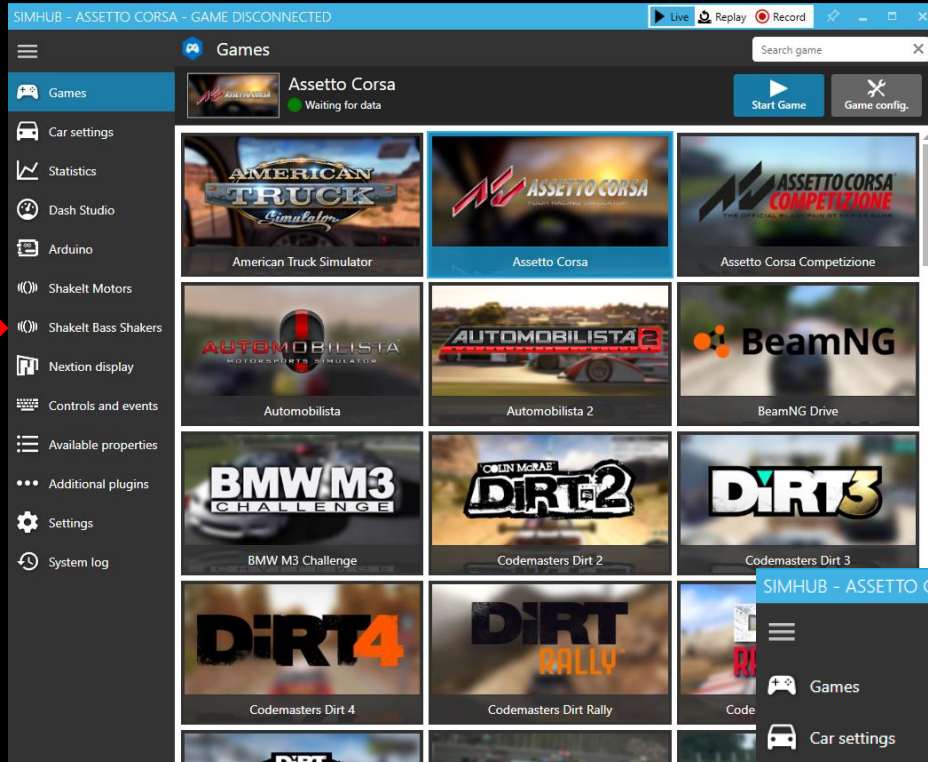
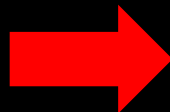
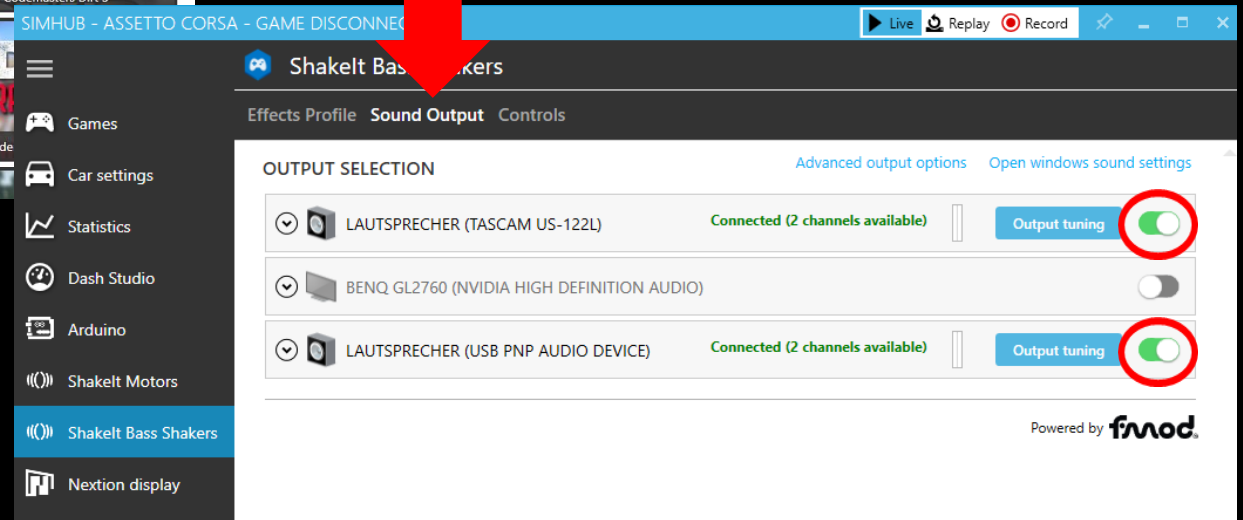


How to configure SIMHUB for SenseForce usage: Sound Output



Select internal or connected USB Audio out devices



channel 1 +2
SenseForce
2D/3D

channel 3 +4
SenseForce 3D

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How to configure SIMHUB for SenseForce usage: Effects Profile



Effects Profile

Default profile

50%

+ Add effect + Add group % Calibration

- ABS ACTIVE
- ACCELERATION G-FORCE
- CUSTOM EFFECT
- DECELERATION G-FORCE
- ENGINE VIBRATION (PARAMETRIC SOUND)
- GEAR GRINDING
- GEAR SHIFT
- JUMP LANDING
- ROAD IMPACTS
- ROAD RUMBLE**
- ROAD VIBRATION

Select effect

Effects Profile

Default profile

97%

+ Add effect + Add group % Calibration

ROAD IMPACTS

Effect spatialization

Mode: Left/Right

Effect settings

Auto-calibration sensitivity

Response filter

Effect priority

Select Pad zones

SIMHUB - ASSETTO CORSA - GAME DISCONNECTED

Shakelt Bass Shakers

Effects Profile Sound Output Controls

50%

Default profile Profiles manager Edit profile

Provide deceleration feedback based on G-Force

ENGINE VIBRATION (PARAMETRIC SOUND)
Simulates engine vibration

GEAR GRINDING
Provides feedback for grinding gears (tracing only)

GEAR SHIFT
Provides a pulse effect for gear shifting

JUMP LANDING
Provides localized feedback for jump landings

ROAD IMPACTS
Provides localized feedback for bumps and other wheels imp

44Hz 97%

Effect spatialization

Mode: Left/Right Corners Left/Right Front/Rear Mono

Effect settings

Auto-calibration sensitivity:

Response filter

Response curve:

Live effects

Left Test

Right Test

Output

Use separate output channels settings

Frequencies Based on Input Output

Base effect frequency (Hz):

High effect frequency (Hz):

Effect priority

High priority mode suspends other non high priority effects while this effect is occurring

Games

Car settings

Statistics

Dash Studio

Arduino

Shakelt Motors

Shakelt Bass Shakers

Nextion display

Controls and events

Available properties

Additional plugins

Settings

System log

- Games
- Car settings
- Statistics
- Dash Studio
- Arduino
- Shakelt Motors
- Shakelt Bass Shakers**
- Nextion display
- Controls and events
- Available properties
- Additional plugins
- Settings
- System log

Shakelt Bass Shakers

Effects Profile Sound Output Controls

Default profile 50%

[Profiles manager](#) [Edit profile](#)

+ Add effect Add group % Calibration

ENGINE VIBRATION (FROM ENGINE SOUND)
Simulates engine vibration [Toggle]

GEAR GRINDING
Provides feedback for grinding gears (racing only) [Toggle]

GEAR SHIFT
Provides a pulse effect for gear shifting 44Hz [Volume] 99% [Toggle]

JUMP LANDING
Provides localized feedback for jump landings [Toggle]

ROAD IMPACTS
Provides localized feedback for bumps and other wheels imp. 44Hz [Volume] 89% [Toggle]

Effect spatialization

Mode: Left/Right

Effect settings: Left/Right

Auto-calibration sensitivity: Normal

Response filter: Response curve

Gamma Factor: 1.00

Threshold: 0

Minimum force: 0

Live effects

Left Test

Right Test

Output

Use separate output channels settings

Frequencies: Based on Input Output

Base effect frequency (Hz): 44

High effect frequency (Hz): 50

Effect priority: High priority

High priority mode suspends other non high priority effects while this effect is occurring

Effects: White noise (+/- Hz) 10

Delay (ms) 0

Export

- Games
- Car settings
- Statistics
- Dash Studio
- Arduino
- Shakelt Motors
- Shakelt Bass Shakers**
- Nextion display
- Controls and events
- Available properties
- Additional plugins
- Settings
- System log

Shakelt Bass Shakers

Effects Profile **Sound Output** Controls

OUTPUT SELECTION

[Advanced output options](#) [Open windows sound settings](#)

- LAUTSPRECHER (TASCAM US-122L) Connected (2 channels available) Output tuning
- BENQ GL2760 (NVIDIA HIGH DEFINITION AUDIO)
- LAUTSPRECHER (USB PNP AUDIO DEVICE) Connected (2 channels available) Output tuning

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