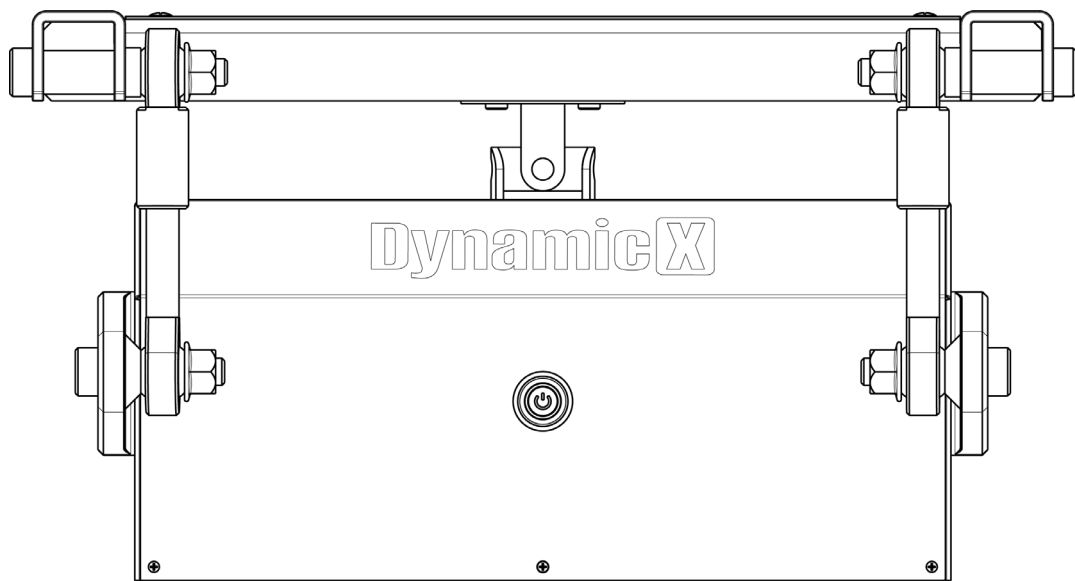


# DynamicX

## DX Winner 2 User Manual



## Legal Notice & Terms of Use

This manual contains essential safety, usage, and legal information for the DX Winner 2 motion simulator by DynamicX.

DynamicX reserves the right to revise this product, its specifications, and the contents of this manual at any time without prior notice. Updated versions may be published to reflect improvements in hardware, firmware, or regulatory requirements. Visit [dynamicx.fun/support](https://dynamicx.fun/support) to access the latest version.

By assembling, installing, or operating the DX Winner 2, you acknowledge and agree to the following:

- ✧ You are solely responsible for the safe setup, operation, and maintenance of the product.
- ✧ DynamicX and its affiliates shall not be held liable for any injury, damage, loss, or expense arising from:
  - Improper installation or misuse
  - Negligence or failure to follow the instructions
  - Unauthorized modifications or tampering
  - Use of uncertified accessories or components
  - Operation in unsuitable environments

This product is designed for indoor personal/home use. For commercial applications (showrooms, events, rental, training, etc.), additional terms may apply — please contact: [contact@dynamicx.fun](mailto:contact@dynamicx.fun).

Use of this product implies acceptance of all safety instructions, warranty terms, and disclaimers outlined in this manual. Failure to follow the instructions may result in injury, equipment malfunction, or voided warranty. If in doubt, consult DynamicX support before proceeding.

<b>1 INTRODUCTION</b>	<b>1</b>
1.1 General Safety Instructions	2
1.2 Electrical Grounding Requirements	2
1.3 Health & Ergonomic Advisory	3
<b>2 INSTALLATION</b>	<b>4</b>
2.1 Included Components	4
2.2 Specifications	4
2.3 Power Supply	5
2.4 Installing the Platform to the Cockpit Frame	6
2.5 Installing the Seat to the Motion Platform	7
<b>3 GETTING STARTED</b>	<b>10</b>
3.1 Powering On the Platform	10
3.2 Connecting to Your PC	10
3.3 Installing SimHub* and License Activation	10
3.4 Software Configuration	11
3.5 Seated Position & Balance Check	16
<b>4 MAINTENANCE</b>	<b>18</b>
4.1 Cleaning the Platform	18
4.2 Lubricating Moving Parts	18
4.3 Recommended Lubricants	19
4.4 Firmware update	19
4.5 Logging	22
4.6 Debugging	23
<b>5 WARRANTY, COMPLIANCE &amp; SUPPORT</b>	<b>28</b>
5.1 Warranty Period & Commencement	28
5.2 Warranty Scope: Coverage & Exclusions	28
5.3 Shipping & Costs	30
5.4 Software & Firmware	32
5.5 Transferability	32
5.6 Legal Terms & Dispute Resolution	32

5.7 Compliance & Safety..... 33

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# 1 Introduction

Thank you for choosing the DX Winner 2 — an advanced motion platform developed by DynamicX in collaboration with experts in motion physics, simulation technology, software engineering, and professional racing and aviation.

The DX Winner 2 delivers a highly realistic and physically immersive simulation experience. If you need support, contact us at [contact@dynamicx.fun](mailto:contact@dynamicx.fun).

**Important:** This product is not intended for individuals under 16 years old. Supervision is required when operated by or near children, or by individuals with reduced physical, sensory, or mental capabilities.

**Warning:** Keep packaging materials out of reach of children to avoid choking or suffocation hazards.

**Note:** The platform may cause interference with nearby electronic or radio-frequency equipment.

## 1.1 General Safety Instructions

To minimize risk of injury, fire, or electrical shock:

- Use the platform only as described in this manual.
- Always switch off and unplug the unit before installation, maintenance, or service.
- Hazardous voltage may remain for several minutes after power-down.
- Indoor use only — avoid exposure to moisture, extreme cold, or heat sources.
- Keep all safety covers and ventilation areas unobstructed.
- Do not disassemble, open, or modify the platform. This voids the warranty and poses electrical hazards.
- Handle power cords carefully; avoid pinching or crushing.
- Do not operate below 4°C or above 45°C.
- Do not use the device if damaged or if parts are missing — contact DynamicX support.
- Discontinue use immediately if you detect smoke, burning odors, or unusual sounds.
- Only use certified power and USB cables supplied or approved by DynamicX.
- Connect to a properly grounded outlet. See Section 1.2 for grounding instructions.
- Turn off the unit when not in use and unplug it during long idle periods or electrical storms.
- All repairs must be conducted by DynamicX-authorized technicians.

- Verify the outlet voltage matches the voltage rating on the product label before use (110V model → 110V supply, 220V model → 220V supply). Using the wrong voltage may cause fire, electric shock, or equipment damage.

**Warning:** When unpowered (power loss/E-stop/fault), the platform may stay near its last position but can rock up to  $\pm 12^\circ$  due to loss of active holding force/damping. Stay seated and hold a stable support; do not enter/exit unless mechanically stabilized; keep clear of pinch points.

**Note:** This product has no brake/parking lock. Use provided stabilization blocks/spacers before exiting and remove them before enabling motion.

## 1.2 Electrical Grounding Requirements

The included power cable features a grounding plug and conductor. Always connect to a grounded outlet that complies with local regulations. Never modify the plug; if it doesn't fit your outlet, consult a licensed electrician or contact DynamicX.

Proper grounding prevents electric shock and ensures safe system operation.

## 1.3 Health & Ergonomic Advisory

The DX Winner 2 supports long simulation sessions, but user well-being remains a top priority.

**Caution:** The platform can produce rapid, forceful motion. Safety mechanisms are in place, but always inspect the system before each use.

To reduce strain and promote healthy usage:

- Limit session durations and take a 10-minute break every hour.
- Use a properly adjusted seat and maintain a natural posture.
- Avoid reaching, leaning, or unbalanced positions.
- Alternate between different games or motion scenarios when possible.

If you experience any discomfort, stop immediately. Consult a doctor if you have—or suspect you may have—muscle or joint conditions.

## 2 Installation

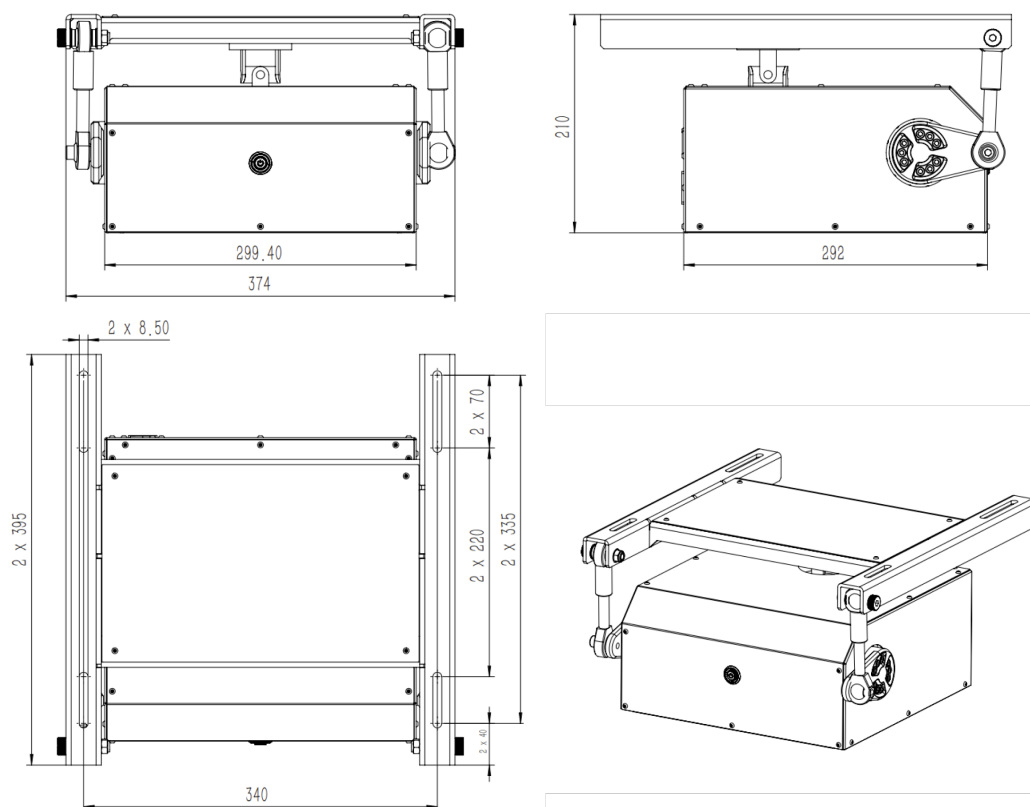
### 2.1 Included Components

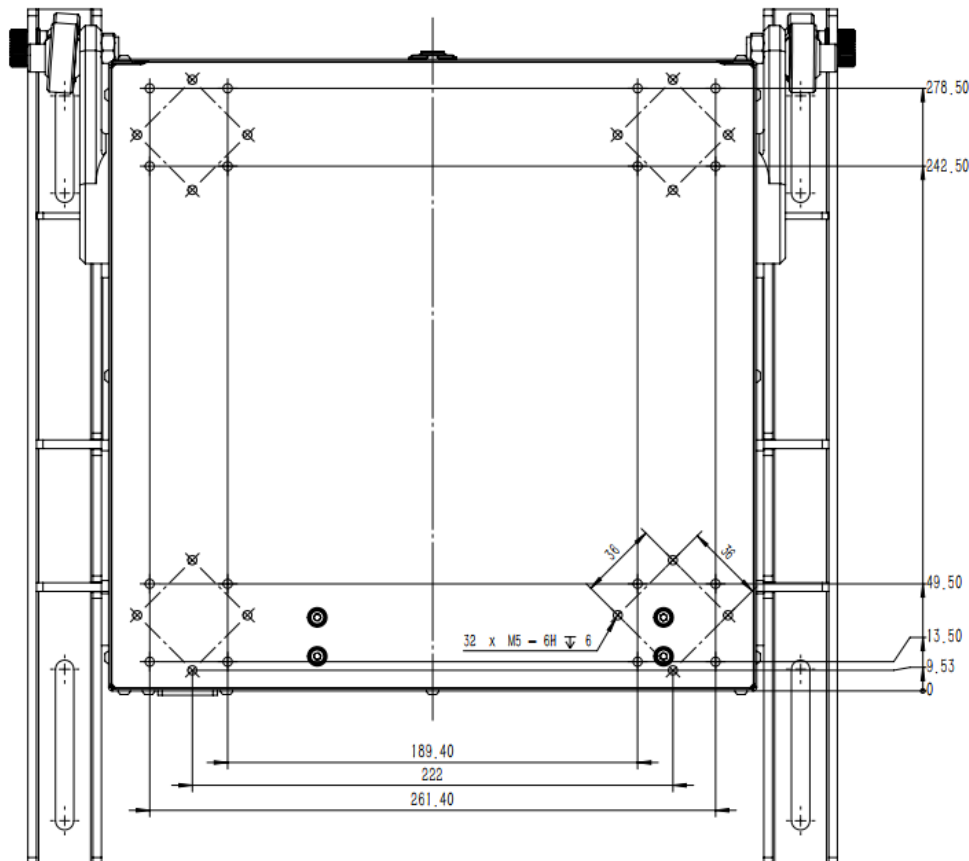
- DX Winner 2 motion platform with integrated 48V DC power supply
- Power cable
- USB cable
- Mounting hardware (bolts and nuts)
- DX Winner 2 User Manual
- Panels for cockpit installation

### 2.2 Specifications

- Input: 12A / 115VAC, 7.5A / 230VAC
- Output: 1200W
- Maximum Load: 145 kg
- Dimensions: 395 × 374 × 210 mm
- Weight: 17 kg
- Max USB/power cable length: 3 m

All dimensions are in millimeters. Refer to included diagrams for mounting references.





## 2.3 Power Supply

- Active power factor correction (PFC)
- Protection: short circuit, overload, overvoltage, overheating
- Safety: UL60950-1, TUV EN60950-1
- Withstand voltage:
  - Input–Output: 3 kVAC
  - Input–Ground: 1.5 kVAC
  - Output–Ground: 0.5 kVAC
- Insulation resistance: 100 MΩ @ 500 VDC, 25°C, 70% RH
- EMC: EN55022 (Class B), EN61000-3, EN61000-4

**Caution:** Before connecting power, verify the AC outlet voltage matches the voltage rating shown on the product label. **110V model → 110V supply, 220V model → 220V supply.** Using the wrong voltage may cause fire, electric shock, or permanent damage.

**Caution:** If using pedal sets with driving games, set pedal/brake force to **≤ 60 kg** to help prevent overload or shutdown.

## 2.4 Installing the Platform to the Cockpit Frame

The DX Winner 2 is installed between your cockpit's side structures using the provided **Panels for cockpit installation**.

### Installation Steps:

1. Attach the panels to the bottom of the motion platform using the supplied bolts.
2. Position the platform between the cockpit frame. Align the panel slots with the cockpit's mounting points.
3. Insert bolts through the cockpit structure into the panel slots. Hand-tighten at first.
4. Adjust to center and level the platform, then fully tighten all bolts.



M5x25 screws and M5 nuts

### Caution:

Do not connect any part of the platform to non-designated cockpit areas, especially fixed or moving components outside the mounting slots.

Ensure there is sufficient clearance around the platform for full, unobstructed motion.

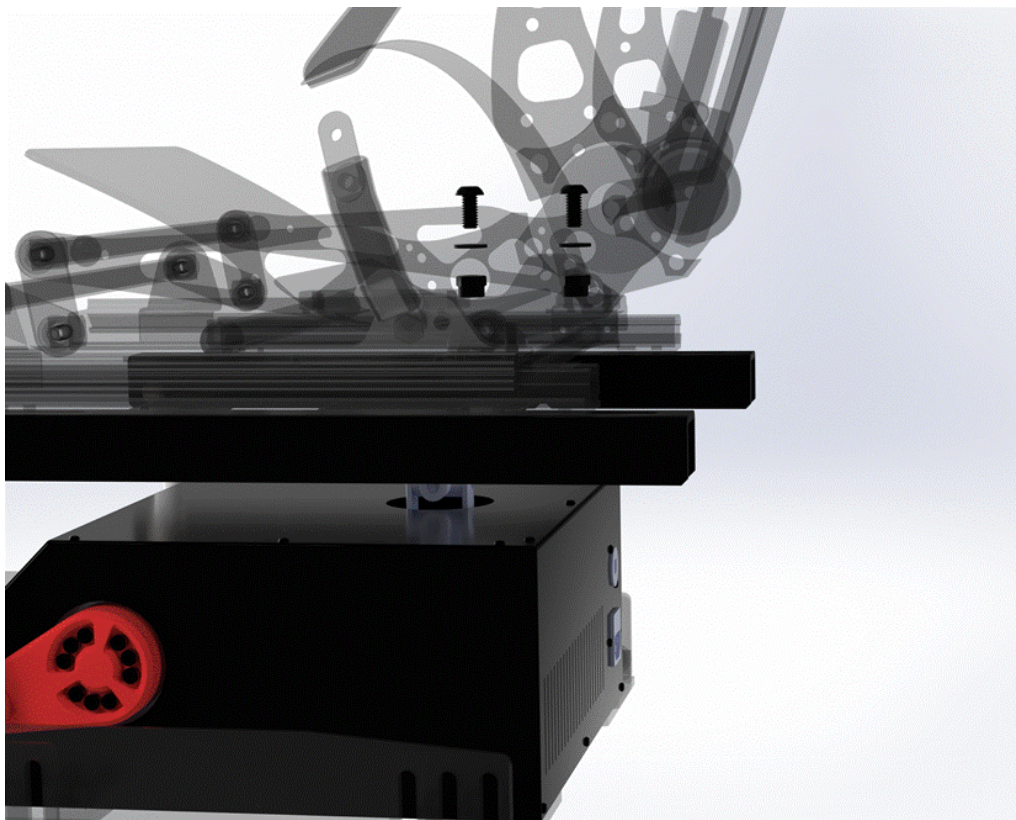
## 2.5 Installing the Seat to the Motion Platform

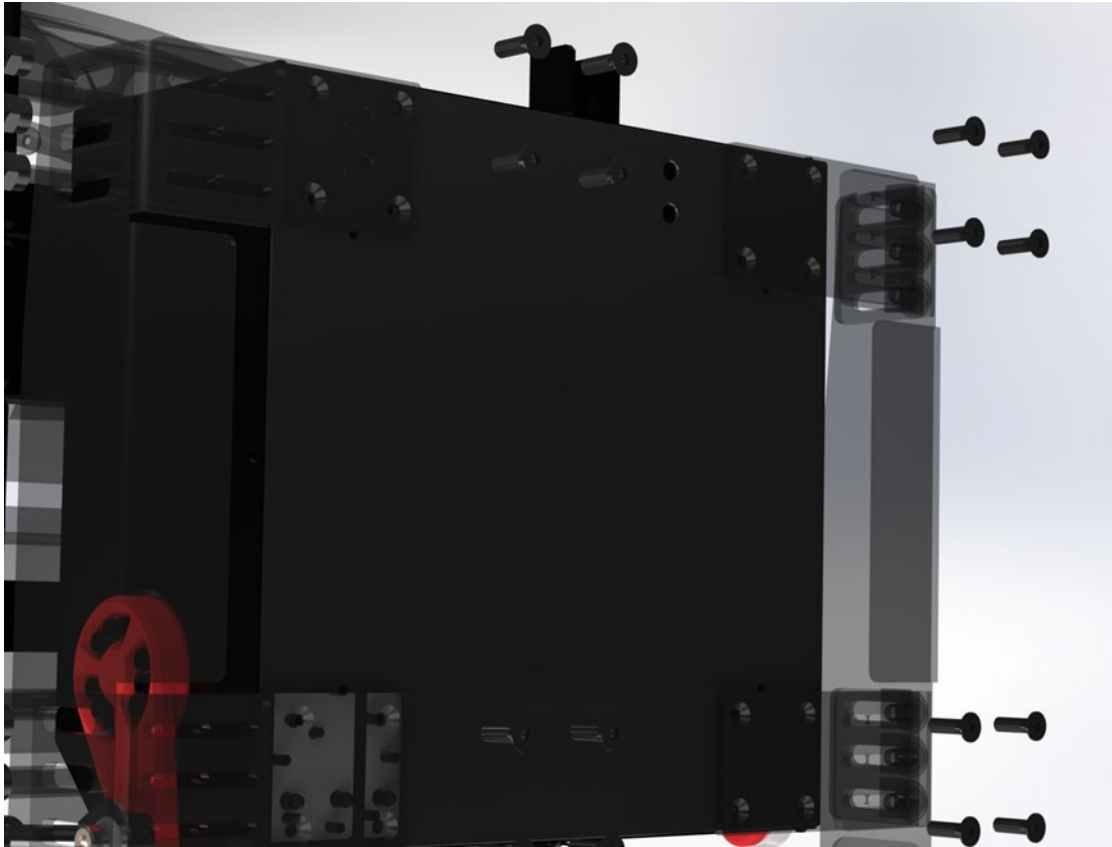
The seat must be mounted directly to the **top moving frame** of the DX Winner 2. No part of the seat should be fixed to the cockpit or static structures.

### Installation Steps:

1. Lower the seat vertically onto the top frame of the platform.

2. Align the seat rails with the threaded holes on the platform.
3. Fasten using the original seat bolts or supplied hardware.
4. Ensure the seat is centered and level.
5. Tighten all bolts securely.



**Caution:**

Mount the seat only to the platform's top frame. Do not attach it to the cockpit frame or side panels.

Improper mounting may obstruct motion, reduce performance, or void your warranty.

## 3 Getting Started

This chapter outlines the correct procedure to set up and begin using the DX Winner 2 safely and effectively. Please ensure all installation steps have been completed before continuing.

### 3.1 Powering On the Platform

1. Before plugging in, verify the outlet voltage matches the voltage rating on the product label (110V model → 110V supply, 220V model → 220V supply).
2. Connect the power cable to the motion platform.
3. Plug the other end into a properly grounded AC outlet.
4. Turn on the platform using the power switch located on the front panel.
5. The system will perform an automatic level sequence.

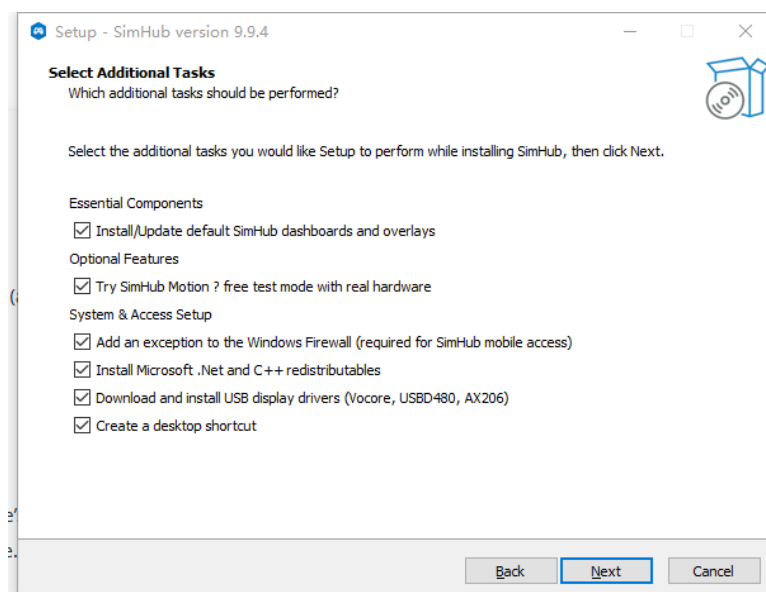
### 3.2 Connecting to Your PC

Use the included USB cable to connect the platform directly to your PC. Avoid USB hubs or extenders. Most operating systems will automatically install the necessary drivers.

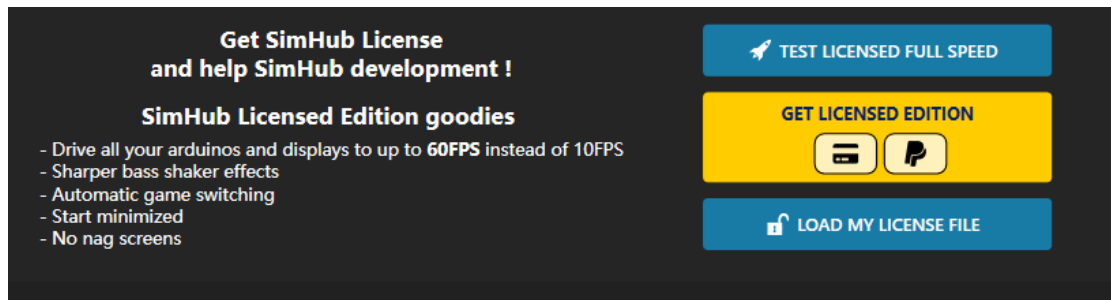
### 3.3 Installing SimHub\* and License Activation

SimHub is the suggested motion control software for DX Winner 2. It translates real-time game telemetry into motion instructions for the platform. (\*SimTools is also supported, with technical support available.)

1. Download SimHub from <https://www.simhubdash.com/>
2. Follow the on-screen instructions to install the software. Ensure SimHub Motion feature is checked during installation.



3. After installation, launch SimHub and click "LOAD MY LICENSE FILE" button to activate full motion functionality

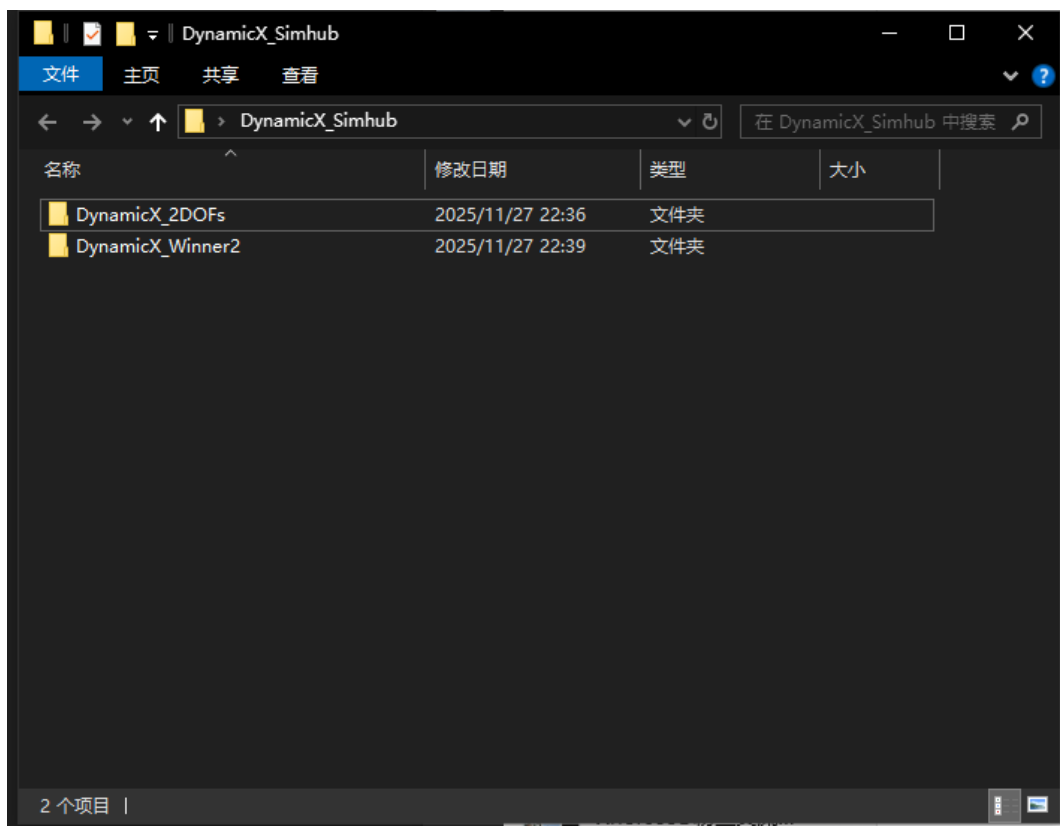


A valid license is required to unlock full functionality, which can be purchased directly from SimHub's official website <https://www.simhubdash.com/>

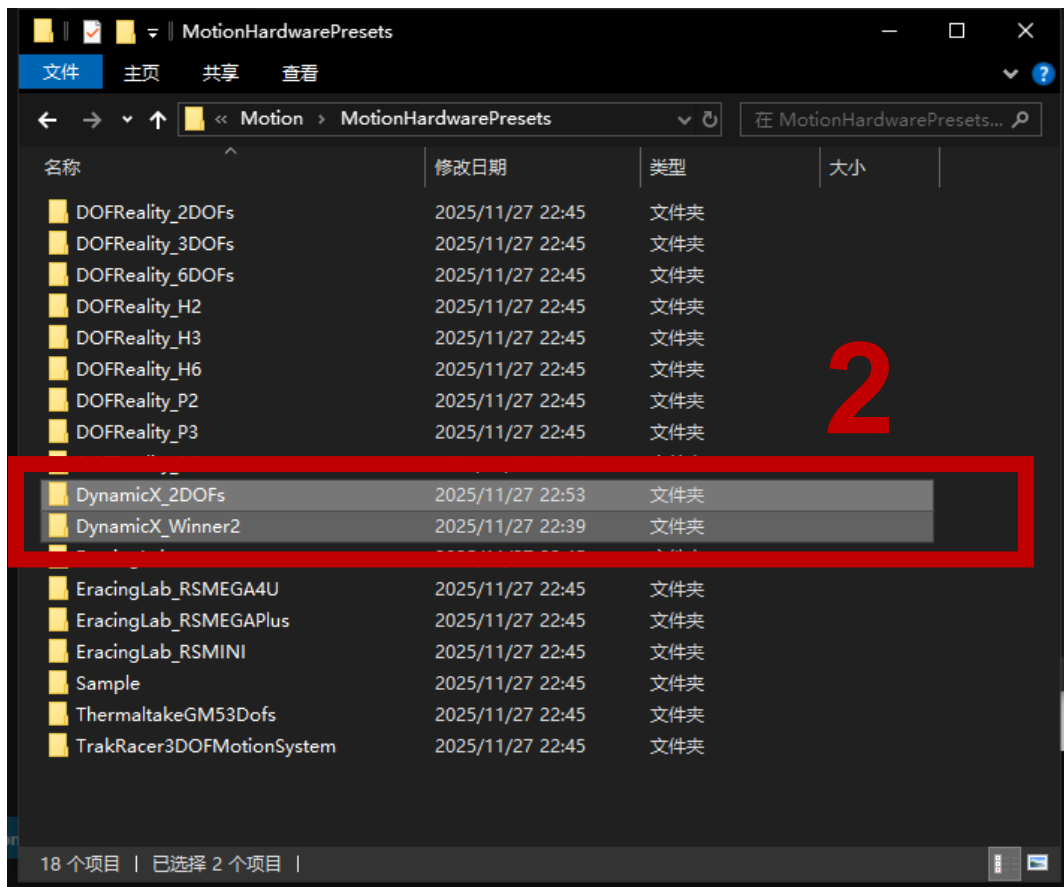
### 3.4 Software Configuration

After installing SimHub, you must manually configure the software. The following operation is based on SimHub 9.9.4. It's recommended to use configuration file. Alternatively manual configuration is also possible.

1. Download configuration file from <https://dynamicx.fun/>
2. Unzip and confirm following files

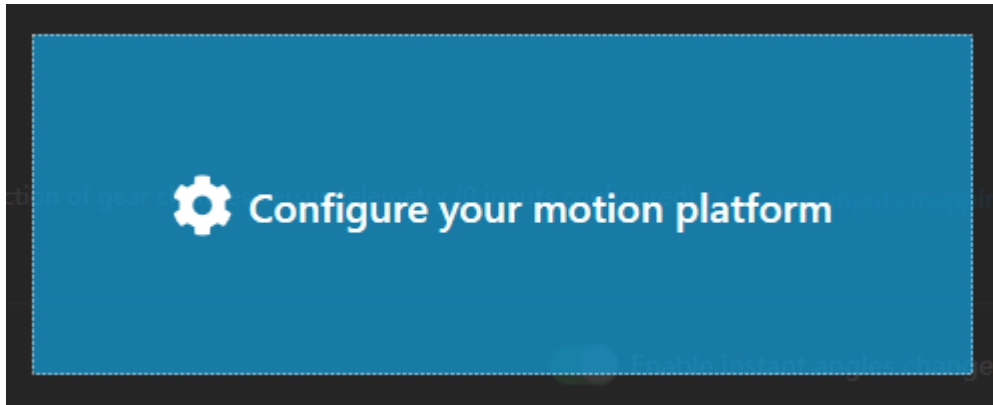


- Copy the all file into simhub's path, which normally is "C:\Program Files (x86)\SimHub\Motion\MotionHardwarePresets"

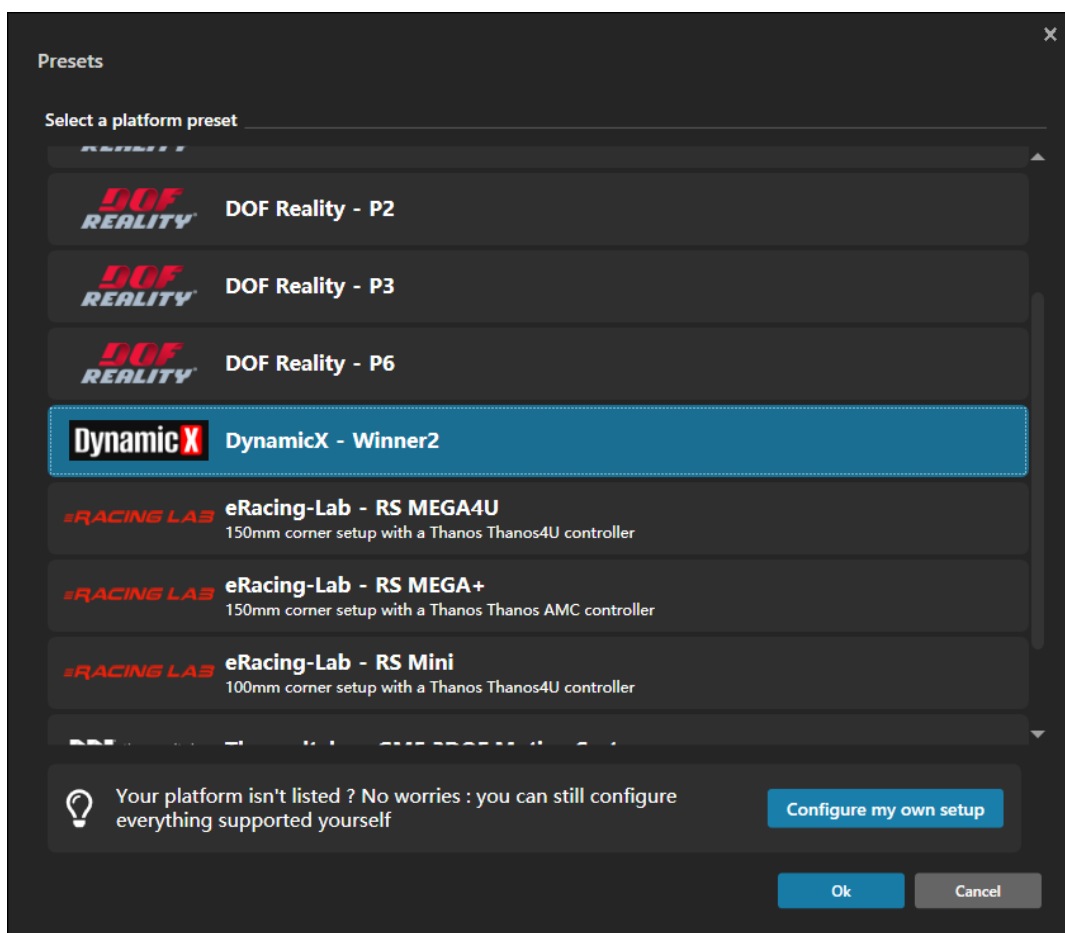


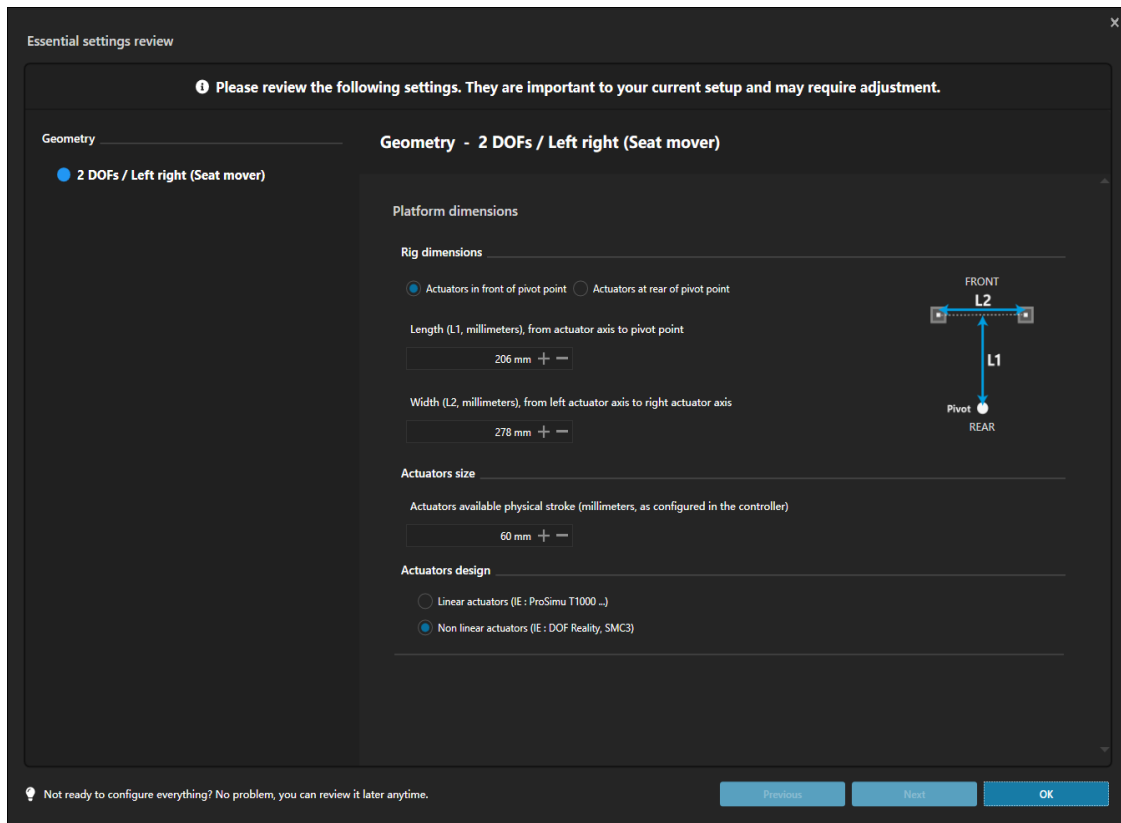
- Restart Simhub and navigate to **Motion**.
- Click "Let's get started!" and then "Configure your motion platform".



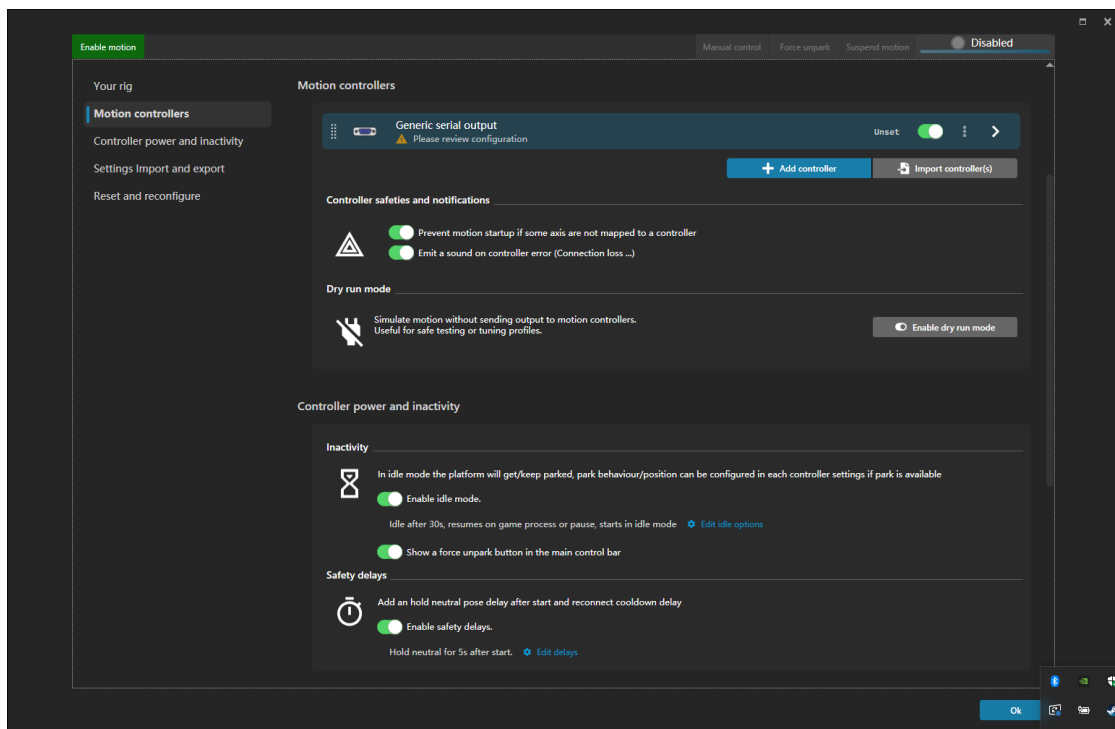


6. Select "Select a preconfigured platform" and choose "Dynamicx - Winner2" and then OK, OK

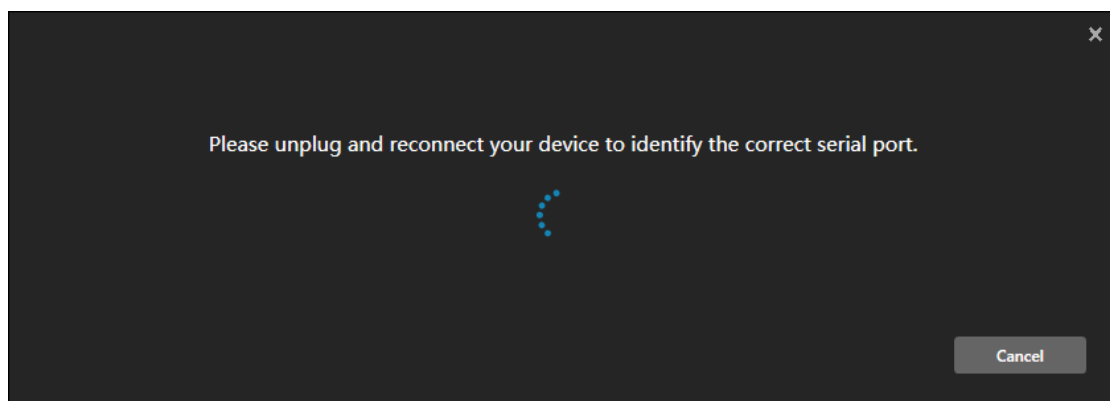
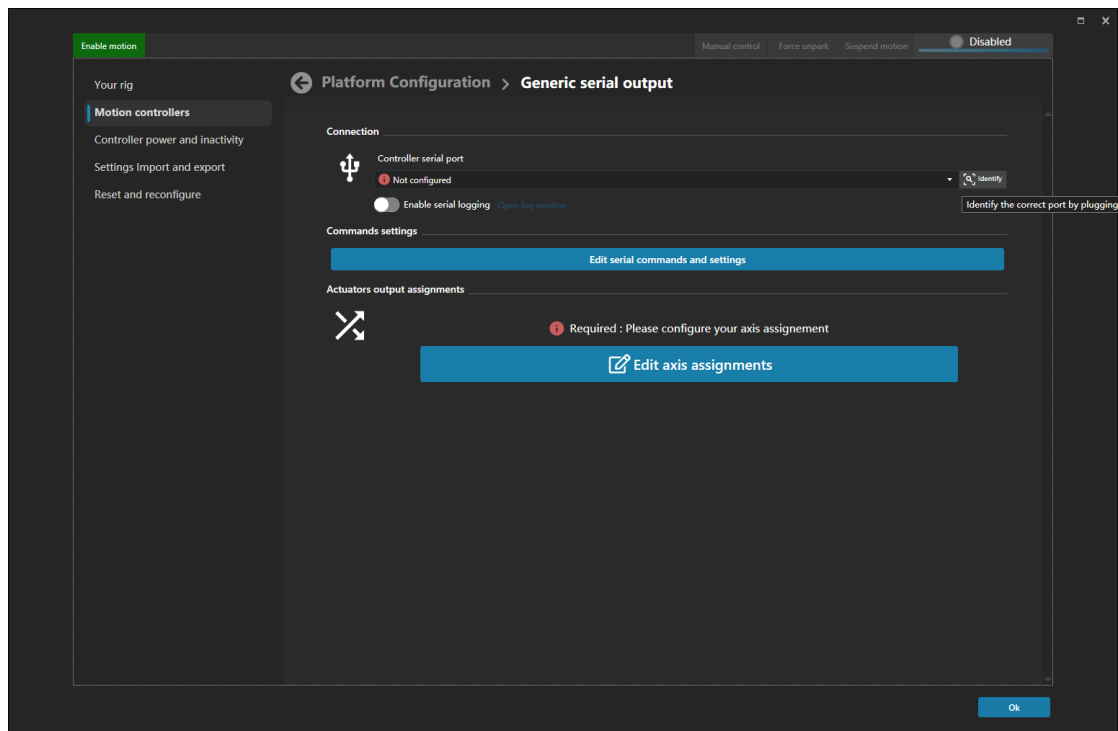




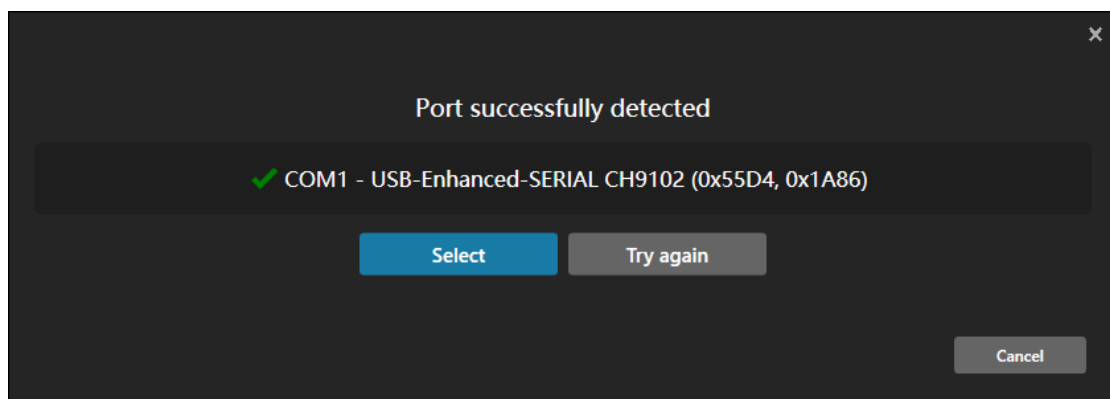
## 7. Select "Motion controllers" and click "Generic serial output"



- Click "Identify" and a window will pop up, waiting for USB unplug & plug

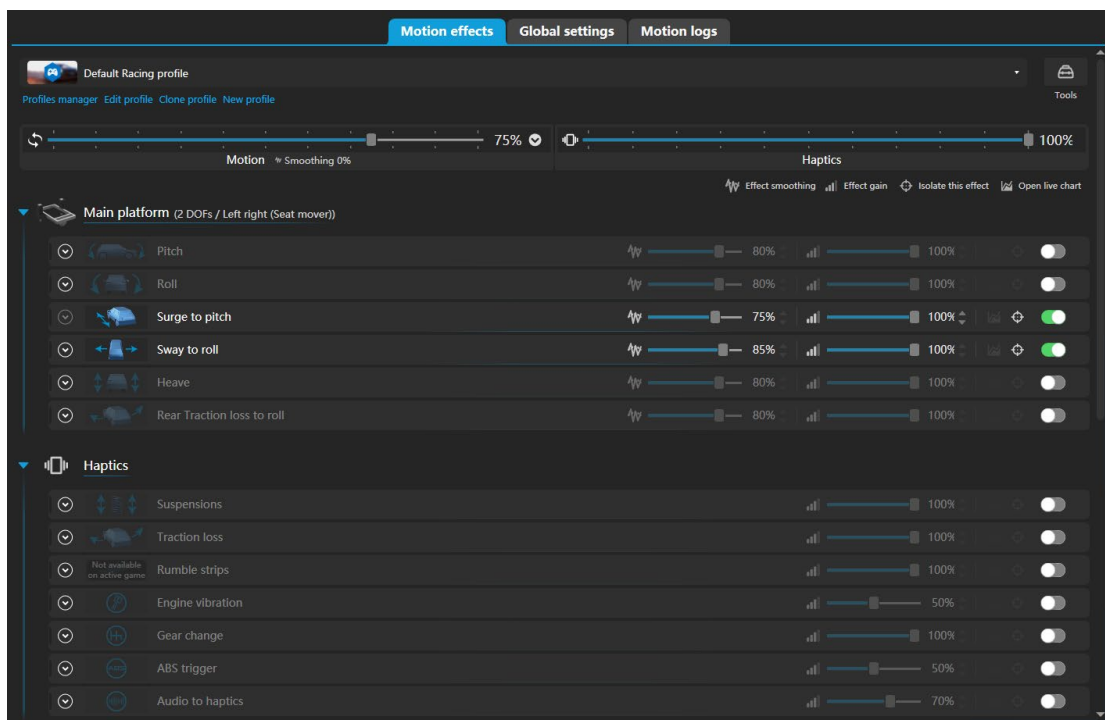


- After manually unplug & plug the USB cable, a window shows "Port successfully detected" will pop up. Click "Select" and finish serial port identification.

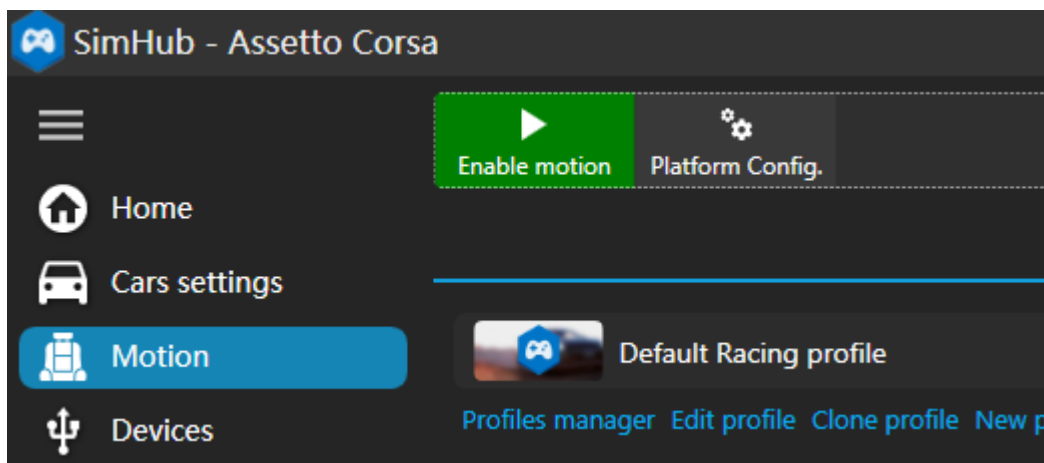


- Click "OK", "OK" to finish simulator configuration.

11. Finally, you can tune the motion in the "motion effect" page and here's a reference configuration:



12. Before gaming, the motion need to be enabled by clicking the green "Enable motion" button:



### 3.5 Seated Position & Balance Check

Before gameplay begins, DX Winner 2 performs an automatic balance detection to ensure the user is safely and correctly seated. This feature enhances both user safety and motion precision.

Please observe the following guidelines:

- Sit upright, centered, with your back supported.
- Distribute weight evenly; do not lean forward, backward, or to either side.

- Keep both feet planted on the pedals or footrest.
- Remove any objects from your pockets that may affect balance or posture.

The platform uses internal sensors to detect imbalance. If a significant offset is identified, an audible beep will sound—the more frequent the beeping, the greater the imbalance. Please adjust your posture until the platform detects a safe, neutral seated position.

Gameplay will not proceed until correct posture is confirmed.

## 4 Maintenance

To ensure reliable performance and extend the life of your DX Winner 2, basic maintenance should be performed periodically.

### 4.1 Cleaning the Platform

- Keep the platform free from dust and debris.
- Use a soft, dry cloth to clean exterior surfaces.
- **Do not** use alcohol, solvents, or harsh chemicals that may damage aluminum, steel, or plastic components.
- Avoid spraying liquids directly onto the unit.

### 4.2 Lubricating Moving Parts

Over time, the platform's mechanical joints may experience increased friction, especially the connection rods. Although the unit is factory-lubricated, regular use may require reapplication.

To lubricate:

1. Turn off the platform and disconnect the power cable.
2. Rotate the connection rods manually to check for stiffness, squeaks, or clicks.
3. If necessary, apply lubricant to the ball swivel joints (indicated in yellow).
4. Move the rod through its full range of motion to distribute the lubricant.
5. Repeat as needed until motion is smooth and silent.

**Important:** Never allow lubricant to enter the enclosed interior of the platform. Contamination of the internal position sensors may cause startup calibration failure, requiring professional cleaning or sensor replacement.

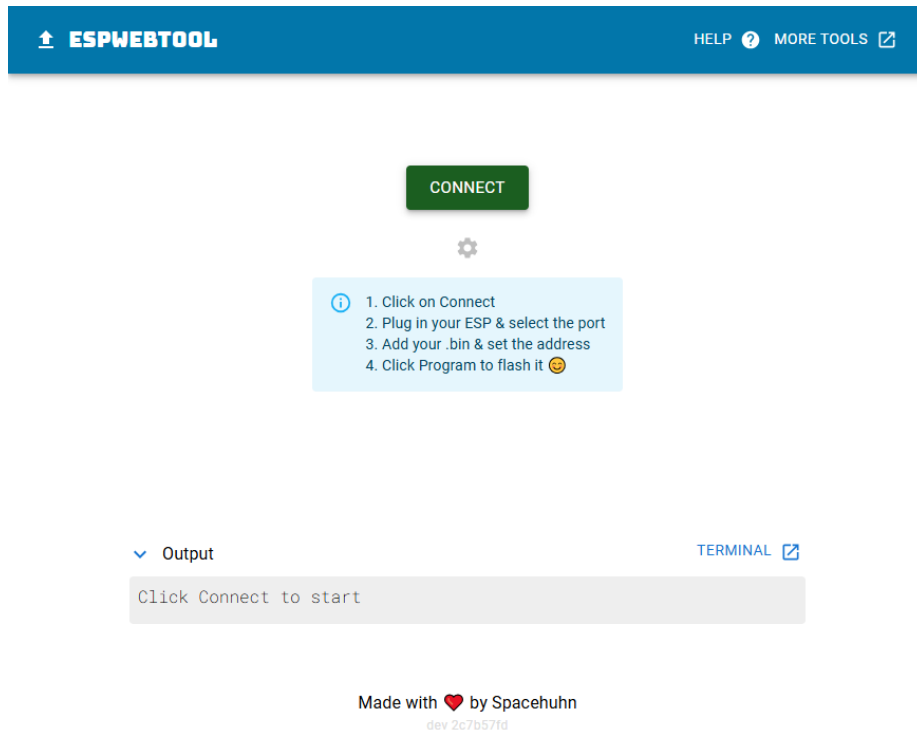
**Caution:** When unpowered, the platform may rock unexpectedly due to the loss of active holding force/damping. Mechanically stabilize the platform before placing hands near moving parts or pinch points.

### 4.3 Recommended Lubricants

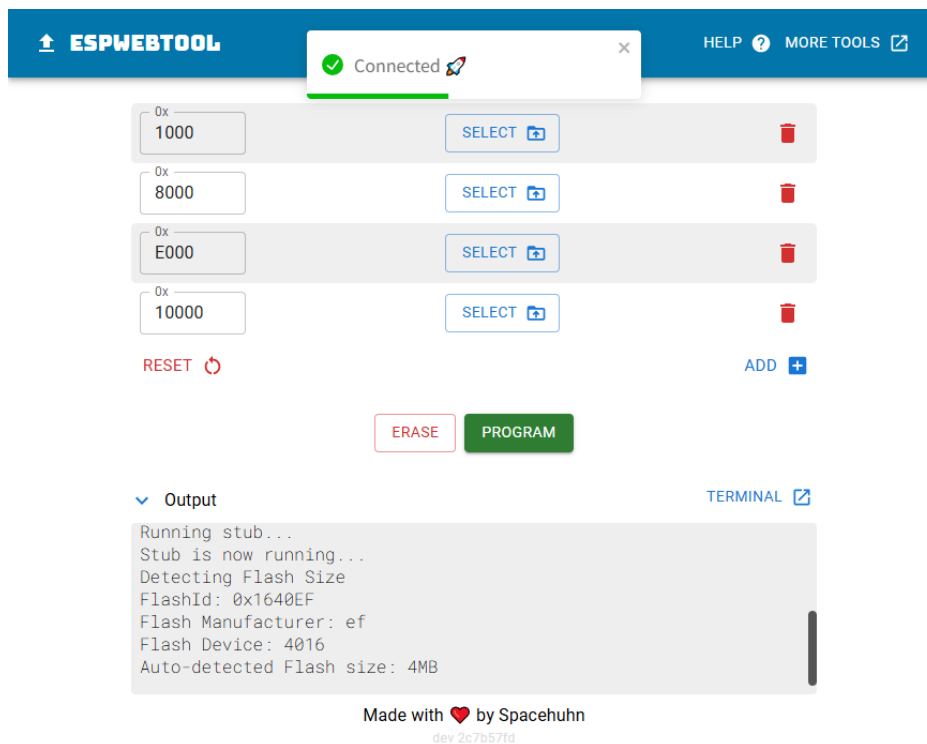
- Silicone-based lubricant
- Automotive ball joint grease
- WD-40 (only if no other suitable options are available)

## 4.4 Firmware update

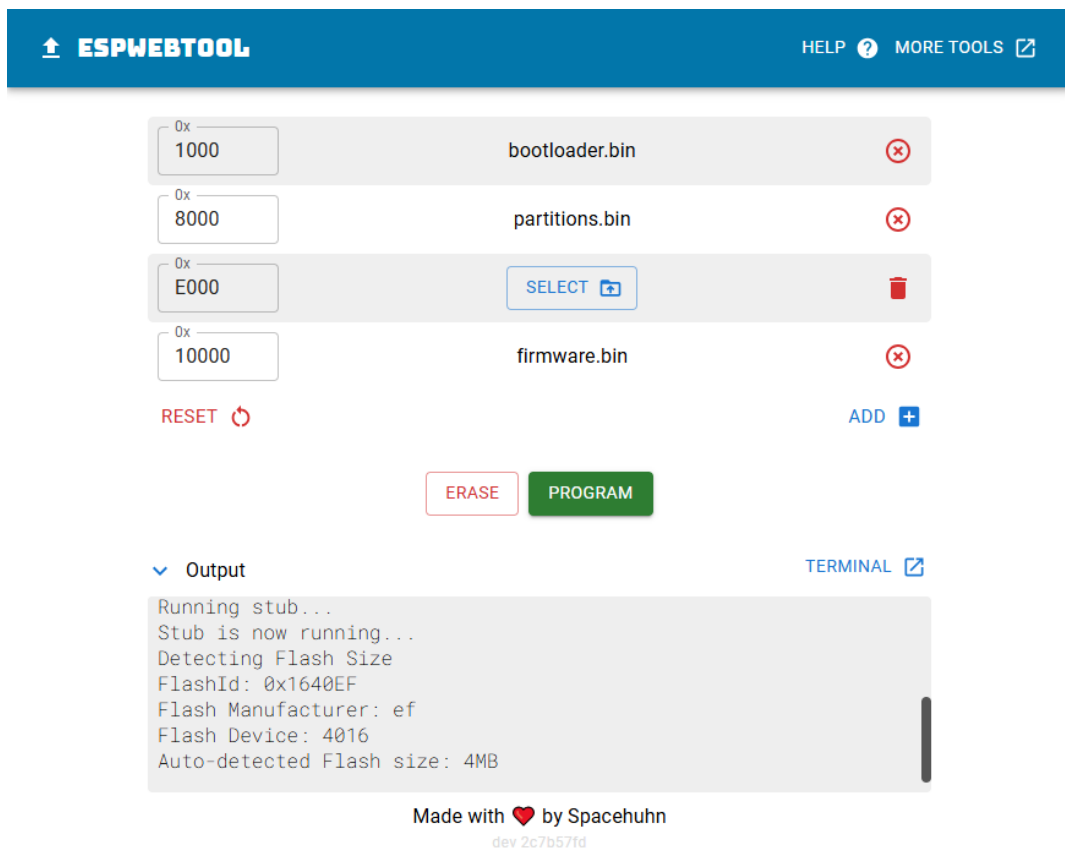
1. Download the latest firmware from home page <https://dynamicx.fun/>
2. Open ESP web tool <https://esptool.spacehuhn.com/>
3. Click "Connect" button and select simulator hardware's com port



4. "Connected" status will show



## 5. Select firmware files according to following screenshot



The screenshot shows the ESPWebTool interface. At the top, there is a blue header with the logo and navigation links. Below the header, there is a list of files to be flashed:

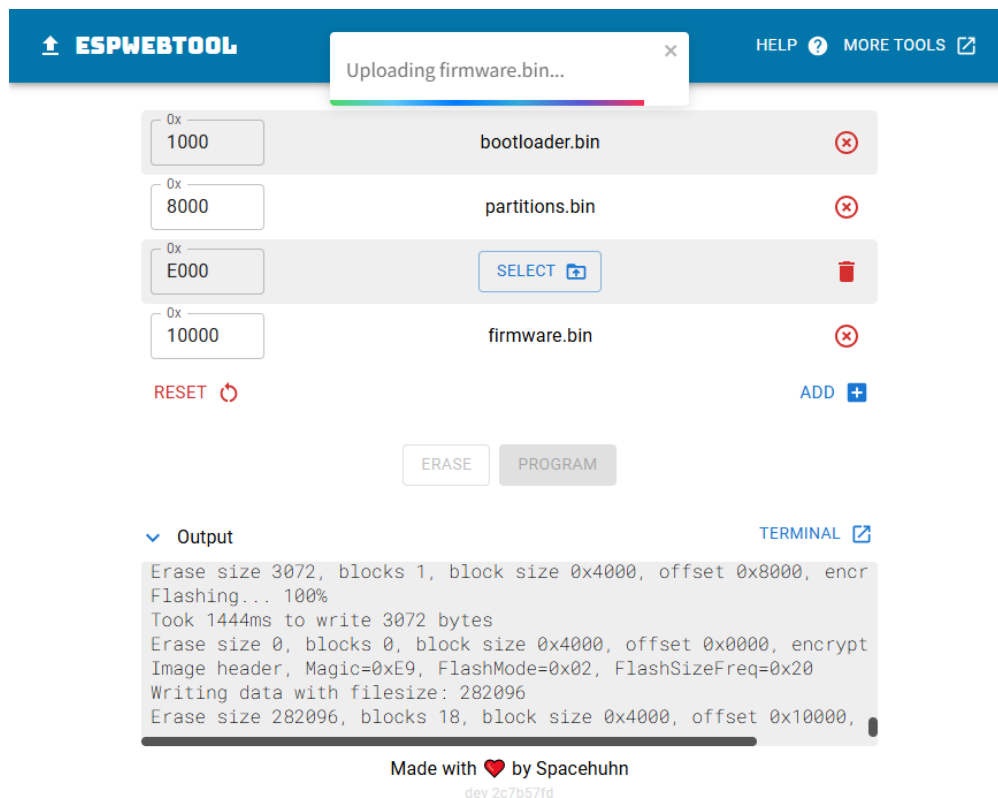
Address	File Name	Action
0x1000	bootloader.bin	Remove (X)
0x8000	partitions.bin	Remove (X)
0xE000	firmware.bin	SELECT (+)
0x10000	firmware.bin	Remove (X)

Below the file list, there are buttons for 'RESET', 'ERASE', and 'PROGRAM'. The 'PROGRAM' button is highlighted in green. At the bottom, there is an 'Output' section with a 'TERMINAL' link. The output text is as follows:

```
Running stub...
Stub is now running...
Detecting Flash Size
FlashId: 0x1640EF
Flash Manufacturer: ef
Flash Device: 4016
Auto-detected Flash size: 4MB
```

Made with ❤ by Spacehuhn  
dev 2c7b57fd

## 6. Click "PROGEAM" and "Continue" and wait for firmware flashing



The screenshot shows the ESPWebTool interface during the firmware flashing process. A progress bar is visible above the file list, indicating the upload of 'firmware.bin'. The 'PROGRAM' button is now active and highlighted in green. The 'Output' section shows the following text:

```
Erase size 3072, blocks 1, block size 0x4000, offset 0x8000, encr
Flashing... 100%
Took 1444ms to write 3072 bytes
Erase size 0, blocks 0, block size 0x4000, offset 0x0000, encrypt
Image header, Magic=0xE9, FlashMode=0x02, FlashSizeFreq=0x20
Writing data with filesize: 282096
Erase size 282096, blocks 18, block size 0x4000, offset 0x10000,
```

Made with ❤ by Spacehuhn  
dev 2c7b57fd

- Following notification will show if firmware is flashed successfully.

The screenshot shows the ESPWebTool interface. At the top, there is a blue header with the logo 'ESPWEBTOOL', a 'HELP' button, and a 'MORE TOOLS' link. A green notification box in the center reads: 'Done! Reset ESP to run new firmware.' Below this, there is a table of files to be flashed:

Address	File Name	Action
0x 1000	bootloader.bin	Remove (X)
0x 8000	partitions.bin	Remove (X)
0x E000		SELECT (+)
0x 10000	firmware.bin	Remove (X)

Below the table are buttons for 'RESET', 'ERASE', and 'PROGRAM'. The 'PROGRAM' button is highlighted in green. At the bottom, there is an 'Output' section with a 'TERMINAL' link. The output log shows the following text:

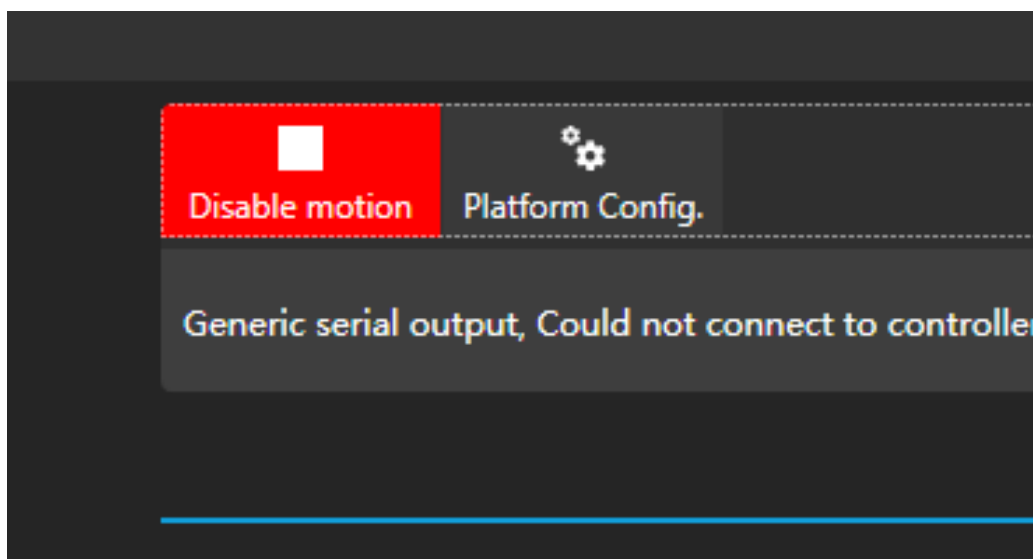
```
Flashing... 92%
Flashing... 98%
Flashing... 100%
Took 34590ms to write 282096 bytes
Erase size 0, blocks 0, block size 0x4000, offset 0x0000, encrypt
Done!
To run the new firmware please reset your device.
```

At the bottom of the interface, it says 'Made with ❤️ by Spaceuhn dev 2c7b57fd'.

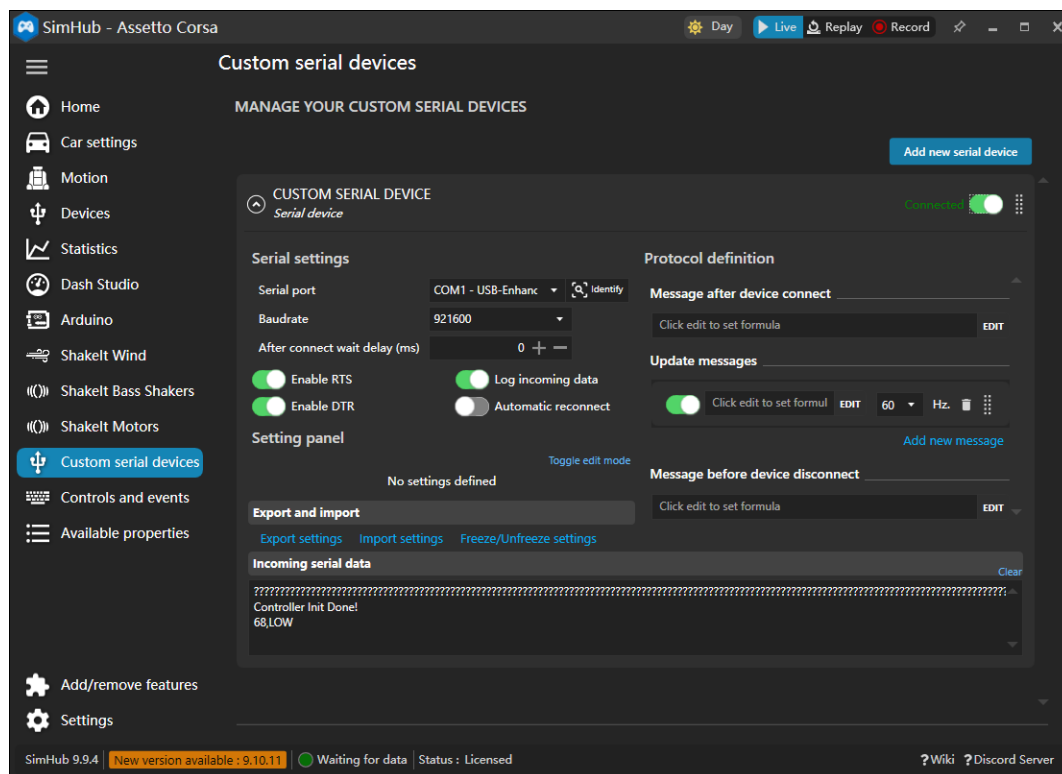
- Close ESP web tool so that other software can access the serial port.

## 4.5 Logging

- Disable Simhub motion's control of the simulator by clicking the "Disabe motion" button:



2. Add a new serial port inside "Custom serial devices" and configure the parameters according to following screenshot.

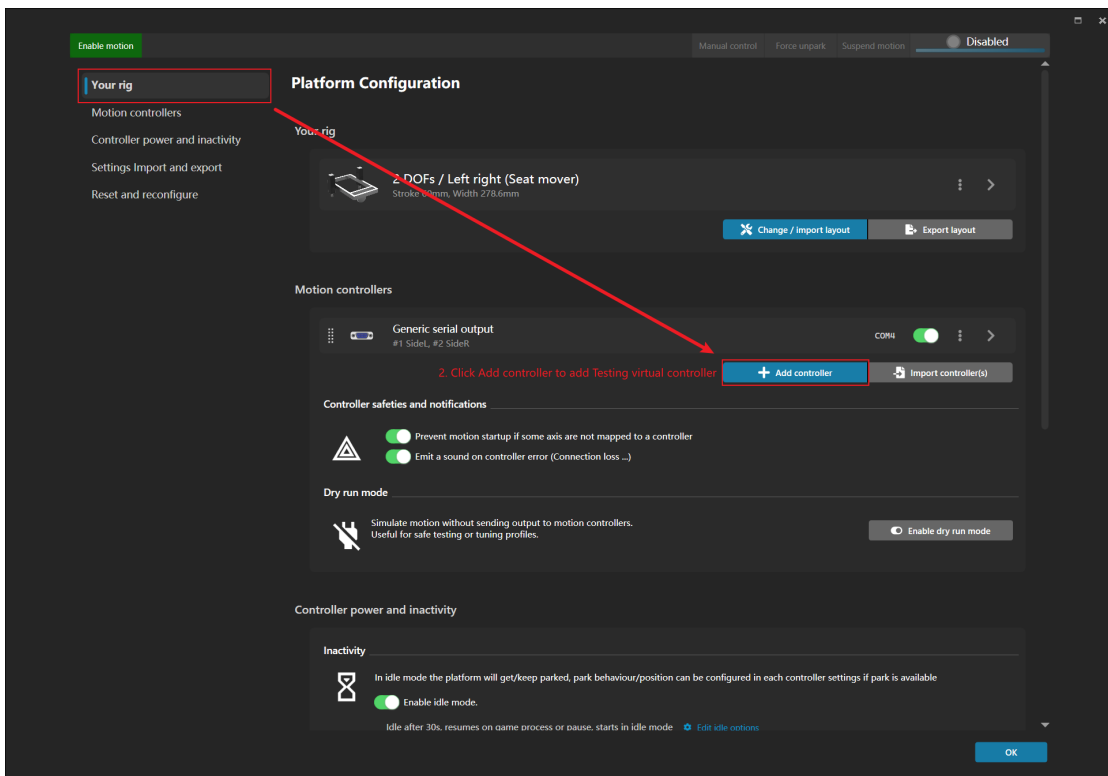
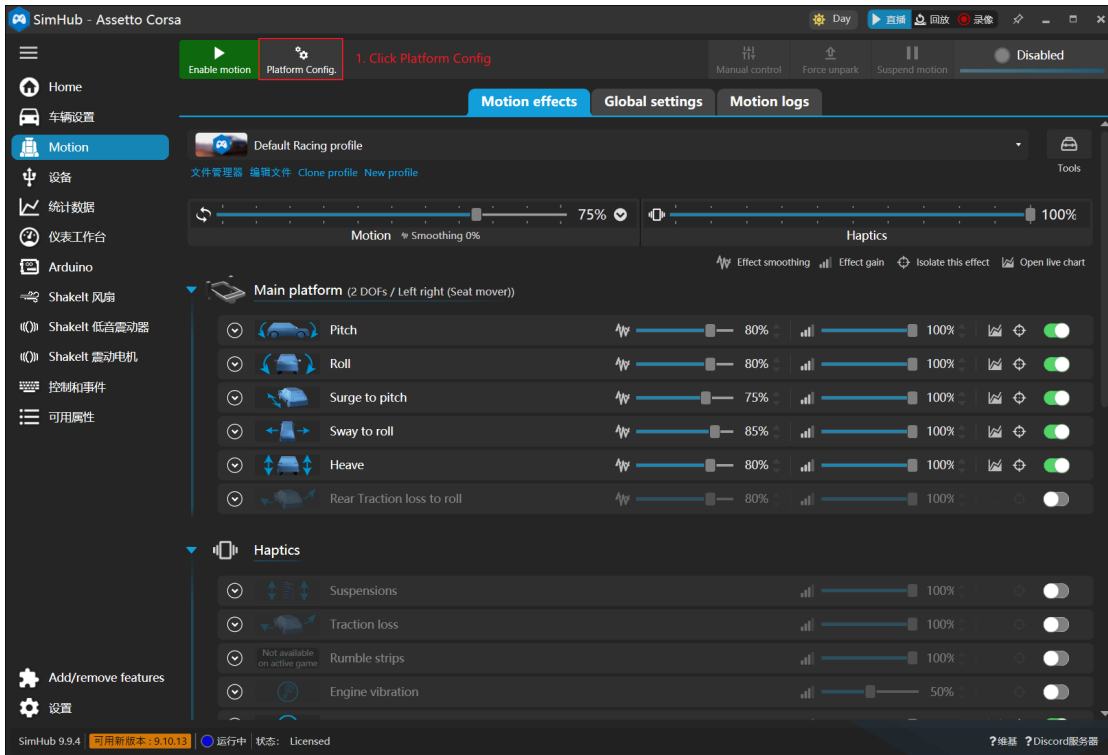


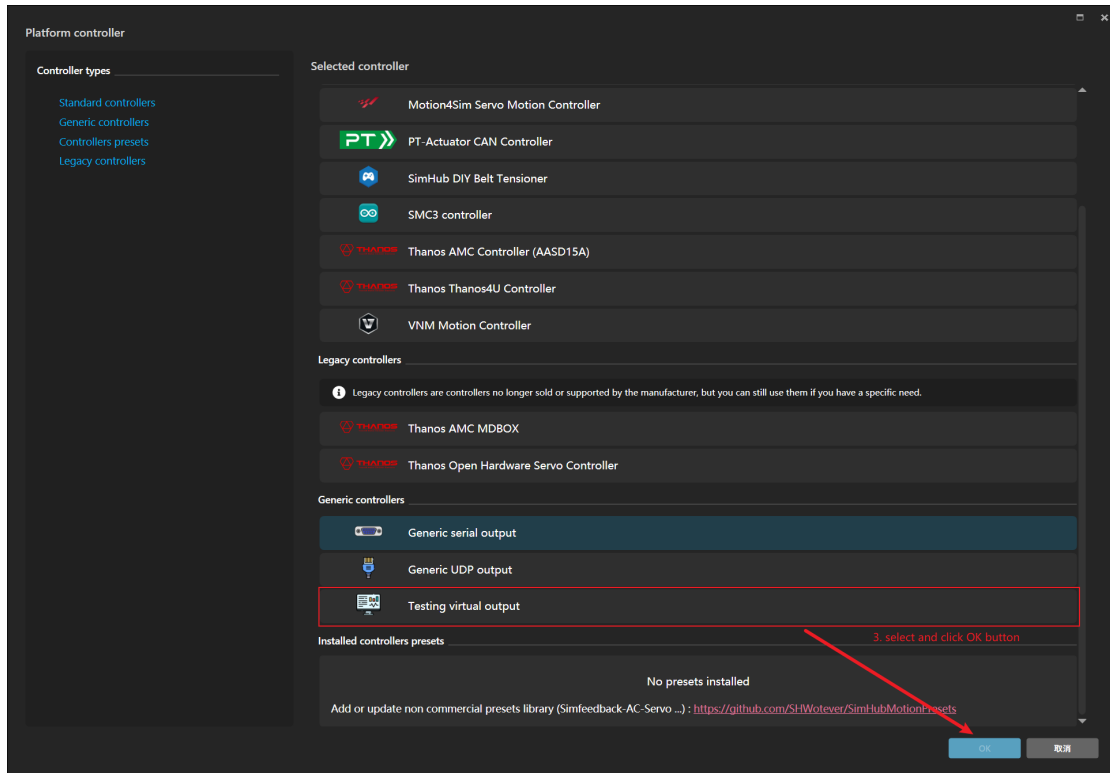
Don't forget to replace the COM port with the real one on your PC, which can also be found in the software setup section. Also don't forget to enable the serial port and "Log incoming data" option. Log messages will show in the "Incoming serial data" area.

## 4.6 Debugging

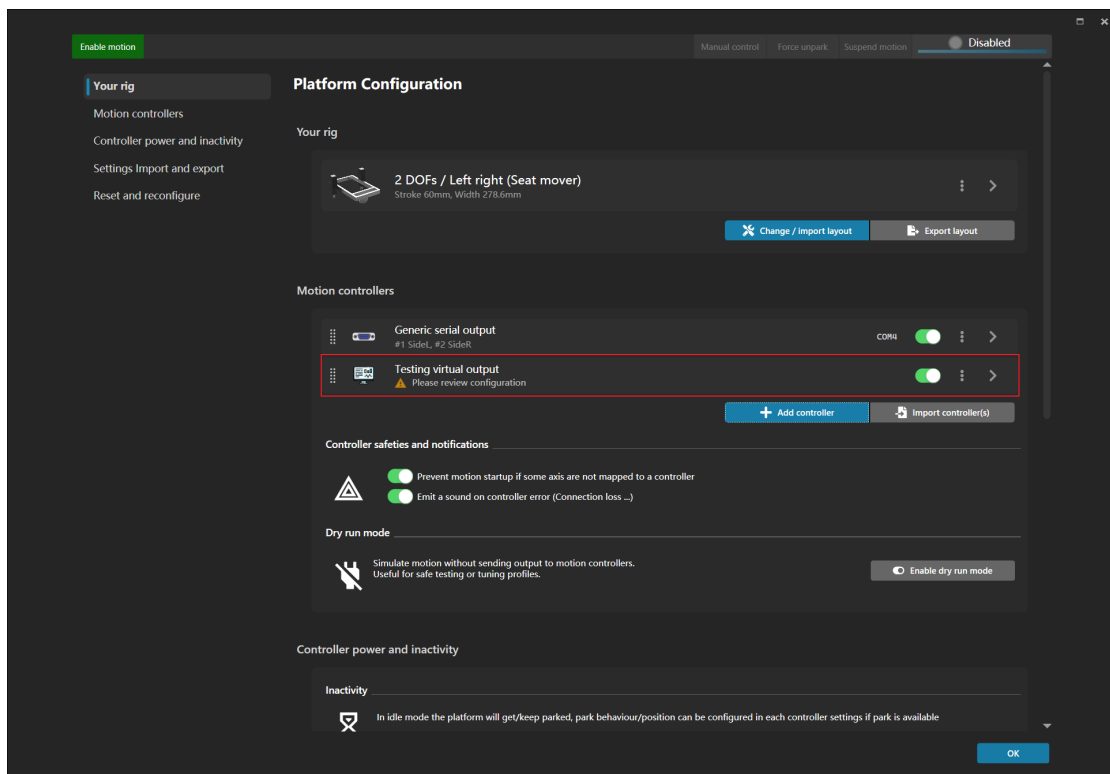
If you notice issues with your device — for example, problems with in-game motion feedback or delays between the device and the game — you can test the device yourself using SimHub, in addition to contacting official customer support.

- (1) **Turn off motion** and add the Testing Virtual Motion controller. The steps are as follows:

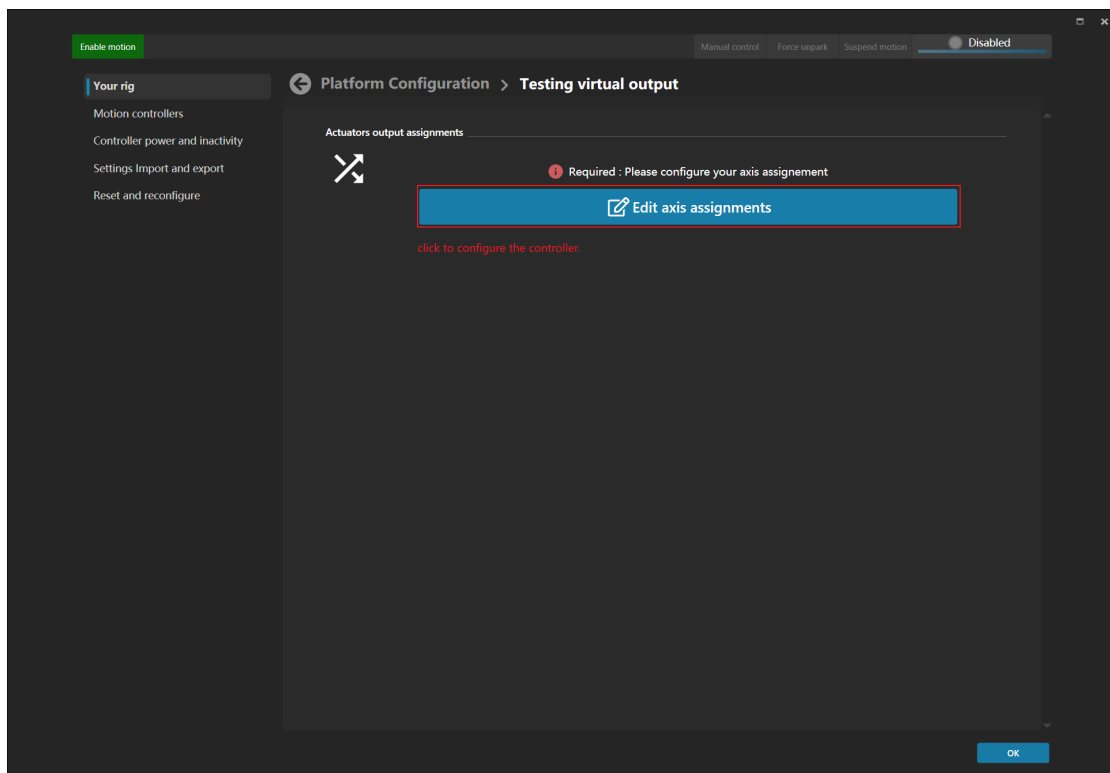
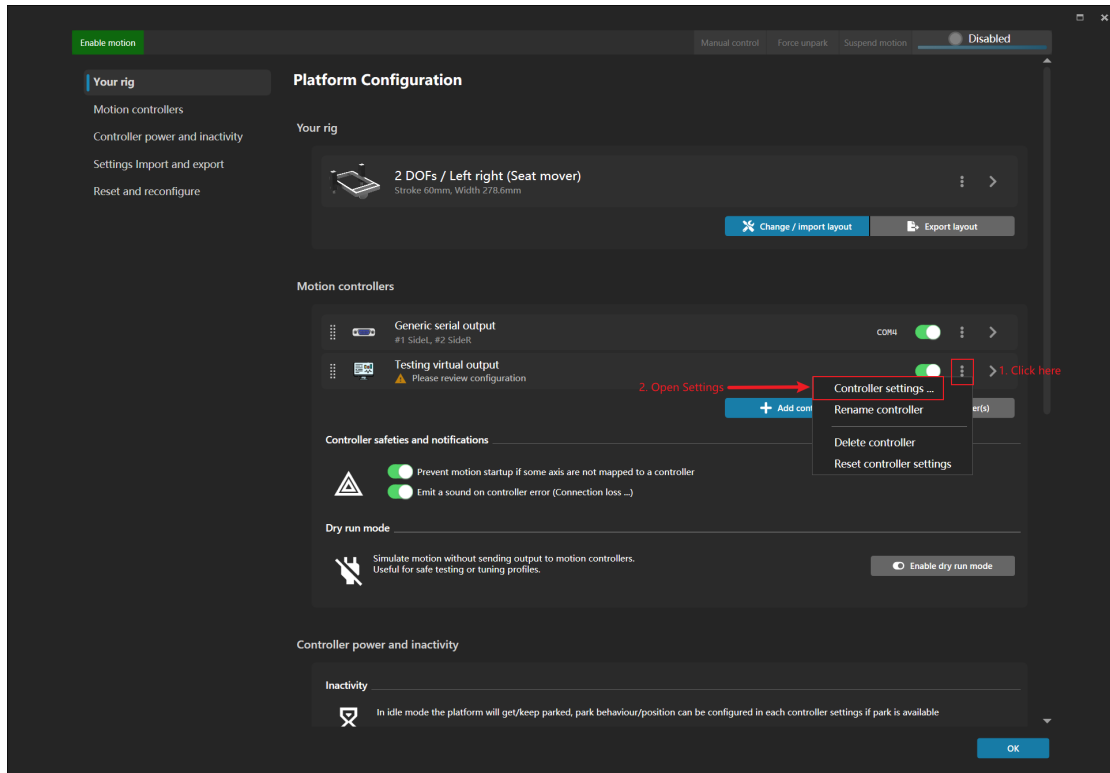


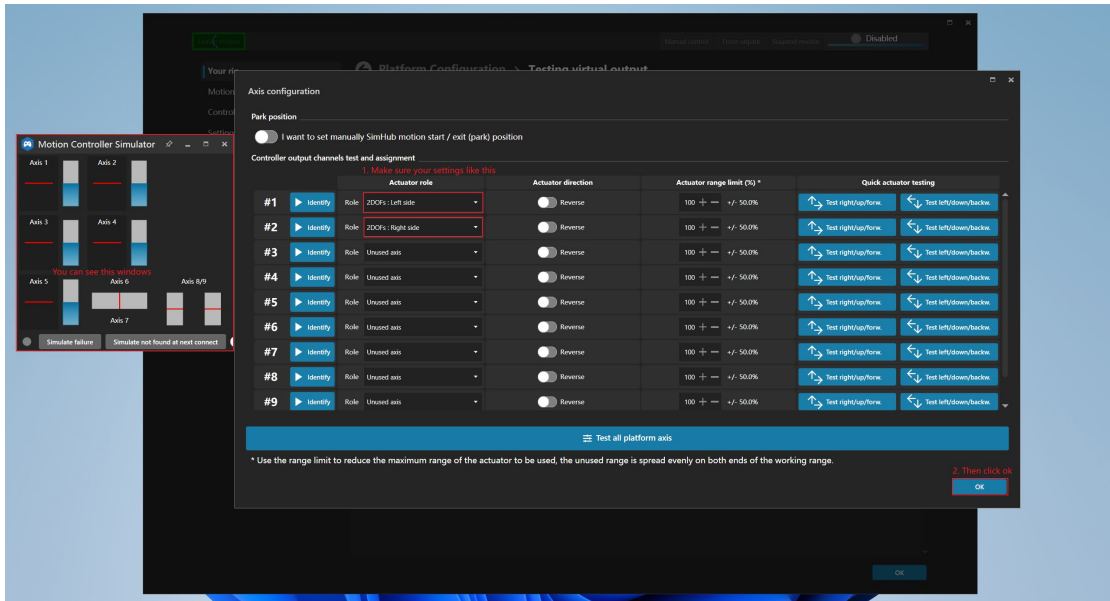


Then you can see Testing virtual output in the controller list.



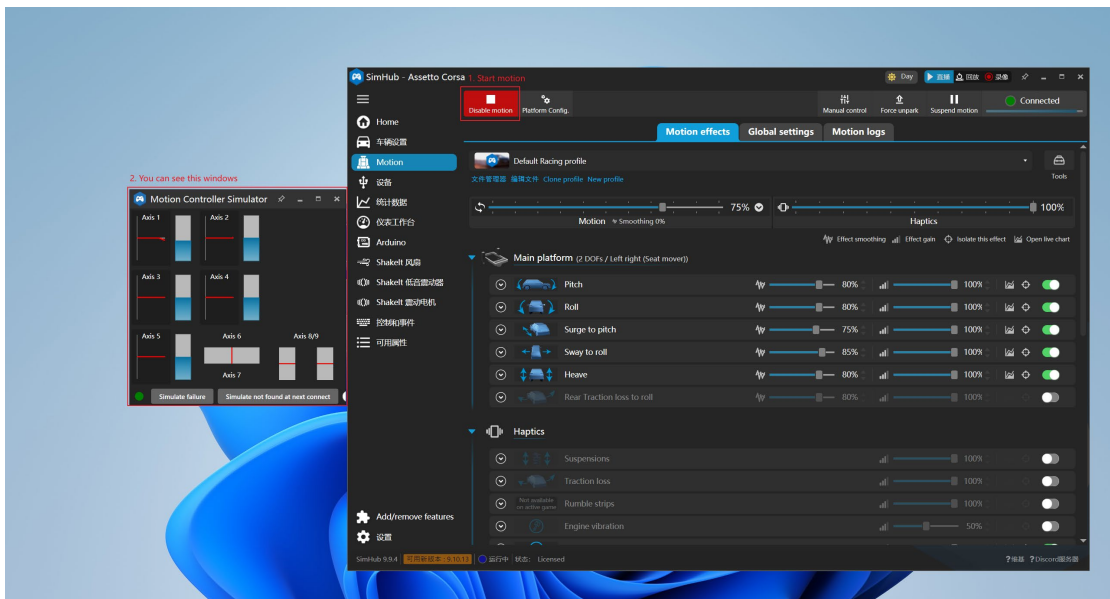
Next, configure the controller.

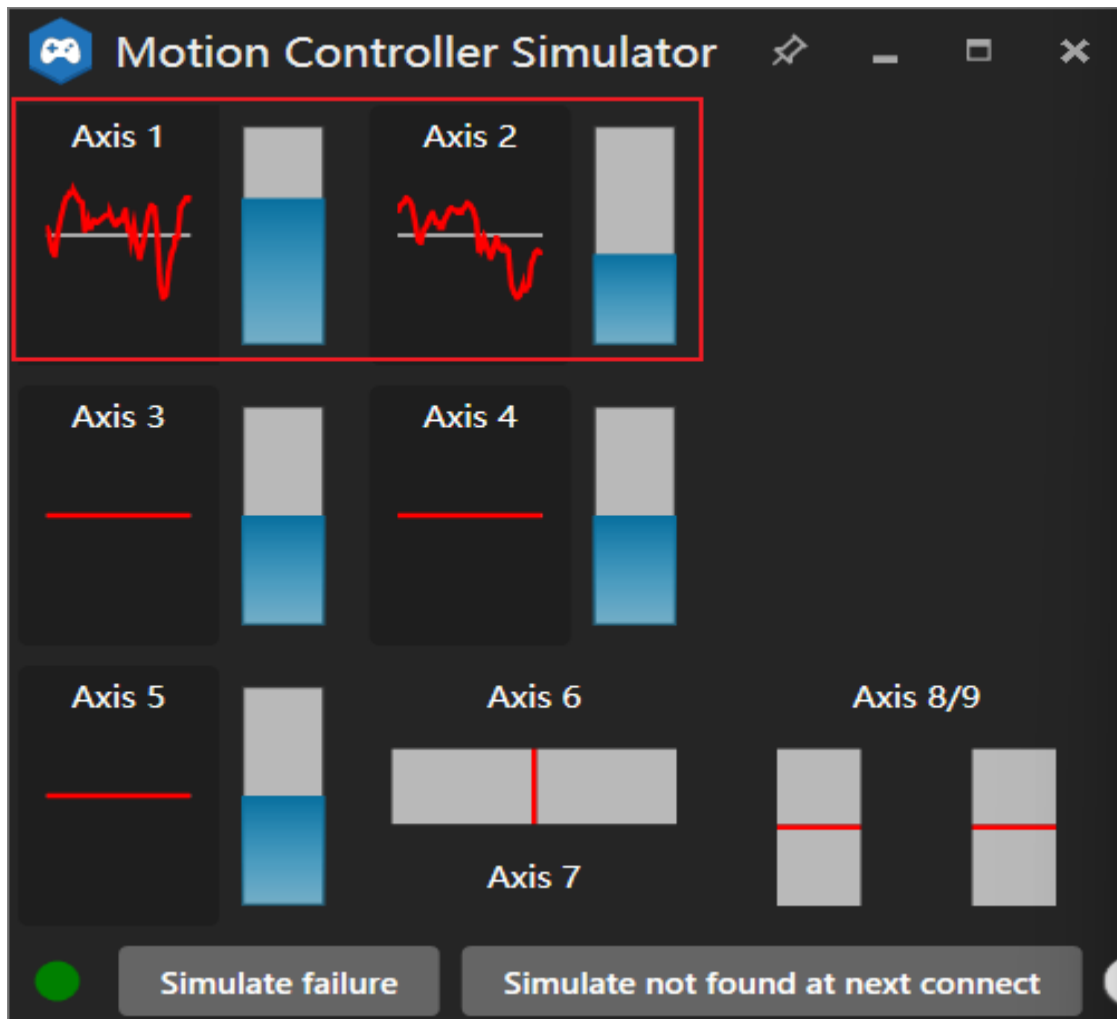




If any pop-up messages appear during the process, simply choose the default option.

Then start the motion.





Under normal circumstances, the Axis data will stay in sync with your in-game actions.

Finally, start the game and observe the Motion Controller Simulator window to check whether there is any delay between your in-game actions and the simulator window. If you are unable to resolve the issue, please contact us for support.

## 5 Warranty, Compliance & Support

### 5.1 Warranty Period & Commencement

#### 5.1.1 Warranty Period

(1) **Personal / home use**

The DX Winner 2 is covered by a **1-year Limited Warranty** from the Warranty Commencement Date.

(2) **Commercial use** (showrooms, sim cafés, events, rental, training centers, etc.)

The DX Winner 2 is covered by a **6-month Limited Warranty** from the Warranty Commencement Date. Due to the significantly higher usage intensity and operating hours in commercial environments, the warranty period for commercial use is limited to 6 months.

Repair or replacement does **not** restart or extend the original warranty period. Any repaired or replaced part/unit will be covered for the remaining original warranty period or 90 days from the date of repair/replacement, whichever is longer.

Your statutory consumer rights under applicable consumer protection laws are not affected by this Limited Warranty. In some jurisdictions, mandatory statutory warranty/consumer rights may provide longer protection periods and/or additional remedies. Where such mandatory local law applies, it will prevail to the extent it cannot be excluded or limited by contract.

#### 5.1.2 Warranty Commencement

The Warranty Period starts from the date DynamicX **ships the product from its facilities or logistics partner**, unless mandatory local law requires the warranty to start from the date the product is delivered to the end customer. In that case, the delivery date will apply.

- ✧ For direct sales (website, crowdfunding), this is the shipment date shown on DynamicX's shipping records or customer invoice.
- ✧ For products purchased via authorized resellers/distributors, this is the date DynamicX ships the product to that authorized reseller/distributor.

If proof of shipment is missing or incomplete, DynamicX may, at its reasonable discretion, determine the Warranty Commencement Date based on internal shipment and logistics records.

Nothing in this clause is intended to reduce any minimum warranty protection that you are entitled to under mandatory local law.

### 5.2 Warranty Scope: Coverage & Exclusions

#### 5.2.1 What's Covered

DynamicX warrants that, under normal and specified use, the **DX Winner 2** motion simulator will be free from defects in materials and workmanship for the applicable Warranty Period.

Covered items include, but are not limited to:

✧ **Motion & control system**

Actuators/motors, control boards, sensors, power supply unit (PSU).

✧ **Chassis / structural parts**

Main frame, brackets, and structural components that affect the mechanical integrity or operation of the product (excluding purely cosmetic issues and normal wear).

✧ **Included standard cables & accessories**

Power cables, data cables, and other accessories supplied in the original package, excluding user damage and normal wear of consumables.

**Remedies (at DynamicX's option):**

- ✧ Repair the defective part or unit; or
- ✧ Replace it with a new or refurbished part or unit of equal or better performance; or
- ✧ Replace the product with a functionally equivalent unit.

Any replaced parts or units become the property of DynamicX.

## 5.2.2 What's Not Covered

This Limited Warranty does **not** cover, including but not limited to, the following:

1. **Misuse / improper installation / out-of-spec use**

- a. Use beyond the specified limits for load, angle, voltage, duty cycle, environment, or orientation;
- b. Inadequate mounting, insufficient support, or incorrect mechanical integration;
- c. Use with incompatible rigs/adapters, non-approved mounting methods, or non-approved accessories.

2. **Unauthorised disassembly or modification**

- a. Opening sealed parts or modifying structural components;
- b. Installing non-official, modified, or tampered firmware/software on the device;
- c. Bypassing, disabling, or tampering with safety limits, thermal/current protection, or other built-in safety features.

3. **External causes and accidents**

Damage caused by drops, strong impacts, crushing, liquid ingress, oxidation/corrosion, fire, lightning, power surges, overvoltage/undervoltage, unstable power grid, rodents/insects/pests, or other force majeure events.

#### 4. **Consumables, cosmetic issues & normal wear**

Surface finishes/paint, labels, decorative parts, rubber feet, bushings, fuses, minor scuffs, discoloration, or other cosmetic changes that do not materially affect functionality.

#### 5. **Third-party software / games / drivers**

Compatibility, performance, or functionality issues arising from or related to third-party software, games, plugins, drivers, operating systems, or their updates.

#### 6. **Service by non-authorized parties**

Any repair, modification, or opening performed by persons or organizations not authorized by DynamicX, and any damage arising from such actions.

#### 7. **Missing or invalid proof**

Missing or invalid proof of purchase; serial number or product label removed, altered, defaced, or not matching the product.

#### 8. **Other exclusions permitted by law**

Any other limitations or exclusions allowed under the applicable local law.

## 5.3 Shipping & Costs

### 5.3.1 In-warranty and Out-of-warranty Service, Packaging & Charges

#### (1) In-warranty service

Unless mandatory local law provides otherwise, this Limited **Warranty covers parts and workmanship only** and does not include any shipping/transportation costs. During the applicable Warranty Period, the customer is responsible for all transportation costs related to warranty service, including shipping the product to DynamicX (or an Authorized Service Partner) and shipping any repaired or replacement product back to the customer.

Where mandatory consumer protection or other applicable law requires DynamicX to bear all or part of such transportation costs, DynamicX will comply with those legal requirements, and this clause shall be applied and interpreted accordingly.

This shipping policy applies to products used for both personal/home and commercial purposes.

#### (2) Out-of-warranty service

The customer is responsible for all costs of diagnosis, repair, spare parts, and **all shipping costs**.

DynamicX or its Authorized Service Partner will provide a quotation (including parts, labor, and estimated shipping charges, and, where reasonably known, any applicable taxes, duties, and handling fees) for the customer's approval before any service is performed.

## Packaging requirements

The customer must use the original packaging or equivalent protective packaging that provides adequate cushioning and secure fixation. Damage occurring during transit due to inadequate or improper packaging is **not covered** by this Limited Warranty and may result in additional repair or replacement charges.

## Duties, taxes and related charges

Unless otherwise required by applicable law, all customs duties, taxes, brokerage fees, storage charges, import/export clearance fees, and any similar charges arising from shipment to or from DynamicX or its Authorized Service Partners are the responsibility of the customer.

## 5.3.2 How to Obtain Service (RMA)

Before contacting support, please perform the following basic checks:

### 1. Check all connections

Ensure all power and data cables are firmly connected and not visibly damaged.

### 2. Power-cycle the system

Turn off and unplug the DX Winner 2 and the host PC; wait at least 30 seconds; then reconnect power and restart.

### 3. Allow protections to reset

If motion stops suddenly, the system may have triggered thermal or over-current protection. Power off and let the unit rest for at least **15 minutes** before attempting to use it again.

If the issue persists, please contact DynamicX Support:

✧ **Email:** [contact@dynamicx.fun](mailto:contact@dynamicx.fun)

To help us diagnose quickly, please include:

- ✧ Order number or invoice (proof of purchase);
- ✧ Serial number(s) of the product;
- ✧ Detailed description of the issue and the conditions under which it occurs;
- ✧ Photos, videos, and logs (if available).

After reviewing your request, DynamicX will issue an **RMA (Return Material Authorization)** number and provide packing and shipping instructions. Please **do not** ship the product without a valid RMA number, as this may cause delays in processing.

All warranty and non-warranty repairs must be performed by DynamicX or an Authorized Service Partner designated by DynamicX.

### 5.3.3 Remote Troubleshooting & Parts-First Service

DynamicX provides support on a **remote-first** basis. We will typically diagnose issues remotely before requesting any return shipment. You may be asked to provide a description of the issue, photos/videos, error logs, and/or other information. With your consent, DynamicX may also request a remote desktop session for software/configuration checks where appropriate.

If a hardware fault is confirmed, DynamicX may, at its discretion, **ship replacement parts/modules first** (together with installation instructions and/or video guidance) to help restore functionality as quickly as possible. Only if the issue cannot be resolved through remote troubleshooting and/or parts replacement, or if factory inspection is required, will DynamicX arrange an RMA return of the unit.

DynamicX may require the defective part to be returned (or provide additional instructions) after a replacement is sent. Failure to follow the provided instructions may affect warranty eligibility to the extent permitted by applicable law.

## 5.4 Software & Firmware

DynamicX may provide official software and firmware updates that improve performance, functionality, or stability. Installing such updates does **not** extend or restart the original Warranty Period.

Installing or attempting to install any **non-official, modified, or tampered** firmware/software on the DX Winner 2 will, to the maximum extent permitted by law, immediately void this Limited Warranty.

Users are responsible for ensuring that their operating system, games, and third-party software are compatible with the product and kept reasonably up to date.

## 5.5 Transferability

This Limited Warranty applies only to the **first end-user purchaser** of the product and is **not transferable** to any subsequent owner, unless mandatory local law provides otherwise.

DynamicX or its partners may require valid proof of purchase to verify warranty entitlement.

## 5.6 Legal Terms & Dispute Resolution

### 5.6.1 Limitation of Liability

To the maximum extent permitted by applicable law, DynamicX, its affiliates, directors, employees, and partners shall **not** be liable for any indirect, incidental, punitive, special, or consequential damages, including but not limited to loss of profit, revenue, goodwill, or data, arising out of or related to the use of or inability to use the product.

To the extent permitted by law, the **aggregate** liability of DynamicX and its affiliates under this Limited Warranty, whether in contract, tort, or otherwise, shall be limited to the **actual amount you paid** for the DX Winner 2 product.

Some jurisdictions do not allow the exclusion or limitation of certain types of damages. In such cases, some of the above exclusions or limitations may not apply to you. Your specific rights may vary depending on your location.

## 5.6.2 Governing Law & Dispute Resolution

This Limited Warranty shall be governed by and construed in accordance with the laws of the **Hong Kong Special Administrative Region (HKSAR)**, without regard to its conflict-of-laws principles.

However, this choice of law is subject to any **mandatory consumer protection laws** of your place of habitual residence, where such laws provide you with additional rights that cannot be excluded by contract.

Unless otherwise required by mandatory local law, any dispute, controversy, or claim arising out of or in connection with this Limited Warranty or the product shall be submitted to the competent courts or arbitration bodies in the Hong Kong SAR.

In case of any inconsistency between different language versions of this Limited Warranty, the English version shall prevail.

## 5.7 Compliance & Safety

DX Winner 2 is designed for home and commercial motion simulation and is intended to be used **only** as described in this User Manual and on the product website.

- ✧ Always install the product on a stable, suitable rig or platform, and follow all mounting and safety instructions.
- ✧ Do not exceed the specified load, angle, or usage limits.
- ✧ Keep children, pets, and bystanders clear of moving parts during operation.
- ✧ Regulatory and safety requirements may differ by country or region. For the latest information on compliance status and safety guidance relevant to your location, please refer to:
  - ✧ The DynamicX official website: [dynamicx.fun](https://dynamicx.fun)
  - ✧ The product labels and safety notices supplied with your unit
  - ✧ Updates and advisories published by DynamicX support

Failure to follow safety instructions may result in injury or damage and could affect your warranty coverage.