

AlphaWindsim.



SimHub Manual For AlphaWindSim V2.0

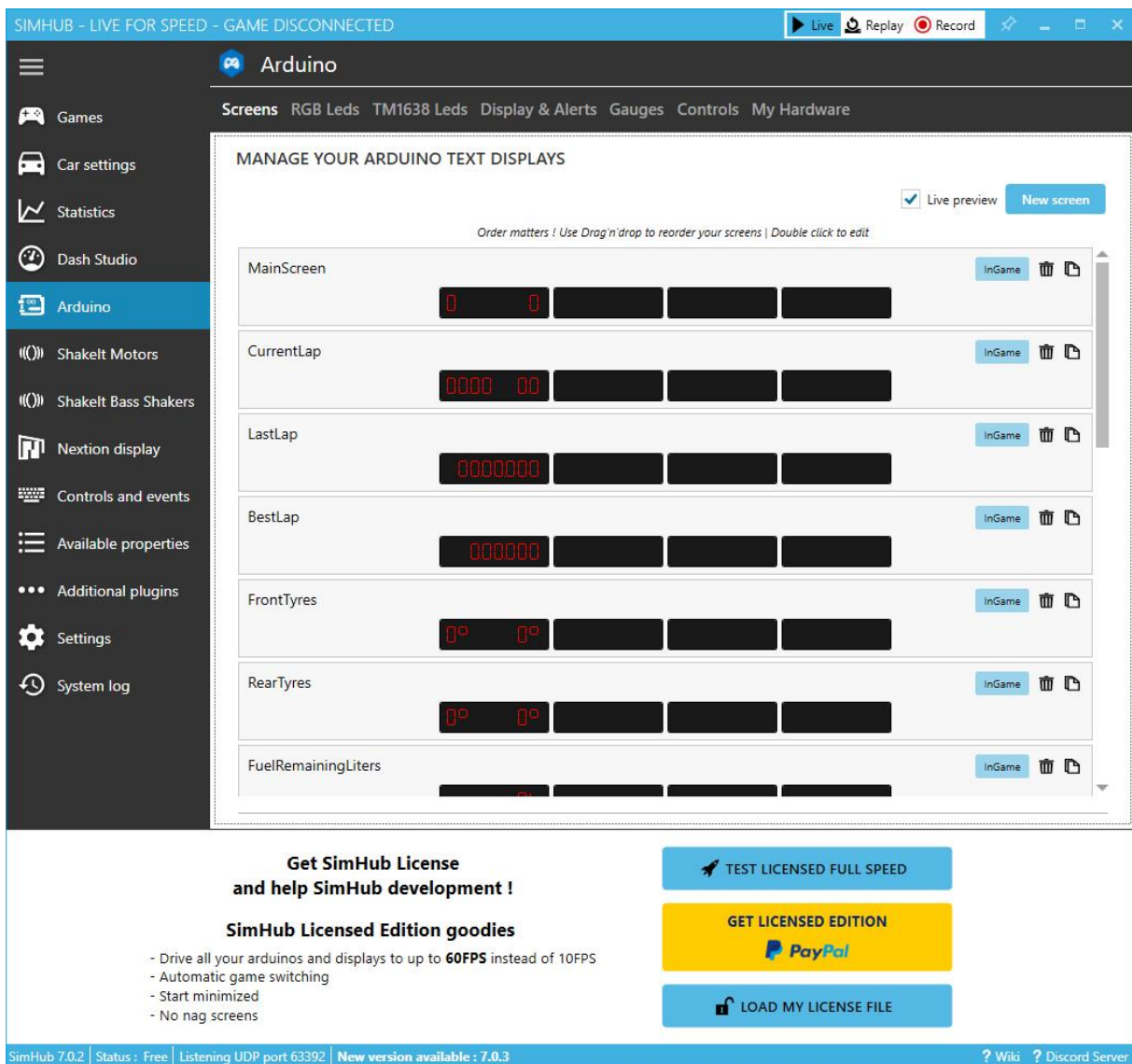
(added wind curving and remote)

www.alphawindsim.eu

e: support@alphawindsim.eu

p: (+31) 223 74 60 10

1. Download and install the SimHub software
<https://www.simhubdash.com/download-2/>
2. Connect the USB cable to your computer and to the controller box.
3. Open SimHub and click on “Arduino” on the left side



4. Click on “My Hardware” and after that “Open arduino setup tool”

The screenshot shows the SimHub Arduino configuration window. The top bar indicates 'SIMHUB - LIVE FOR SPEED - GAME DISCONNECTED' and includes buttons for 'Live', 'Replay', and 'Record'. The left sidebar contains navigation options: Games, Car settings, Statistics, Dash Studio, and Arduino (selected). The main content area is titled 'Arduino' and has tabs for 'Screens', 'RGB Leds', 'TM1638 Leds', 'Display & Alerts', 'Gauges', 'Controls', and 'My Hardware' (circled in red). Under 'My Hardware', there are three buttons: 'Arduino disabled', 'Single arduino', and 'Multiple arduinos'. Below these is a blue banner with the text 'Before using your arduino you must upload the sketch' and a button 'Open arduino setup tool' (circled in red). The main area is divided into three sections: 'GENERAL ARDUINO SETTINGS' (with checkboxes for 'Read buttons', 'Matrix Font', 'Matrix redline blink', '7 segment gear indicator redline blink', and 'LCD refresh speed'), 'DETECTED HARDWARE' (showing 'No devices detected' and 'Scan in progress ...'), and 'ARDUINO SCAN SETTINGS' (with radio buttons for 'Scan all serial ports' and 'Scan only selected ports', and checkboxes for 'COM1 - Communicatiepoort' and 'COM13 - Unplugged'). At the bottom, there is a section for 'Get SimHub License and help SimHub development !' with a list of 'SimHub Licensed Edition goodies' and three buttons: 'TEST LICENSED FULL SPEED', 'GET LICENSED EDITION' (with a PayPal logo), and 'LOAD MY LICENSE FILE'. The footer shows 'SimHub 7.0.2 | Status : Free | Listening UDP port 63392 | New version available : 7.0.3' and links to 'Wiki' and 'Discord Server'.

SimHub - LIVE FOR SPEED - GAME DISCONNECTED

Live Replay Record

Arduino

Screens RGB Leds TM1638 Leds Display & Alerts Gauges Controls **My Hardware**

Arduino disabled Single arduino Multiple arduinos

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

Open arduino setup tool

GENERAL ARDUINO SETTINGS

- ☒ Read buttons
- Serial speed: 115200 Bauds
- Matrix Rotations: 2 + -
- Matrix Font: custommatrixfont8x8
- Matrix redline blink: ☒
- 7 segment gear indicator redline blink: ☒
- LCD refresh speed: 1 + -

DETECTED HARDWARE

No devices detected
Scan in progress ...

ARDUINO SCAN SETTINGS

- ☐ Scan all serial ports
- ☒ Scan only selected ports
- ☐ COM1 - Communicatiepoort
- ☒ COM13 - Unplugged

DEVICES SCAN

- 15:14:52 No serial ports found
- 15:14:53 No serial ports found
- 15:14:54 No serial ports found
- 15:14:55 No serial ports found

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SimHub Licensed Edition goodies

- Drive all your arduinos and displays to up to **60FPS** instead of 10FPS
- Automatic game switching
- Start minimized
- No nag screens

TEST LICENSED FULL SPEED

GET LICENSED EDITION

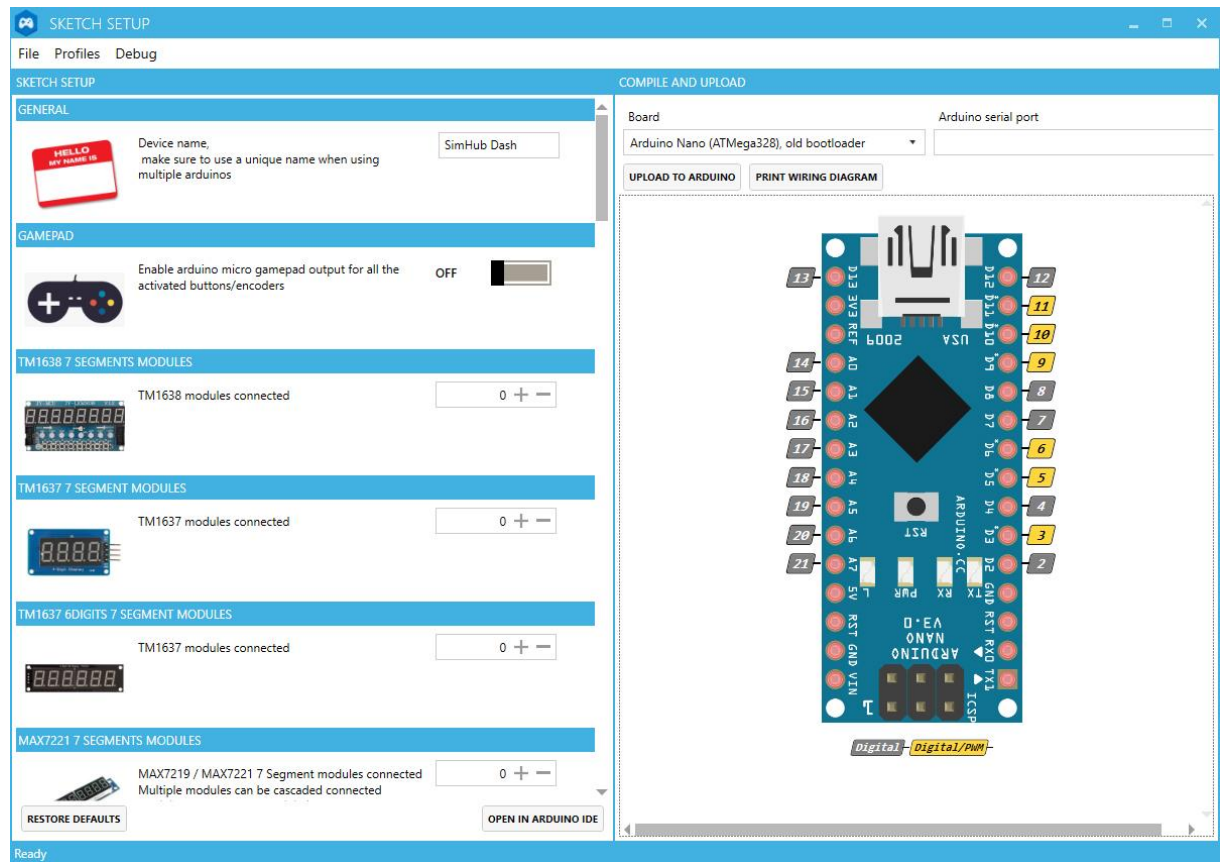
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5. Click on “Single Arduino”. A new window will open as shown below;



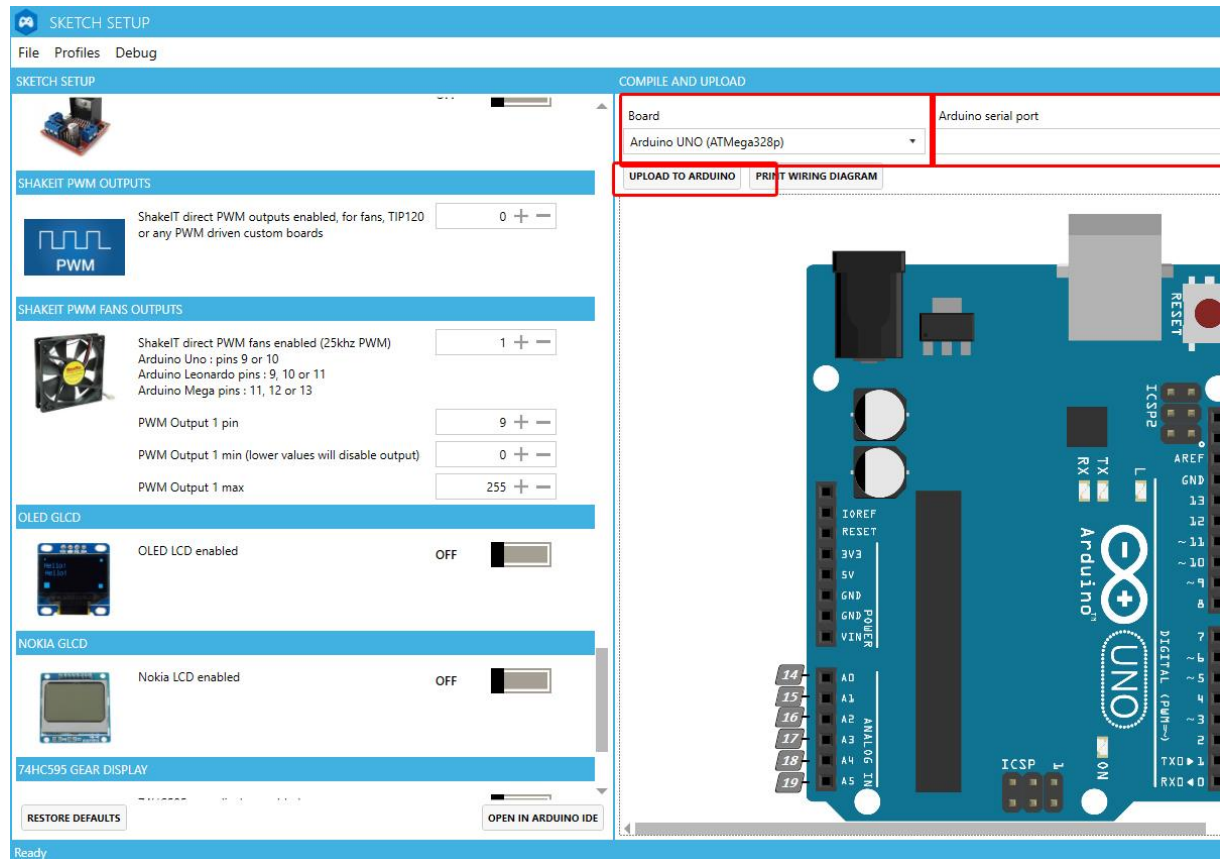
6. On the left side scroll down until you see “ShakeIt PWM OUTPUTS” and set “fans enabled” to 2 (default is 0)

PWM Output 1 pin = 9

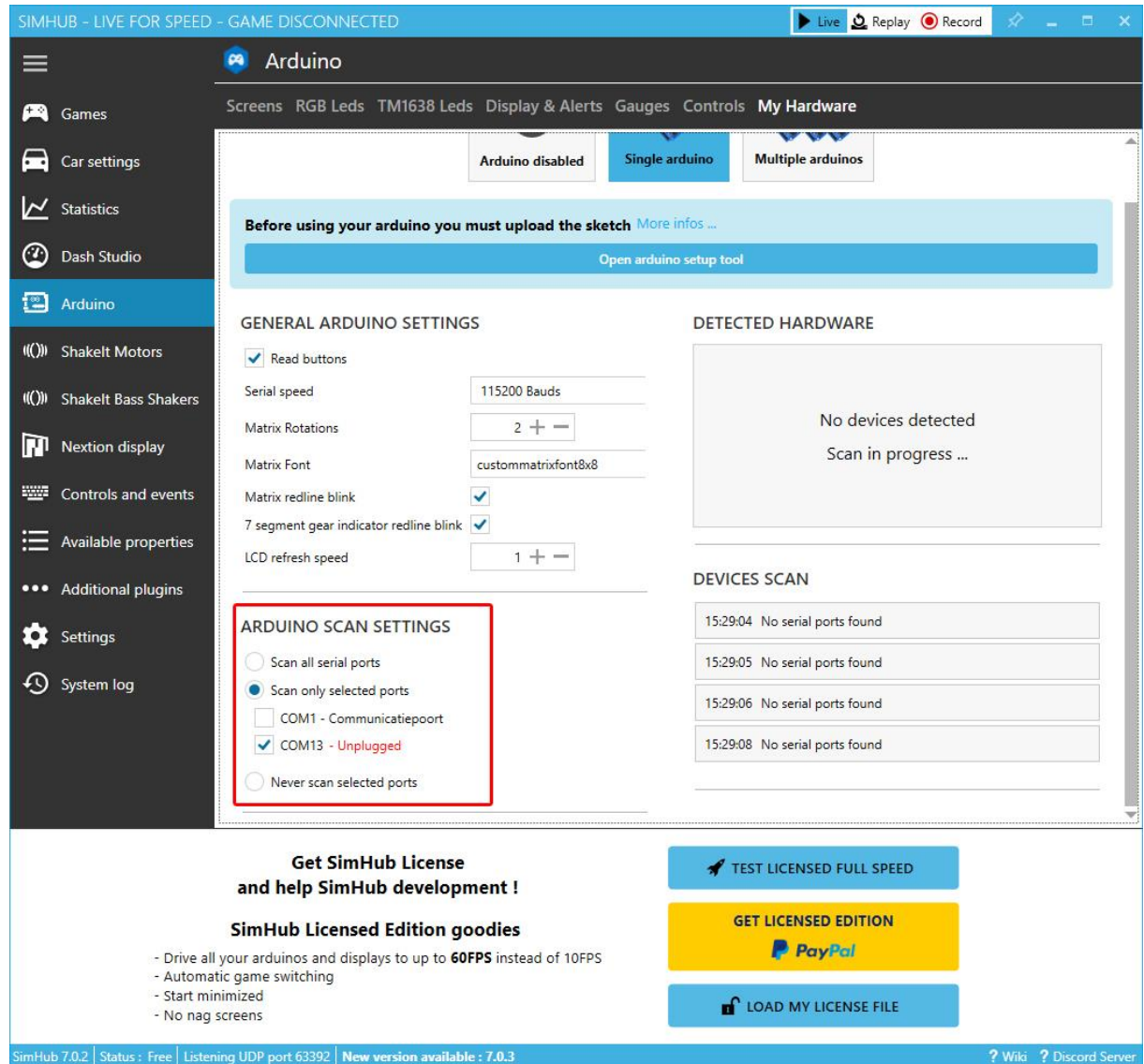
PWM Output 2 pin = 10

SHAKEIT PWM OUTPUTS		
	ShakeIT direct PWM outputs enabled, for fans, TIP120 or any PWM driven custom boards	2 + -
	PWM Output 1 pin	9 + -
	PWM Output 1 min (lower values will disable output)	0 + -
	PWM Output 1 max	255 + -
	PWM Output 2 pin	10 + -
	PWM Output 2 min (lower values will disable output)	0 + -
	PWM Output 2 max	255 + -

7. Now on the right side select Arduino Uno and the Serial Port and click on “Upload to Arduino”
(The serial port should start with “USB-SERIAL CH340 or Arduino Uno”)



8. When the upload is confirmed close this screen and return to SimHub Arduino screen to select the right COM port. (The selected com port should start with "USB-SERIAL CH340 or Arduino Uno")



9. Now click on “Shakelt Motors” on the left and select “Motors Output” on the top. Scroll all the way down to “Speed” and change the first Channel to ON

The screenshot shows the SimHub interface with the 'Shakelt Motors' section selected in the left sidebar. The 'Motors Output' tab is active, displaying a table of output settings for various effects. The 'Speed' row is highlighted with a red box, and the first channel is set to 'ON'. The 'Simulated road texture' row is also highlighted with a red box. The 'Speed with carving' row is set to 'OFF' for all channels. The 'Static wind' and 'Wheels lock' rows are also set to 'OFF' for all channels. The 'FANATEC PEDALS (USB ONLY)', 'FORCEFEEL PAD', and 'GAMETRIX PAD' sections are visible at the bottom of the settings panel.

Get SimHub License and help SimHub development !

SimHub Licensed Edition goodies

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TEST LICENSED FULL SPEED

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10. Now click on “Effects Profile” and scroll down till you see “Speed”. Here you can configure effect setting in the way you want. You can also test the output. If you keep clicking on “Test” and have the power supply connected to your WindSim the fans should spin.

The screenshot shows the SimHub - LIVE FOR SPEED interface. The top bar indicates 'GAME DISCONNECTED' and has buttons for 'Live', 'Replay', and 'Record'. The left sidebar lists various modules: Games, Car settings, Statistics, Dash Studio, Arduino, Shakelt Motors (selected), Shakelt Bass Shakers, Nextion display, Controls and events, Available properties, Additional plugins, Settings, and System log. The main area is titled 'Shakelt Motors' and has tabs for 'Effects Profile', 'Motors Output', and 'Controls'. The 'Effects Profile' tab is active, showing a list of effects: ROAD RUMBLE, ROAD VIBRATION, RPMS, SIMULATED ROAD TEXTURE, and SPEED. The 'SPEED' effect is selected and expanded, showing its settings. The 'Effect settings' section includes 'Effect low force (km/h)' set to 2, 'Effect high force (Max speed %)' set to 50, and a 'Response filter' graph. The 'Live effects' section shows a 'Speed' effect with a 'Test' button highlighted by a red box. The 'Output' section has checkboxes for 'Use separate output channels settings', 'Export output value as a property', and 'Disable output'. The bottom of the screen features a 'Get SimHub License and help SimHub development!' section with 'SimHub Licensed Edition goodies' (60FPS, automatic game switching, start minimized, no nag screens) and buttons for 'TEST LICENSED FULL SPEED', 'GET LICENSED EDITION' (with PayPal logo), and 'LOAD MY LICENSE FILE'. The footer shows 'SimHub 7.0.2 | Status : Free | Listening UDP port 63392 | New version available : 7.0.3' and links to 'Wiki' and 'Discord Server'.

SimHub - LIVE FOR SPEED - GAME DISCONNECTED

Shakelt Motors

Effects Profile Motors Output Controls

Default profile

Profiles manager Edit profile

+ Add effect + Add group Reset calibration

ROAD RUMBLE Provides localized rumble for kerbs, grass ...

ROAD VIBRATION Provides localized road vibration based on suspension telemetry

RPMS Simulates engine RPMS with a full customizable RPM/response curve

SIMULATED ROAD TEXTURE Simulate the road texture based on speed

SPEED Provide simple speed proportional feedback

Effect settings Mode Auto Man Live effects

Effect low force (km/h) 2 + -

Effect high force (Max speed %) 50 + -

Current max speed 0km/h

Response filter

Response curve

Gamma Factor 1.00 + -

Output

Use separate output channels settings

Export

Export output value as a property

Disable output

Speed Test

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11. Before starting your game go to “Games” find your game and click on the logo. And we are ready to go! Have fun!

