Simnet SimConnect Manager Instruction

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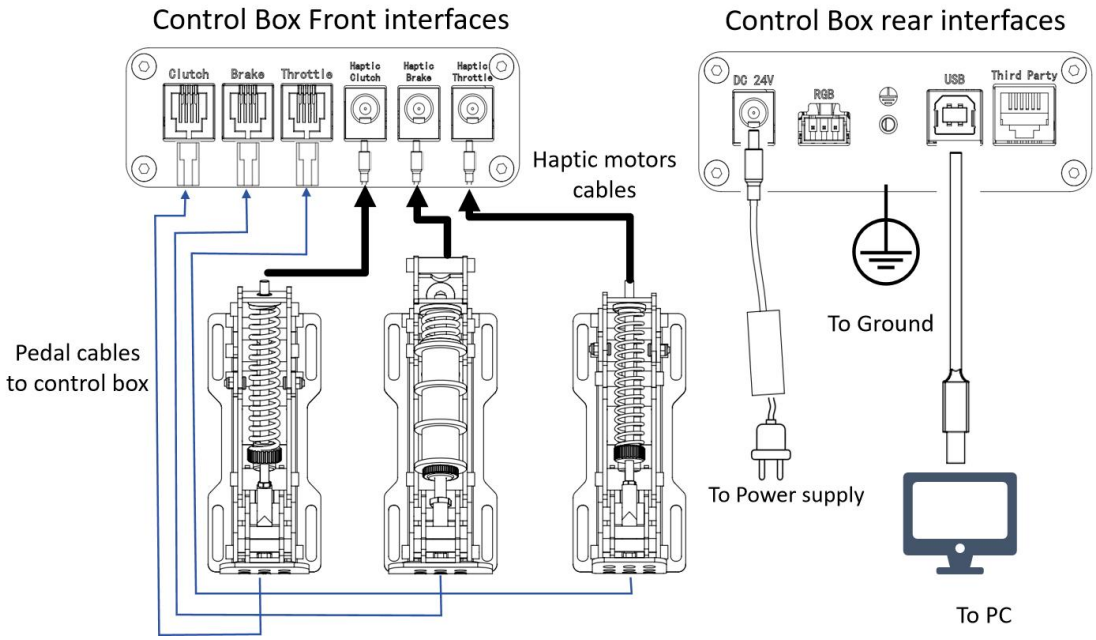
3 Firmware Update 16

1 Connection of the Device

Connect the pedal to the Pedal Control Box, and then connect the Pedal Control Box to the PC.

If you need to connect Simnet Racing haptic motors or RGB lighting, please refer to the following connection diagram.

A power adapter is required to connect the haptic motors or RGB. It is recommended to use the Simnet power adapter.



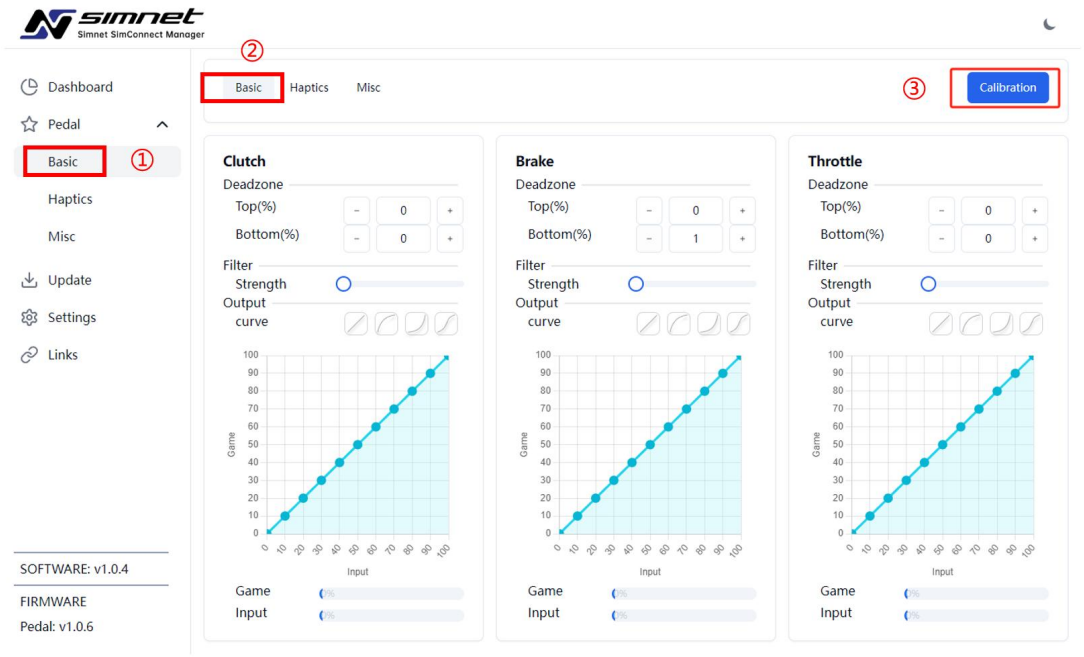
2 Settings on pedals

2.1 Calibration of pedals

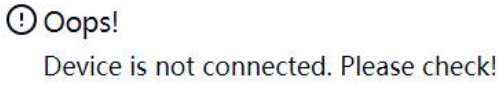
2.1.1 Enter into the Calibration Helper page

After connection of the device in Chaptor 1.1, open the SimnetConnect Manager softwware.

Click① Basic-->②Basic-->③Calibration to enter the Calibration Helper page



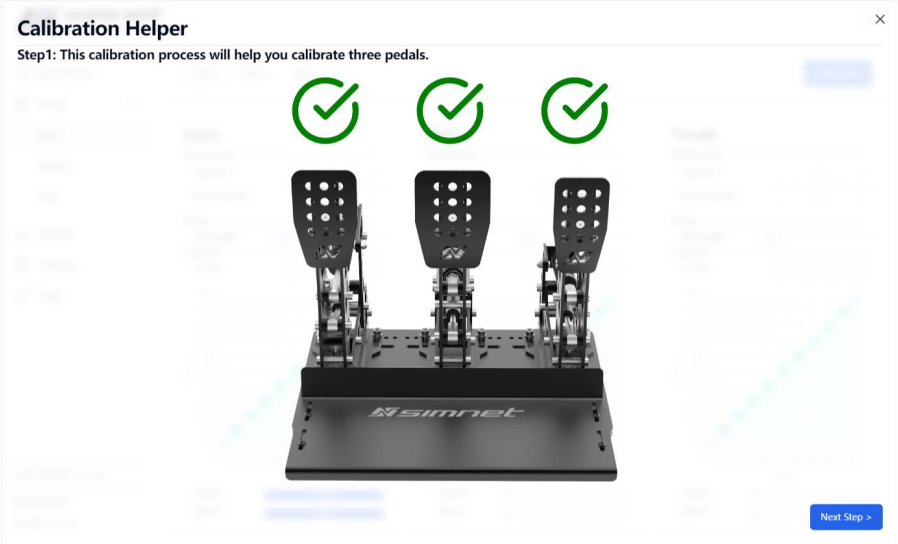
Note: If the device is not connected, there would be a warning tip:



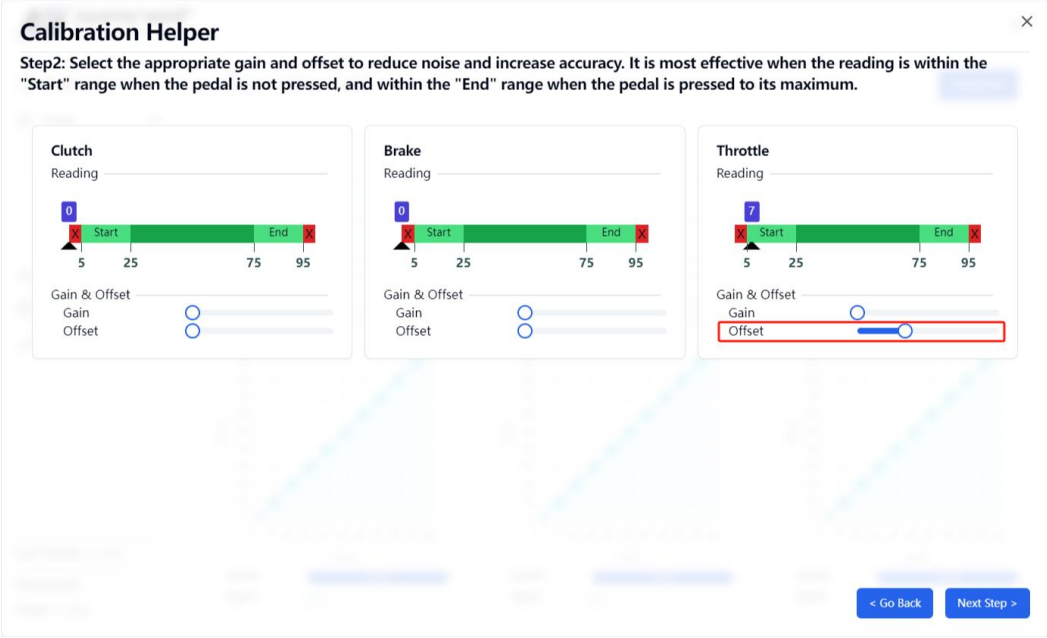
2.1.2 Calibration Helper

1.Follow the Steps on the Calibration Helper Pages to calibrate your pedals.

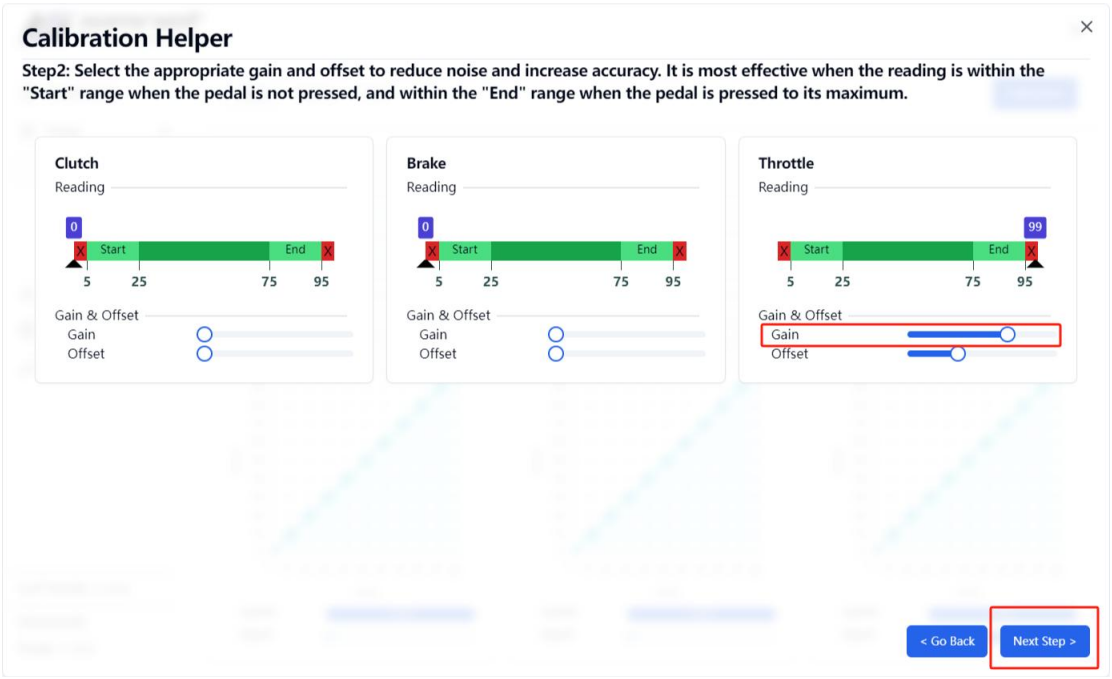
Click next step



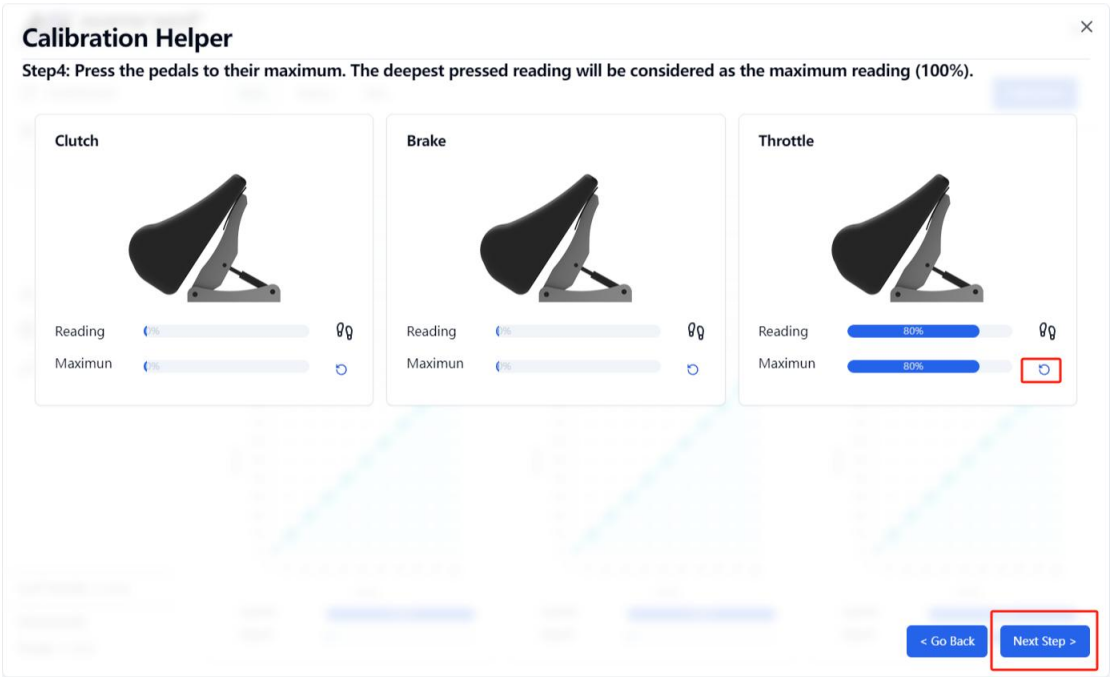
2.Release the pedal (the pedal should be in its natural position) and check if the corresponding pedal’ s **"Start"** value is between 5-25. If it is lower or higher than this range, adjust it by moving the **"Offset"** slider accordingly



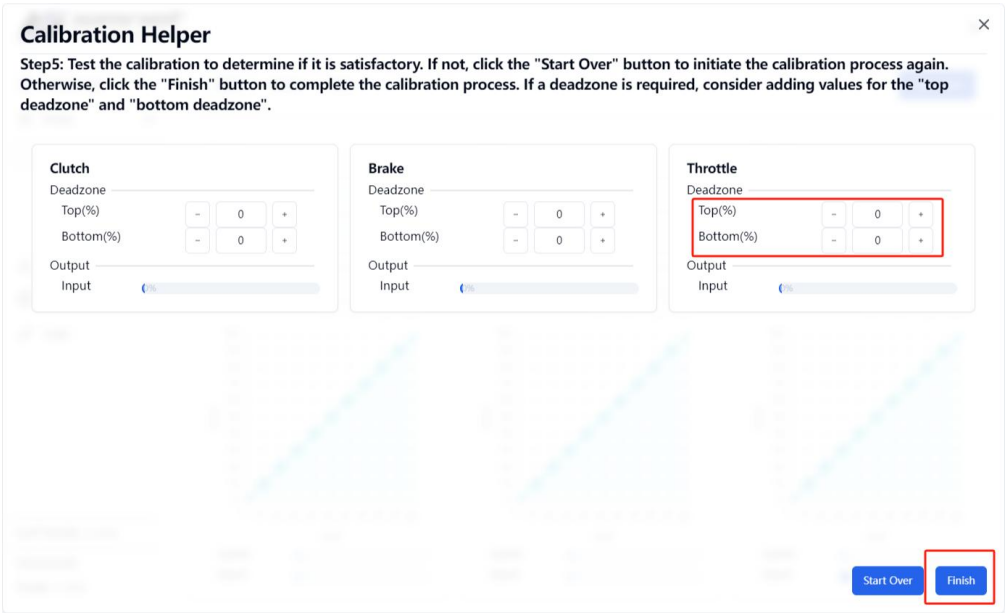
3. Fully press the pedal (accelerator, brake, or clutch) and check if the **"End"** value is between 75-95. If it is lower or higher than this range, adjust it by moving the **"Gain"** slider.


Calibration Helper
Step2: Select the appropriate gain and offset to reduce noise and increase accuracy. It is most effective when the reading is within the "Start" range when the pedal is not pressed, and within the "End" range when the pedal is pressed to its maximum.
Clutch
Reading
0
X
Start
End
X
5
25
75
95
Gain & Offset
Gain
Offset
Brake
Reading
0
X
Start
End
X
5
25
75
95
Gain & Offset
Gain
Offset
Throttle
Reading
99
X
Start
End
X
5
25
75
95
Gain & Offset
Gain
Offset
< Go Back
Next Step >

4. Follow the guide to enter the pedal settings interface, and perform the actions as instructed by the steps

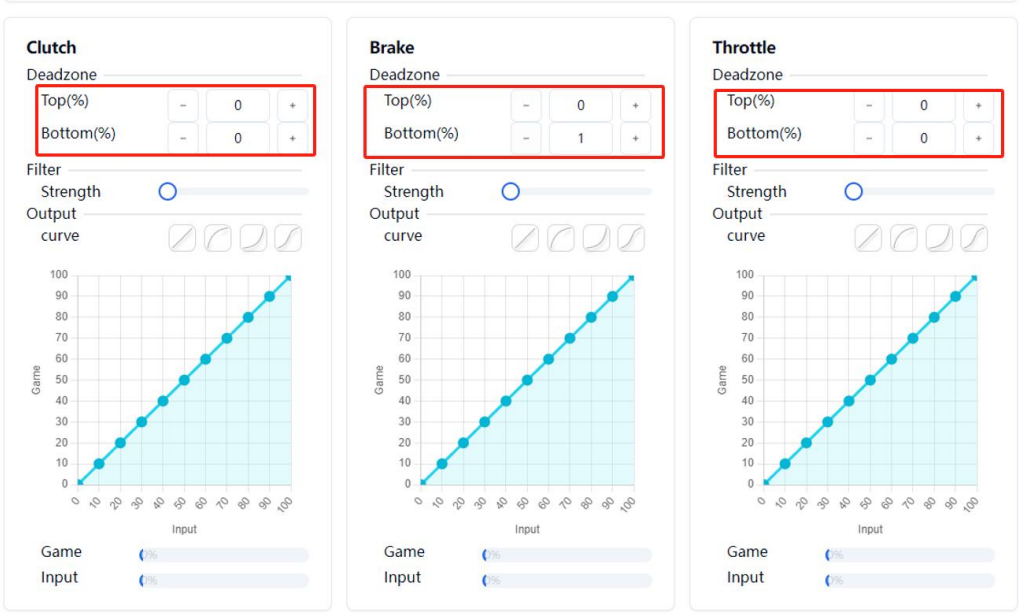


5. Once the settings are complete, click "**Finish**" to exit.

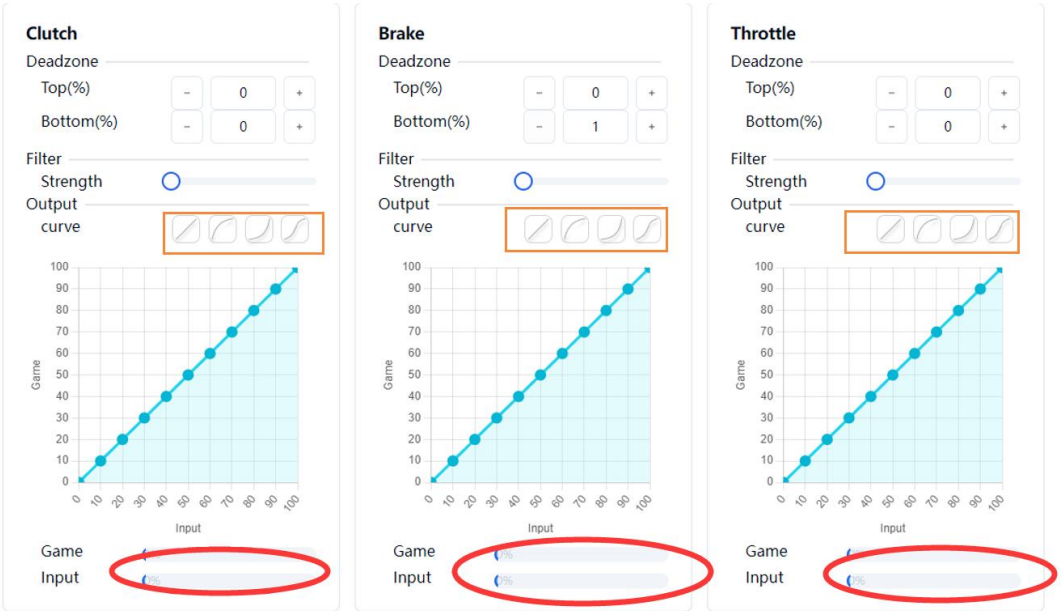


2.2 Basic Settings of Pedals

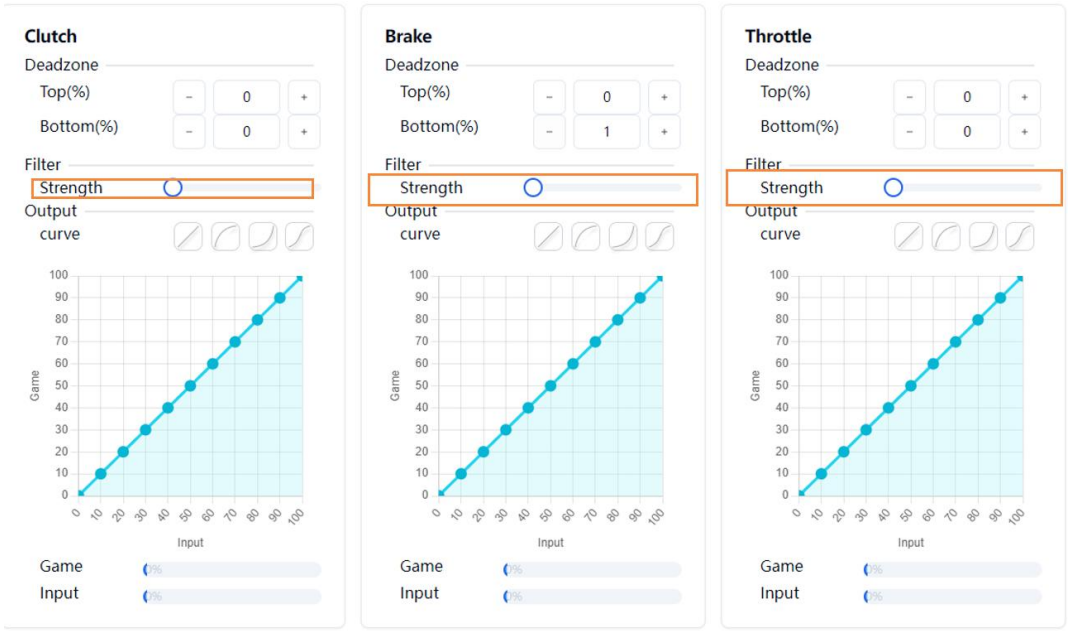
1.Adjust the "**Top**" and "**Bottom**" settings by increasing or decreasing their values to set the deadzone for both. Observe the input output values to determine if it meets your needs



2.Select and adjust the "**Curve**" settings. Press the corresponding pedal to view a real-time comparison between the input and the game's output.



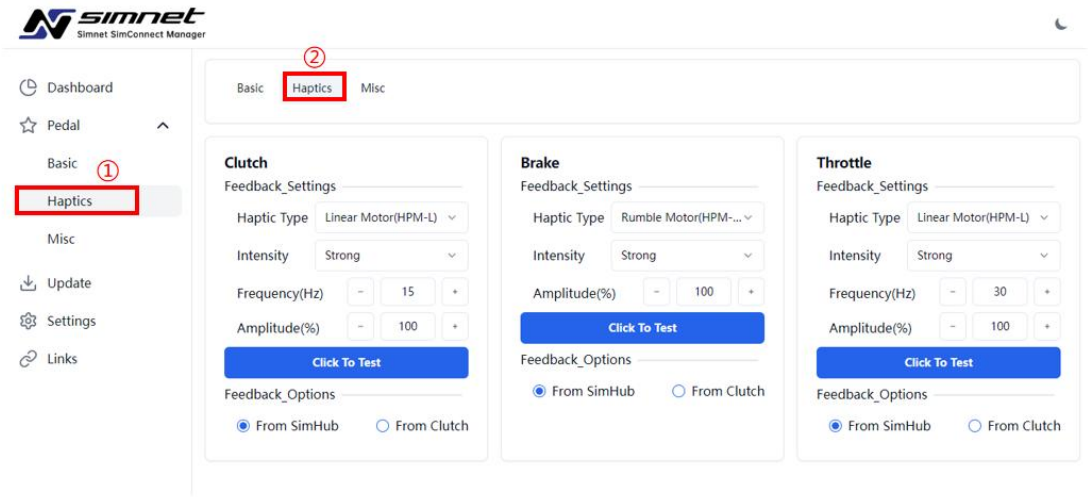
3.If the axis value fluctuates significantly, you can reduce it by adjusting the "**Strength**" slider.



2.3 Haptic Settings of Pedals

2.3.1 Enter into the Haptic Setting Page

Click① Haptics-->②Haptics-> to enter the Haptic Setting page



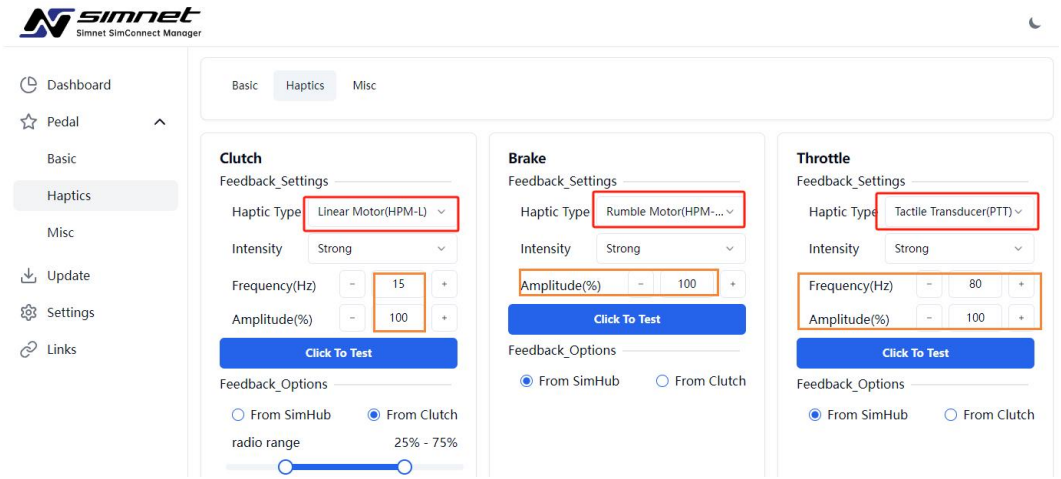
2.3.2 Basic Settings on Haptic

Each pedal can support three haptic motors ,they are HPM-L, HPM-R, and PTT.

The frequency range for HPM-L is 5-50 Hz, and for PTT is 50-150Hz.

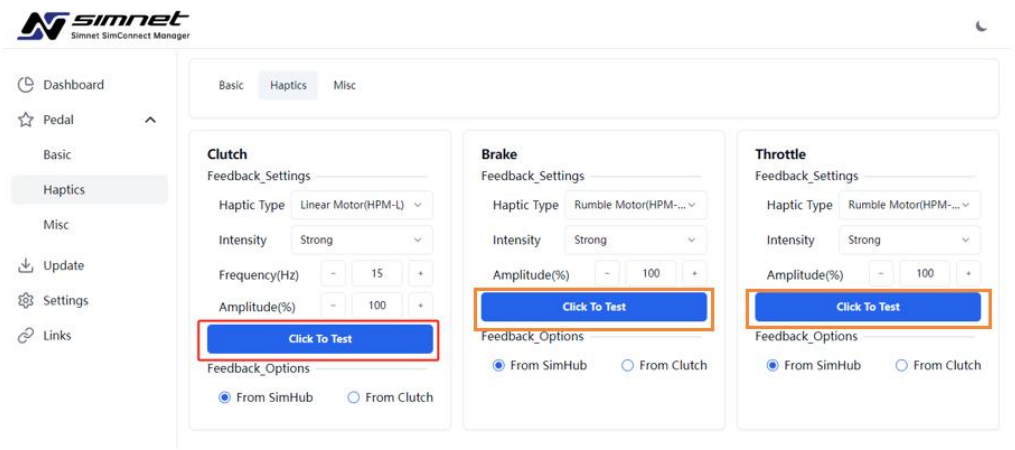
There is no frequency setting for HPM-R.

You can adjust the amplitude to control the intensity of the vibration



2.3.3 Testing the Haptic

Test to find the best haptic feeling after select and do the settings on frequency and Amplitude



2.4 Setting on SimHUB

After completing Simnet SimConnect Manger Setting, you need to configure SimHub to play different games.

2.4.1 Arduino settings

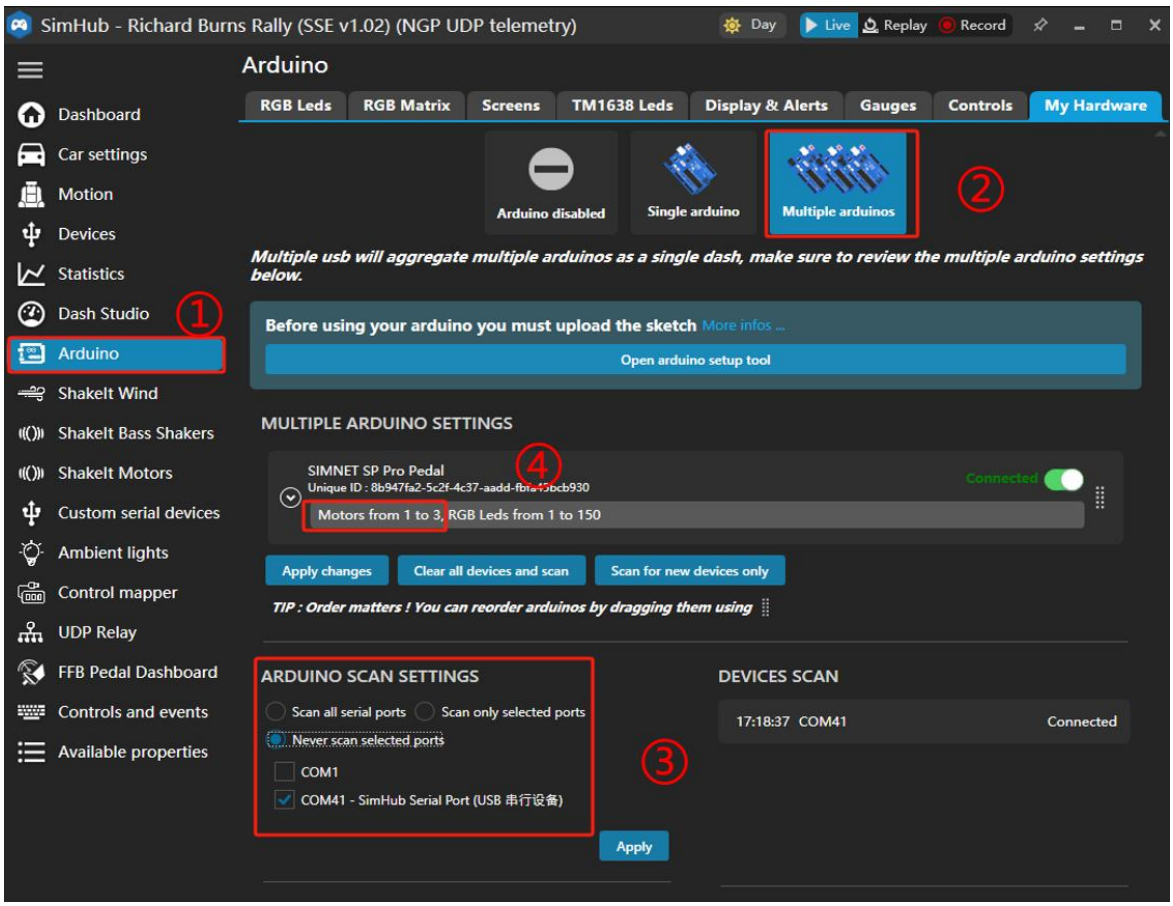
① Open SIMHUB and click on **Arduino**.

② Select **Multiple Arduinos**.

③ Check the COM port assigned to the current device in the **ARDUINO SCAN SETTINGS** and select it.

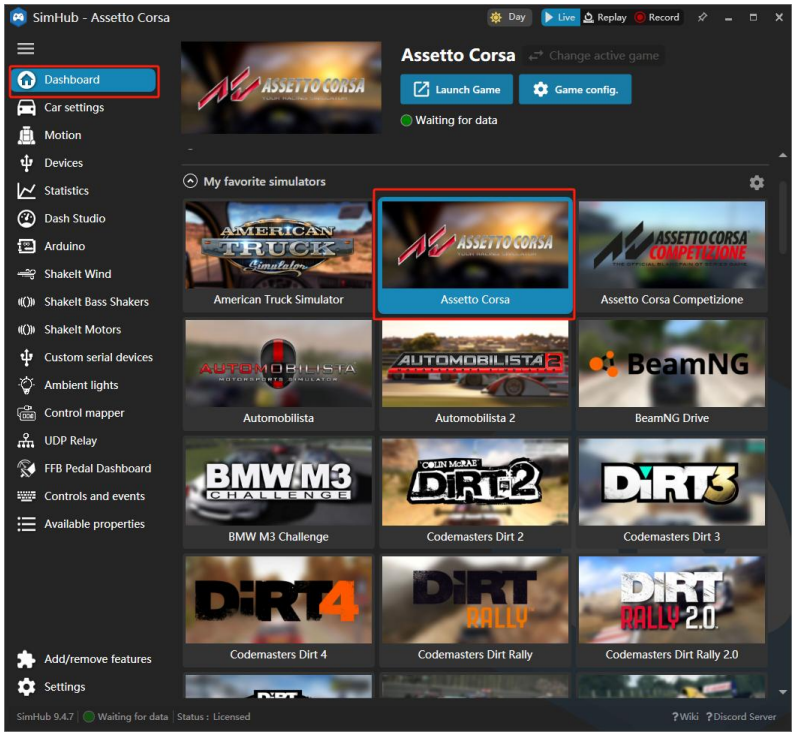
④ Find **SIMNET SP Pro Pedal** under **MULTIPLE ARDUINO SETTINGS** and note the automatically assigned motors.

In this example, the motors are assigned from 1 to 3.



2.4.2 Dashboard setting

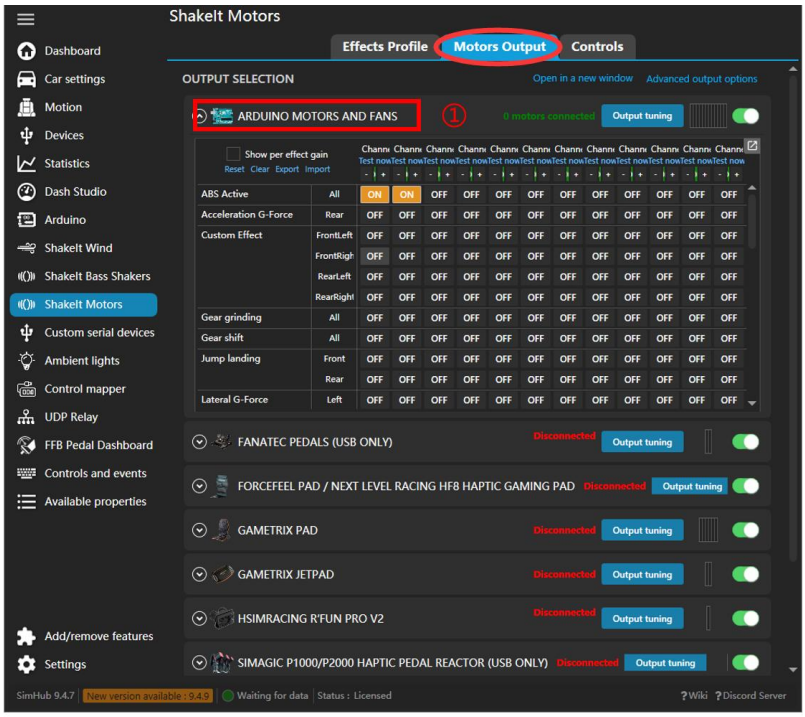
- Select **Dashboard**.
- Choose the game you are using.



2.4.3 Shakelt Motors

Select **Motors Output**:

① Click **ARDUINO MOTORS AND FANS**.



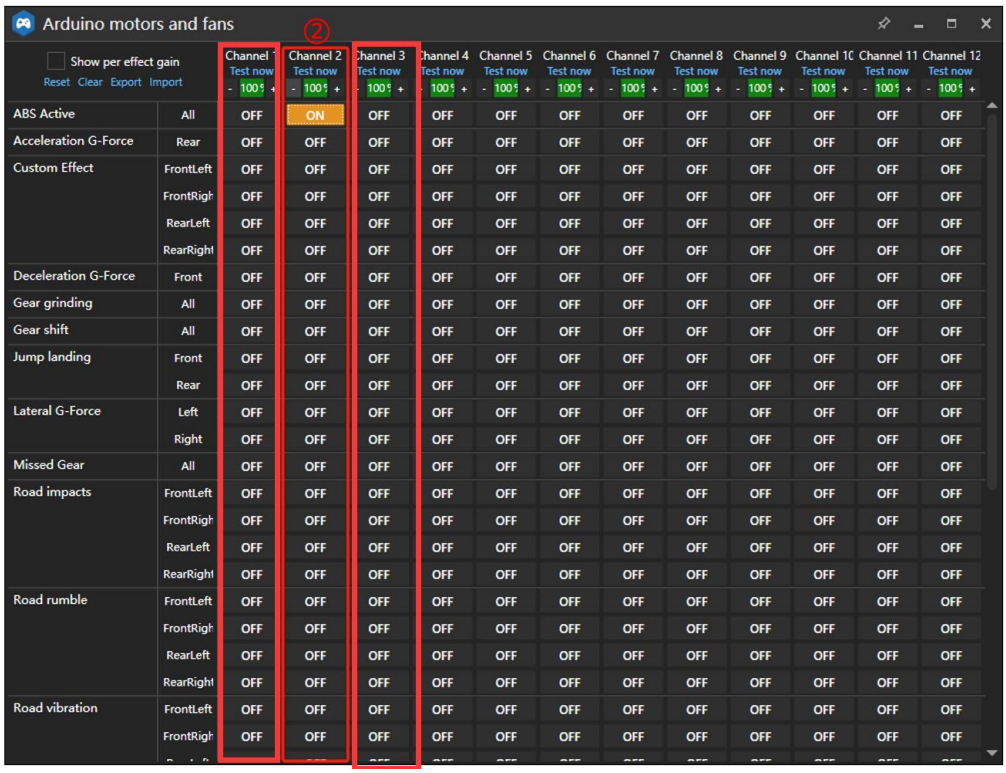
② Choose the corresponding **Channel** and toggle (ON/OFF) the data triggers you need.In this case:

Channel 1 is motor 1 for the Throttle.

Channel 2 is motor 2 for the Brake.

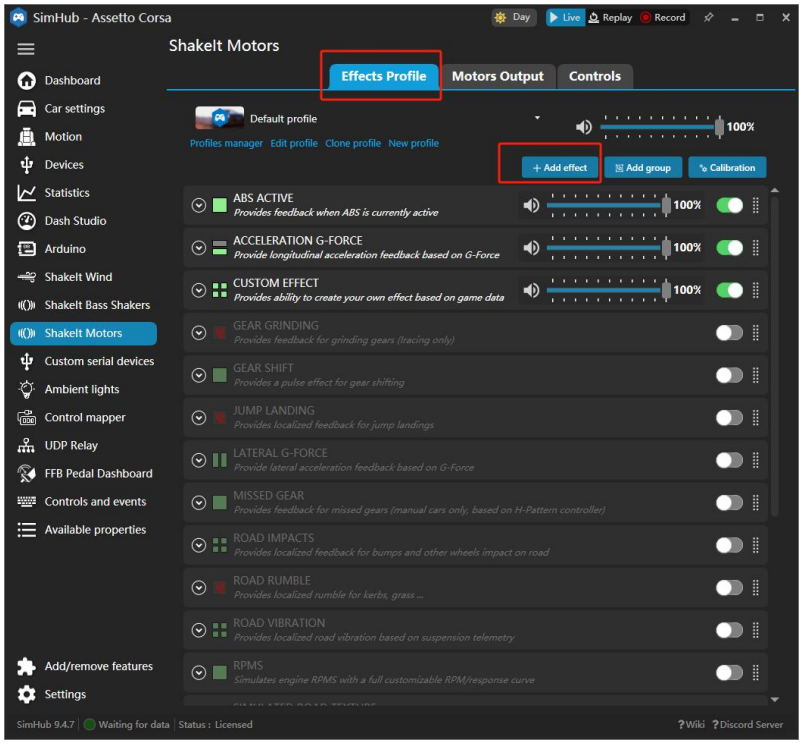
Channel 3 is motor 3 for the Clutch.

Click **Test now** at the bottom to check if the corresponding channel is connected properly.



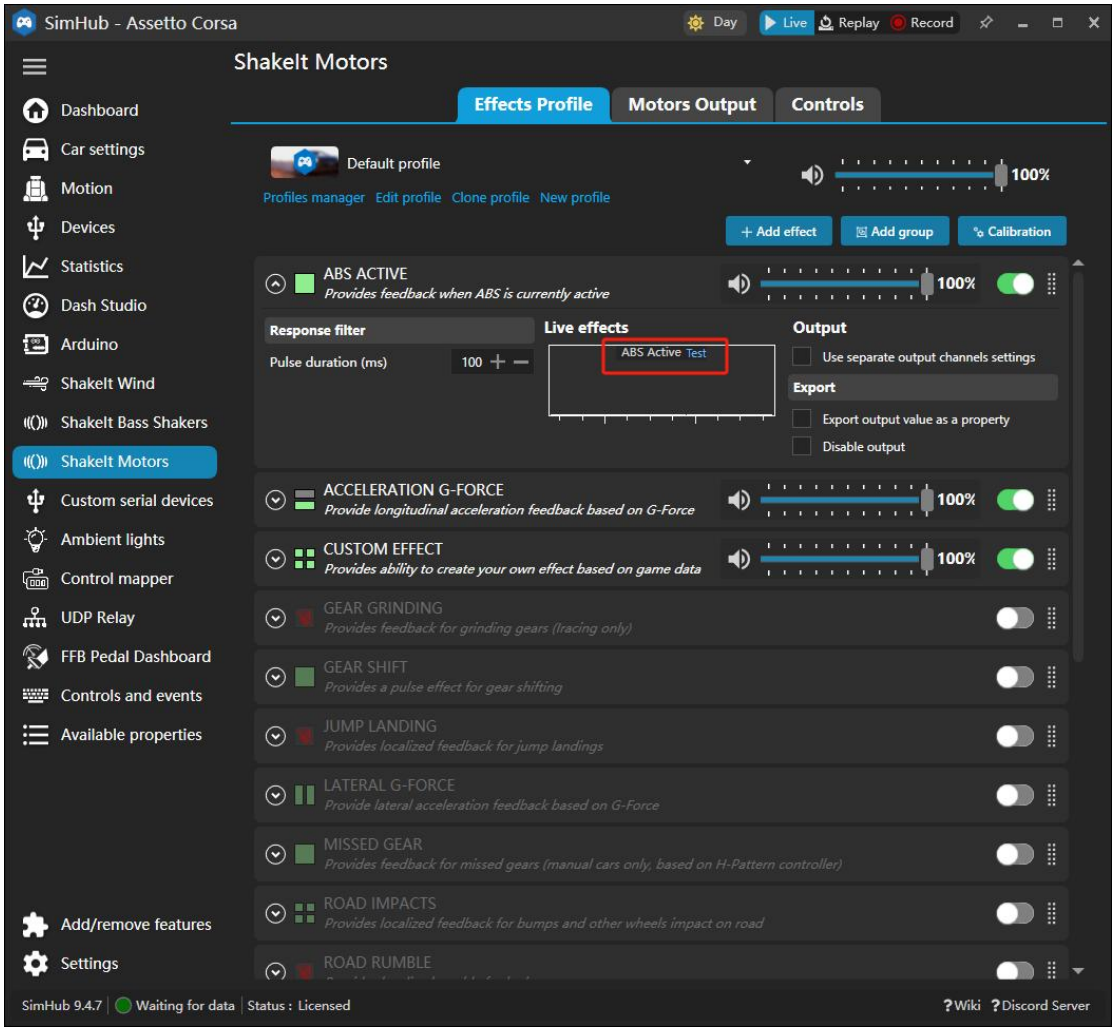
Select **Effects Profile**:

- Click +Add effect.



- Choose the effect you need to add, such as **TC Active** or **ABS Active**.
- Select the corresponding effect and click **Test** to check if the current data effects are working properly.

Note: Please note: Simhub must remain open while you are racing


SimHub - Assetto Corsa
Day
Live
Replay
Record
ShakeIt Motors
Dashboard
Car settings
Motion
Devices
Statistics
Dash Studio
Arduino
ShakeIt Wind
ShakeIt Bass Shakers
ShakeIt Motors
Custom serial devices
Ambient lights
Control mapper
UDP Relay
FFB Pedal Dashboard
Controls and events
Available properties
Add/remove features
Settings
Effects Profile
Motors Output
Controls
Default profile
Profiles manager
Edit profile
Clone profile
New profile
100%
+ Add effect
Add group
Calibration
ABS ACTIVE
Provides feedback when ABS is currently active
100%
Response filter
Pulse duration (ms)
100
Live effects
ABS Active Test
Output
Use separate output channels settings
Export
Export output value as a property
Disable output
ACCELERATION G-FORCE
Provide longitudinal acceleration feedback based on G-Force
100%
CUSTOM EFFECT
Provides ability to create your own effect based on game data
100%
GEAR GRINDING
Provides feedback for grinding gears (Iracing only)
GEAR SHIFT
Provides a pulse effect for gear shifting
JUMP LANDING
Provides localized feedback for jump landings
LATERAL G-FORCE
Provide lateral acceleration feedback based on G-Force
MISSED GEAR
Provides feedback for missed gears (manual cars only, based on H-Pattern controller)
ROAD IMPACTS
Provides localized feedback for bumps and other wheels impact on road
ROAD RUMBLE
SimHub 9.4.7
Waiting for data
Status : Licensed
?Wiki
?Discord Server

3 Firmware Update

Click **Update** in the bottom left corner and upload the latest firmwar(.dfu)

When the **Firmware Update Status** reaches 100%, the firmware update is complete.

