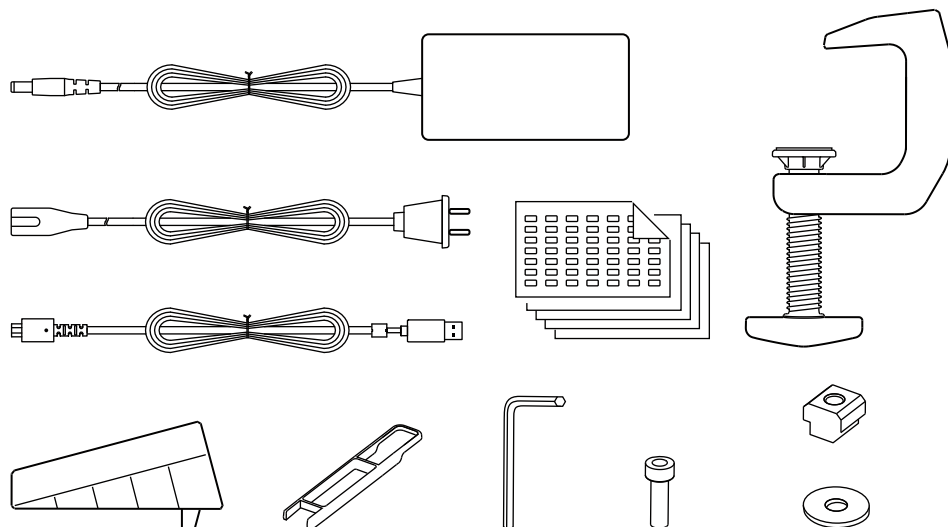
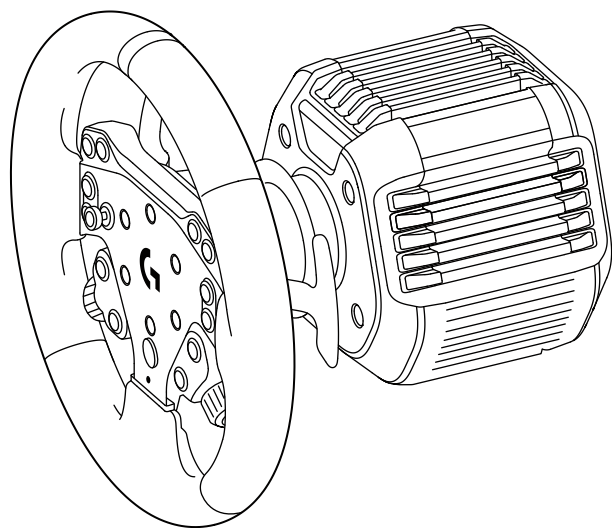


# RS50 SYSTEM/BASE

for PlayStation®5 consoles, PlayStation®4 consoles and PC

## SETUP GUIDE





## ENGLISH . . . . . 4

- RS Wheel Hub, RS Round Wheel, Desk Mount/Clamp and Stickers not included in RS50 Base

## DEUTSCH . . . . . 29

- RS Wheel Hub, RS Round Wheel, Tischhalterung/Klemme und Aufkleber nicht in RS50 Base enthalten

## FRANÇAIS . . . . . 54

- RS Wheel Hub, RS Round Wheel, support/ pince de bureau et autocollants non inclus dans RS50 Base

## ITALIANO . . . . . 79

- RS Wheel Hub, RS Round Wheel, il supporto/morsetto da banco e gli adesivi non sono inclusi in RS50 Base.

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- RS Wheel Hub, RS Round Wheel, la mordaza/el soporte para mesa y las pegatinas no están incluidos en RS50 Base

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- RS Wheel Hub, RS Round Wheel, suporte/ grampo de mesa e autocolantes não incluídos na RS50 Base

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- RS Wheel Hub, RS Round Wheel, bordbeslag/-klemme og klistermærker er ikke inkluderet i RS50 Base.

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- RS Wheel Hub, RS Round Wheel, pöytäkiinnitin ja tarrat eivät sisälly RS50 Baseen.

## ΕΛΛΗΝΙΚΑ . . . . . 279

- Το RS Wheel Hub, το RS Round Wheel, η Βάση γραφείου/σφιγκτήρας και τα αυτοκόλλητα δεν περιλαμβάνονται στο RS50 Base

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- Рулевая пластина RS Wheel Hub, руль RS Round Wheel, настольное крепление/струбцина и наклейки не входят в комплект базы RS50 Base

## فارسی 329 . . . . .

- پایه/گیره RS Wheel Hub, RS Round Wheel میز و برجسبها در RS50 Base موجود نیستند

## PO POLSKU . . . . . 354

- Piasta kierownicy RS Wheel Hub, kierownica RS Round Wheel, uchwyt biurkowy/zacisk i naklejki nie wchodzi w skład bazy RS50 Base.

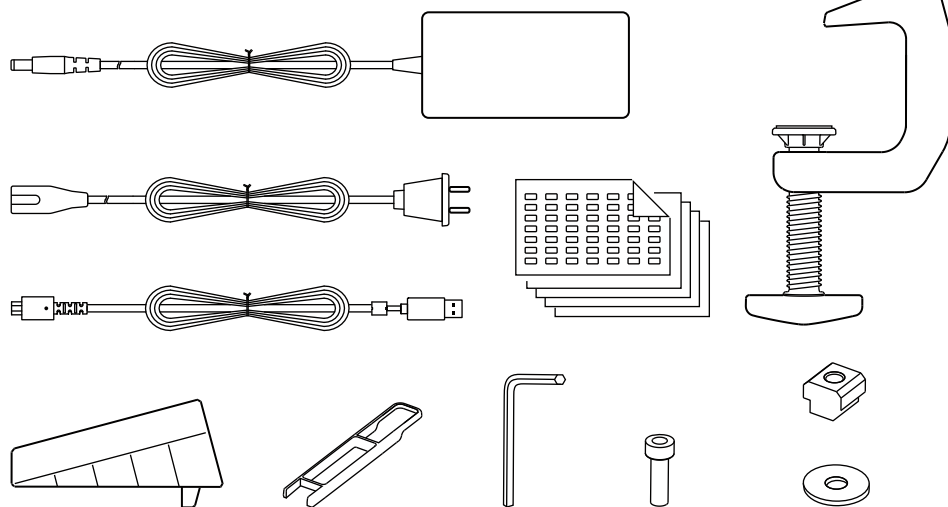
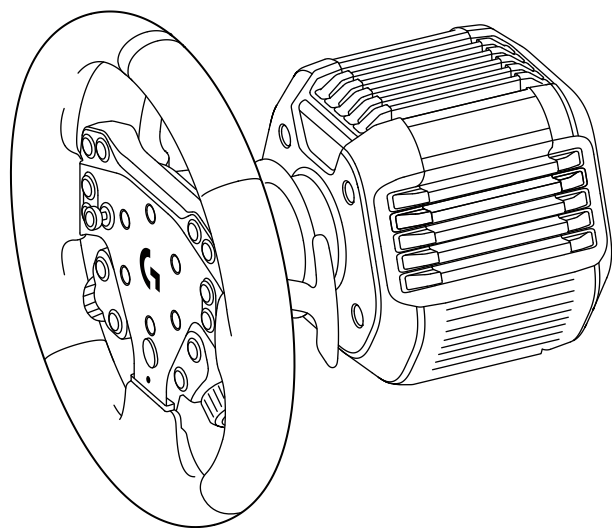
## MAGYAR . . . . . 379

- Az RS Wheel Hub, az RS Round Wheel, az asztali rögzítő/bilincs és a matricák nem képezik az RS50 Base csomagjának részét

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- RS Wheel Hub, RS Round Wheel, držiak/svorka na stôl a nálepky nie sú súčasťou RS50 Base

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- Приймач RS Wheel Hub, кермо RS Round Wheel, настільне кріплення/затискач та наклейки не входять до комплекту RS50 Base

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- RS Wheel Hub, RS Round Wheel, lauakinnitus/klamber ja kleebised ei kuulu RS50 Base'i komplekti.

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- „RS Wheel Hub“, „RS Round Wheel“, stalinis laikiklis / gnybtas ir lipdukai neįtraukti į „RS50 Base“

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- RS Wheel Hub, RS Round Wheel, стойка/скоба за бюро и стикеру не са включени в RS50 Base

## HRVATSKI.....579

- RS Wheel Hub, RS Round Wheel, nosač za stol / steznik i naljepnice nisu uključene u RS50 Base

## SRPSKI.....604

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- RS Wheel Hub, RS Round Wheel, Masa Bağlantısı/Kelepçesi ve Çıkartmalar RS50 Base'e dâhil değildir

## 704.....العربية

- RS Round Wheel و RS Wheel Hub وحامل المكتب/المثبت، والملصقات غير مضمّنة في RS50 Base

## 729.....עברית

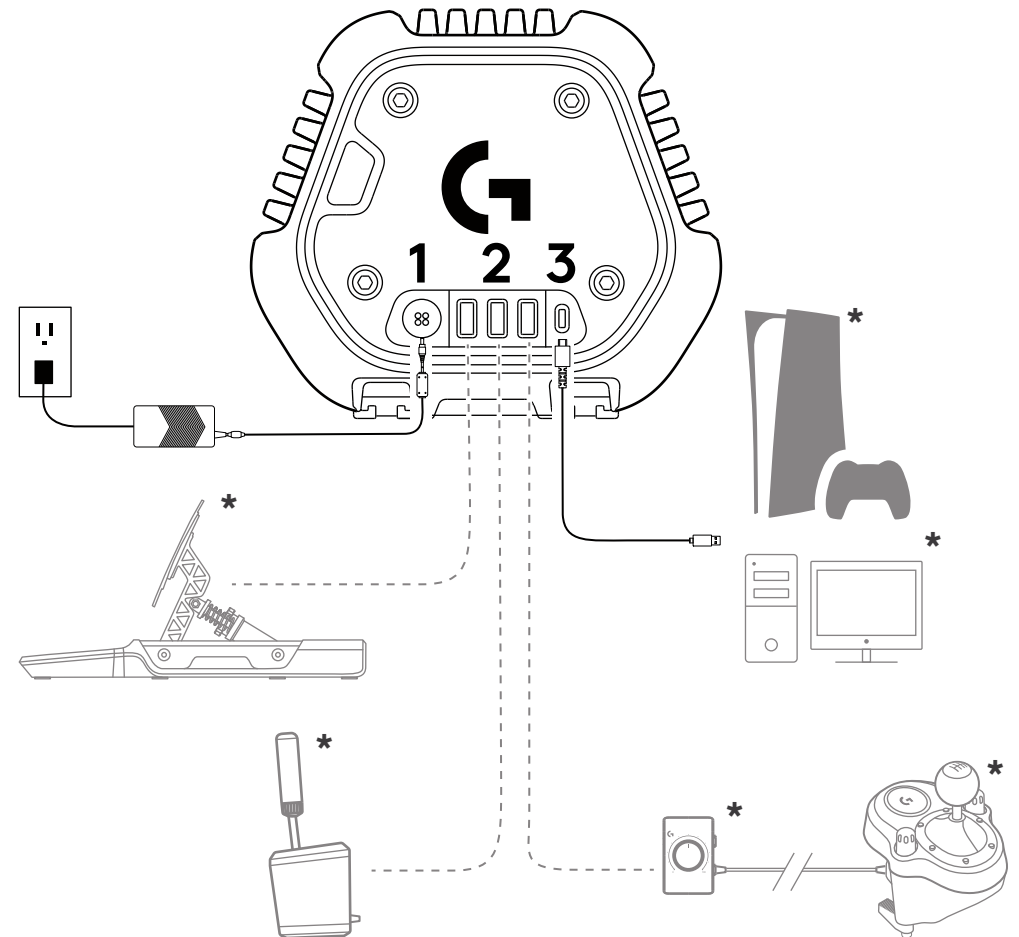
- RS Wheel Hub, RS Round Wheel הרכבה/מהדק שולחני ומדבקות שאינם כלולים ב-RS50 Base

# CONNECTIVITY

- 1 Power connector.
- 2 Peripheral ports<sup>1</sup>
- 3 USB connection to PC/console

**NOTE:** not a standard USB connection. Only Logitech racing peripherals will function in these ports. Other USB peripherals will not function and should not be connected.

\* Sold separately

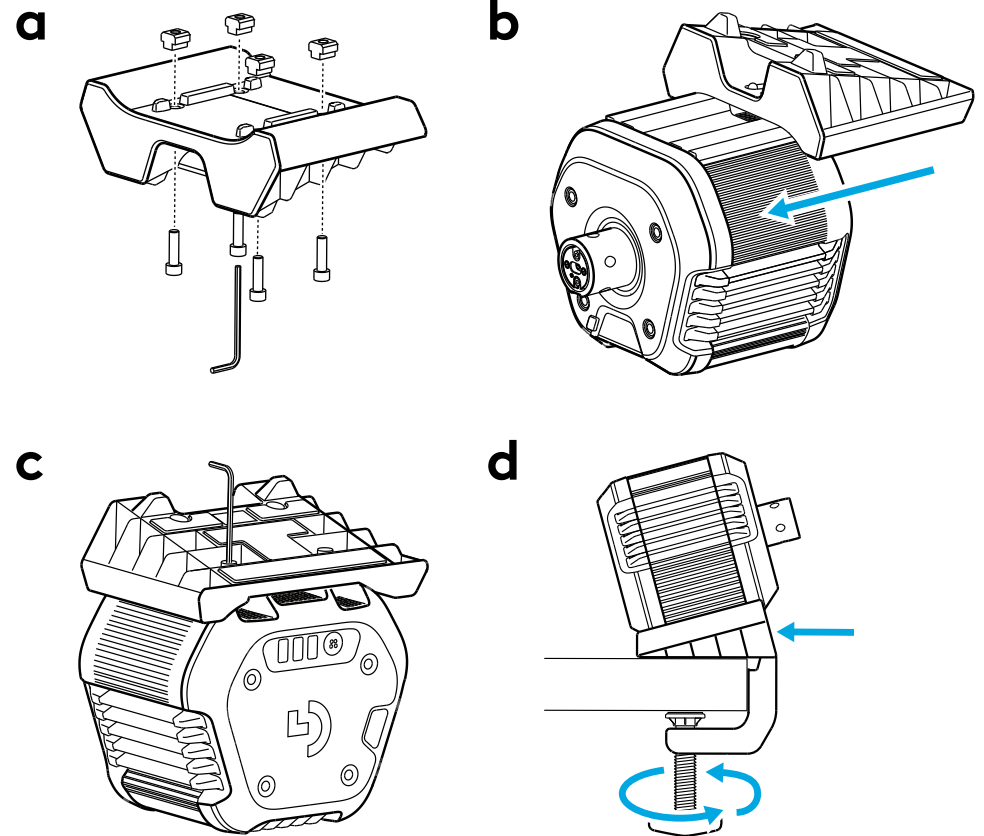


# INSTALLATION

## DESK

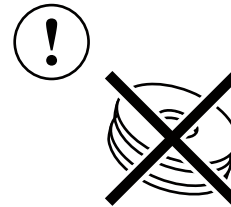
(For RS50 System owners, or RS50 Base owners who purchase the Table Clamp separately)

- Attach each of the T-nuts to the desk mount as indicated, ensuring that they are not fully tightened; they will need to be loose for the next step. The included washers do not need to be used for the desk installation method.
- Place the wheel base on your desk upside down and then slide the desk mount into the slots on the bottom of the wheel base, sliding from the back of the base (where the USB ports are located) towards the front until it stops.
- Tighten the bolts using the hex key to lock the desk mount in place.
- Place the assembled base and desk mount onto your desk, ensuring the feet at the bottom are aligned against the edge. Insert the clamp into the hole at the front and then tighten by adjusting the screw handle. Once the clamp has come into contact with the desk you only need between a half and one full turn of the handle to achieve the correct level of clamping. Do not overtighten.



### NOTE:

- The washers are not required for the desk installation method. Keep them safe in case you ever decide to upgrade to a racing seat.
- Do also be aware of the construction of your desk and its suitability for clamping a high-torque wheel to it. Some desks use a hollow-core construction, for example, where you have a top piece of material and a bottom piece. Those pieces are likely to be thin and are unlikely to stand up to the forces applied when the wheel is clamped in place.



## RACING SEAT

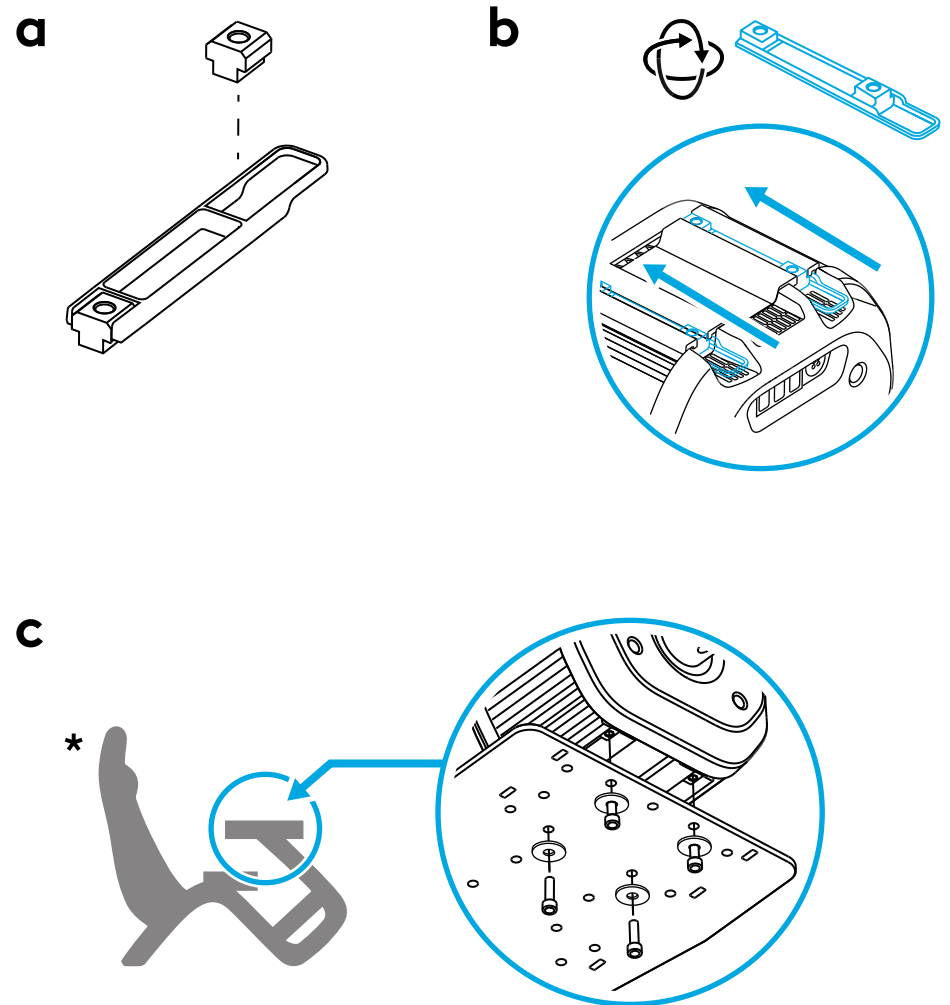
The RS50 System utilises T-Nuts for attachment to most sim racing seats. Included in the box are two helper tools that ensure the T-Nuts keep their spacing. You can use the tool to check spacing on your racing seat and make sure the T-nuts are positioned within the helper tool so they match the holes on the racing seat's wheel plate.

- a. Insert the T-Nuts into the helper tool in the correct position that matches the hole spacing on your racing seat wheel plate.
- b. Insert the helper tools into the slots on the underside of the RS50 base.
- c. Position the base on your racing seat's wheel plate so that the T-Nut positions match the required holes. Insert the M6 bolts, ensuring you use the washers.

**NOTE:** some models of racing seat may not have a pre-drilled hole pattern that matches all four T-Nuts. In those instances it is acceptable to use just two T-Nuts, but ensure that the bolts are tightened fully so that the base does not move during use.

**WARNING:** do not use the wheel as leverage to assist you when getting into or out of your racing seat as this could damage your RS50 System.

\* Sold separately



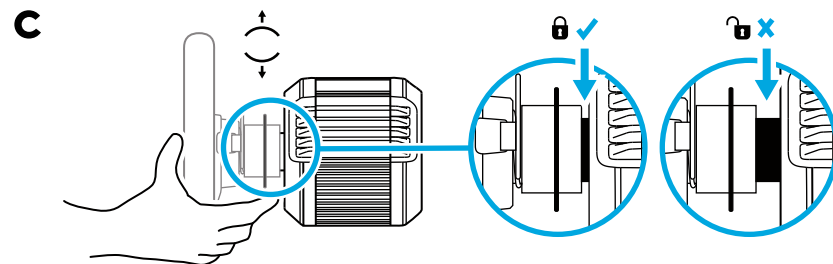
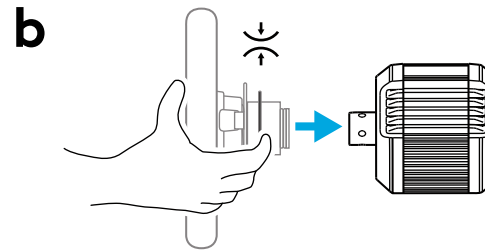
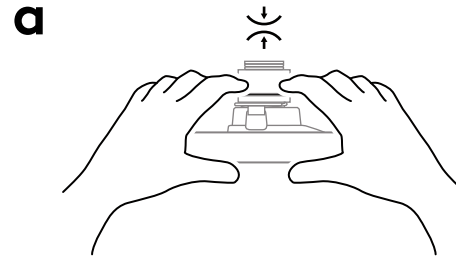
# ATTACHING CABLES AND WHEEL RIM

Connect the power adapter to the port on the back, ensuring that the cable and port are not under any strain. Connect any other compatible Logitech Racing peripherals to the ports on the back and then connect the included USB cable to your PC or console.

Connect the wheel to the wheel base, ensuring that the shaft is aligned correctly.

- The quick release ring will need to be squeezed whilst you attach the steering wheel.
- Push the wheel rim on to the adapter on the wheel base until it stops.
- Let go of the quick release ring.

**NOTE:** for the RS50 Base, the wheel is sold separately.



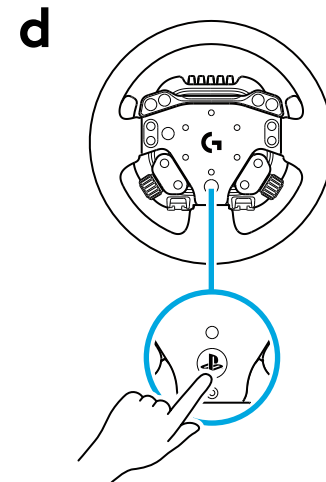
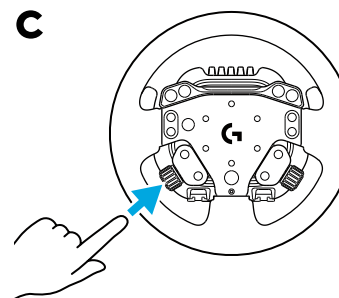
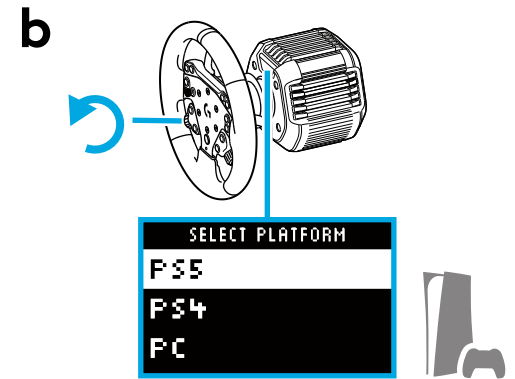
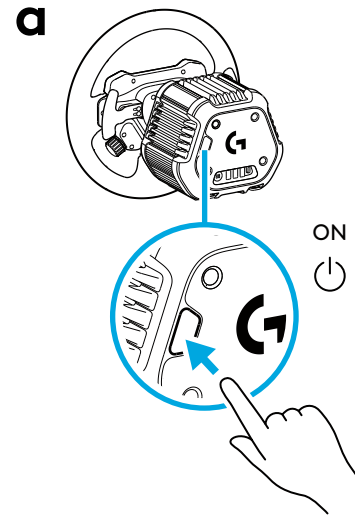
# POWER ON AND SOFTWARE

- Power on the wheel by pressing the Start/Stop button on the rear of the wheel base.
- The settings display on the wheel base will then prompt you to choose which platform you wish to play on. Use either the left or the right dial on the steering wheel to select the platform.
- Push the dial in until it clicks to make your selection.
- Press the PS button to log in and sync the wheel with your preferred player profile.

- To play on your console simply load the compatible game of your choice and start racing.
- On PC you must first download and install the latest version of the Logitech G HUB software at [www.logitechG.com/GHUB](http://www.logitechG.com/GHUB). Once that is installed you can begin racing in the title of your choice. Remember that some titles will require that you first configure the wheel in the control settings of the game before it will function.

You may also wish to make use of the PRO compatibility mode for some titles which may be required to either make the wheel work, or to simplify set up. Details of how to access this can be found in the section of the manual that covers the settings display.

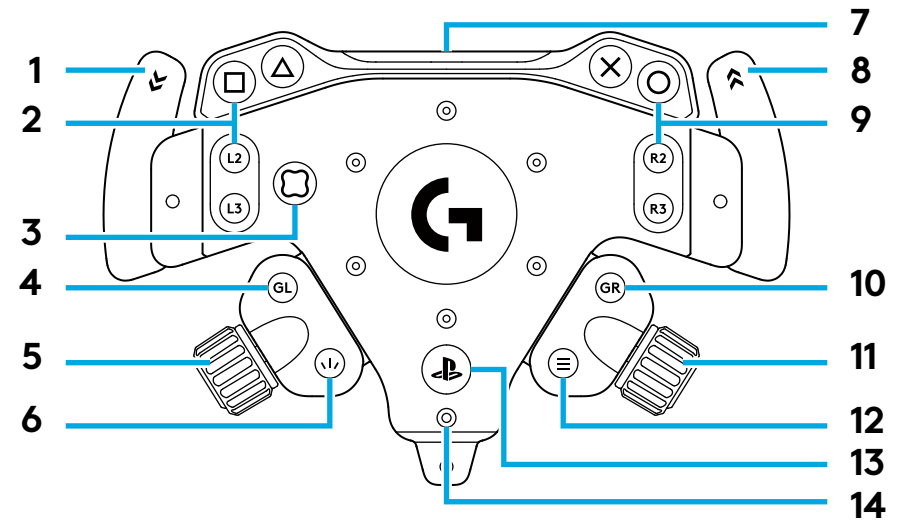
Once finished, to power off the wheel, press and hold the Start/Stop button for 2 seconds. If you forget to power the wheel off manually, it will automatically power off after 5 minutes.



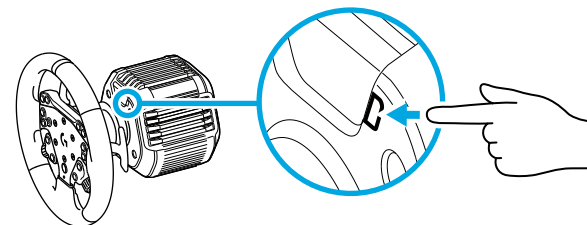
# FEATURES

Number	RS50 for PlayStation/PC
1	↙ L1 (Gear Down)
2	△, □, L2 and L3 buttons
3	Directional Pad
4	GL button*
5	Left Adjustment Dial and push button*
6	↕ Create (Share for PS4™) button
7	RPM LEDs
8	↗ (Gear Up)
9	X, O, R2 and R3 buttons
10	GR button*
11	Right Adjustment Dial and push button*
12	≡ Options button
13	Ⓜ PS button
14	Mode LED

\* Requires supported game on console. Assignable in any game on PC using either in-game assignment or Logitech G HUB software.



OLED settings display and settings button.

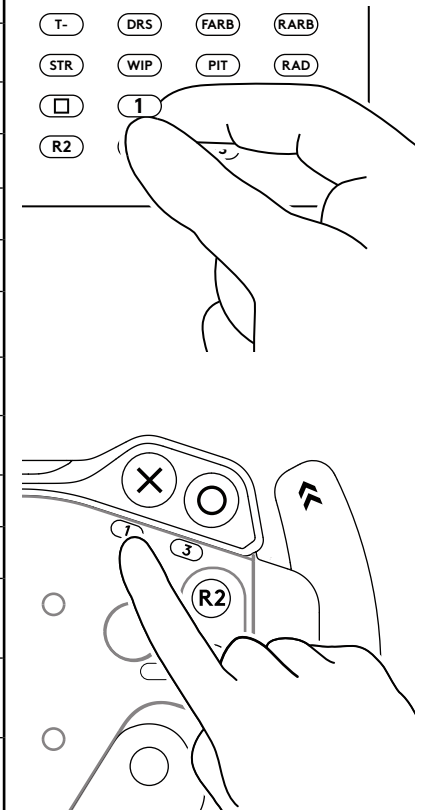


# BUTTON ASSIGNMENTS ON PC

When using the RS50 on PC, many game titles will not display the icons that you see on the buttons of your steering wheel, instead using a series of numbers to differentiate each button. This table will help you understand those difference.

Included in the box with the RS50 System is a set of stickers, including numbers that you can use to label each button appropriately.

PC Button Numbers	PlayStation
1	X
3	O
2	□
4	△
8	L2
7	R2
12	L3
11	R3
28	PS
9	↘ ↙
10	≡
29	GL*
30	GR*
22	
23	
24	
25	
26	
27	

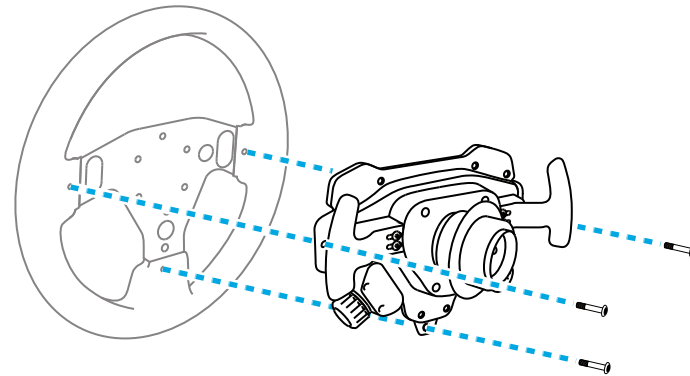


\* On console, buttons marked with an asterisk will only function in newer titles that support them.

# SWAPPING STEERING WHEELS

The steering wheel included in the RS50 System consists of two products - the RS Wheel Hub and RS Round Wheel. It is possible to remove the RS Round Wheel and attach other steering wheel shapes that are sold separately, such as the RS Track Wheel. Follow these instructions:

- 1** Use the small hex key included in the packaging to remove the 3 x M3 bolts at the back of the steering wheel. Use the short end of the hex key first to loosen them and then switch to the long ball-head end of the hex key to fully remove them. You can also remove the gear shifter paddles to make access to the bolts behind them easier.

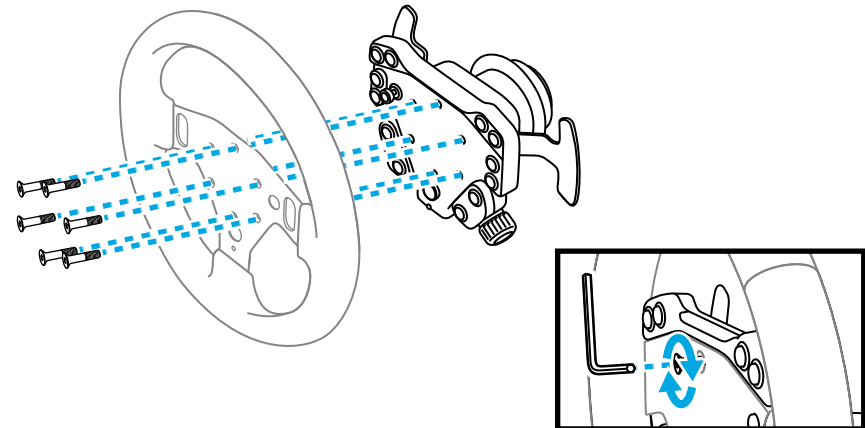


\* Steering wheel sold separately

- 2** Use the larger hex key included in the packaging to remove the 6 x M5 bolts on the front of the steering wheel.

- 3** Lift away the RS Round Wheel.

- 4** Replace with the RS Track Wheel and then reverse the procedure, first securing the 6 x M5 bolts, then the 3 x M3 bolts on the back to ensure rigidity.

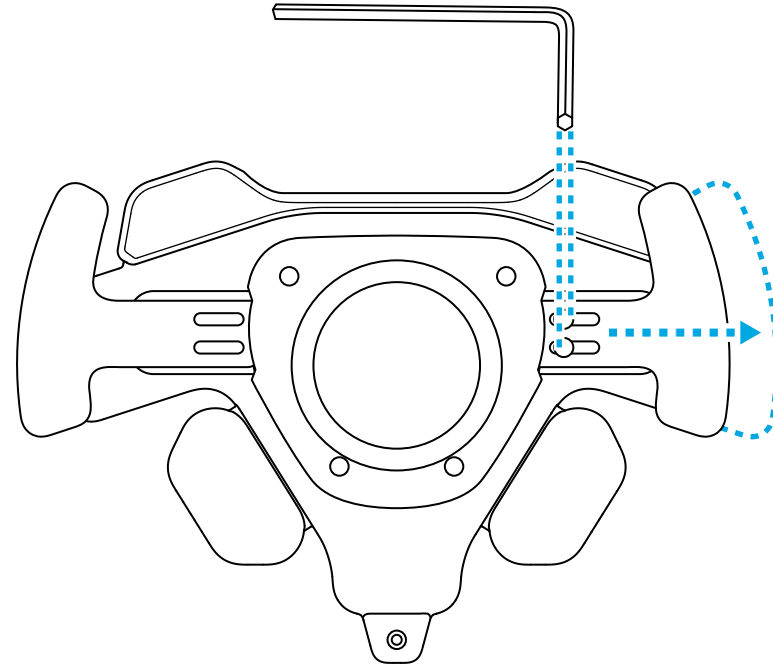


# ADJUSTING GEAR SHIFTER PADDLES

The paddles can be adjusted in width to account for different hand sizes, or if you attach a larger steering wheel to the Wheel Hub. They can also be removed completely should you wish to only use a separate gear shifter.

- 1** Use the included hex key to loosen the 2 bolts on the back of the shifter.
- 2** Slide the shifter to the required position and then tighten the bolts.

If you do remove the gear shifter paddles entirely, then it is recommended to insert the bolts into their holes to ensure they are kept safe for potential future use.

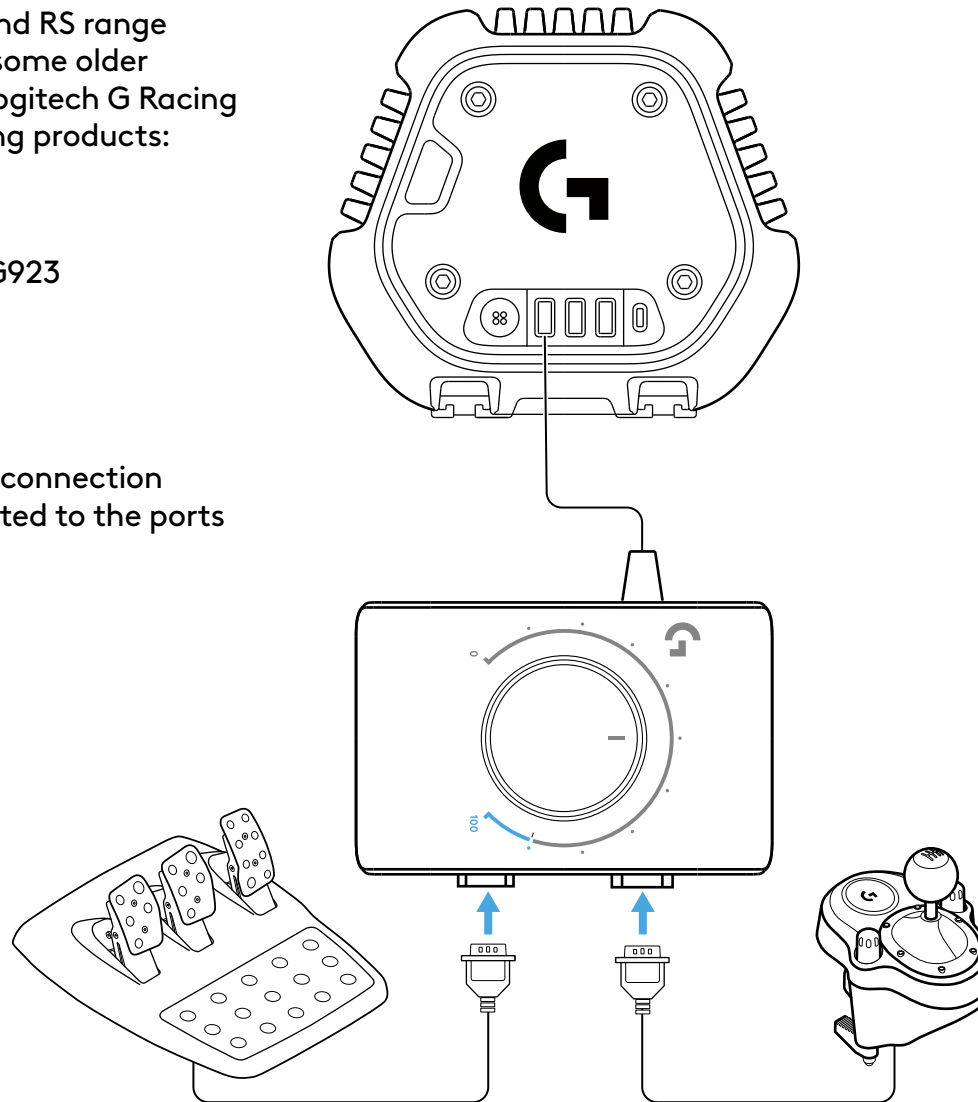


# COMPATIBILITY WITH OLDER LOGITECH RACING PRODUCTS

The RS50 is directly compatible with the Pro and RS range of racing products and can also be used with some older Logitech products. The separately-available Logitech G Racing Adapter enables connectivity with the following products:

- Pedals from the G25, G27, G29, G920 and G923 steering wheels.
- Driving Force Shifter.

The Racing Adapter converts the analog 9 pin connection used by those products so they can be connected to the ports on the back of the RS50.



# FORCE FEEDBACK AND SAFETY

Your Logitech RS50 System is equipped with a direct drive motor that provides force feedback in supported games and systems. In supported titles, you can experience Logitech G's next generation force feedback technology: TRUEFORCE.

TRUEFORCE integrates directly with game physics and audio to deliver high-definition, real-time force feedback. Tire grip, track surface, suspension, weight, horsepower—even unique engine sound resonance—are immediately and accurately felt through the wheel. For a list of supported titles, please visit [logitechG.com/support/RS50-System](https://logitechG.com/support/RS50-System)

**WARNING:** the direct drive motor in your wheel can produce high levels of force (up to 8 Nm) that may cause injury if not handled carefully. Please exercise caution when using the wheel and set the level of force feedback to a comfortable and safe level for the specific user.

This product is not intended for use by children under 14 years old. Always be mindful of children near the product during use.

In the event of a crash during a simulation race, the wheel may move unexpectedly and forcefully and it may pull itself out of your hands. Do not attempt to stop the wheel from moving as this may result in injury. Instead, pause the game to stop the wheel. On PC, this can be performed by using your keyboard (often the Escape key, but it may vary by game). On console, you may need to unplug the USB cable of your wheel from the console.

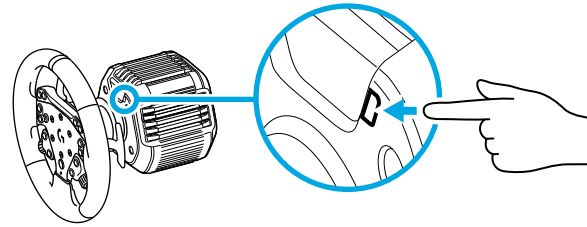
If you run long racing sessions with the wheel at maximum force, certain parts of the RS50 may become warm to the touch, especially the aluminum casing of the wheel base. The RS50 is designed so that the temperature of the casing never exceeds 60°C/140°F. If the unit becomes warm, it is advisable to let the RS50 cool down before removing the wheel or moving the base from its mounted position.

To help maintain a safe operating temperature, consider reducing the ambient temperature of your room through the use of air conditioning, or by directing airflow from a fan across the base.

# SETTINGS

Press the Settings button on the wheel base to access the Settings menu. In the settings menu you can configure different settings for your wheel (and pedals, if attached) in 5 different onboard profiles or, if connected to a PC, directly adjust the currently active profile in G HUB. You can then easily switch between profiles when you change game titles (or even when you change cars in the same game title). All settings are “live adjustable” and will take effect as soon as you finish adjusting.

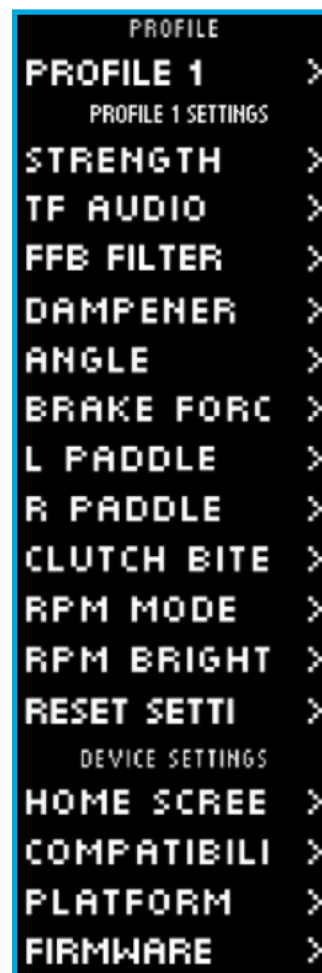
The 5 different onboard profiles can be renamed using G HUB. If you are racing on console you can connect the RS50 System to your PC, rename the onboard profiles and those names will still be present when you connect back to your console.



## Menu Navigation

Use either of the adjustment dials on the wheel to scroll up/down menus or adjust a setting - press the dial in to select or to confirm a selection.

**NOTE:** the list of settings here may not match the list available on your RS50 system, as some settings are dependent on whether a feature is present.



## Profile

Change the active profile for the wheel. You have a choice of 5 onboard profiles. On PC you have an additional option called G HUB; if you select this then the wheel will use the settings for the currently active profile in G HUB. If you make adjustments to any of the settings on the wheel using the settings display, then those changes will also be reflected in the currently active profile in G HUB.



The names of the onboard profiles can be edited using G HUB.

## Strength

Allows you to set the overall peak strength of the force feedback felt through the wheel, between 1 and 8Nm of torque.



## TF Audio

Sets the strength of the Audio effects output for games that support TRUEFORCE. The Audio effects will replicate different aspects of your racing title such as engine note, tire grip or road surface. If you reduce this all the way to 0 there is an additional setting beyond that, displayed as GAM. If set to this then the settings configured in the options screen of the game will apply instead. Certain titles may not support this functionality, depending on the version of the Trueforce SDK that they are using, in which case you should use the options screen of the game title to adjust this.

**NOTE:** it is usually recommended that the Trueforce Audio setting is set at a low enough level to receive the additional information that it provides without overwhelming the overall experience. Think of the level of vibration that you get through the wheel of an actual car and aim for that. Some titles provide additional levels of control within their control options menus by allowing you to adjust individual elements of the audio; separating out the engine, tire and road audio, for example.



## Force Feedback Filter

Each driving simulation will run the physics and force feedback at different speeds - some only at 60Hz, with others 300Hz or more. With a highly responsive direct drive wheel, it's desirable to filter out frequencies above which the simulation can't run at. If you leave this at its default AUTO setting, then this will cover the vast majority of simulations and provide a smoother experience. If you wish, you can manually adjust this with settings from 1 (least filter) to 15 (maximum filter), allowing you to feel some more of the smaller effects that some titles produce, at the expense of introducing a bit more noise into the force feedback.



## Dampener

This setting enables you to alter the feeling of the wheel in a manner that can make it feel more realistic. Direct Drive wheels are far more responsive than older force feedback wheels and this can result in some unusual behaviour when driving down a straight part of a track. In some titles you may experience a sensation where the wheel starts to move left and right rapidly around the centre. This is the wheel reacting to signals from the game telling it to stay centered, but over-reacting due to the responsiveness of the wheel. Setting a level of Dampening will help filter this out, but remember that any level of dampening will result in an increasingly less responsive wheel as you increase the percentage.



## Angle

Change the overall operating angle range of the wheel. For some game titles you should leave this at 2700 degrees and the games will handle matching the correct range of rotation for the car that you're driving. For those that don't or if you want to override what the game is doing then this will enable you to do so.

On console especially, some titles will automatically set the angle for you.



## Brake Force

This setting is only available if a compatible set of pedals are attached to the RS50. It allows you to set the level of force required to achieve 100% braking for a pedal set equipped with a load cell brake. As you adjust the level you can press the brake pedal to see the axis output, making it easy to tune to your preference.



## L Paddle/R Paddle Mode

This setting is only available if a compatible steering wheel (such as the PRO GT D Steering Wheel) with Dual Clutch paddles is attached to the RS50.

The Dual Clutch Paddles can be assigned to one of several different axes:

Clutch

Gas

Brake

Handbrake

Axis A

Axis B

Axis A/B are a pair of additional non-specific axes that can be assigned to other functionalities outside of the normal sim racing scenarios e.g. look left/right.

Gas and Brake enable differently abled gamers to still participate in sim racing with the essential analog control over those functions that's needed for better control.

Handbrake control is a key requirement for drifting and rally racing.

Clutch opens up the possibility of enabling dual clutch functionality on the wheel. Dual clutch can be better thought of as a launch assist feature, that will enable maximum traction and launch speed from grid starts in races.

**Note:** in order for the Dual Clutch functionality to operate, both paddles need to be assigned to the Clutch function.

On console titles, the Handbrake, Axis A and Axis B functions may not respond as support for these needs to be added by the game developer.



## Clutch Bite

This setting is only available if a compatible steering wheel (such as the PRO GT D Steering Wheel) with Dual Clutch paddles is attached to the RS50.

Use this setting to tune the Dual Clutch paddles axis value to the game/car you are using and achieve perfect standing starts.



## RPM Mode

This setting is only available if a steering wheel with RPM LEDs is attached to RS50.

The RPM LEDs have several preset patterns from which you can choose. In addition, you can create your own custom patterns with G HUB and save them to the onboard memory of the wheel.



## Reset Settings

This allows you to reset all of the above settings in the currently selected profile back to factory defaults.

## Home Screen

You can use the options here to change what is shown on the Settings display when not adjusting the settings of the wheel or pedals. The Settings display on your PRO Wheel has 4 modes of display.

**1** Dynamic

**2** Test

**3** Profile

**4** Torque

### Dynamic

When running a supported game title, you will see information from the game displayed on the screen, such as speed, gear, lap times, etc. When outside of games (or in games that don't support the output of information) the display will revert to the Test function.

### Test

By default when you turn your wheel on and there is no racing game title running the display will be showing the Test screen. On this screen you can move the wheel and press the pedals of the PRO Racing Pedals (if attached) to see the axis response.

### Profile

Displays which profile you currently have the wheel set to.

### Torque

Displays the live and average torque output of the wheel.

## Compatibility Mode

On PC especially, some racing titles won't recognise the RS50 automatically. When this occurs you can usually reconfigure the controls of the game and assign the RS50 so that it works, but in some titles you may find it easier to enable the PRO Wheel compatibility mode. Some titles on console will also not recognise the wheel unless it is in Pro Wheel compatibility mode.

When you choose the PRO Wheel option in the compatibility mode the wheel will restart and appear to the PC/console as if it is the PRO Wheel. Those games which have native support for the PRO Wheel will therefore automatically set the wheel up so that it works (it's also essential that you have a compatible set of pedals attached to the wheel).

**NOTE:** when in PRO mode on PC, G HUB will show the ability to set the Strength of the wheel to 11Nm as that is the maximum capability of that wheel. If you set that then you will just set the RS50's Strength to 8Nm as there is of course no way to deliver more than the 8Nm maximum torque that the RS50 is capable of.

## Platform

By default, your RS50 will always prompt you to choose which platform you wish to use when you power it on. If you wish to stop this from happening then you can force the wheel to always start in one mode (for example, you only play on PC). The Platform setting has a number of options:

- On Startup (default)
- Consoles (these will change, depending on which version of the RS50 and attached steering wheels you own)
- PC

Simply select the choice that you wish and the next time the wheel is powered on it will choose that option for you automatically.

## Firmware

Allows you to view the current firmware versions of the Main and Drive aspects of the RS50, as well as any attached peripherals.

# G HUB AND CUSTOM RPM PATTERNS

Logitech G HUB enables the following features on the PRO Wheel:

- Button programming with profiles that can be linked to games
- Adjustment of wheel settings, such as Rotation Angle and TRUEFORCE strength
- Creation of custom RPM LED patterns
- Edit game profiles and custom RPM LED patterns in onboard memory
- Testing of the wheel's various axes

## G HUB WHEEL SETTINGS

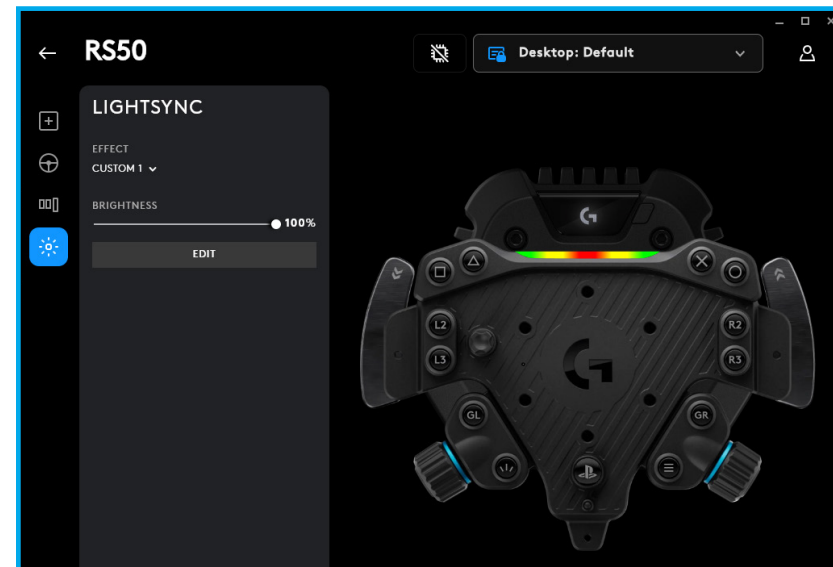
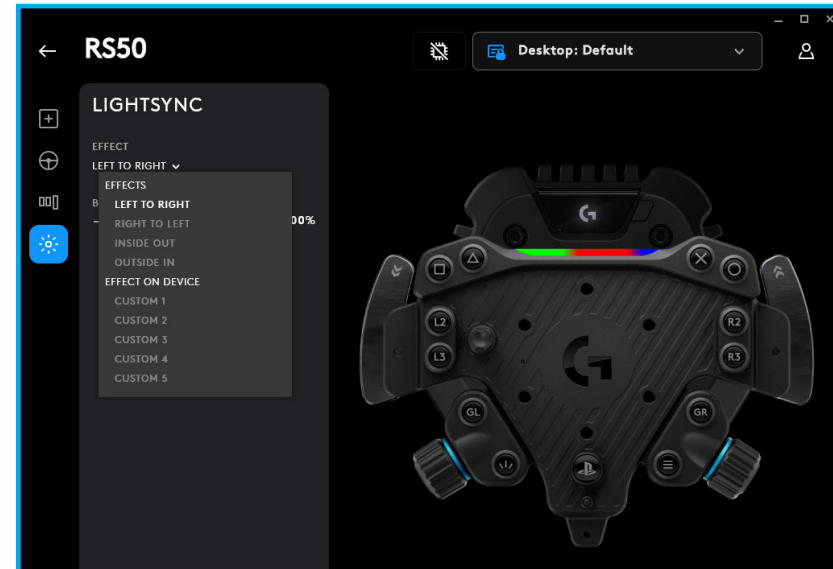
### Sensitivity

Alters the output response of the wheel to be more or less sensitive. Leaving this slider at 50% will provide a linear 1:1 output. Between 51% and 100% will make the wheel increasingly more sensitive around the centre movement of the wheel. Between 0% and 49% will make the wheel increasingly less sensitive around the centre movement of the wheel.

All other settings match those present in the Settings display on the wheel base and are described earlier in the manual.

# SETTING CUSTOM RPM PATTERN

Click the drop down menu and choose one of the Effects On Device then click the Edit button:

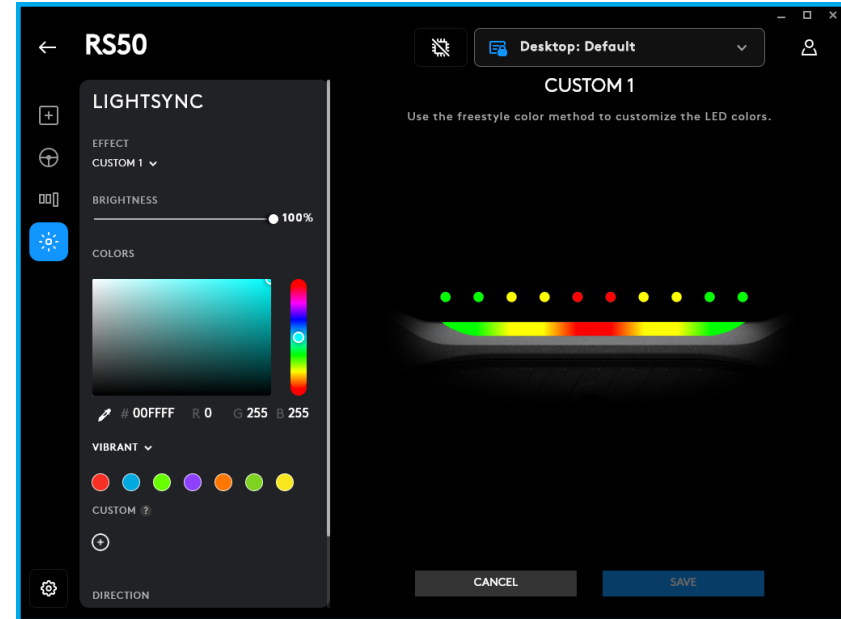


On the left you can see the colour picker. In the main colour section, the shade of the colour changes from left to right and the brightness of the colour changes from top to bottom of the rectangle.

You can save a colour by clicking the circle with the + sign in it below the rectangle. To assign a colour to one of the LEDs just select the colour and then click on the LED in the image on the right (the mouse icon will change to a paint bucket to show you that you can “paint” that colour on the LED).

Below that is a drop down menu containing the preset patterns that the PRO Racing Wheel already ships with - just choose the one that you prefer.

To finish, rename the pattern by selecting the text at the top, typing your own name and then click Save at the bottom.



# RECOMMENDED MAINTENANCE

Your RS50 has been engineered to continue to operate for many hundreds of hours and feel as good as it did when you first started using it. As with your real car, it is recommended to keep the wheel clean by performing some simple, semi-regular maintenance.

Regular maintenance (weekly):

- Vacuum the front vents around the quick release adapter of the wheel base, as well as the aluminum casing, to prevent build-up of dust.
- Wipe your steering wheel with a clean, damp cloth.

# FIRMWARE UPDATES

Firmware (also known as embedded software) is the code that controls all of the functions of your RS50. Periodically, Logitech may release updates to the firmware in order to improve functionality. These are made available through G HUB, which will inform you when an update is available.



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