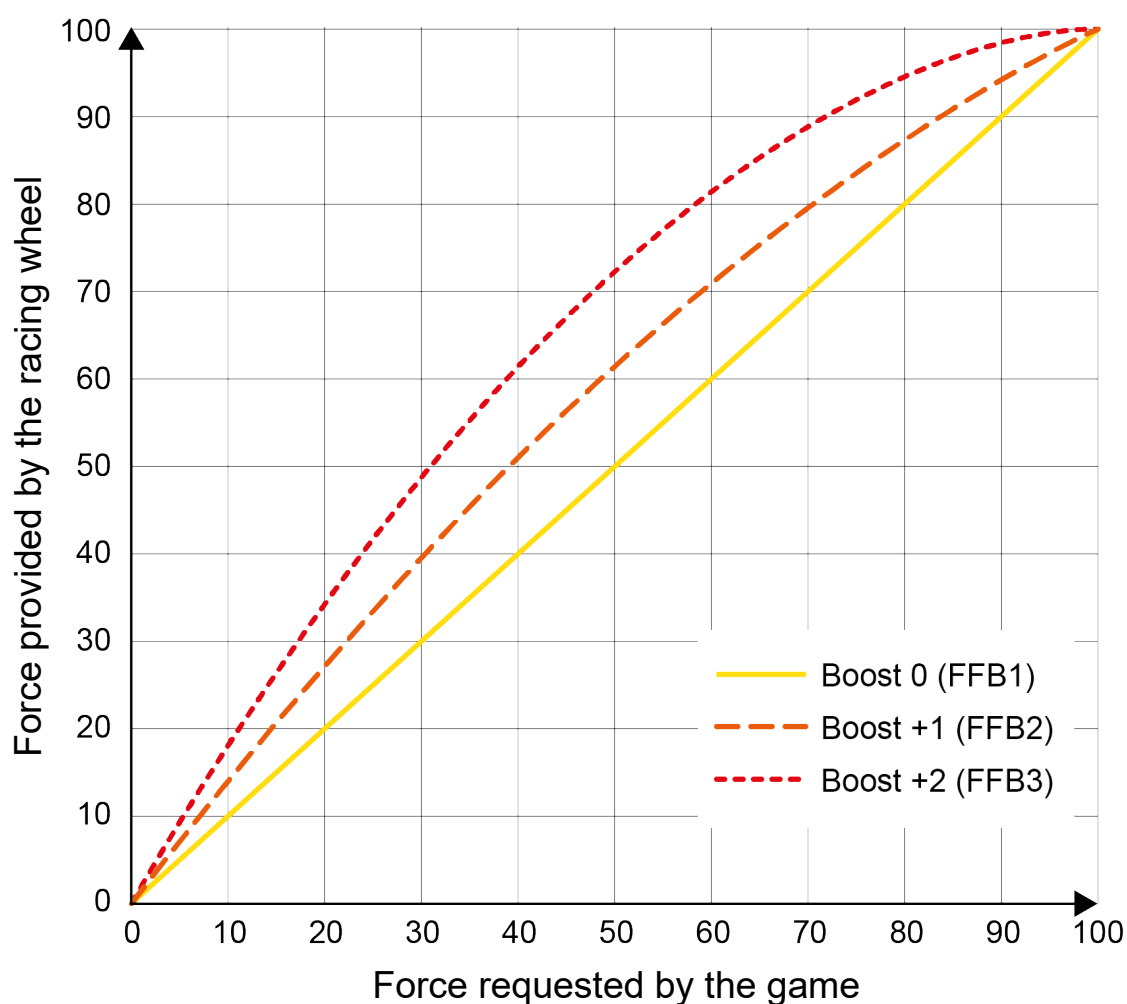
Boost (Force Feedback profiles)



This screen is used to select the Force Feedback profile. You have the choice between three saved profiles, ranging from the least aggressive Force Feedback to the most aggressive: 0 (FFB 1); + 1 (FFB 2 – default); + 2 (FFB 3).



Force Feedback profiles



Boost 0 (FFB 1)

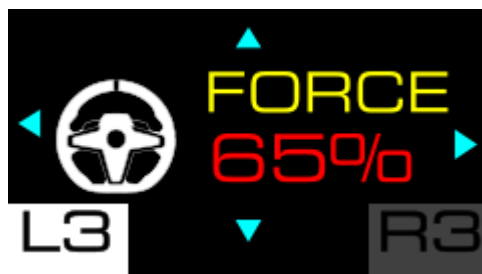
The Boost 0 (FFB 1) effect provides linear Force Feedback. The force that you feel is 100% proportional to the force requested by the game.

Boost + 1 (FFB 2) and Boost + 2 (FFB 3)

The Boost + 1 (FFB 2) and Boost + 2 (FFB 3) effects boost the Force Feedback in order to accentuate the force that you feel in relation to the force requested by the game.



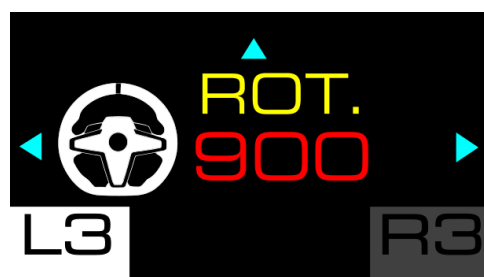
Force (overall Force Feedback)



This screen lets you adjust the overall power of the Force Feedback effects. There are six settings to choose from: 20%; 35%; 50%; 65% (default); 80%; 100%.



Rotation angle



This screen lets you set the racing wheel's angle of rotation. There are five settings to choose from: 180°; 360°; 540°; 900°; AUTO (default).

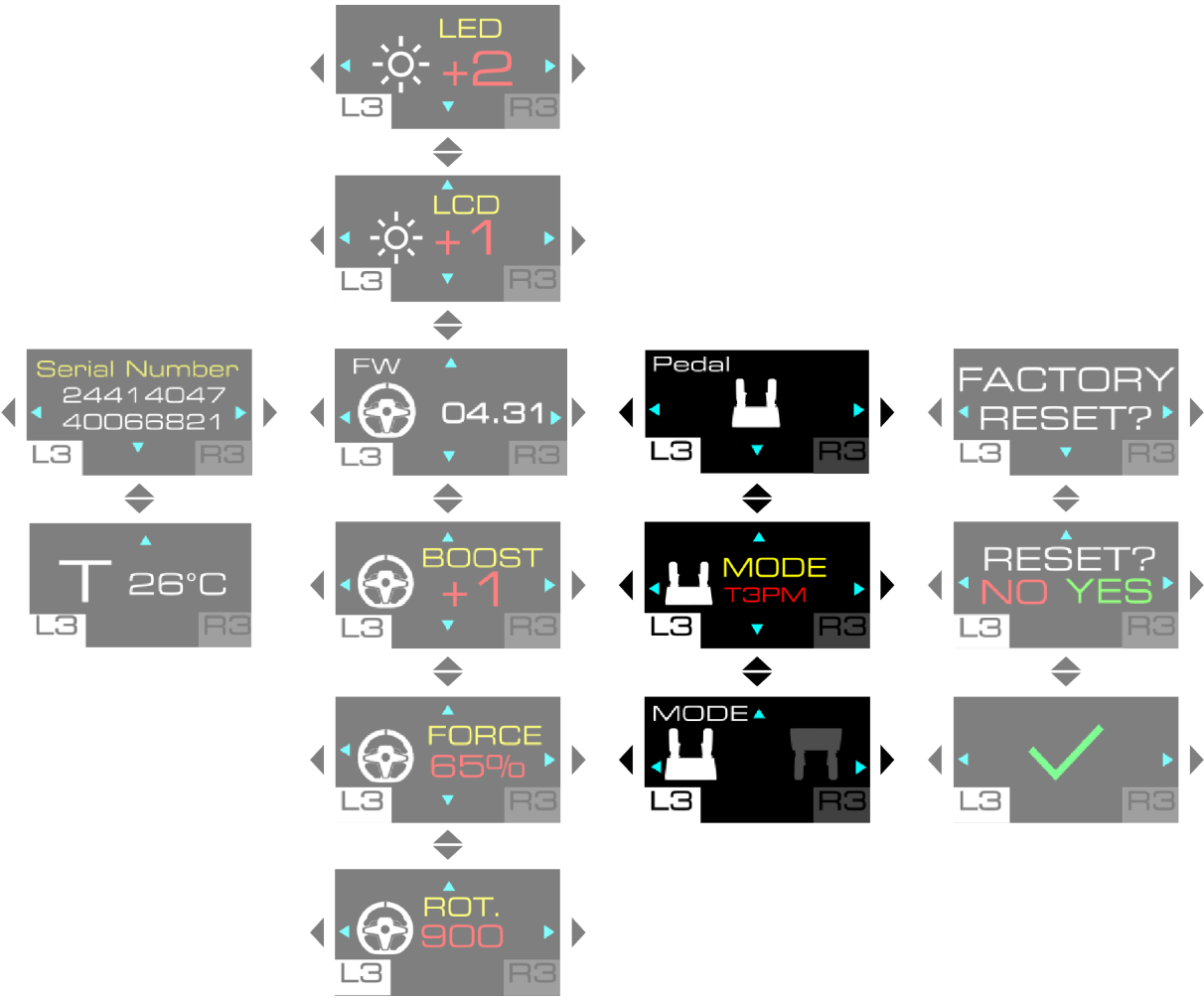


- When the wheel rim's angle of rotation is set to AUTO, the angle is automatically adjusted by the game according to the vehicle being used.
- The angle of rotation can only be changed manually in video games where the angle is not automatically set.

Example: In the game *GRAN TURISMO™ 7*, the angle of rotation is automatically adjusted according to the vehicle being used, in order to reproduce the same angle as on the real vehicle. It is therefore not possible to change this angle manually.

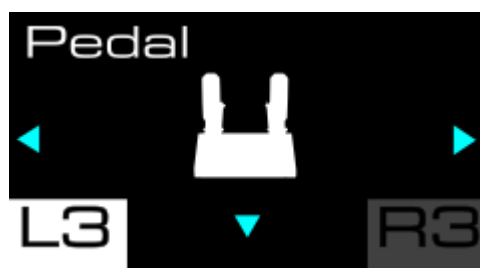


Pedal set settings





Home page for pedal set settings



Type of pedal set



This screen lets you select the type of pedal set being used. There are two types of pedal sets to choose from:

- T3PM: for the T2PM*, T3PA* and T3PM pedal sets (without a Load Cell force sensor);
- T-LCM: for the T-LCM Pedals* pedal set (with a Load Cell force sensor).

**Sold separately*





Pedal set configuration



This screen lets you select the pedal set configuration.

There are two positions to choose from:

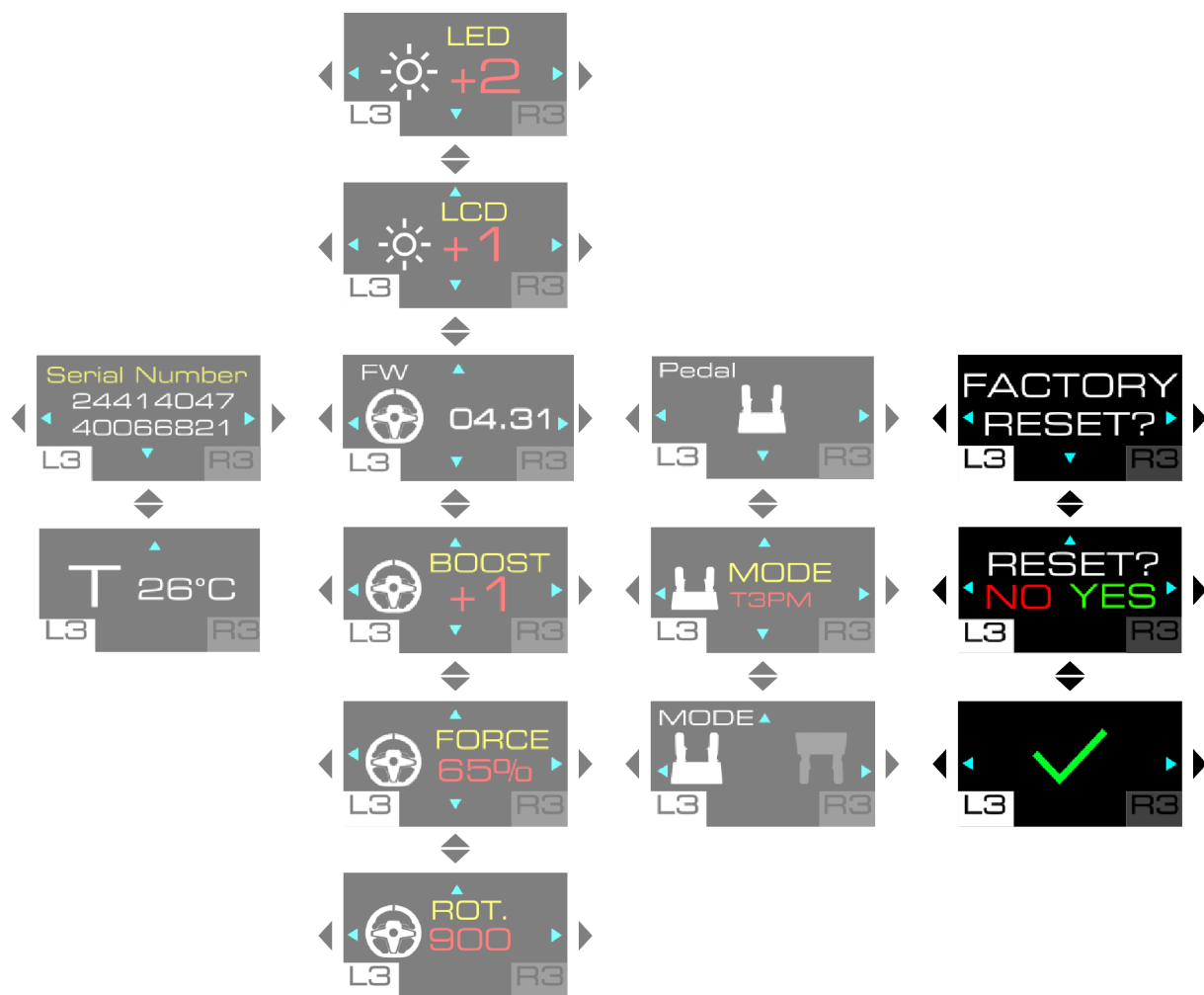
-  (default): normal position;
-  : inverted position.



- The inverted position is only available with a 3-pedal pedal set.
- In the inverted position, the accelerator and clutch pedals are reversed.



Resetting the settings






This screen lets you reset the settings for the racing wheel, pedal set, screen and telemetry.


To reset the settings:

1. Press . The following screen is displayed:



2. Press  to confirm the reset. When the settings have been reset, the following screen is displayed for five seconds:

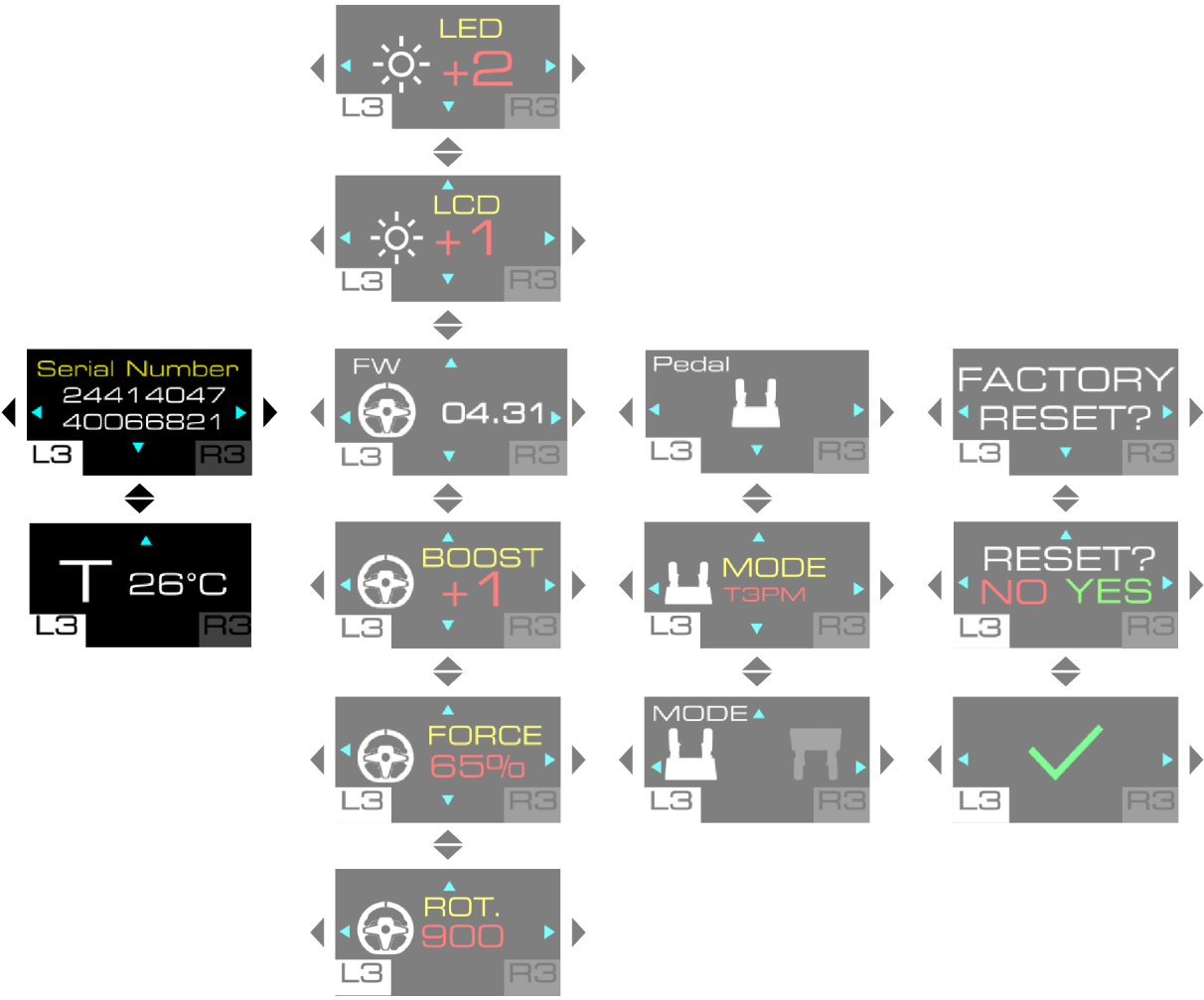


Press  to refuse the reset. The following screen is displayed:



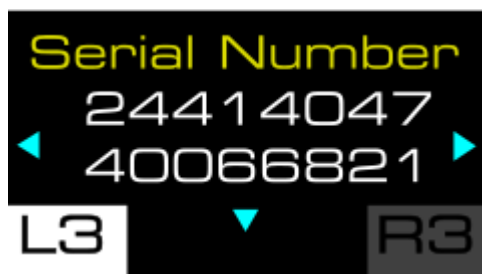


Information about the racing wheel



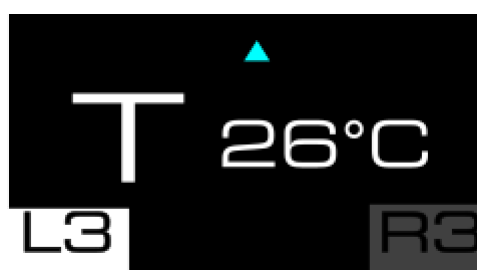


Serial number



This screen displays the racing wheel's serial number.

Racing wheel temperature




This screen displays the racing wheel's temperature.



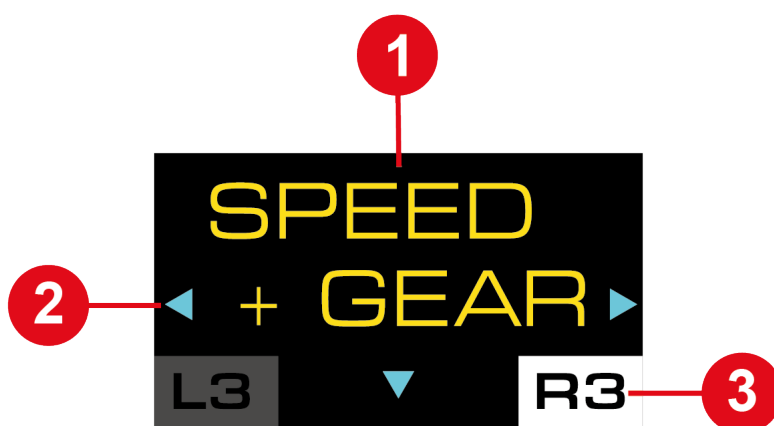
Telemetry submenu

The Telemetry submenu lets you select the telemetry information to be displayed on the screen: gear selected, speed, number of laps, position, session time, or engine speed (RPM).



To access the Telemetry submenu, press the  button (Settings), then press the R3 button.

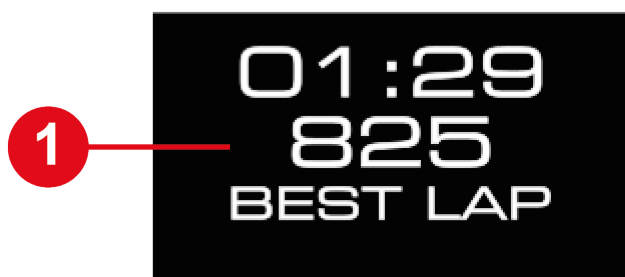
In the Telemetry submenu, the following screen is displayed:



- 1 Type of information to be displayed on the screen
- 2 Possible navigation in the submenu
- 3 Selected Telemetry submenu



During the game, the following screen is displayed:



1 Telemetry information

To navigate through the Telemetry submenu and select the telemetry information to be displayed:

- Use the  directional buttons.

To confirm your selection:

- Press the  button (Settings).

You will exit the Telemetry submenu and the screen will display the selected telemetry information.



Telemetry and compatibility

The telemetry information is only displayed in games that are compatible with the Thrustmaster SDK.

The list of compatible games is available here:

<https://support.thrustmaster.com/product/T248r/>

(in the **Games settings** section). This list is updated regularly.

When telemetry information is not supported, the T248R logo is displayed on the screen.



Updating the firmware

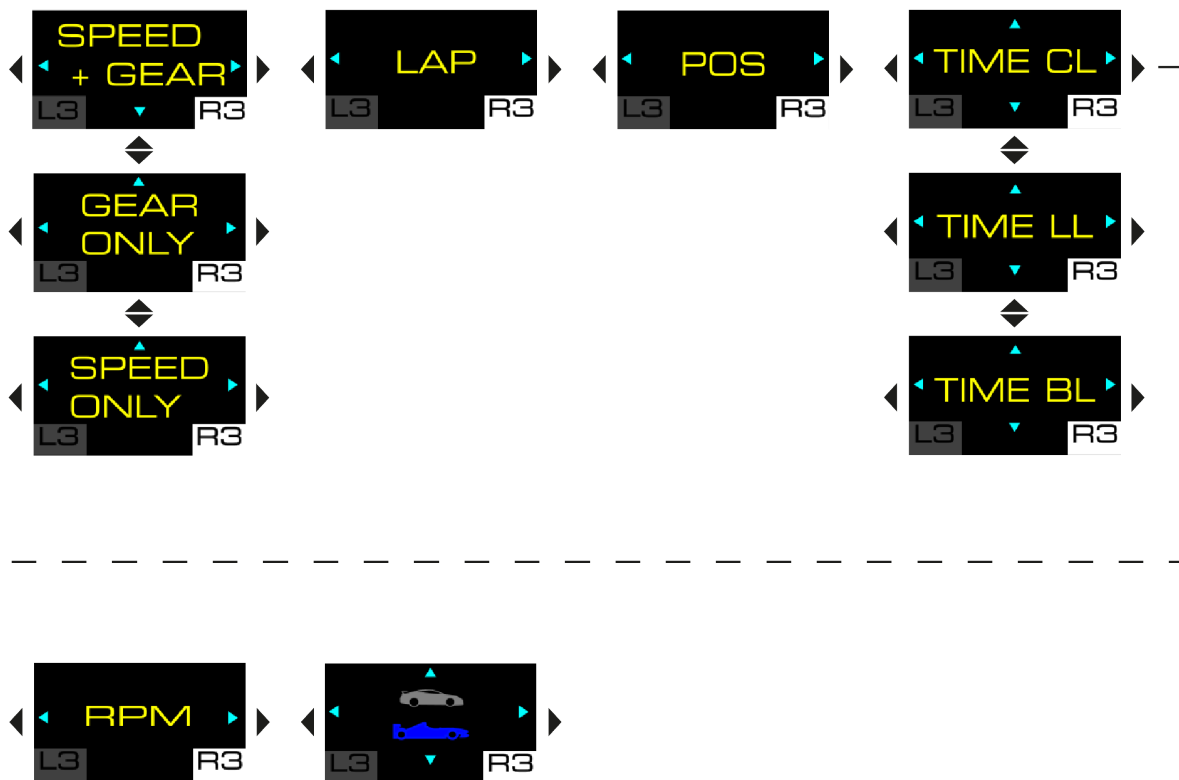
To use the telemetry features, you may need to update the racing wheel's firmware.

To carry out the update:

1. Go to

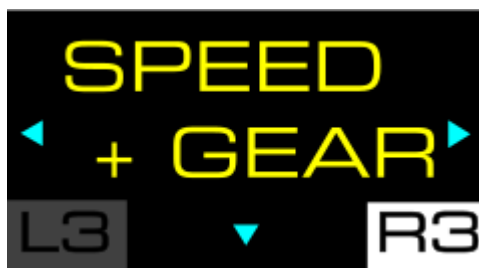
<https://support.thrustmaster.com/product/t248r>

2. Download and install the My Thrustmaster Panel software available in the **Software** section and follow the instructions.





Speed + Gear (speed and selected gear)

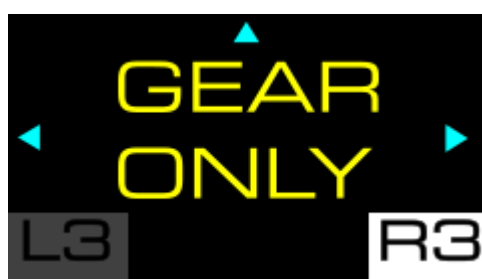


This screen lets you display the vehicle's speed and the selected gear when shifting gears.

Example of display:



Gear (gear)



This screen lets you display the selected gear.

Example of display:





Speed (speed)



This screen lets you display the vehicle's speed.

Example of display:





Lap (lap)



This screen lets you display the number of laps completed.

Example of display:

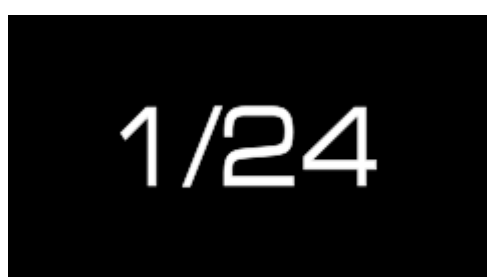


Position (position)



This screen lets you display the position in the ranking.

Example of display:





Time (time)



This screen lets you select the time display mode (TIME).



There are three modes to choose from:

- TIME CL: displays the current lap time (CURR LAP);
- TIME LL: displays the last lap time (LAST LAP);
- TIME BL: displays the personal best lap time (BEST LAP).

Examples of displays:

TIME CL	TIME LL	TIME BL
01:29 825 CURR LAP	01:29 825 LAST LAP	01:29 825 BEST LAP



Use the  directional buttons to select a mode, then press the  button (Settings) to confirm your selection.



Engine speed



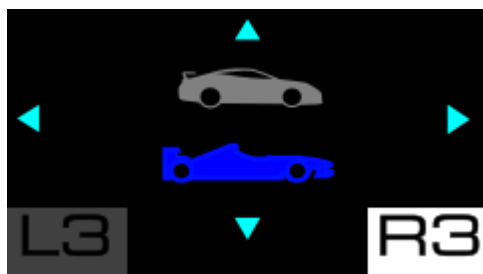
This screen lets you display the engine speed (RPM).

Example of display:







GT or Formula mode



This screen lets you select the display mode for the RPM LEDs. There are two modes to choose from:

- GT mode (red);
- Formula mode (blue, by default).

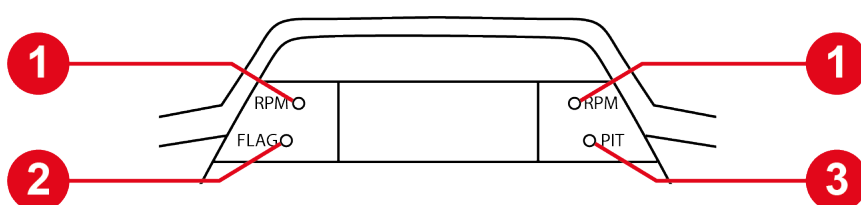


Use the  directional buttons to select a mode, then press the  button (Settings) to confirm your selection.



12. Operation of the LEDs

The T248R racing wheel provides information that can be viewed via the LEDs: engine speed (RPM), flag (FLAG), and pit (PIT).



- ① Engine speed (RPM)
- ② Flag (FLAG)
- ③ Pit (PIT)



- To change the brightness of the LEDs, go to the Settings submenu and then to the **Adjusting the LEDs' brightness** screen.
- To change the display sequence of the RPM LEDs, go to the Telemetry submenu and then to the **GT or Formula mode** screen.



- The LEDs displaying race information only work in games that support telemetry. The list of compatible games is available here:
<https://support.thrustmaster.com/product/T248r/>
(in the **Games settings** section). This list is updated regularly.
- In games that do not support telemetry, the T248R logo is displayed on the screen.



Flag (FLAG) and pit (PIT)*

The FLAG LED displays information about the flag, and the PIT LED displays information about the status of the pit.

Engine speed (RPM)*

The RPM LEDs display information about the engine speed.

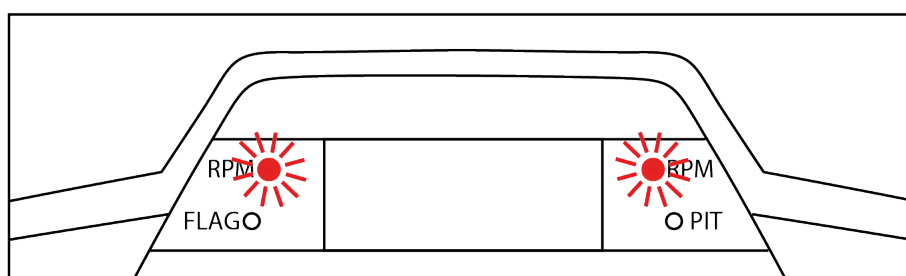
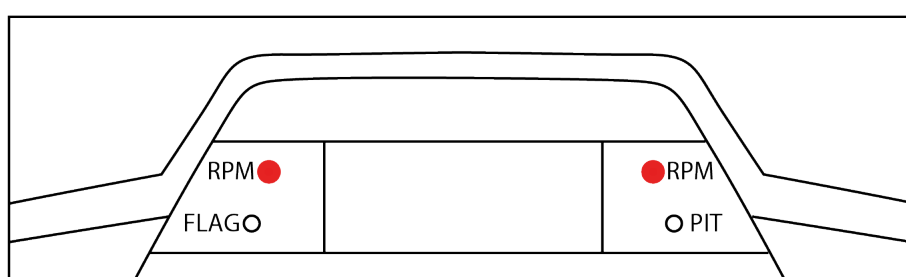
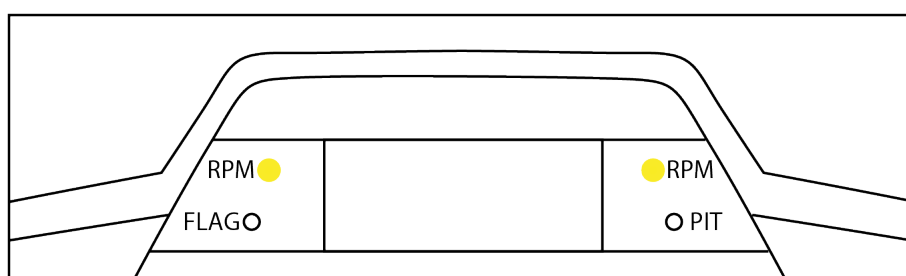
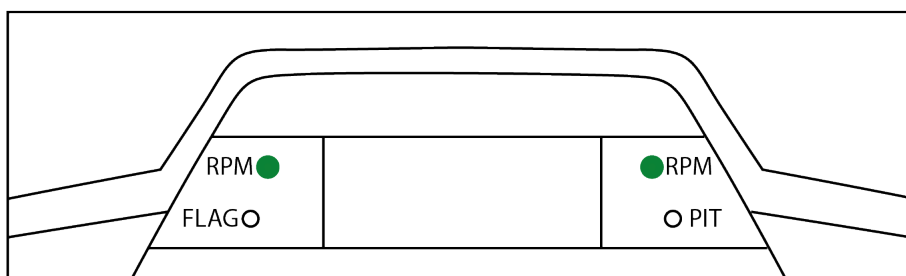
**Information available with games that support telemetry.*

The list of compatible games is available here:

<https://support.thrustmaster.com/product/t248r>

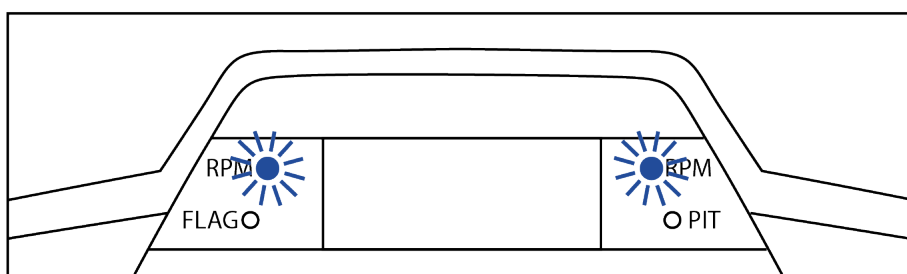
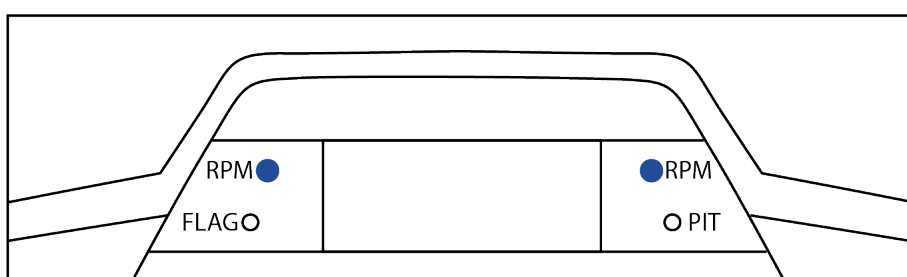
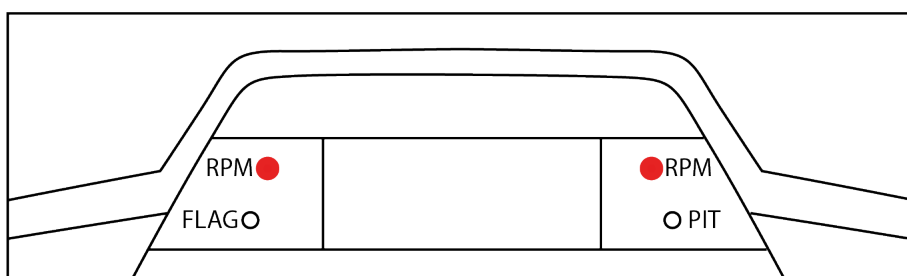
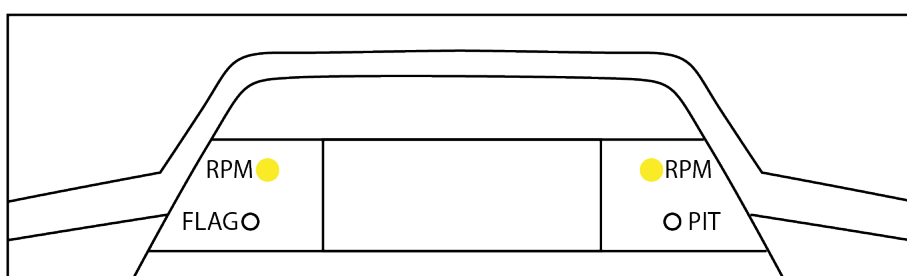
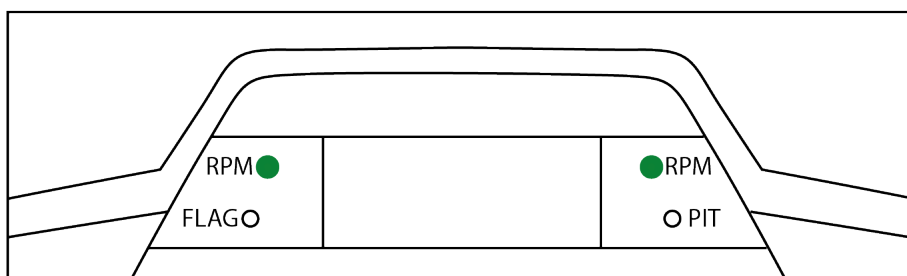


Display sequence of the LEDs in GT mode:





Display sequence of the LEDs in Formula mode:





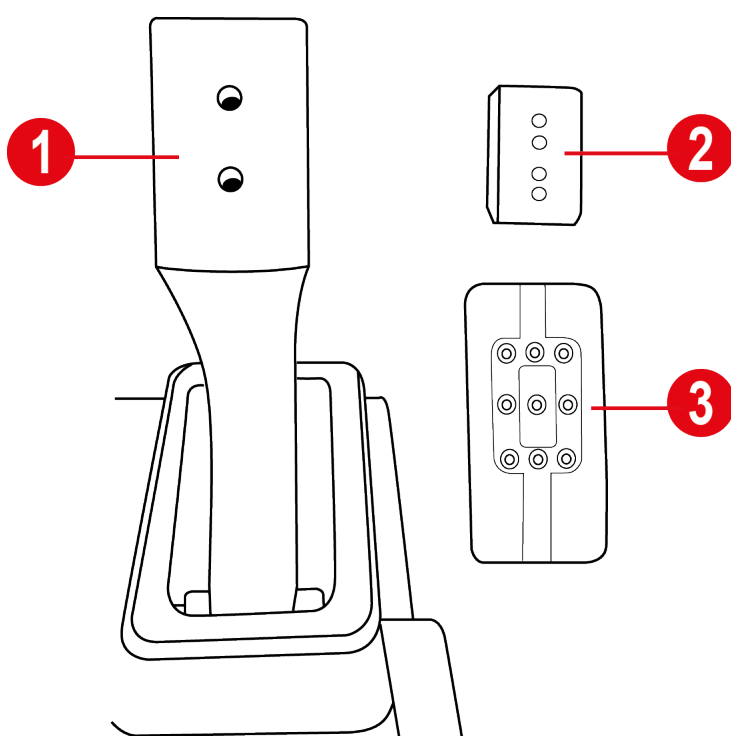
13. Adjusting the pedal set



To avoid any calibration problems, be sure to always disconnect your racing wheel's USB cable before making any adjustments to your pedal set.

Each of the three pedals includes

- a pedal arm **1**;
- a plastic head support **2** placed between the head and the arm;
- a metal head **3** with multiple perforations (nine for the accelerator, six for the brake and six for the clutch).

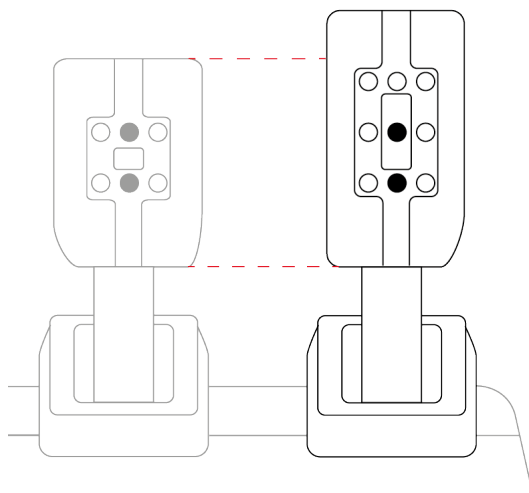




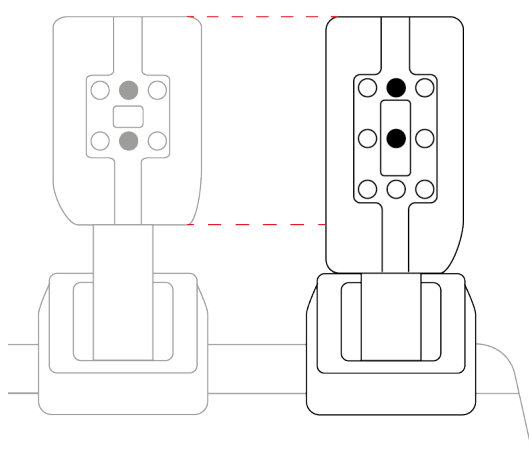
Adjusting the height of the accelerator pedal

The accelerator pedal can be placed in two different positions.

High position (default):

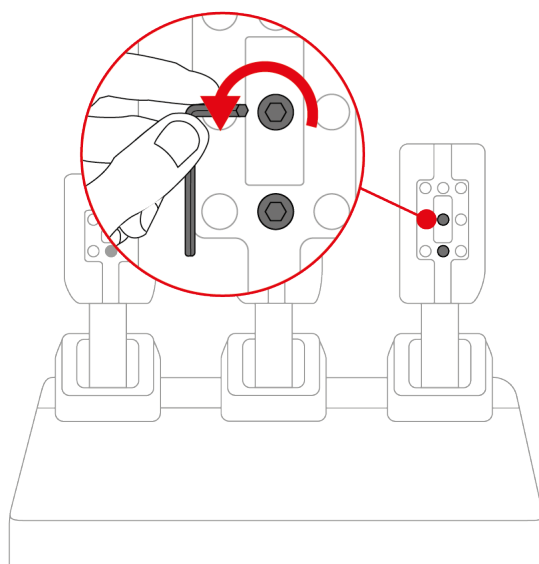


Low position:

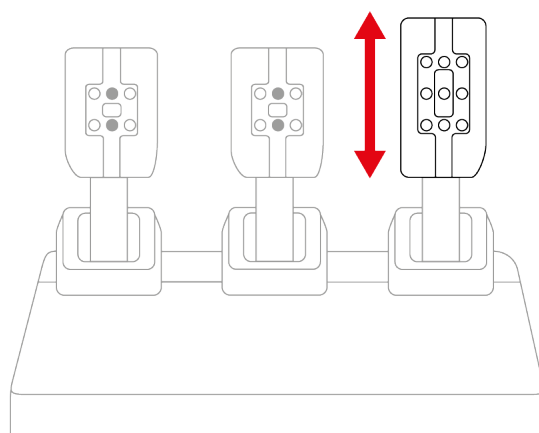




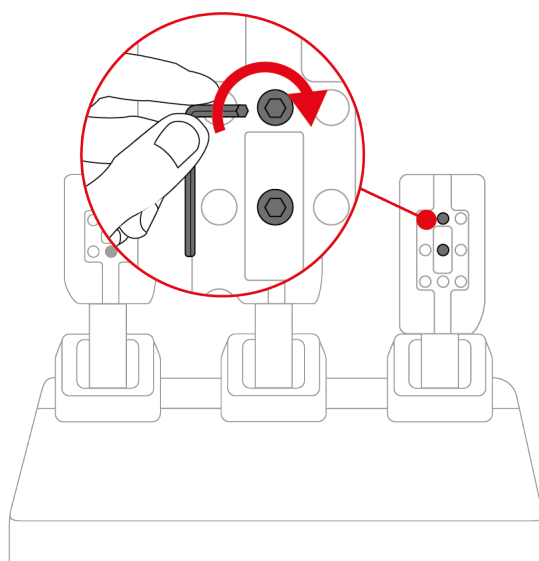
1. Use the included 2.5 mm Allen key to unscrew the two screws holding the metal head and its support in place.



2. Select the new metal head position.



3. Reinsert and retighten the two screws holding the metal head and its support in place.



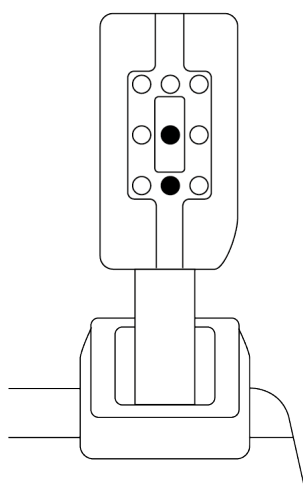


Adjusting the spacing of the pedals

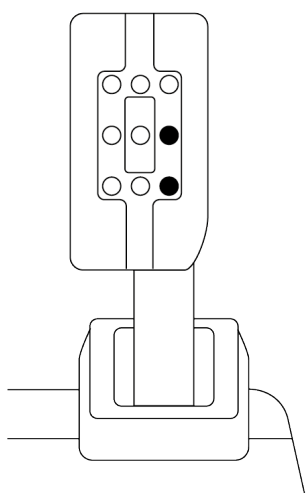
Each pedal can be placed in three different positions.

Example with the accelerator pedal:

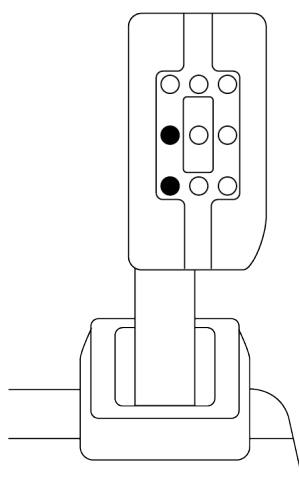
In the center (default)



To the left

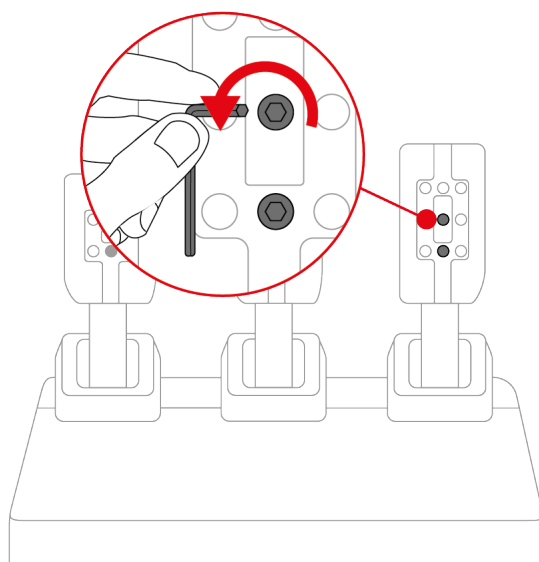


To the right

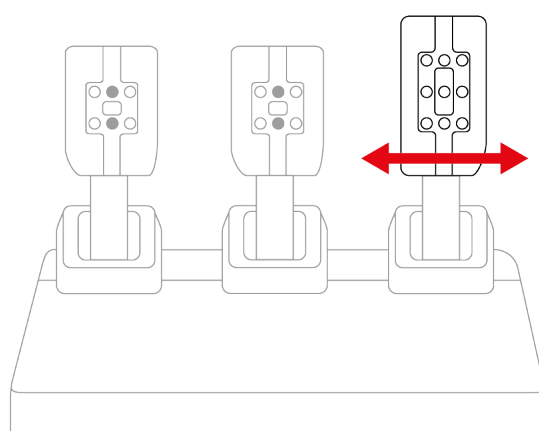




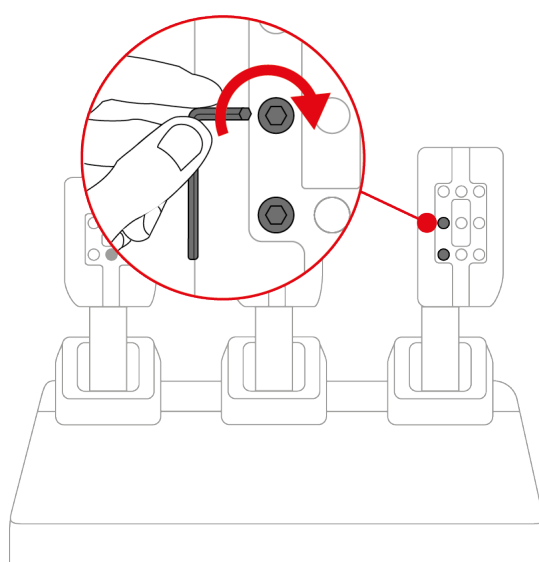
1. Use the included 2.5 mm Allen key to unscrew the two screws holding the metal head and its support in place.



2. Select the new metal head position.



3. Reinsert and retighten the two screws holding the metal head and its support in place.

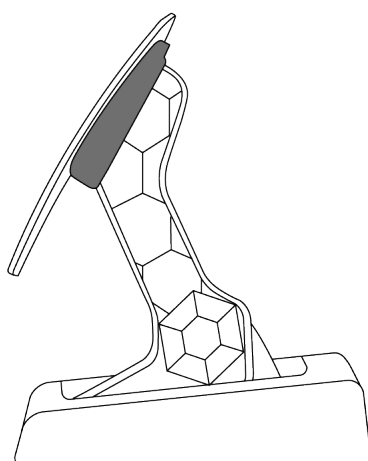




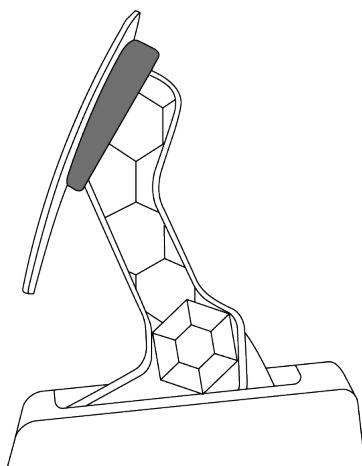
Adjusting the inclination of the pedals

Each pedal can be angled in two different positions.

Least inclined position (default):

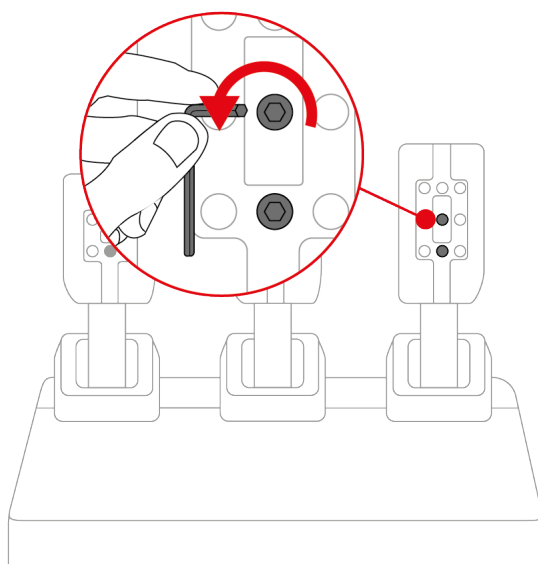


Most inclined position:

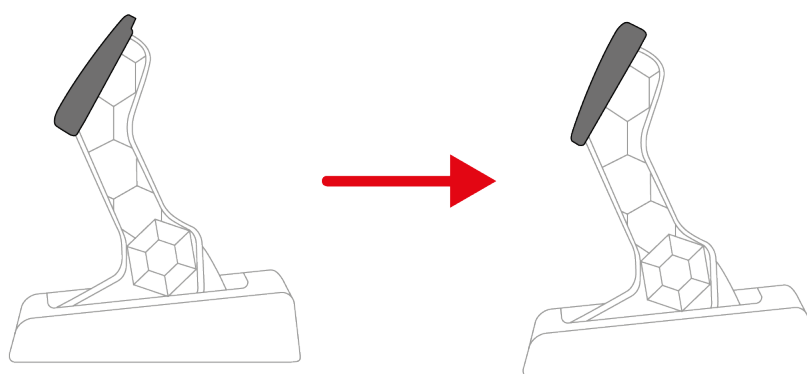




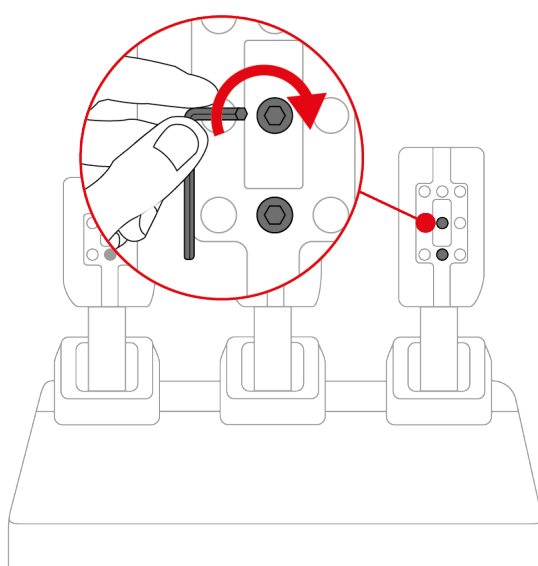
1. Use the included 2.5 mm Allen key to unscrew the two screws holding the metal head and its support in place.



2. Rotate the plastic head support 180°.



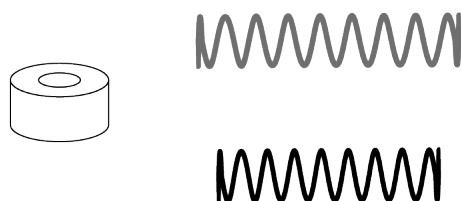
3. Reinsert and retighten the two screws holding the metal head and its support in place.



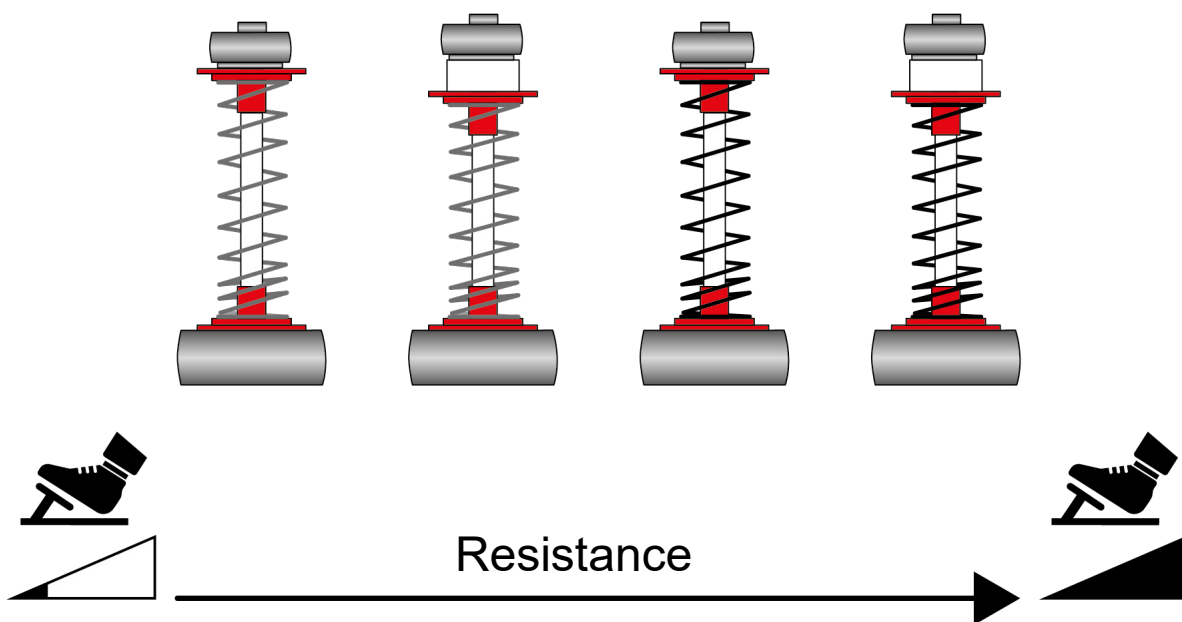


Modifying the brake pedal's resistance

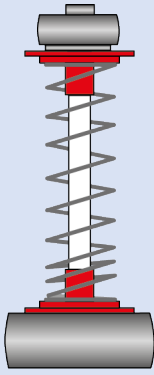
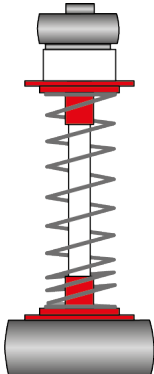
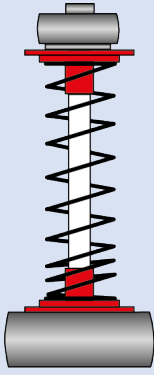
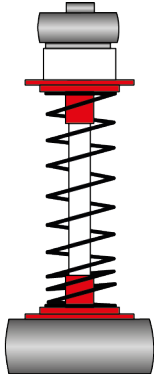
To adjust the brake pedal's resistance, an elastomer cushioning ring and two springs (silver: weak resistance; black: strong resistance) are included.



Four configurations are possible.





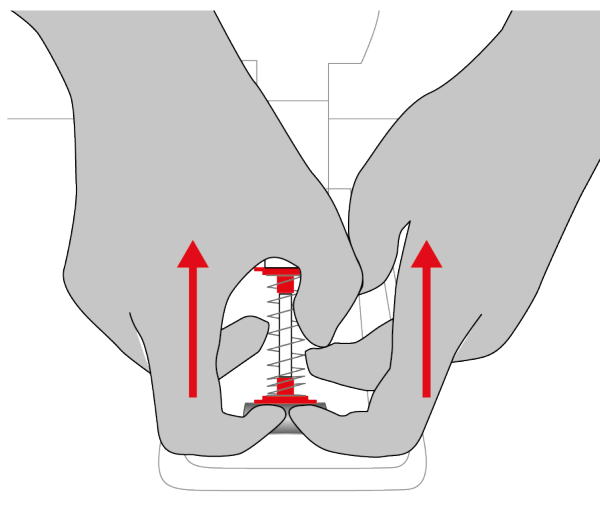
Configuration	Resistance/Use
 <p data-bbox="281 545 673 600">Soft spring (silver)</p>	<ul data-bbox="714 445 1195 681" style="list-style-type: none">• Resistance: weak• Recommended use: desk
 <p data-bbox="281 934 673 1070">Soft spring (silver) + cushioning ring</p>	<ul data-bbox="714 836 1195 1151" style="list-style-type: none">• Resistance: medium (default)• Recommended use: desk
 <p data-bbox="349 1368 605 1504">Hard spring (black)</p>	<ul data-bbox="714 1306 1195 1542" style="list-style-type: none">• Resistance: strong• Recommended use: pedal set support
 <p data-bbox="294 1759 659 1977">Hard spring (black) + cushioning ring</p>	<ul data-bbox="714 1740 1263 1977" style="list-style-type: none">• Resistance: very strong• Recommended use: cockpit



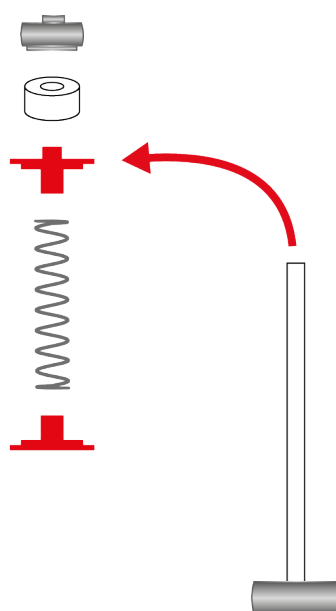
A video showing how to install the spring is available here:

<https://support.thrustmaster.com/product/t248r>

1. To release the spring's retaining rod from its position, compress the spring using the lower plastic spacer.

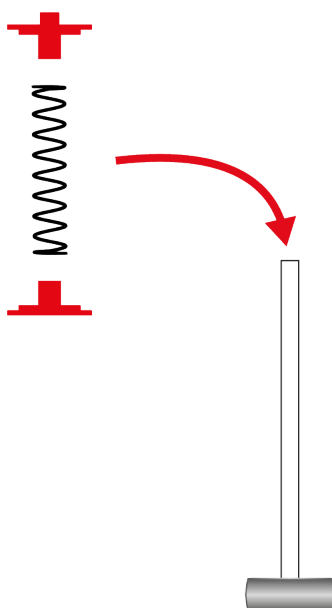


2. Remove all of the parts comprising the brake pedal's spring.

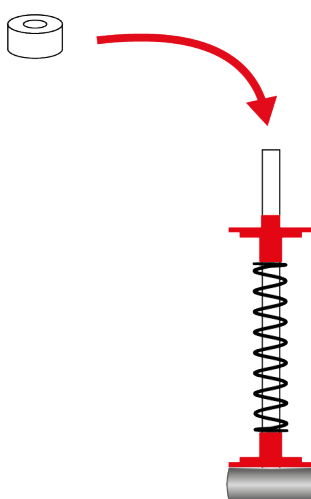




3. Insert the parts comprising the brake pedal's spring onto the retaining rod in the following order: lower plastic spacer, spring of your choice, then upper plastic spacer.

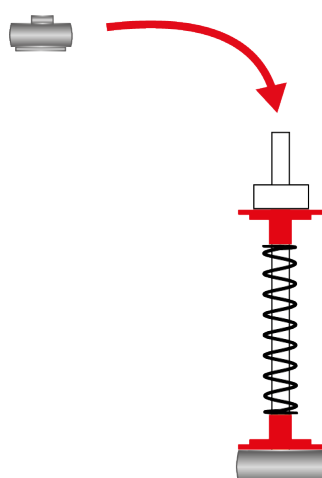


4. (*Optional*) Insert the elastomer cushioning ring onto the retaining rod.





5. Insert the upper retaining head with washer onto the retaining rod.



6. Insert the retaining rod at the back of the brake pedal, then compress the spring to insert the lower part of the retaining rod into its position.

