

GT3 PRO

SIMHUB SETUP GUIDE



Thanks for purchasing your GT3 PRO 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 button box to your PC. **"HELLO WORLD"** will be displayed in the data screen on your button box. This message will disappear once your button box is connected to SimHUB. (See step 3)

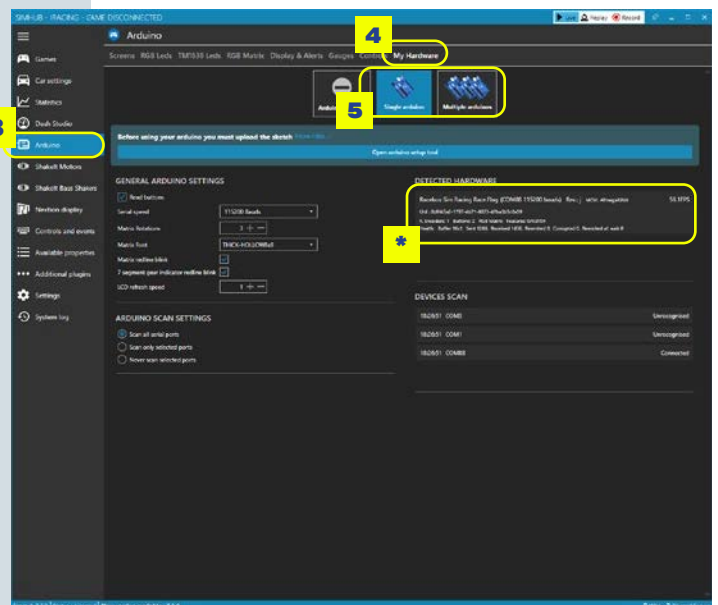
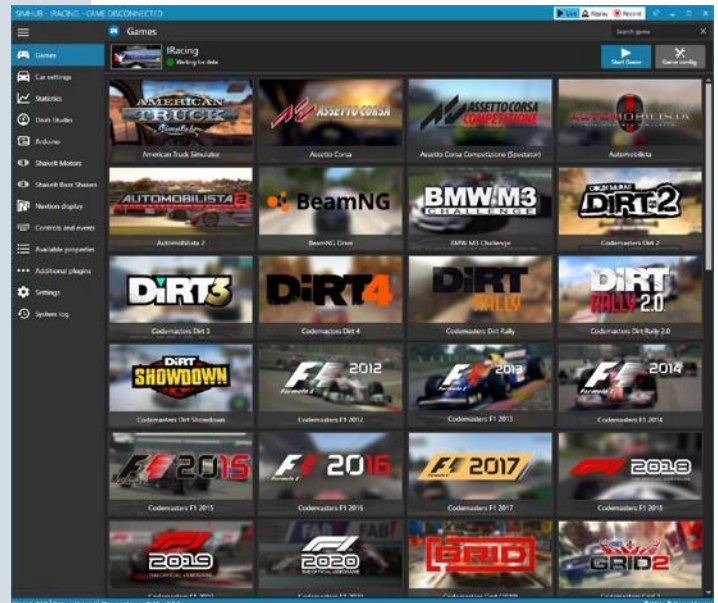


3 On the left Menu, click on **Arduino**.

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

5 Click on **Single Arduino**. If you have multiple devices connected to SimHUB using an arduino board, then click on **Multiple Arduinos**.

***** Verify that your Button Box is connected correctly: It will be displayed in the **DETECTED HARDWARE** tab. Now, you will be able to see telemetry data displayed.



How to set up your matrix gear display?

Once connected, your button box will display gears automatically. **Have in mind that the Matrix display will only display information when a game is running.**

If you want to change the number style on your gear display, you can do it from the

1 My Hardware tab, under **2** GENERAL ARDUINO SETTINGS.



SIMHUB - IRACING - GAME DISCONNECTED

Arduino

My Hardware

Arduino disabled Single arduino Multiple arduinos

Before using your arduino you must upload the sketch [More infos ...](#)

Open arduino setup tool

2

GENERAL ARDUINO SETTINGS

- Read buttons
- Serial speed: 115200 Bauds
- Matrix Rotations: 3
- Matrix Font: THICK-HOLLOW8x8
- Matrix redline blink:
- 7 segment gear indicator redline blink:
- LCD refresh speed: 1

DETECTED HARDWARE

Racebox Sim Racing Race Flag (COM88 115)

Uid : 0d9f45a2-1797-4b71-8673-47ba5b5c0a59

R. Encoders: 1 Buttons: 2 RGB Matrix Features: GN

Health: Buffer 16x1, Sent 1286, Received 1438, Rec

DEVICES SCAN

To verify format changes, remember that a game needs to be running.

- **Matrix Rotations:** Changing this value will rotate the number on your gear display. Choose "3" value if your button box is mounted in portrait orientation.
- **Matrix Font:** This will change font style in your matrix gear display.
- **Matrix redline blink:** If activated, gear display will blink when you hit redline.

How to change matrix display brightness?

Go to **1** Display & Alerts and adjust the value of **2** Matrix Intensity, to your preference.

SIMHUB - IRACING - GAME DISCONNECTED

Arduino

Display & Alerts

2

MATRIX

Matrix Intensity: 3

ALERTS

Screen display announce: 0.5 seconds

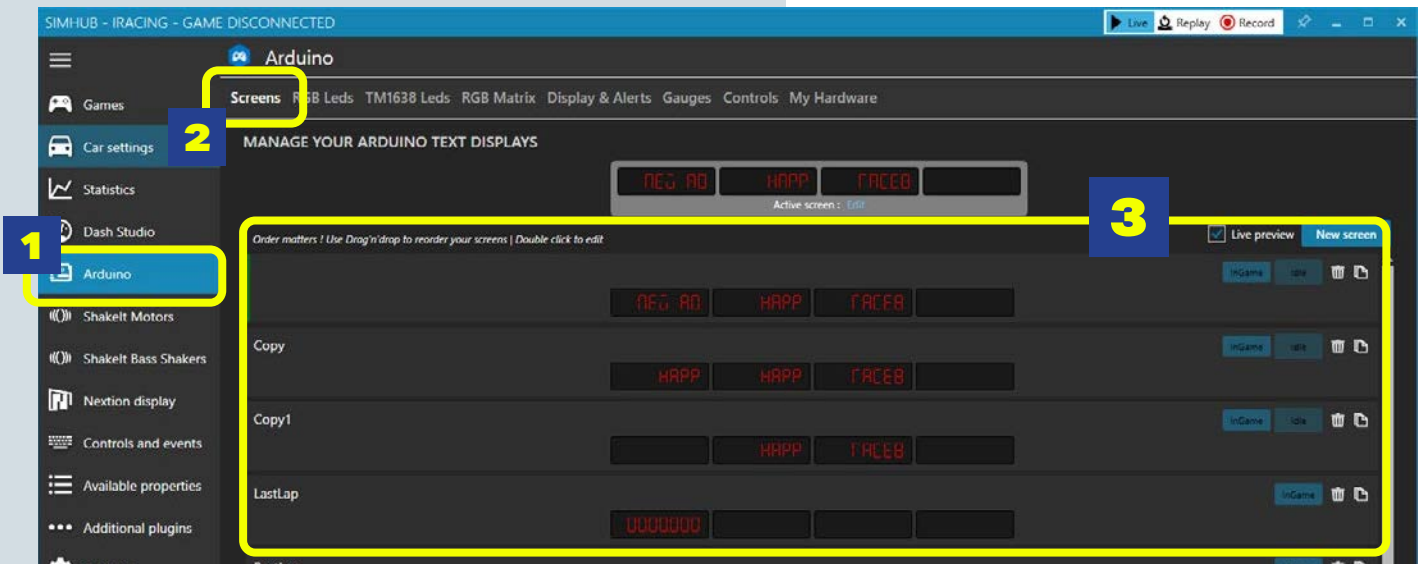
How to change the info displayed on your 20x4 LCD display?

SimHUB display some information by default, it will be displayed once your button box is recognized by SimHUB.



On the left menu click on **1** **Arduino**, then click on **2** **Screens**, to your preference.

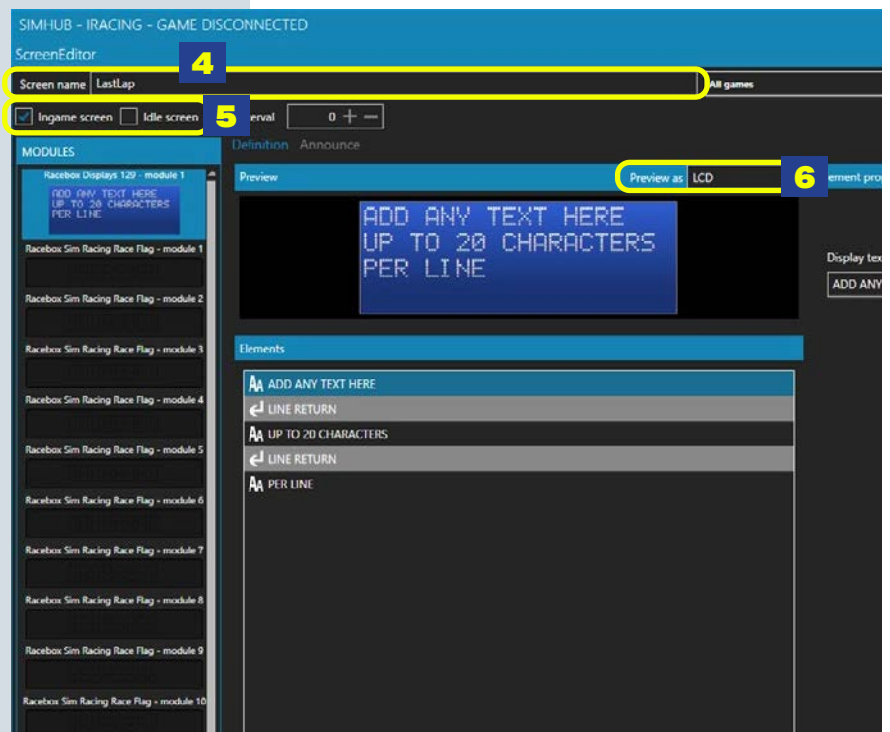
3 Double click on the row you want to edit.



4 Add your **Screen Name** (only for reference).

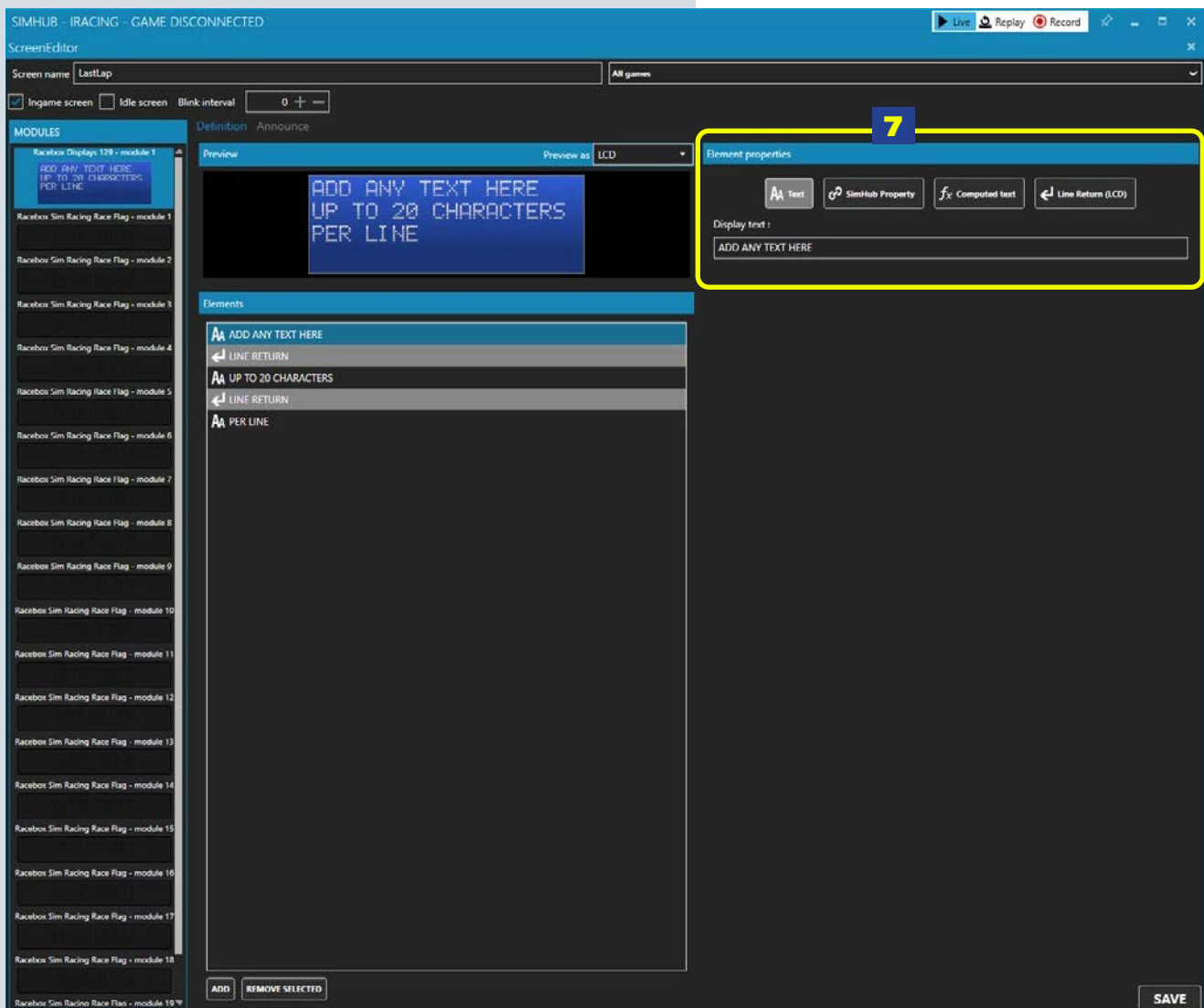
5 Select **Ingame screen** if you want this screen to show while a **game is running**. Select **Idle screen** if you want it to show when a **game is not running**.

6 In **Preview as**, select **LCD**. You will notice that it changes to a blue screen similar to the one in your button box.



You have the option to add 4 types of properties, as shown in **7 Element properties**. These properties are:

- **TEXT:** You can add up to 20 characters per line, this text is static.
- **SIMHUB PROPERTY:** These are dynamic values that SimHUB displays from your game.
- **COMPUTED TEXT:** Also dynamic values that can be calculated with formulas using SimHUB properties.
- **LINE RETURN (LCD):** Use this to skip to the next line. **Your LCD will display up to 4 lines of text.**



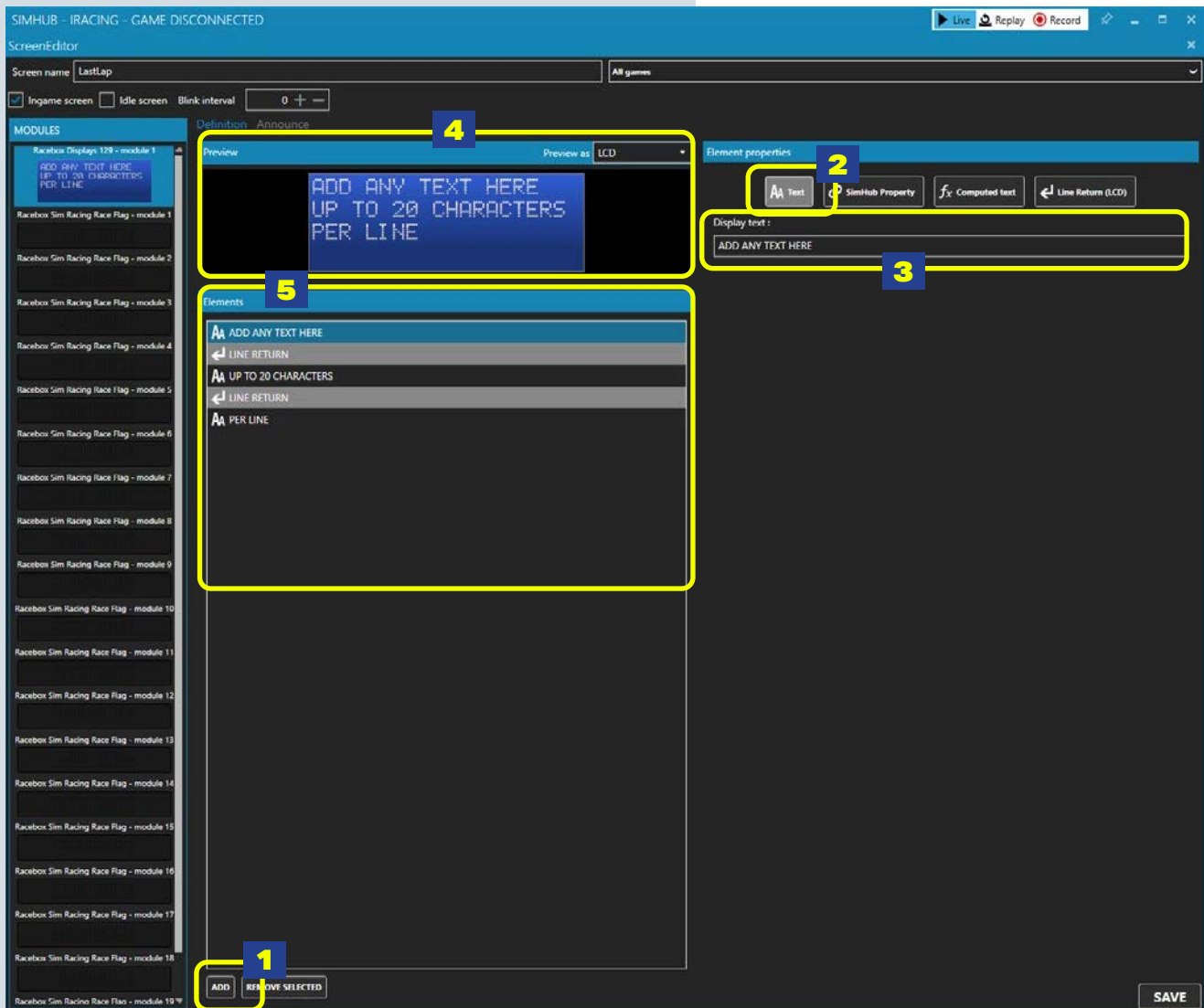
How to add a **Text** element:

Click **1** **ADD**

Click on **2** Text icon.

3 Add the text you want to display.

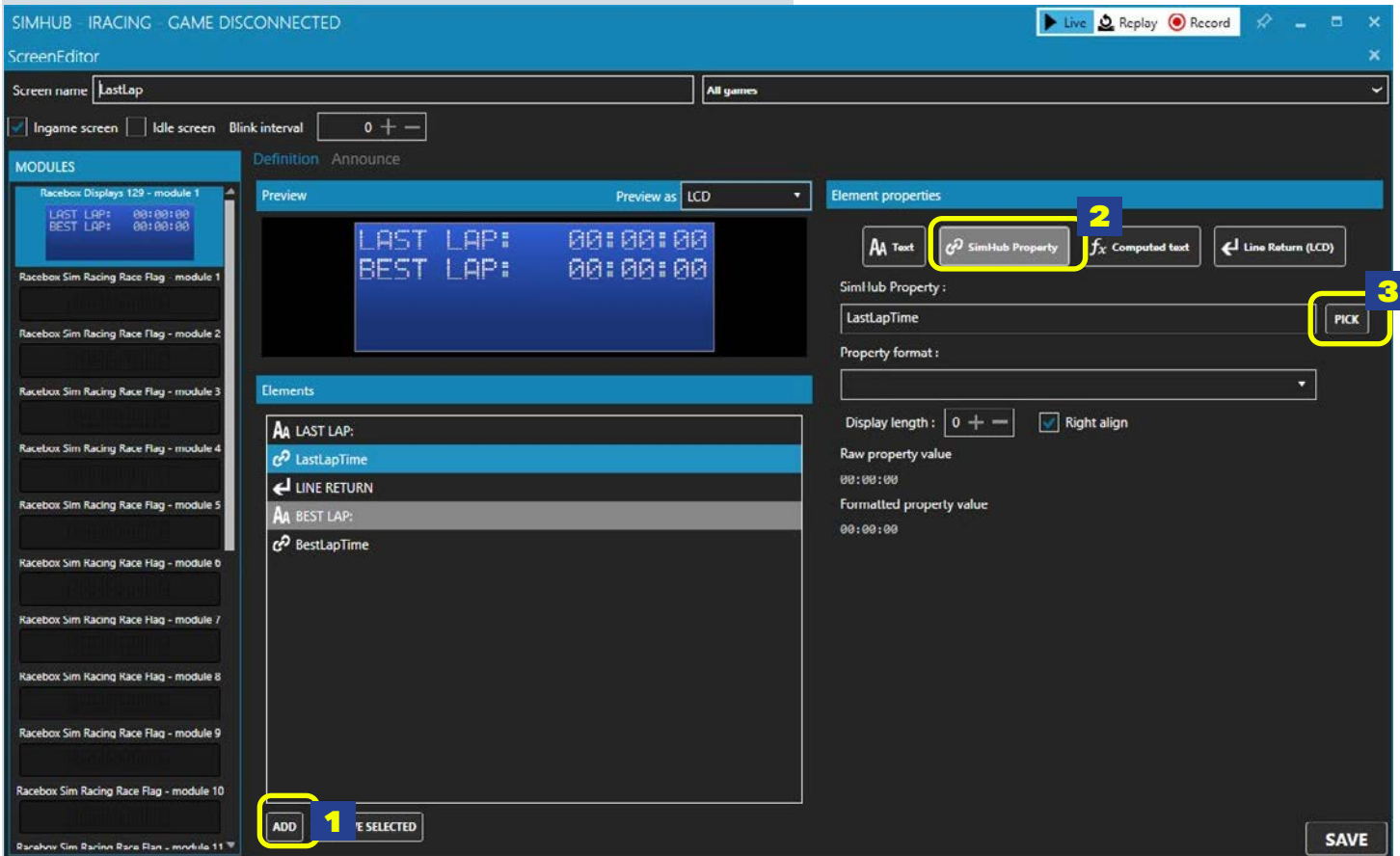
Your Text will be displayed in the **4** **Preview** screen,
and listed under **5** **Elements**.



If you need to add a line break, click again on **ADD**,
then click on **Line Return**.

How to add a **SimHUB Property** element:

Click on **1 ADD**, then click on **2 SimHub Property**



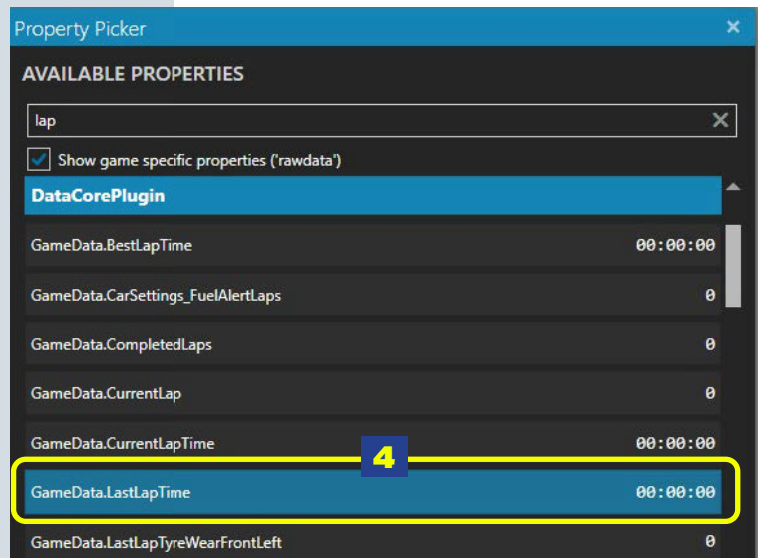
Click on **3 PICK**.

Property Picker window will open.

Search and **4** select the property you want to display. **Double click to add.**

Window will close automatically.

You will be prompted back to the **Screen Editor** window, where you will be able to change some values.



These are the elements you can change from a

5 SimHub Property:

The screenshot shows the SIMHUB ScreenEditor interface. The window title is 'SIMHUB | RACING | GAME DISCONNECTED'. The main area is titled 'ScreenEditor' and shows a screen named 'LastLap'. The screen is currently in 'Definition' mode. The 'Preview' window shows a blue LCD screen with the text 'LAST LAP: 00:00:00' and 'BEST LAP: 00:00:00'. The 'Element properties' panel on the right is highlighted with a yellow box and contains the following settings:

- SimHub Property: LastLapTime (with a 'PICK' button)
- Property format: (dropdown menu)
- Display length: 0 (with a '+' and '-' button)
- Right align:
- Raw property value: 00:00:00
- Formatted property value: 00:00:00

The 'Elements' panel on the left shows a list of elements: 'LAST LAP:', 'LastLapTime', 'LINE RETURN', 'BEST LAP:', and 'BestLapTime'. The 'LastLapTime' element is selected. The 'SAVE' button is highlighted with a yellow box and a blue '6' in the bottom right corner.

SimHUB Property: It will display the name of the property.

Property Format: Different formats for the value you are displaying: **decimals, date or time format.**

Display length: number of characters to display, "0" is the default length of the Simhub property.

Right Align: will align the property to the right.

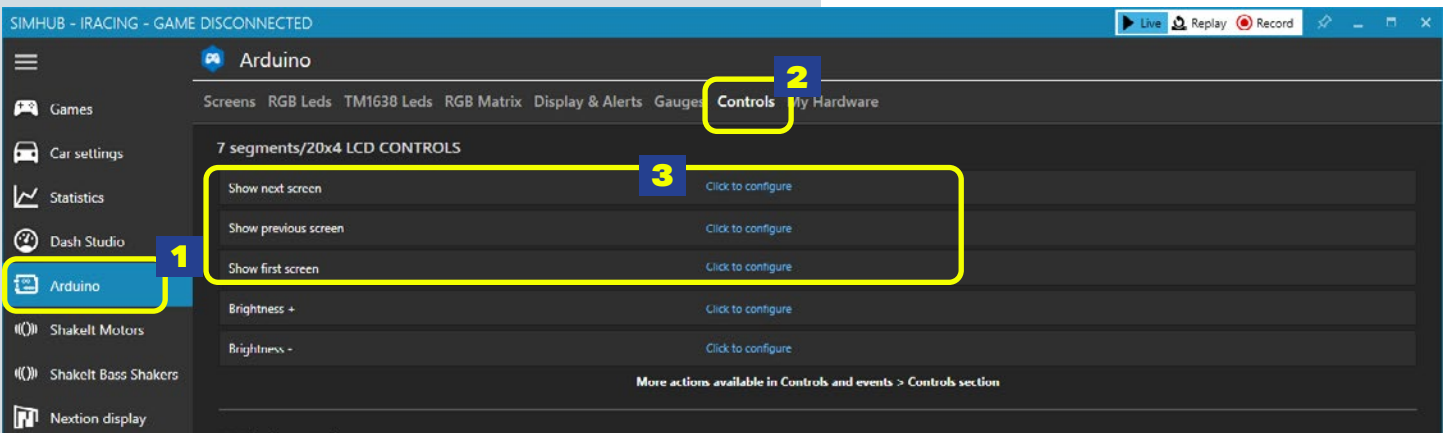
Once you finish entering all the values to display, click on **6 SAVE.**

Repeat this process with every screen you want to display. See next page to configure buttons to navigate between screens.

How to configure buttons to navigate between screens in your LCD Display:

On the left menu, click on **1** **Arduino**, then click on **2** **Controls**.

Click on **3** **Click to configure**.



Once you are prompted to the **Pick a control** window, press the button or toggle switch of your preference.
4 Select **ShortandLongPress** on **Press type** and click **5** **SAVE**.

Repeat this process with **Show next screen**, **Show previous screen** and **Show first screen**.

