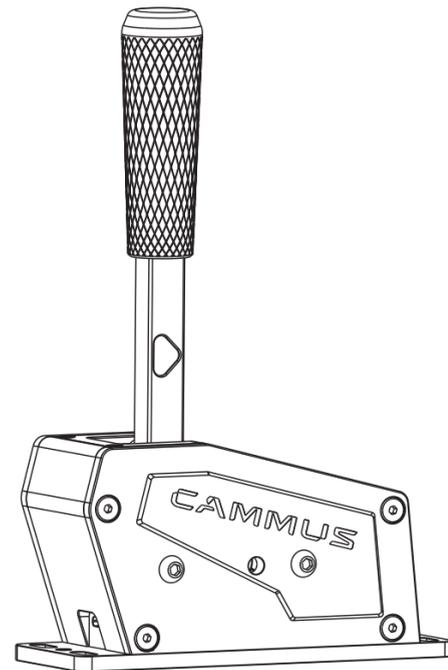


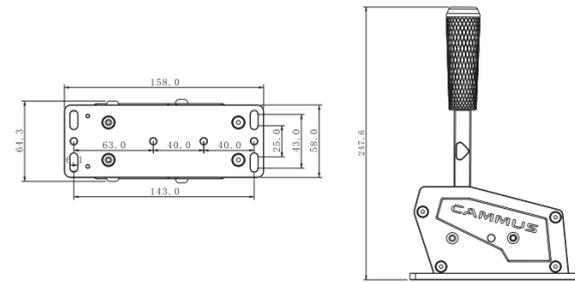
CAMMUS

SEQUENTIAL SHIFTER USER'S MANUAL

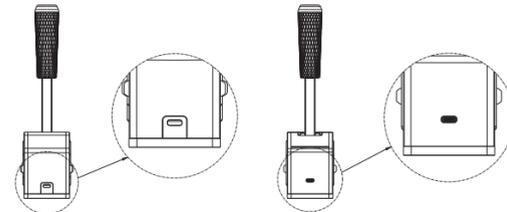


Disclaimer: The pictures shown are for reference purposes only and might not correspond to the actual product.

1. Overall Dimensions and Mounting Hole Dimensions (Unit: mm)



2. Connection



Connect the USB-C port on the shifter to your PC using a standard USB cable.

Caution:

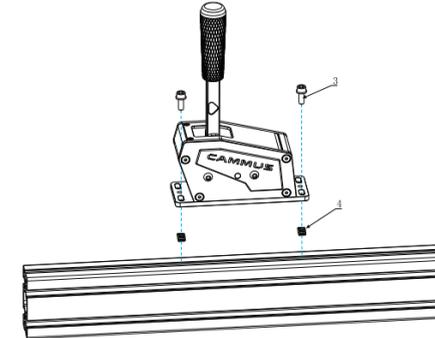
Do not connect your PC to both the front and rear USB-C ports at the same time, as this may cause device malfunction.

3. Installation

3.1 Knob Installation:



3.2 Mounting on a Simulator Stand:



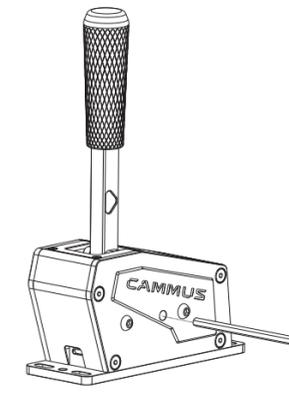
The sequential shifter can be directly mounted onto most simulator stand. Multiple mounting holes are available on the bottom of the unit; These allow flexible installation positions to suit different cockpit or stand configurations; The mounting layout shown in the diagram represents one of several possible installation options.

4. Bill of materials

NO.	Name & Specification	Quantity	Note
1	USB-C Cable	1	Used to connect the sequential shifter to computer
2	M6 Hex Flange Nut	5	Used to mount onto compatible stand
3	M6*16 Hex Socket Cap Screw	5	As shown in the installation diagram
4	M6 T-Nut	5	As shown in the installation diagram
5	Hex Wrench H5/5mm	1	
6	Sealing bag	1	

5. Adjustment

Using a hex wrench, you can adjust the shifting resistance of the SS2. Refer to the illustration for the specific adjustment points.



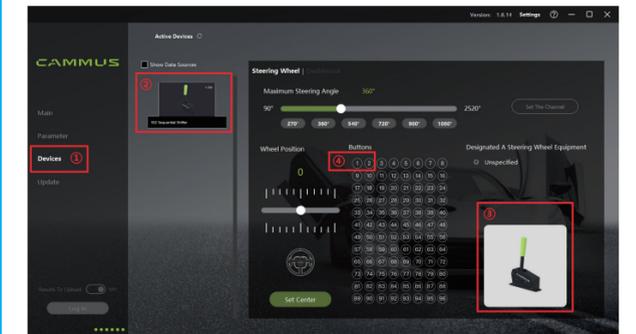
6. Software Setup

6.1 Downloading the CAMMUS Software

Download and install the latest desktop software from the official CAMMUS website: <https://cammusracing.com/downloads/>

6.2 Configuring the SS2 Sequential Shifter

1. Open the CAMMUS software.
2. Select Device → SS2 Sequential Shifter.
3. Pull the shifter lever to confirm recognition:
 - The SS2 indicator image should respond.
 - Button 1 and Button 2 lights should activate.
4. Once confirmed, open your game's control settings.
 - Assign Button 1 to Downshift.
 - Assign Button 2 to Upshift.
5. Save your settings and start the game.



100x200mm