

GT-LED

SIMHUB SETUP GUIDE

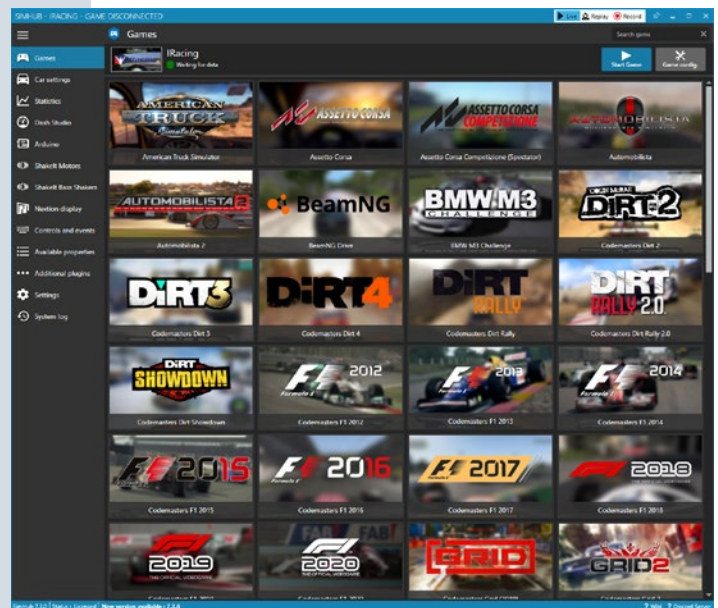


Thanks for purchasing your GT-LED Button Box. We truly appreciate your support!

1 Download and install SimHUB.

www.simhubdash.com

We highly recommend using the **Licensed Edition of SimHUB**, let's keep supporting development of this great tool for sim racing!



2 Plug your **GT-LED** to your PC and open SimHUB. Led ring will tun on red.

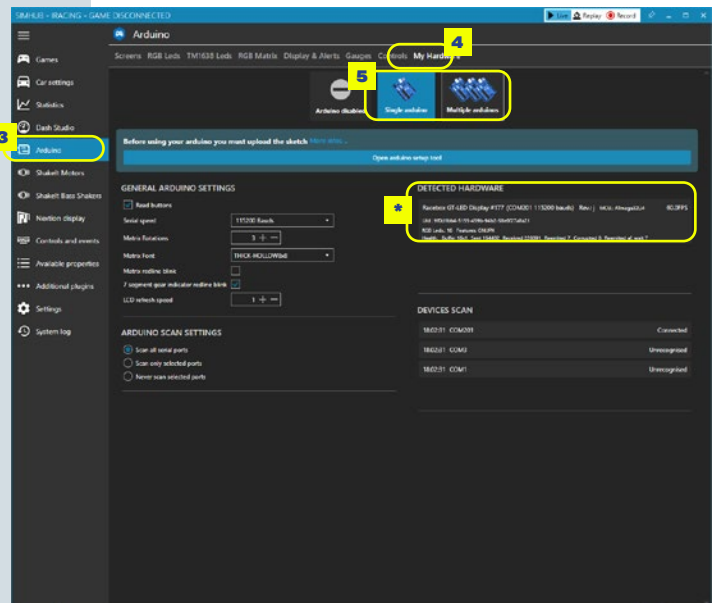
Note: Buttons, switches and rotaries do not require the use of SimHUB, you can configure them directly in-game.

3 On the left Menu, click on **Arduino**.

4 Then, click on **My Hardware**.

5 Click on **Single Arduino**. If you have another device using an arduino board, click on **Multiple Arduinos**.

***** Verify that your **GT-LED Button Box** is connected correctly: It will be displayed in the **DETECTED HARDWARE** tab.



7 In the same **Arduino** menu, click on **RGB Leds** tab.

8 Click on **Profiles manager**.

9 A new window will open, click on the **Import Profile** icon.

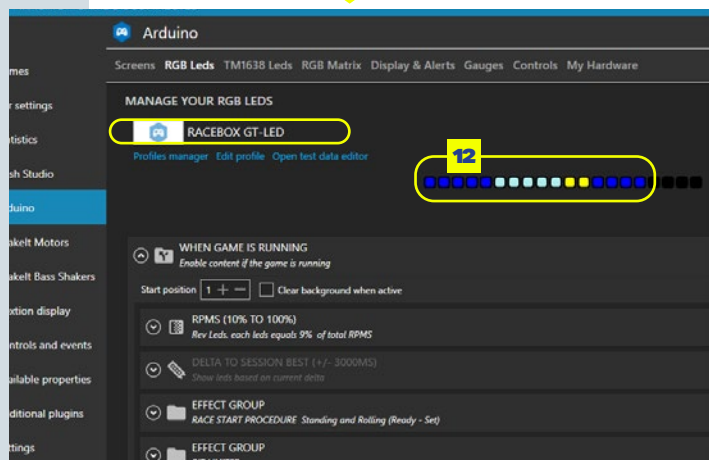
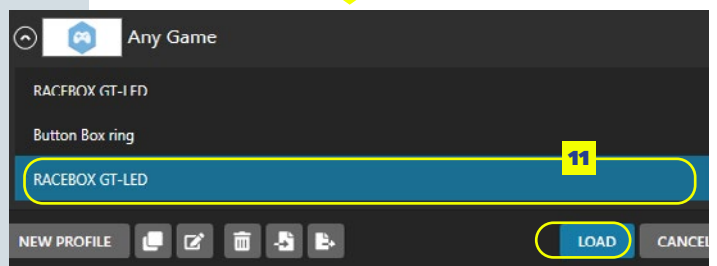
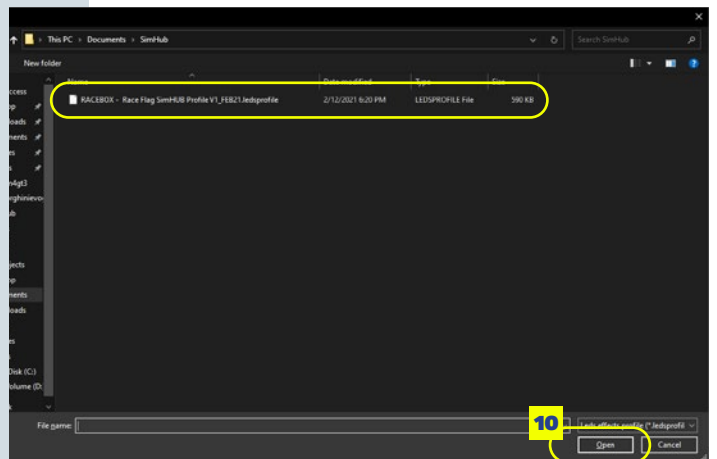
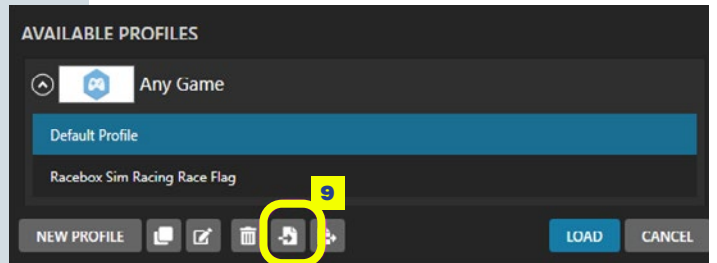
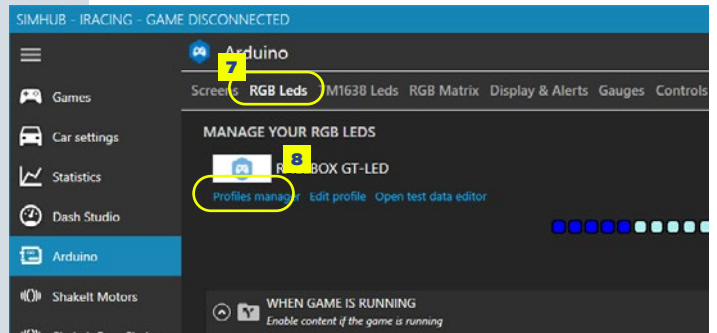
10 Select our custom profile and click **Open**.

[Download our GT-LED profile here](#)

11 Select **Racebox GT-LED** profile and click **LOAD**.

12 You will return to the **RGB Led** tab. Now the 16 leds on your button box will be animated in yellow and blue. This means our profile is loaded correctly. **You are ready to race!**

This yellow and blue animation will disappear when a game is running.



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Knowing the **RGB Leds** tab.

A screenshot of the SIMHUB software interface. The 'RGB Leds' tab is selected in the top navigation bar. The main area is titled 'MANAGE YOUR RGB LEDS' and shows the 'RACEBOX GT-LED' device. A 'LED brightness' slider is set to 10%. Below this is a 'Led Sample' bar with 16 colored LEDs. The 'Custom effects' section is expanded, showing a list of effects with their descriptions and toggle switches. The effects include 'WHEN GAME IS RUNNING', 'RPMS (10% TO 100%)', 'DELTA TO SESSION BEST (+/- 3000MS)', 'EFFECT GROUP RACE START PROCEDURE', 'EFFECT GROUP PIT LIMITER', 'WHEN FORMULA IS TRUE' (with sub-effects for FLAG CHECKERED, FLAG GREEN, FLAG WHITE, FLAG ORANGE, FLAG YELLOW - SAFETY CAR, FLAG MEATBALL, and FLAG BLUE), and 'EFFECT GROUP CUSTOM FLAGS'. A yellow box highlights the 'Description of the flag/warning' for the 'FLAG CHECKERED' effect. Another yellow box highlights the toggle switches for the 'CUSTOM FLAGS' section, with a note that they can be turned on/off.

Description of the flag/warning

You can turn off/on available flags here

For more information or troubleshooting about SimHUB please check www.simhubdash.com

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