

| CASTER ANGLE      |  |
|-------------------|--|
| Less Caster angle | decreases straight-line stability, increases off-power steering at corner entry, decreases on-power steering at mid-corner and corner exit   |
| More caster angle | increases straight-line stability, decreases off-power steering at corner entry, increases on-power steering at mid-corner and corner exit, makes the car more stable through bumpy track conditions |

| BUMP STEER SHIMS |  |
|------------------|--|
| Less shims       | less steering in mid-corner, better on rough bumpy tracks, easier to drive on chicanes |
| More shims       | more steering in mid-corner, more rotation   |

| WHEELBASE         |  |
|-------------------|--|
| Longer wheelbase  | car is more stable, easier to drive but got less steering, less response, better on high traction tracks or big tracks |
| Shorter wheelbase | opposite to long, better steering response, car is more aggressive, better on smaller technical tracks                 |

| FRONT UPPER ARM                                   |   |
|---|---|
| SOFT  | makes the car more round and more steering  |
| MEDIUM  | STANDARD  |
| HARD  | makes the car less round and less steering, but little more initial steering,               |
| GRAPHINE  | more effect compare to hard   |
| REAR UPPER ARM                                    |   |
| MEDIUM  | for more cold condition or lower grip   |
| HARD  | better for hot condition, makes the car little bit more precise and frees up the suspension |
| GRAPHINE  | more effect compare to hard   |
| FRONT AND REAR LOWER ARM                          |   |
| MEDIUM  | for more cold condition or lower grip   |
| HARD  | better for hot condition, makes the car little bit more precise and frees up the suspension |
| GRAPHINE  | more effect compare to hard   |
| It's recommend to change both - FRONT & REAR ARMS |   |

| BUMPER WINDOW |   |
|---------------|---|
| Open bumper   | generates less front downforce and little lower top speed<br>Can make it little consistent steering for bumpy tracks    |
| Closed bumper | generates more front downforce and little higher top speed<br>Can make it little inconsistent steering for bumpy tracks |

| FRONT TOE-OUT |   |
|---------------|---|
| INCREASING    | more stable on power and on the straight                          |
| DECREASING    | increases steering and steering response, faster direction change |
| REAR TOE-IN   |   |
| INCREASING    | more traction and more on power stability                         |
| DECREASING    | less traction, more onpower steering, faster direction change     |

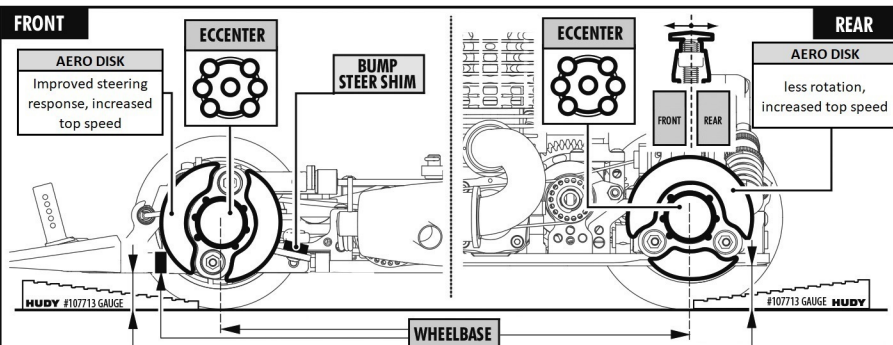
| ACKERMANN     |   |
|---------------|---|
| more backward | smoother out steering response, car reacts smoothly, better suited to smooth flowing tracks with high speed corners                       |
| more forward  | quickens initial steering response, car reacts faster to steering input, better suited to small and tight tracks, faster direction change |

| SHOCK UPPER POSITION (SHOCK TOWER) |  |
|------------------------------------|--|
| FRONT SHOCKS MORE DOWN             | decreases steering response, less on power steering, increased highspeed steering, increase midcorner steering but decrease rotation |
| FRONT SHOCKS MORE UP               | increases steering response, more on power steering, decreased highspeed steering, decrease midcorner steering but increase rotation |
| REAR SHOCKS MORE DOWN              | increased rotation and onpower steering  |
| REAR SHOCKS MORE UP                | decreased rotation, faster direction change, more midcorner steering, less onpower steering  |

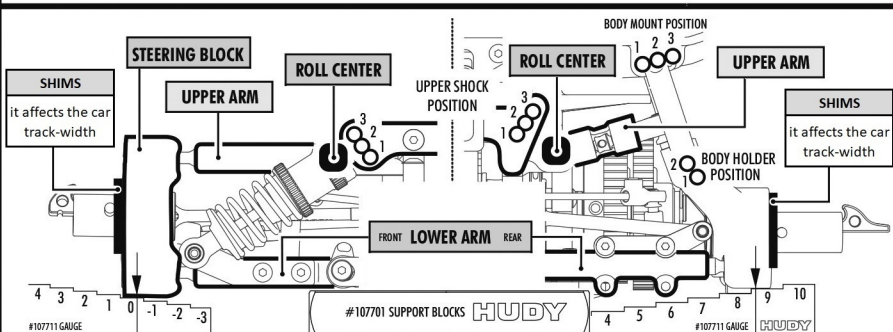
| CAMBER LINK LOCATION |  |
|----------------------|--|
| Inner hole (1)       | more rear traction in corner exit, less cornering speed, less rotation, less rear traction on straight way, more progressive cornering |
| Outer hole (2)       | less rear traction in corner exit, more cornering speed, more rotation, more rear traction on straight way, more linear cornering      |

| ENGINE MOUNT |   |
|--------------|---|
| ALUMINIUM    | BASIC SETTING   |
| MONOBLOCK    | reinforces the chassis flex around the engine area for improved onpower steering and feeling, decreased incorner steering                               |
| BRASS        | reinforces the chassis flex around the engine area for improved onpower steering and feeling, decreased incorner steering, increased midcorner steering |

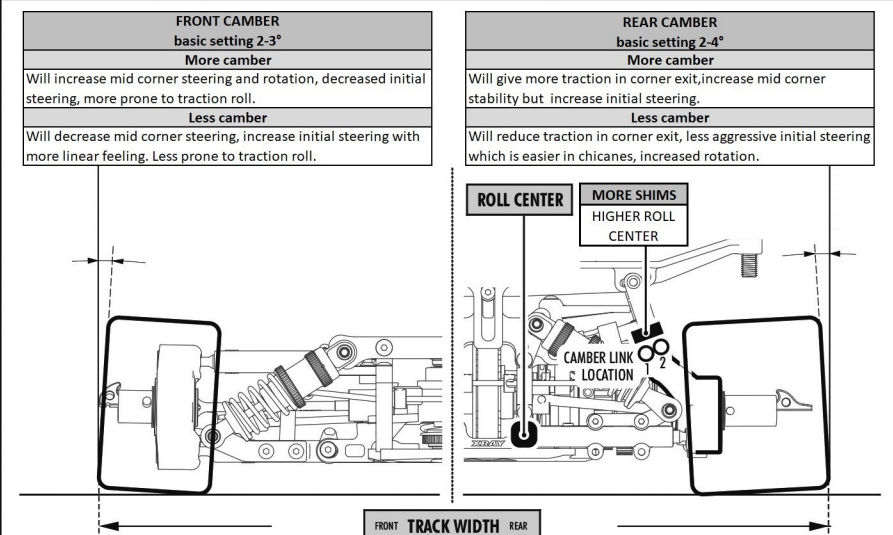
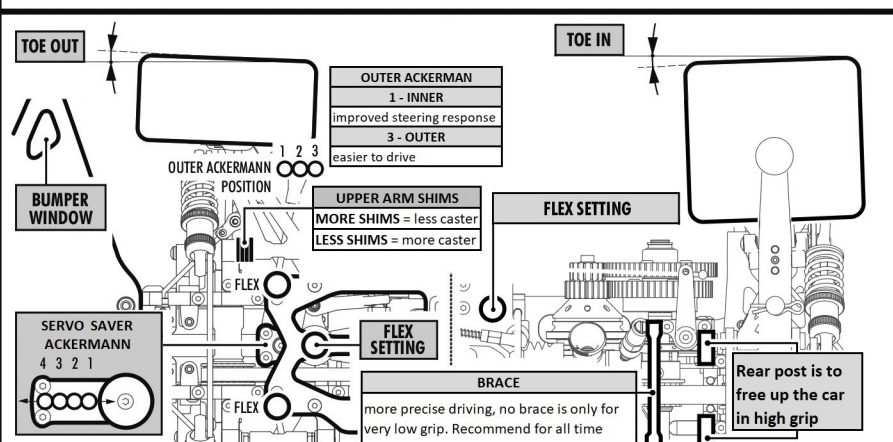
| FRONT BRACE   |  |
|---|--|
| better steering response and precise driving, Also little more steering |  |



| RIDE HEIGHT                    |  |
|--------------------------------|--|
| Lower ride height              | better on smooth tracks, car reacts faster, more overall grip                              |
| Higher ride height             | better on bumpy track, car reacts slower, increased chassis roll, less overall grip        |
| Front lower then rear by 0,5mm | increased steering into corner, car holds into corner better, increased oversteer on-power |



| FRONT DOWNSTOP        |  |
|-----------------------|--|
| Higher front downstop | increases steering response, makes the car easier to drive over chicanes       |
| Lower front downstop  | decreases steering response but improves on power steering and cornering speed |
| REAR DOWNSTOP         |  |
| Higher rear downstop  | improves stability but decrease off power steering and rotation                |
| Lower rear downstop   | improves off power steering and cornering speed but makes the car less stable  |



| TRACK WIDTH    |  |
|----------------|--|
| FRONT Wider    | increases front traction, less steering response, easier to drive, avoid traction rolling, more onpower steering |
| FRONT Narrower | decreases front traction, better steering response, faster direction change                                      |
| REAR Wider     | more stable, easier to drive, less rotation and faster direction change  |
| REAR Narrower  | less stable, better rotation and cornering speed, more onpower steering  |



## SHOCKS

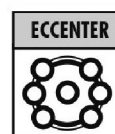
|                       | SHOCK OIL  | PISTON HOLES             | EFFECT   |
|-----------------------|--|--------------------------|--|
| <b>FRONT SHOCKS</b>   |  |                          |  |
| <b>SOFTER DAMPING</b> | thinner  | more holes/larger holes  | slower steering response, decreases initial steering at corner entry, increased oversteering mid corner  |
| <b>HARDER DAMPING</b> | thicker  | less holes/smaller holes | faster steering response, increases initial steering at corner entry, decreased oversteer mid corner   |
| <b>REAR SHOCKS</b>    |  |                          |  |
| <b>SOFTER DAMPING</b> | thinner  | more holes/larger holes  | faster steering response, decreases rear stability at corner exit, increases rear stability under braking and mid corner   |
| <b>HARDER DAMPING</b> | thicker  | less holes/smaller holes | slower steering response, increases rear stability at corner exit, decreases rear stability under braking and mid corner   |
| <b>SPRINGS</b>        |  |                          |  |
| <b>FRONT</b>          | <b>STIFFER</b>   |                          | increases steering response and initial steering into corner, decreases steering mid-corner but more rotation and increased on power steering  |
|                       | <b>SOFTER</b>  |                          | decreases steering response and initial steering into corner, increased steering mid-corner, but less rotation and decreased on power steering, car will feel smoother especially under braking, better for bumpy tracks |
| <b>REAR</b>           | <b>STIFFER</b>   |                          | decreases initial steering, increases mid corner steering and increases power oversteering from mid corner to exit, slightly faster direction change   |
|                       | <b>SOFTER</b>  |                          | increases initial steering, decreases mid corner steering, decreases power oversteering, better for bumpy tracks   |
| <b>REBOUND</b>        |  |                          |  |
| <b>MORE REBOUND</b>   | car generates more initial grip, but has less chassis roll with less cornering speed, car is more responsive, car is more sensitive to curbs, can cause car to traction roll in high grip conditions |                          |  |
| <b>LESS REBOUND</b>   | car generates less initial grip, but has more chassis roll and cornering speed, car is smoother and more forgiving to drive, can be useful in high grip conditions                                   |                          |  |



## WHEEL AXLE POSITION (ECCENTER)

| FRONT & REAR     | EFFECT                                     | RECOMMENDATION             |
|------------------|--|----------------------------|
| <b>AXLE UP</b>   | roll center up, spring and shock softer    | for smooth high grip track |
| <b>AXLE DOWN</b> | roll center down, spring and shock stiffer | for bumpy tracks           |

| FRONT                                | EFFECT  |
|--------------------------------------|---|
| <b>AXLE FORWARD/LESS CASTER WAY</b>  | under full steering lock less rotation, but more rear grip, less stable on straight |
| <b>AXLE BACKWARD/MORE CASTER WAY</b> | under full steering lock more rotation, but less rear grip, more stable on straight |



**REMEMBER!** Ride height has to be readjusted and the drop will have different value when ecenter is changed.

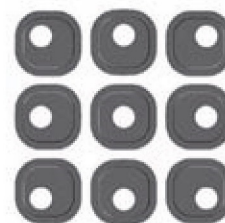
## ROLL CENTER

| <b>REAR UPPER ROLL CENTER</b> |                  |  |
|-------------------------------|------------------|--|
| <b>LENGTH</b>                 | <b>LONG</b>      | less rear traction in corner exit, more cornering speed, more rotation, more rear traction on straight way, more linear cornering      |
|                               | <b>SHORT</b>     | more rear traction in corner exit, less cornering speed, less rotation, less rear traction on straight way, more progressive cornering |
| <b>HEIGHT</b>                 | <b>UP</b>        | less midcorner steering, more rotation, more initial steering, slightly more progressive cornering                                     |
|                               | <b>DOWN</b>      | more midcorner steering, less rotation, less initial steering, slightly more linear cornering  |
| <b>ANGLE</b>                  | <b>ANGLED</b>    | more steering midcorner, more chassis roll, more progressive cornering, less rotation  |
|                               | <b>FLATTENED</b> | less steering midcorner, less chassis roll, more linear cornering, more rotation   |

| <b>FRONT UPPER ROLL CENTER</b> |  |
|--------------------------------|--|
| <b>Lower roll center</b>       | improved initial steering, more linear cornering, less rotation and less off power steering<br>Recommended for low-medium traction       |
| <b>Higher roll center</b>      | decreased initial steering, more progressive cornering, more rotation and more offpower steering<br>Recommended for high traction tracks |

| <b>REAR LOWER ROLL CENTER</b>   |   |
|---|---|
| <b>Lower roll center</b>  | improved traction, more initial steering, more rotation<br>Recommended for low traction tracks                                    |
| <b>Higher roll center</b>   | improved on power steering, easier in chicanes, faster direction change but less traction<br>Recommended for high traction tracks |
| Changing the eccentric bushings position will effect the ride height position |   |

### LOWER ROLL CENTER



### HIGHER ROLL CENTER

### LOWER ROLL CENTER



### HIGHER ROLL CENTER

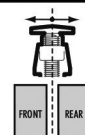
## REAR BODY POSITION

| <b>BODY MOUNT POSITION</b>   |  |
|--|--|
| 1 = less steering, but more round cornering and little lower overall downforce   |  |
| 3 = more steering, but less round cornering and little higher overall downforce, |  |

| <b>BODY HOLDER POSITION</b>                 |  |
|---|--|
| 2 = More steering, higher overall downforce |  |
| 1 = less steering, lower overall downforce  |  |

### BODY SUPPORT

It's related with the wheelbase of the car, once you move the rear axel you also move the body support



## ANTI-ROLL BAR

| <b>ANTI-ROLL BAR</b>          |  |
|-------------------------------|--|
| <b>FRONT</b>                  |  |
| <b>Softer (sthinner wire)</b> | more chassis roll, increases front traction, decreases rear traction, increases steering (may cause oversteer)   |
| <b>Stiffer (thicker wire)</b> | less chassis roll, decreases front traction, increases rear traction, reduces steering at corner entry (increases understeer), quicker steering response |
| <b>REAR</b>                   |  |
| <b>Softer (sthinner wire)</b> | more chassis roll, increases rear traction, decreases front traction, decreases steering (increases understeer)  |
| <b>Stiffer (thicker wire)</b> | less chassis roll, decreases rear traction, increases front traction, increases steering (may cause oversteer), quicker steering response                |

### ANTI-ROLL BAR BLADE - PROGRESSIVE



### ANTI-ROLL BAR WIRE - LINEAR



**BY MIDCORNER STEERING, THE WIRE GOT BETTER STEERING RESPONSE**