

REXING FORMULA WHEEL

"MAYARIS 2"

QUICK GUIDE

RGB ILLUMINATED
PUSHBUTTON x 10

RGB LED x 17

THUMB ENCODER x 4

5" TOUCH SCREEN LCD

MAGNETIC SHIFTER x 2

EXTRA PADDLE x2
with push and pull option
(OPTIONAL)

MULTISWITCH X 2
4 way joystick, encoder & center push

THUMB ENCODER
WITH PUSH x 2
push to change switch mode

CLUTCH PADDLE X 2

OLED SCREEN x3
displaying switch position,
mode and settings

8-POSITION SWITCH X 2

RGB ILLUMINATION

CENTRAL ENCODER
WITH PUSH FUNCTION
push and hold for settings

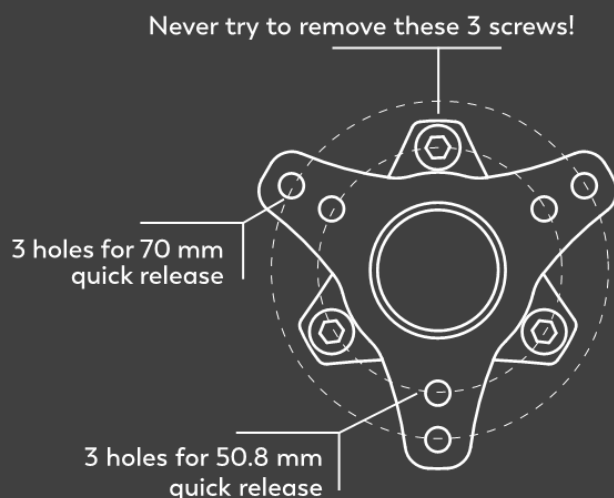


1. GENERAL

- Keep the steering wheel away from water and humidity.
- Avoid long exposure to direct sunlight to prevent degradation of carbon fiber finish.
- Do not try to open your steering wheel.
- Do not try to remove the hub from the back of the steering wheel.
- Make sure the coiled cable is loose rather than very tight, to ensure the cable lasts longer and doesn't get damaged.
- All measures are expressed in metric units. You will need metric tools for nuts and bolts.
- Rexing Formula Steering Wheel Mayaris 2 will need to be connected to a powered USB hub in order to use highest brightness levels. If you're using an extension cable to connect your Rexing wheel to your PC, we recommend a higher quality cable of up to 2 meters long.
- Avoid touching the screen with your fingers when holding or carrying the wheel:



2. ATTACHING THE WHEEL TO THE BASE OR QUICK RELEASE



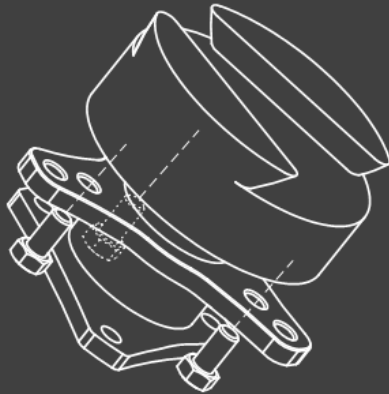


Illustration 1: attaching the steering wheel hub to bases or quick releases that have threads

Use M5 x 10 mm bolts for bases or quick releases that have threads, for example: Simucube, Fanatec Podium Hub, NRG or similar. We recommend to use the supplied washers.

Necessary tools: 8 mm wrench key

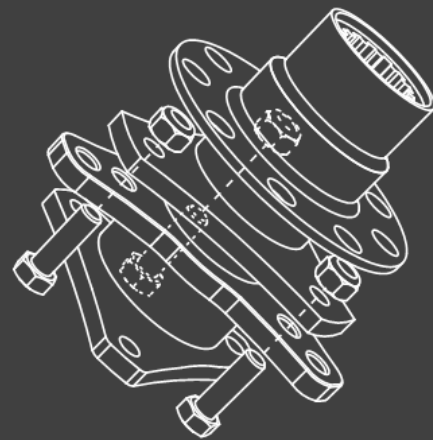


Illustration 2: attaching the steering wheel hub to formula type bases or quick releases

Use M5 x 16 mm bolts and M5 nuts for bases or quick releases such as Asetek or Q1R and most formula-type quick releases (Lifeline, Go-Race, Sparco etc.). We recommend to use the supplied washers both for bolt and for the nut. Necessary tools: two 8 mm wrench keys or one 8 mm wrench key and one 8 mm socket wrench key.

For quick releases that have 6 holes, it is enough to use only 3 holes.

For Fanatec Podium Hub it is enough to use 3 holes, either on 50,8 or on 70 mm diameter.

The best way to secure the screws is to start them with your fingers, and then tighten them with a wrench key.

Tip: To avoid damaging the surface and components under and near the hub, we recommend covering it with some masking tape while inserting and securing the bolts.

IMPORTANT: Please check on Rexing website (<https://rexing.eu/rexing-formula-wheel-mayaris-2/##downloads>) if your wheel's firmware version is up to date. If not, follow the procedure described on the link in order to update it.



3. INSTALLATION TO PC

Rexing Formula Steering Wheel Mayaris 2 can work without powered USB hub, but if you experience any issue with shutting down, a powered USB hub will solve it. This may depend on the quality and length of your USB cable, and on the LED brightness level you use. For highest brightness levels powered USB hub IS required.

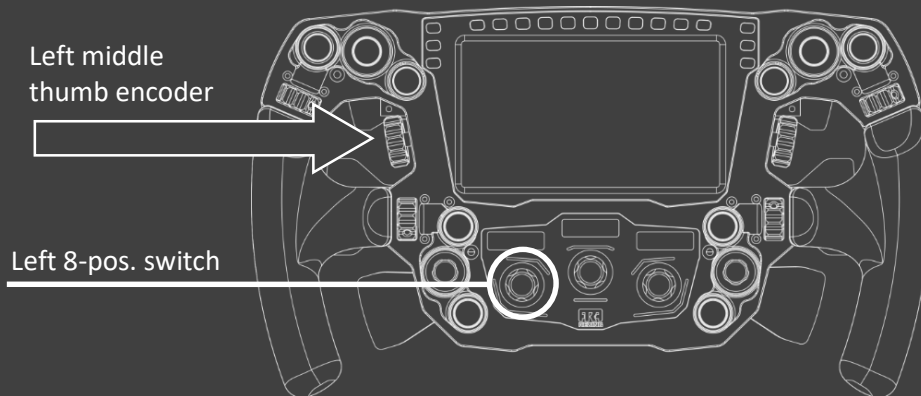
Plug the supplied coiled USB cable into the wheel on the one end and a powered hub/extension USB cable on the other end. The powered USB hub should be plugged directly into your PC's back USB connector.

4. FUNCTIONALITY

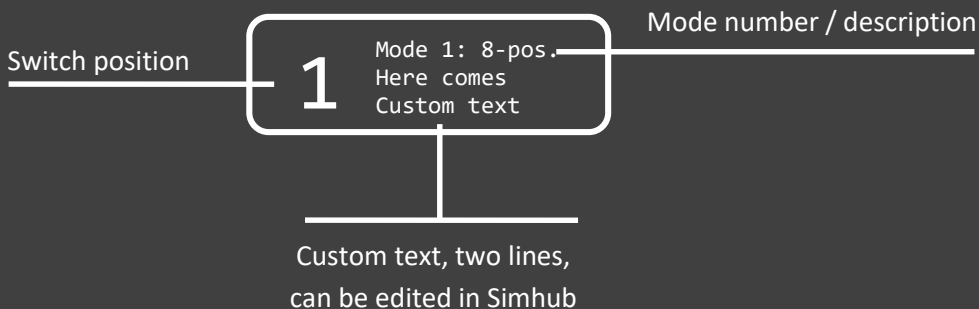
4.1. Switch modes and center encoder modes

4.1.1. Left 8-position switch

The left 8-position switch has 3 modes. Modes are cycled by pushing the left middle thumb encoder:



Mode change will be indicated on the OLED screen directly above the corresponding switch. For information on how to insert your custom text in the OLED screens, see [Chapter 5.2.](#)

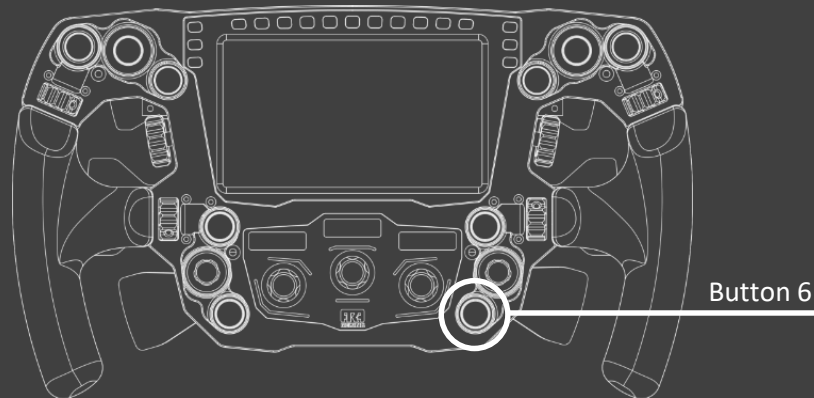


Mode 1: 8-pos.:

In this mode each position of the switch will make a momentary push input, like pressing a pushbutton. 1-8 positions of the switch correspond to inputs 46-53. Useful for assigning different engine modes, TC levels etc.

Mode 2: Button 6:

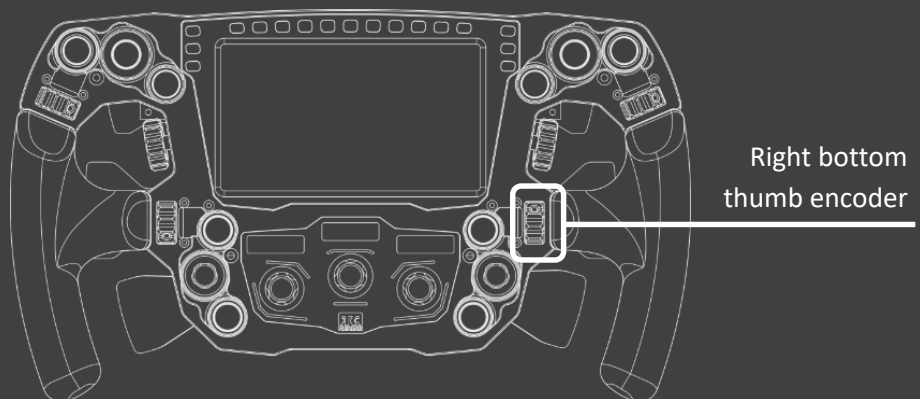
In this mode the switch works together with button 6. Input is only activated when the button is pressed. In this mode button 6 will not be recognized as its default input, instead, depending of the switch position, it will be inputs 100-107.



Mode 3: Encoder:

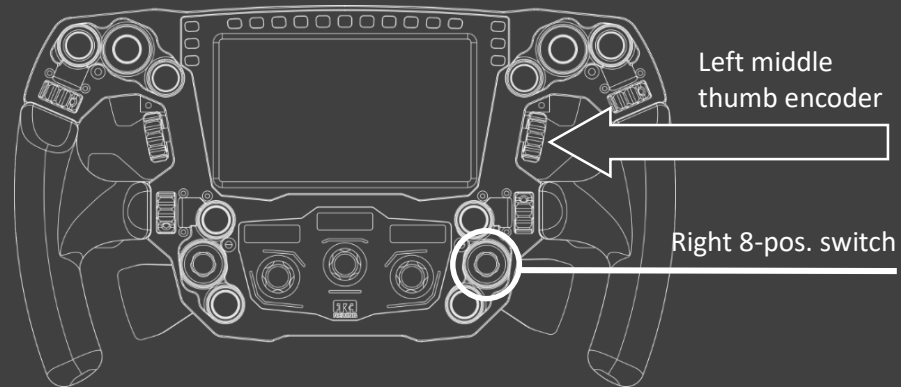
Works together with right bottom thumb encoder. Each of 8 positions of the switch will change function of the encoder. Normal inputs (20-21) of the encoder will be disabled and new input pairs will be assigned depending on the switch position:

- 1:108-109
- 2: 110-111
- 3: 112-113
- 4: 114-115
- 5: 116-117
- 6: 118-119
- 7: 120-121
- 8: 122-123



4.1.2. Right 8-position switch

The right 8 position switch has 3 modes. The mode is changed by pushing the right middle thumb encoder:



All 3 modes work as a regular 8 position switch where each position of the switch sends short button press. Same as *Mode 1* on the left 8 position switch.

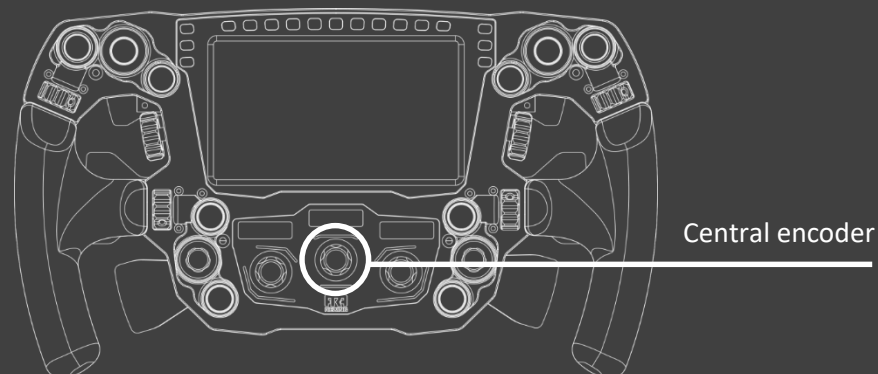
Mode 1 inputs 54-61,

Mode 2 inputs 84-91,

Mode 3 inputs 92-99.

4.1.3. Central encoder

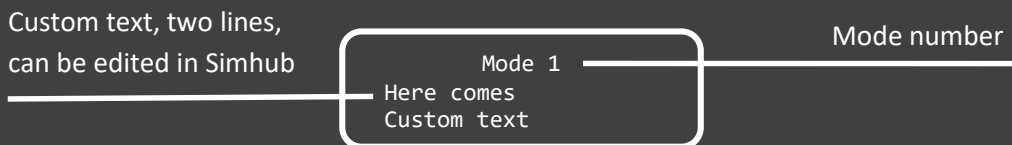
Central encoder can have 1 to 4 modes. Modes operate as normal encoders, but each mode is a different pair of inputs.



Modes are changed by pressing down on the encoder. Mode change will be indicated on the OLED display above the encoder. Number of modes can be changed from 1 to 4 using the *Center Modes* setting. If only 1 mode is set, then short press of the encoder will work as additional button input instead of changing the modes.



- Mode 1 inputs 28-29 (center push input 127),
- Mode 2 30-31,
- Mode 3 32-33,
- Mode 4 34-35.



In case of using 2 or more modes, it is possible to set "Autoreturn Mode 1" option. This will make the encoder always return to Mode 1 five seconds after the last usage of this encoder. For example, if Mode 1 is an often used game command, and you change to some different mode for some minor adjustments, "Autoreturn Mode 1" will make sure it comes back to Mode 1 on its own.

4.1.4. Text editing

The two bottom lines of each OLED screen can be edited with custom text. Each mode and switch position can be separately edited. For example, they can be named "Engine mode", "TC Level" etc. Editing is done in Simhub software (see [Chapter 5.2](#)).

4.2. Settings

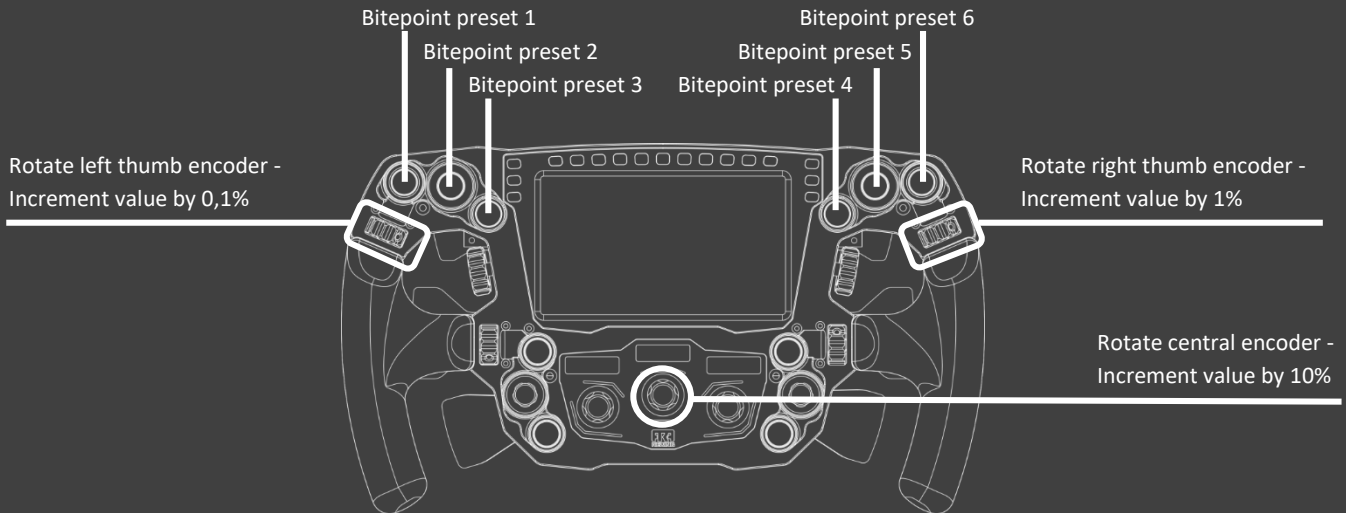
Settings are entered with a long press of the central encoder. Navigation is done by rotating the central encoder. To enter a particular setting, push the encoder. Confirm the chosen setting by pushing the encoder again.

- *Bitepoint*

To set the bitepoint of the clutch paddles, press and hold the central encoder to enter Settings. Once you enter Settings, Bitepoint is the first item. Push the central encoder to enter Bitepoint. The layout of the OLED screen will show the following:

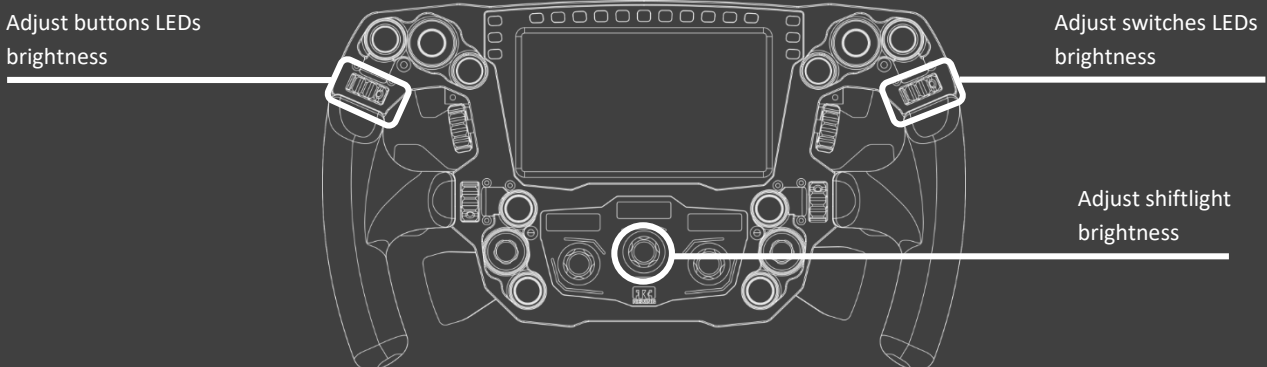


Use the pushbuttons marked below to choose the preset number (6 different bitepoint presets can be saved on the wheel). Use the encoders marked below to change values. The bitepoint value setting effect is immediate.



- *Max Brightness*

Here you can individually change the brightness of shiftlights, buttons and center switches. Press and hold the central encoder to enter Settings. Rotate the central encoder to get to Max Brightness. Push the encoder to enter this setting. The three OLED screens will show brightness values. Rotate the encoders marked below to change values.

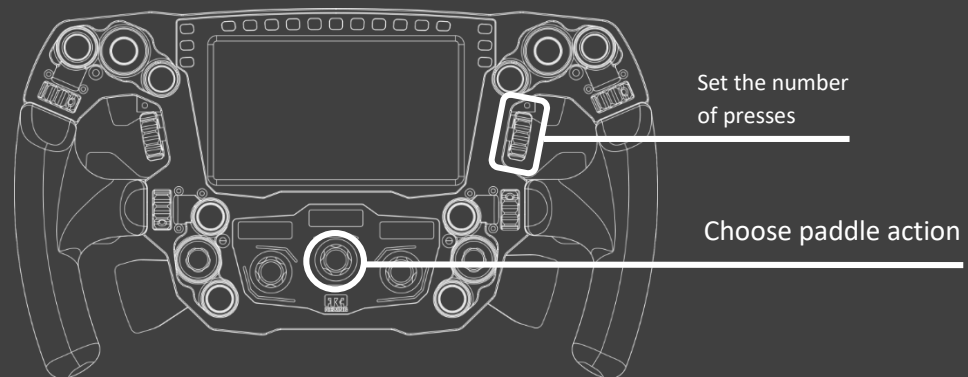


NOTE: This setting adjusts maximum brightness level. If switches brightness is set to 50% in this setting, that will be its maximum brightness level in Simhub (100%).

NOTE 2: Changing brightness settings while Simhub is running will usually take effect after a couple of seconds.

- *3rd Paddles Multiple Presses* (only on wheels with 6 paddles)

Here it's possible to set multiple button presses for each paddle position, choosing from 2 to 20 presses. Rotate central encoder to choose paddle. There are 4 paddle actions: left pull, left push, right pull and right push. Then use the right middle thumb encoder to set the number of presses to be assigned to this paddle action. Confirm by pushing the central encoder.



- *LED CoLor*

Change the idle color scheme of the wheel.

It's possible to choose the "LED off" option which will make the LEDs and OLEDs turn off when Simhub is not running. It's useful if your PC always sends power to USB ports, and you don't want the LEDs to be on when the PC is not working. If your PC is on, but Simhub isn't, you will still be able to enter settings by a long press of the central encoder.

PLEASE NOTE: When Simhub is running, the color scheme will not work.

- *OLED Night Mode*

Choose between 2 brightness modes for the OLED screens.

- *Center Modes*

Set how many modes you want on the central encoder, between one and four. If only 1 mode is set, then short press of the encoder will work as additional button input instead of changing the modes.

- *Autoreturn MODE 1*

When this setting is ON, and in case there are 2 or more modes set in *Center Modes*, this will make the encoder always return to *Mode 1* five seconds after the last usage of this encoder.



- *Clutch Mode*

Choose between Autopriority or Fixed mode for the clutch paddles.

Autopriority (default): Fully pull both clutch paddles. Release one clutch. The one that remains pulled becomes the secondary clutch and is set to the predefined bitepoint.

Fixed: The right clutch is always going from 0 to 100%, while the left clutch goes from 0 to predefined bitepoint.

Pressing both clutch paddles at once will activate all three OLED screens. The left screen will show left clutch value. The right screen will show the right clutch value. Central screen will show clutch bite value and preset number.

- *Clutch calibrate*

Follow the on-screen instructions on the OLED. The steering wheel will come pre-calibrated and this should only be used if calibration is not correct.

- *Shifter calibrate*

Follow the on-screen instructions on the OLED. The steering wheel will come pre-calibrated and this should only be used if calibration is not correct.

- *Third calibrate* (only on wheels with 6 paddles)

Follow the on-screen instructions on the OLED. The steering wheel will come pre-calibrated and this should only be used if calibration is not correct.

- *Diagnostic Analog paddles*

Raw values of each paddle sensor can be seen here. This is only needed for troubleshooting in case of a paddle not working correctly.

- *Firmware version*

Entering this setting and choosing "Yes" will set the wheel in firmware update mode.

Firmware update procedure:

- Once you press "Yes", a new window will pop up on your computer
- Drag and drop the new firmware file in that window
- The wheel will update by itself and will restart. No action needed from you.

NOTE: If you enter firmware update by accident, just unplug the wheel from the USB and plug it back in. There will be no consequences.

- *User Manual QR code*

Zoom in on your phone camera to scan and follow the QR code link.

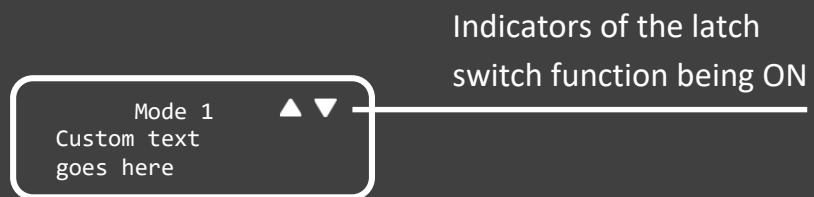
4.3. Third pair of paddles – latching function

Apart from the standard 4 inputs you get with the pair of push/pull paddles, there are additional 2 inputs which work as a latching switch. Latching switch means that, once pressed, the button stays pressed all the time until you press it again.

One latch function is activated by pushing both paddles at the same time. On the central OLED "*Push toggle ON*" will be displayed. Input 123 will be pressed. It will remain pressed until you push both paddles again. Then the message "*Push toggle OFF*" will be displayed on the central OLED.

The second latch function is activated by pulling both paddles at the same time. On the central OLED "*PuLL toggle ON*" will be displayed. Input 122 will be pressed. It will remain pressed until you pull both paddles again. Then the message "*PuLL toggle OFF*" will be displayed on the central OLED.

Push and pull latch/toggle will also be indicated on the central OLED in the top right corner by small icons: ▲ ▼



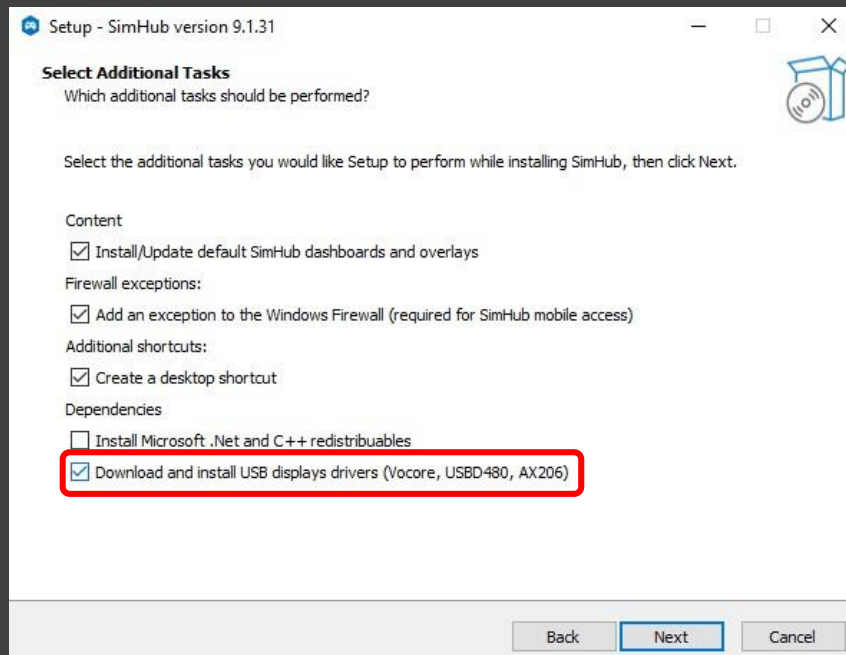
Use case could be a radio button, so you don't have to hold it pressed all the time, or as a shift/modifier to use in combination with other buttons.

NOTE: Pushing or pulling both paddles at the same time will not interfere with normal paddle function.

5. SIMHUB INSTALLATION

Download and install Simhub software from this link: <https://www.simhubdash.com/download-2/>

During installation make sure to check the option to install LCD drivers:



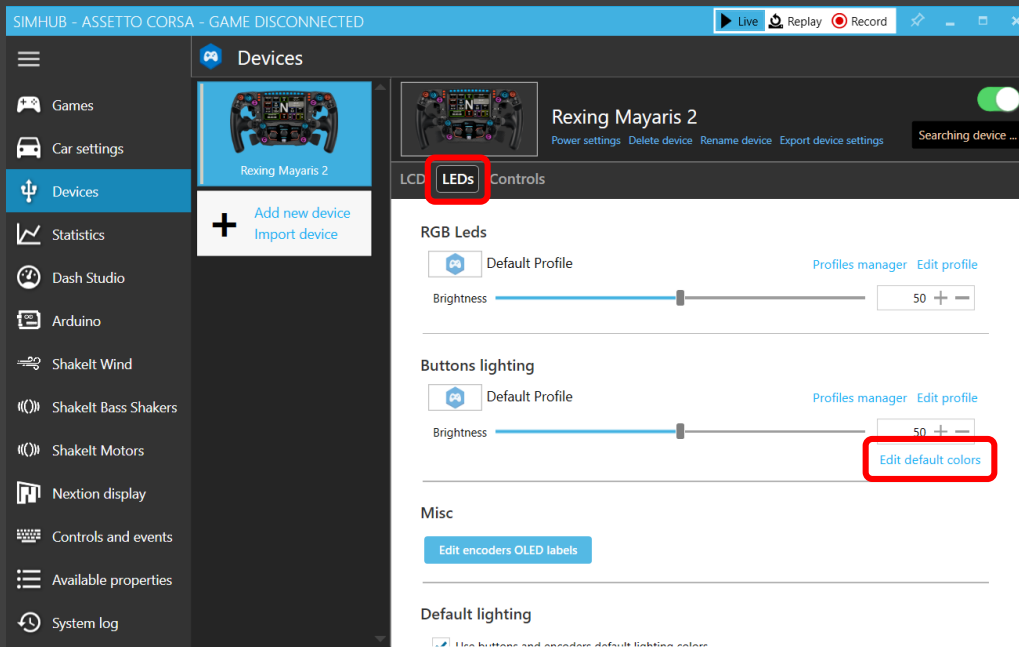
Once installed, open the app and choose "Devices" from the menu on the left. Then click on "Add new device" and choose "Rexing Mayaris 2".

NOTE: Mayaris 2 default settings are enough to get you started. Further settings and options in Simhub are beyond the scope of this Manual. For deeper customization we recommend to experiment by yourself or use Simhub documentation and online video tutorials.

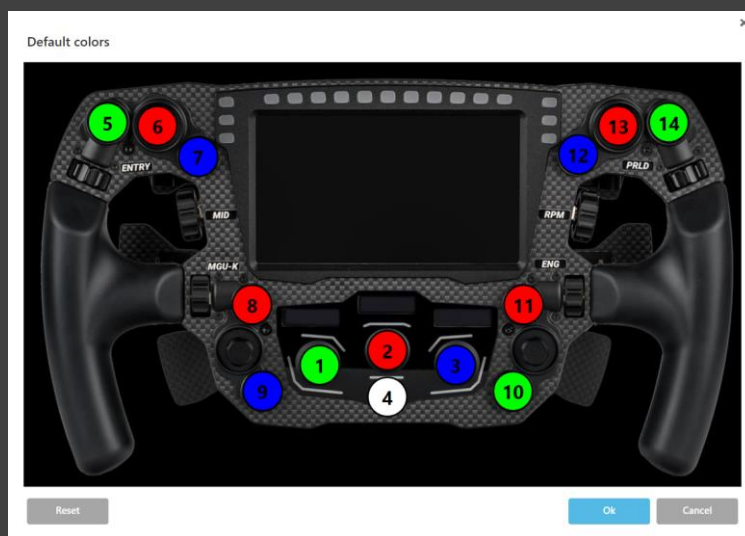
In the following text you'll find a few examples of some basic settings.

5.1. Changing default LED colors of buttons and switches

Choose the LEDs tab and click on "Edit default colors".

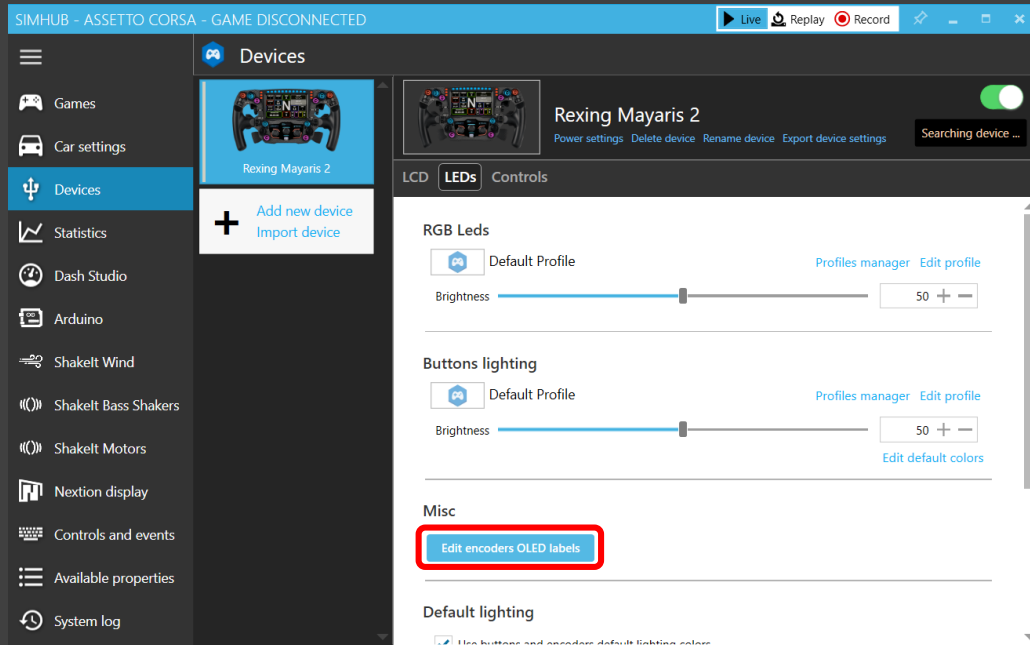


A new window will open showing buttons and central switch LEDs. Click on the one you want to change.

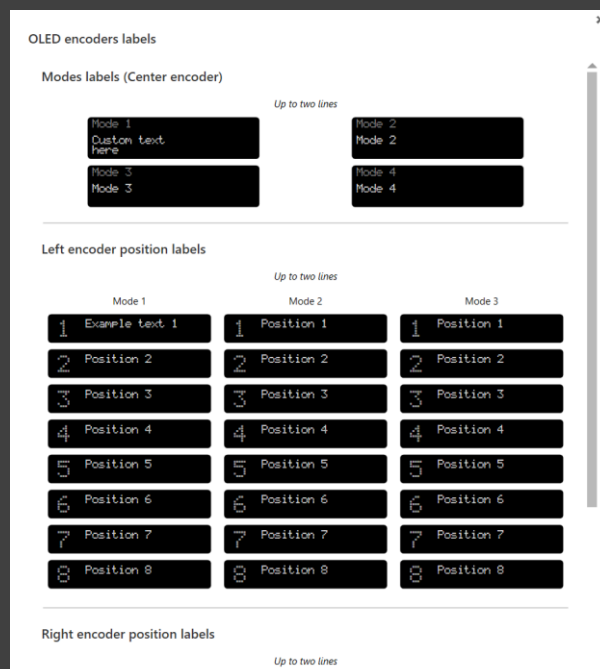


5.2. OLED screens custom text

On the LEDs tab, under Misc click on "Edit encoders OLED labels".



Click on the OLED box you want to write in and insert your text. Confirm with OK button at the bottom of the window. There are 4 different screens for central encoder modes, and there are 3 x 8 screens for left and right switches. Each mode has 8 screens for 8 switch positions.





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