

REXING GT WHEEL

"TIMUN"

QUICK GUIDE

ILLUMINATED PUSHBUTTON x 10

configurable in Simdash
see Chapter 4.1 for instructions

THUMB ENCODER x 2

MULTISWITCH

4 way joystick, encoder & center push

MAGNETIC SHIFTER x 2

8 POSITION SWITCH

functions together with toggle switch
see Chapter 5 for instructions

RGB LEDES x 17

configurable in Simdash
see Chapter 4.1 for instructions

USB D480 LCD DISPLAY

see Chapter 4.2 for instructions

TOGGLE SWITCH

cfuctions together with 8-position switch
see Chapter 5 for instructions

RGB LED BRIGHTNESS ADJUST

"on the fly" RBG brightness adjustment
only works with Simdash

FRONT ENCODER x 2



1. GENERAL

- Keep the steering wheel away from water and humidity.
- Avoid long exposure to direct sunlight to prevent degradation of carbon fiber finish.
- Do not try to open your steering wheel.
- Do not try to remove the hub from the back of the steering wheel.
- Make sure the coiled cable is loose rather than very tight, to ensure the cable lasts longer and doesn't get damaged.
- All measures are expressed in metric units. You will need metric tools for nuts and bolts.
- Rexing GT Steering Wheel **requires a powered USB hub** for connection to PC.

2. ATTACHING THE WHEEL TO THE BASE OR QUICK RELEASE

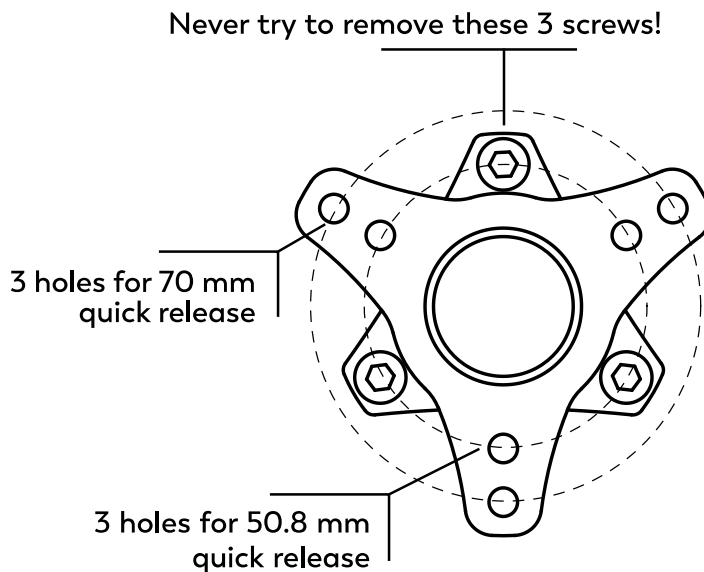


Illustration 1: back view of the hub on the steering wheel

2. ATTACHING THE WHEEL TO THE BASE OR QUICK RELEASE

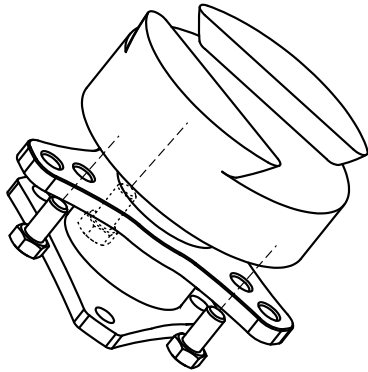


Illustration 2: attaching the steering wheel hub to bases or quick releases that have threads

Use M5 x 10 mm bolts for bases or quick releases that have threads, for example: Simucube, Fanatec Podium Hub, NRG or similar. We recommend to use the supplied washers.

Necessary tools: 8 mm wrench key

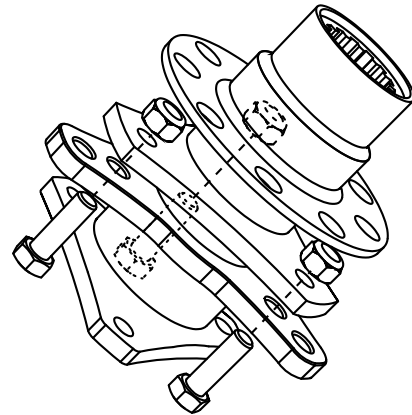


Illustration 3: attaching the steering wheel hub to formula type bases or quick releases

Use M5 x 16 mm bolts and M5 nuts for bases or quick releases such as Q1R and most formula-type quick releases (Lifeline, Go-Race, Sparco etc.). We recommend to use the supplied washers both for bolt and for the nut.

Necessary tools: two 8 mm wrench keys or one 8 mm wrench key and one 8 mm socket wrench key.

For quick releases that have 6 holes, it is enough to use only 3 holes.

For Fanatec Podium Hub it is enough to use 3 holes, either on 50,8 or on 70 mm diameter.

The best way to secure the screws is to start them with your fingers, and then tighten them with a wrench key.

Tip: To avoid damaging the surface and components under and near the hub, we recommend covering it with some masking tape while inserting and securing the bolts.

3. INSTALLATION TO PC

Rexing GT Steering Wheel **requires a powered USB hub** for connection to PC. Plug the supplied coiled USB cable into the wheel on the one end and a powered hub on the other end. The powered USB hub should be plugged directly into your PC back USB connector.

4. SOFTWARE INSTALLATION

All buttons and encoders are functional as soon as the steering wheel is connected to the PC. To enable LCD and LED functionality, please follow these instructions:

4.1. Pushbuttons LEDs and RGB LEDs

Use Simdash software to configure your pushbutton and RGB LEDs. Simdash offers a wide variety of choices to adapt your LEDs to any vehicle or simulation. In order to do this, first install and open the Simdash app (<https://www.symprojects.com/downloads>).

Once the wheel is connected to your PC, a green light will appear in the Rexing.eu section within the "Connected devices" menu. The "Configure" button in the Rexing.eu section opens the Configuration Screen with the following options in General settings:

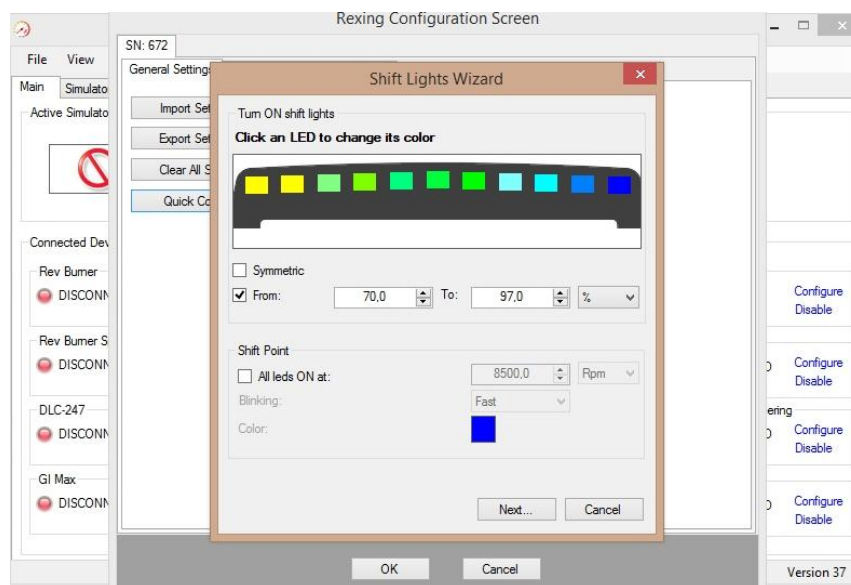
- General settings:
 - Import Settings - opens profiles you previously saved
 - Export Settings - enables you to save the current settings as a profile
 - Clear all Settings - deletes the settings in the current profile
 - Speed Limiter Lights - enables the setup (color and speed of alternating) of the Speed Limiter Lights
 - Quick Config - opens the Shift Lights Wizard (you will be notified that the Quick Config function will delete the configuration of all the LEDs. It is OK to click Yes here if you wish to (re)configure your LEDs).

Quick Config allows the configuration of the 11 RPM LEDs by changing their color and other settings:

- In order to change an LED's color, just click on a single LED and choose the color.
- If the "Symmetric" box is not checked, the RPM LEDs will light on from left to right. If it is checked, the LEDs will light on from left **and** right, and continue towards the center.
- In the From/To section you can insert your vehicle's RPM light range in percentage or RPM value.

Tip: a good start would be to set the RPM to percentage with values from 80% to 97%, and further adjust it to your wishes.

- In Shift Point section you can configure the LED settings and set your vehicle's shift point RPM.





The "Next" button saves your settings from this window and opens a new window, offering to:

- Disable Speed Limiter lights (no Pit Limiter function on the LEDs)
- Configure LEDs for pit limiter individually (choose the color and blinking speed or no blinking option for each LED)
- Configure Alternating Pattern (choose two colors and speed of alternating). The two chosen colors apply to all 11 RPM LEDs.

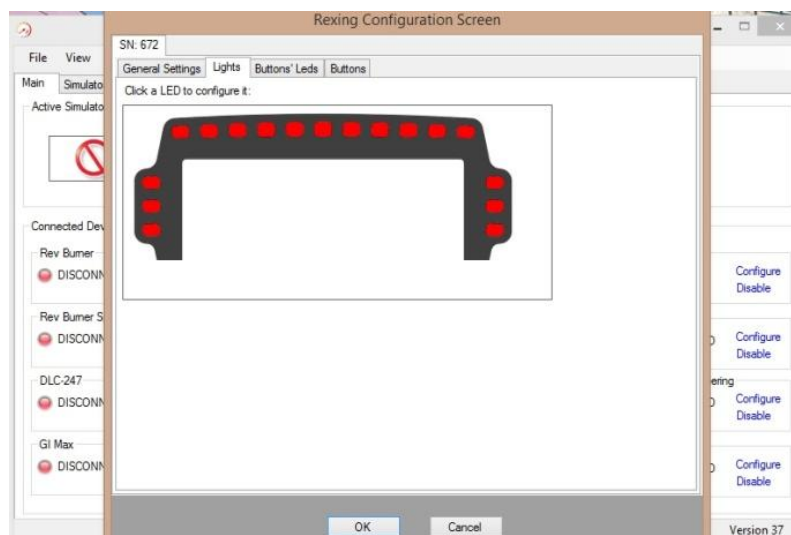
The "Create Configuration" button saves the current configuration.

- Lights

In the "Lights" section, click on any single RGB LED configure its function or change its color.

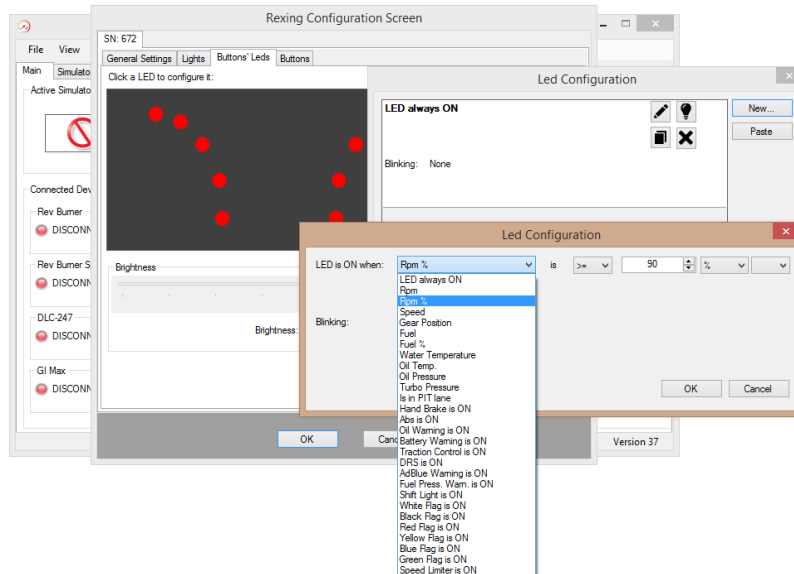
Each LED can be configured to any telemetry data, with the possibility to set more conditions to each LED and to prioritize among them in a desired way. The condition which is higher on the condition list has the priority over the one(s) below. A condition can also be copied using the "Copy"  image, and then Pasted onto another LED by clicking on Paste button. The light bulb icon  is the test icon, applying the set condition directly to the LED on the steering wheel.

RPM LEDs brightness is adjusted using the brightness potentiometer on the steering wheel.



- Buttons' LEDs

In the "Buttons' LEDs" section, click on any single button LED to configure its function. The buttons LEDs have fixed color. Configuration is done in the same way as for RPM LEDs. The "Buttons' LEDs" section also enables to adjust the brightness of pushbutton LEDs.



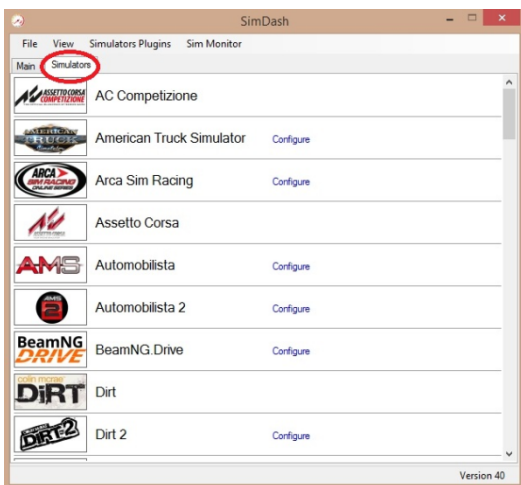
EXAMPLE LEDs SETUP

This is an example of a button LED which is always on, but starts blinking when speed limiter is on.

- In "Buttons' LEDs" section click on a single LED to configure it. Click on "New", and choose the "LED always ON" condition, with Blinking set to None. The next condition you set will come above this condition and will have priority.
- Click on "New" again and choose, for example, the condition "Speed limit is ON". Set Blinking to Normal. This way the LED which is normally on will start blinking when the speed limiter is on.
- Remember to click OK both on the LED configuration screen and on Rexing configuration screen in order to save your settings.

Games like Assetto corsa, ACC and iRacing don't need any additional configuration or plugins to work with SimDash.

Some games, like rFactor 2 and F1 2021, will require an additional step in LED configuration: SimDash will configure the plugin for these games if you go to "Simulations" tab on the main screen in SimDash (next to "Main"). Then navigate to the simulation you want to use, click Configure and follow the simple steps after that.



4.2. LCD installation

Firstly, the LCD drivers must be installed. Download them here:

https://www.dropbox.com/s/e7y49pvwk8imbyf/USBD480_installer_win10.exe

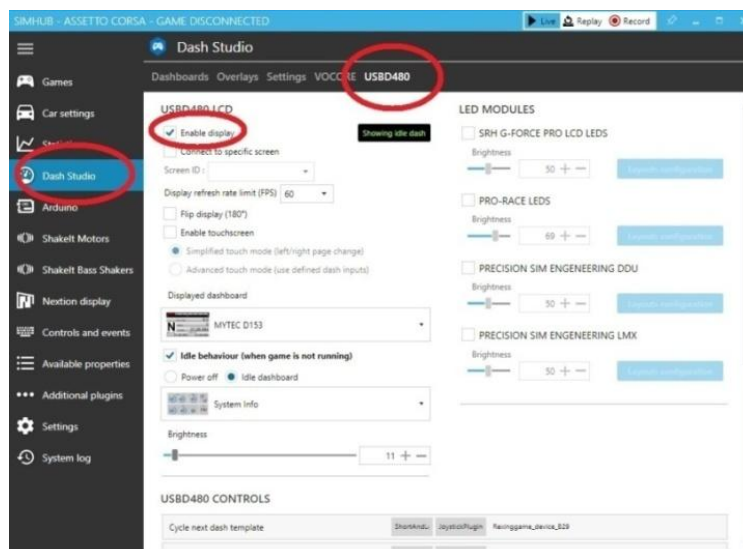
The LCD requires an additional app to show data from the game. Choose between:

- Simhub <https://www.simhubdash.com/download-2/>
- Z1 <https://www.z1simwheel.com/dashboard/index.cfm>
- SimMonitor from Simdash <https://www.symprojects.com/downloads>
- Joel Real Timing https://joel-real-timing.com/index_en.html
- or other USBD480 compatible apps.

Once you choose and install one of these apps, follow their instructions to set them up to output data to USBD480 display.

Here is a short example of setting up the integrated USB480 LCD to work with Simhub software:

- download Simhub from the link in the section above
- open the app and choose "Dash studio" from the menu on the left
- choose "USB480" from the top tabs
- check the "Enable display" box
- now explore the options and settings to your liking



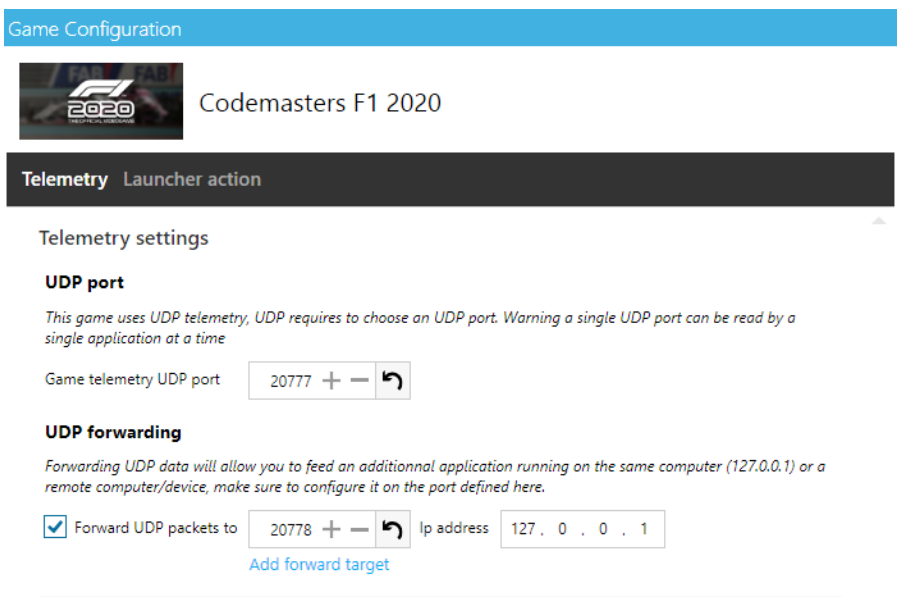
Tip: In case of screen "flickering", the FPS should be reduced from 60 FPS (default) to a lower value until the flickering stops (values between 45 and 20 should work).

- For Simhub go to "Dash Studio" > USB480 tab > and set "Display refresh rate limit (FPS)"
- For Z1 go to "Z1 Dashboard Settings" > General tab > "FPS target"

4.2.1. Games that output data using UDP (e.g. F1 2020, F1 2021)

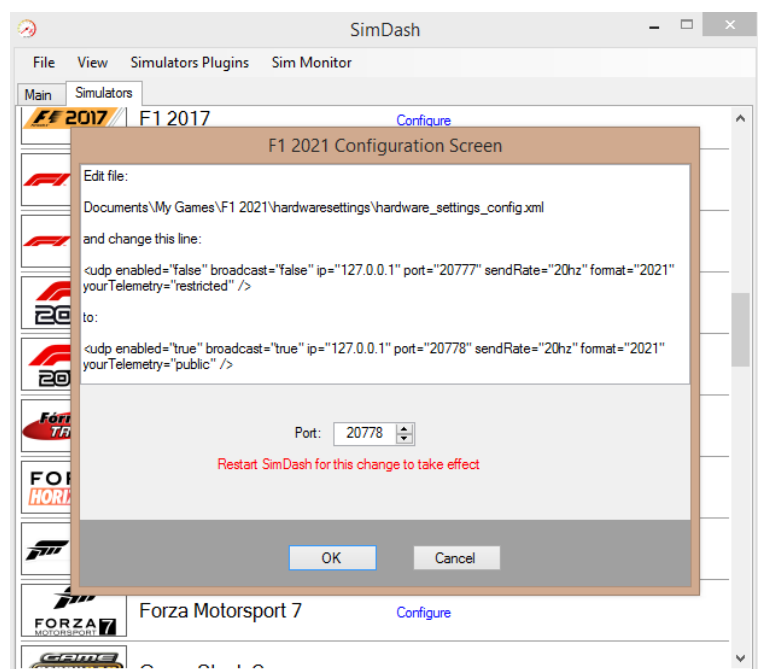
UDP data can be received by only one application at same time. This means you would be able to use either LCD via Simhub or LEDs via SimDash, but not both at the same time. To get around this limitation, SimHub offers you to "forward" the UDP data to another port and/or computer.

To enable UDP forwarding simply go into the game settings in Simhub to choose the port and enable it for the games you may want :



Make sure to use another udp port for forwarding (for instance simhub receives on 20777 and forward data to 20778). You must then configure the other app to receive data on this port.

In Simdash go to "Simulators" tab, find your game and click on "Configure". If this is the game that sends data via UDP, you'll see the option to change port number. Now modify the port number to the one you added for port forwarding in Simhub (in this example 20778).



5. USING TOGGLE SWITCH AND 8-POSITION "EXTRA SWITCH"



Toggle switch is connected to the 8-position "Extra switch". It provides 8 different, selectable, configurable positions. If the 8-position switch is turned to position 1, nothing will happen until toggle switch is pulled. When you pull the toggle switch, it will be read as button press for switch position 1. Position 2 will have different button press, etc.

This is convenient for mappings that have several different states, like TC, ABS, driving aids and similar.

To map it in games:

- turn the "extra switch" to position you want to use
- select the game function you want it to be assigned to
- once the game asks for button press - pull the toggle switch