

Software User Interface

Interactive User Manual

GM5 3DOF

Motion System



<u>oo</u> Contents

01	REGINSTRATION
02	PLUGINS
03	GAME PLUGINS
04	SOFTWARE CONNECTION
05	SET AXIS OUTPUT
06	PARKING

O1 **Reginstration**

Go to Registration page by click





You can redeem your SimTools voucher at <u>https://event.thermaltake.com/GM5_Softw</u> <u>are_Verification/</u>, and create your SimTools account at <u>https://simtools.us/redeem-</u><u>voucher/</u>.

This license is a **lifetime Professional version**.

Enter your SimTools account and password, then click Activate License to activate your license.



<u>o</u> Plugins

Open the Plugins Manager, then proceed with the following installations:

In the **Axis Plugins** section, install **Generic 2D Advanced**







<u>оз</u> Game plugins

Find your game under Game Plugins and install the corresponding plugin.



○<u></u> **Software Connection**

Selected Plugin
Serial v
Plugin By - yobuddy

Select interface plugins \rightarrow Serial

Please enter the following values as instructed. Important: In the Interface – Output field, be sure to input the following string: HA<Axis1a><Axis2a><Axis3a><Axis4a>

2

1.1			_	
	SimTools - Motion Simulation Software		0000 En	- ÷ •
	Steet.	ASSETTO CORSA		🔩 Interfa
	ASSETTO CORSA	THE OFFICIAL BLANCPAIN OT SERIES GAME		🖉 Error Lu
				🕒 Time K
1				🔒 Registr
				🛱 Options
				🏞 Addons
	C Mintural Output			

Click

🔀 SimTools - Motion Simu	lation Software			00	0 🔿 Ent	nt ≡ ×
		≋ Moti	ion Setup			
	Interface1 In	terface2 Interface3	Interface4 Inte	erface5 Interface6		
	Test Settings	Reset Save		Selected Plugin Serial		
	Motion Output 1			Plugin By - yobudd	,	
	c	ComPort BitsPerSec Data Bit	s Parity St	op Bits		
	Outp	ut - Bit Range 16 💽 Output -	Type 💽 Binary 💭 Decimal	Hex		
	Startup - (Dutput	m	s HW Start		
	Interface -	- Output HA <axis1a><axis2a><axis3< td=""><th>3a><axis4a> 4 💌 m</axis4a></th><td>s Output Rate</td><td></td><td></td></axis3<></axis2a></axis1a>	3a> <axis4a> 4 💌 m</axis4a>	s Output Rate		
	Shutdown	- Output	` ⊻ m	s ^{nvv sup}		
🗮 Motion Setup	Dash Setup (((())) Vibe Setup				

- Fill in the parameter of Serial:
- ComPort: Fill in the parameters according to the console
- BitsPerSec:115200
- Data Bits:8
- Parity: None
- Stop Bits:1
- Output Bit Range:16
- Output Type:Binary
- Interface Output:
 - HA<Axis1a><Axis2a><Axis3a><Axis4a>
- Output Rate:4ms

into Interface Setup

os Set Axis Output



Selected Plugin	
Generic 2D Advanced	v
-	
Generic 2D Advanced	

In the "Selected Plugin" dropdown menu, select "Generic 2D Advanced".

Set Axis Output

X >

In the Axis settings section, enter the corresponding parameters for each axis accordingly. Hover over the game plugin and click the wave button in the bottom-right corner to enter Motion Settings.



oe Parking

When closing the game, SimTools will automatically land. You can also perform landing by pressing the **Stop** button in the Game Plugin.

Before shutting down, ensure that the GM5 is in the **Landing** state.

KimTools - Motion Sir	nulation Software			000) 🔿 Ent 🔒 🚍 >
ASSE	TTO CORSA	≈ ∞	Enab tion Settings	le 💽 RACE	Selected Profile Auto
THE OFFICIAL BLANCP	AIN GT SERIES GAME	xis Assignments 🕒 Axis	Assignments C Axis Assignments	nents Copy	Rename Delete
Min/Max - Data Input Sourc	0		Plugin I	By - yobuddy	Selected Plugin
💿 Set #1 💿 Set #2 💿 S	et #3 Test Se	ettings Reset L	oad Default v Save		Generic 2D Advanced v
🕜 Output Type					
Axis1a	Axis2a	Axis3a	Axis4a	Axis5a	Axis6a
Dir Force % Fit Heave 20 v = × Rall 20 v = × Plah 20 v = ⇒ Sway 20 v = ⇒ Sway 20 v = ⇒ Sway 20 v = ⇒ Sway 20 v = ⇒ v v v =	Dir Force % Fit Heave 20 ↓ - X Roll 20 ↓ - 20 ↓ -	Dir Force % Fit If Heave 20 Image: Second seco	Dir Force % Fit Heave 20 Roll 20 % Piton 20 %	Dir Force % FF T V V V T V V V V V T V V V V V T V V V V V V V T V V V V V V V V T V V V V V V V V V V V V V V V V V V V	Dir Force % Fit II II III IIII IIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIIII
↓† Min/Max Tuning	Axis Limiting	arking Location 🛛 💥 C	rash Detection	Profile Intensity	

These settings are used for all game plugins and profiles. You set it one time and the parking location settings will be used for all game plugins and profiles no matter what game plugin you are configuring at the time.

