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 buttonx box is connected to SimHUB. (See step 3)



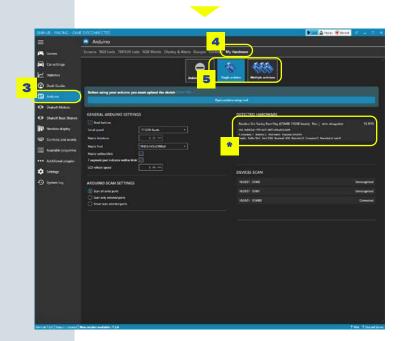


On the left Menu, click on **Arduino.**

Then, click on **My Hardware.**

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.



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Car settings	
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Arduino	Before using your arduino you must upload the sketch More infos Open arduino setup tool
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Controls and events	Matrix Rotations 3 + - R. Encoders: 1 Buttons: 2 RGB Matrix Features Health: Buffer 16x1, Sent 1286, Received 1438,
Available properties	Matrix Font THICK-HOLLOW8x8 Matrix redline blink
••• Additional plugins	7 segment gear indicator redline blink
🔅 Settings	LCD refresh speed 1 + 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.



www.raceboxsimracing.com

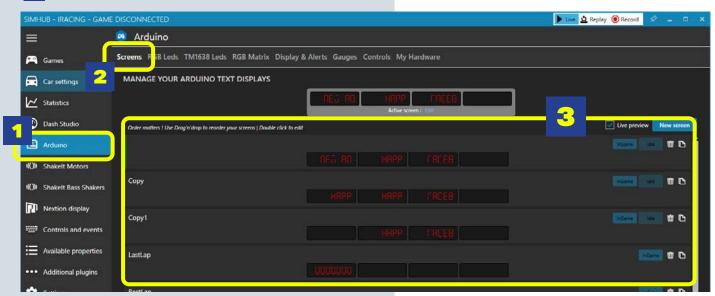
How to change the info displayed on your 20x4 LCD display?

SimHUB display some information by default, it will be displayed once your button box is recognized by SimHUB. RACEBOR SINRACING 0000 TIME LFT_1 00.00.00.

On the left menu click on **1** Arduino, then click

on **2** Screens, to your preference.

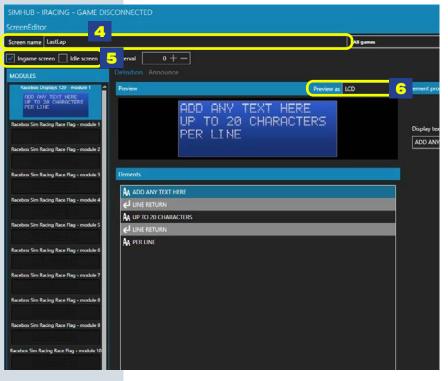
S Double click on the row you want to edit.



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

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

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:** This 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.

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MODULES		7
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How to add a **Text** element:

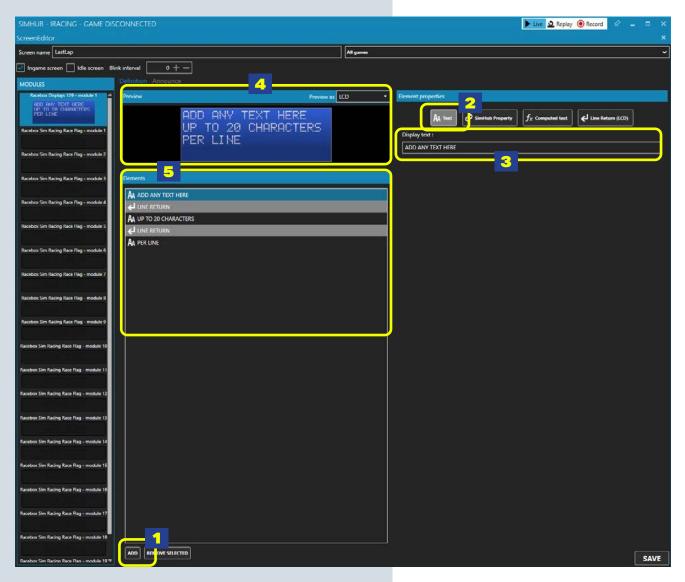


Click on **2** Text icon.

Add the text you want to display.

Your Text will be displayed in the 4 Preview screen,

and listed under <mark>5 Elements.</mark>



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

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Click on **S PICK.**

Property Picker window will open.
Search and <a>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.

Property Picker	×
AVAILABLE PROPERTIES	
lap	×
Show game specific properties ('rawdata')	
DataCorePlugin	^
GameData.BestLapTime	00:00:00
GameData.CarSettings_FuelAlertLaps	9
GameData.CompletedLaps	0
GameData.CurrentLap	0
GameData.CurrentLapTime	00:00:00
GameData.LastLapTime	00:00:00
GameData.LastLapTyreWearFrontLeft	θ

These are the elements you can change from a

5 SimHub Property:

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Racebox Sim Racing Race Flag - module 10			6
Rarahnu (im Rarinn Rara Flan - muhila 11 🦉			SAVE

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 lenght of the Simhub property.
Right Align: will align the property to the right.

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

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

www.raceboxsimracing.com

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

On the left menu, click on **1** Arduino, then click on



Click on **3** Click to configure.

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=	🥺 Arduino		
🛤 Games	Screens RGB Leds TM1638 Leds RGB Matrix Display & Alerts Ga	uges Controls My Hardware	
Car settings	7 segments/20x4 LCD CONTROLS		
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② Dash Studio	Show previous screen	Click to configure	
Arduino	Show first screen	Click to configure	
	Brightness +	Click to configure	
(())) Shakelt Motors	Brightness -		
(())) Shakelt Bass Shakers	More	actions available in Controls and events > Controls section	
Nextion display			

Once you are prompted to the **Pick a control** window, press the button or toggle switch of your preference.

Select ShortandLongPress onPress type and click **5** SAVE.

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

