

RaceHub Version 3.0

Version 3.0.1

Released: April 26, 2024

Bug fixes

Area	Description	ID
Steering Wheel	Fixed the optimal shift point demo that wasn't playing properly in all cases where it was expected.	2261
Wheelbase	Added functionality to make a backup of presets in case a wheelbase update fails.	1648
Pedals	Fixed pedal map settings not being saved properly in all cases.	2259 2277
Pedals	Fixed pedals page sometimes showing placeholder product graphics.	-
LED	Fixed LED effects updating slowly in some cases if idle mode was set to none.	2266
LED	Fixed brightness being wrong on steering wheel LEDs in some cases.	2267
LED	Fixed an issue where the wheelbase LEDs would sometimes not update.	-
LED	Improved latency on LED updates.	-
LED	Fixed the static color menu not being available for pedals when upgrading to a pedal set with LEDs.	-
Game Setup	Added supported game data list to rFactor (steam) and rFactor demo.	-
Miscellaneous	Fixed the download bar disappearing if RaceHub got out of focus and back into focus when updating.	2258
Miscellaneous	Improved update guidance for people with difficulties updating their pedals.	2290
Miscellaneous	Fixed an issue for people updating from an old pedal firmware to the new firmware where RaceHub didn't recognize the pedals as the correct type.	2309

Version 3.0.0

Released: April 17, 2024

New or changed functionality

Steering wheel

Area	Description	ID
Shift Lights	We have extended the optimal shift point feature so you can define what color the shift light should flash at the optimal shift point.	1210
Shift Lights	<p>You are no longer prompted to shift gears (flashing shift lights) if you are already in the car's highest gear.</p> <p>If a game doesn't inform about what gear is the car's highest gear, you'll need to calibrate this, for the optimal shift point to work.</p> <p>This is done by shifting through all the gears of the car – can be done in neutral. Afterward, the optimal shift point will work. The calibration is automatically saved, so you'll only need to calibrate once per affected car.</p>	2043 2228
Shift Lights	The shift light can be configured to transition more smoothly. The default isn't changed so the feature must be enabled in RaceHub.	2052
Miscellaneous	Wheel - Improved behavior of incremental encoders when activated rapidly.	1922

Pedals

Area	Description	ID
Pedal Maps	<p>Improved the pedal maps.</p> <ul style="list-style-type: none">You can add more points to your graph.The graph's point can be moved on both the x-axis and the y-axis making it easier to fit your exact needs. This could e.g. be to utilize the 2nd stage of the Forte brake better.The graph's points can be merged by dragging one on the other.The graph's points can be deleted by using a right click.	506 2047
Pedal Maps	The exponential and inverted exponential presets will have at least 4 points to ensure smooth pedal maps.	2045

Miscellaneous	You are notified if you have created a pedal map that prevents you from reaching 100% output. In some cases, you might lower the maximum output for your brake to prevent lock-ups. The notification is a friendly reminder as to why a pedal won't reach 100%. The notification is shown on the calibration and the pedal maps pages.	507 362
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LED

Area	Description	ID
Miscellaneous	Created a separate LED area in RaceHub, where all the LED settings can be configured.	1843
Static Color	Moved the LED pages from the wheelbase and pedals area to the new LED page and merged them into one page.	1845 1938
Assists	You can now use the LEDs on the Asetek SimSports devices to show different game data to improve your driving. <ul style="list-style-type: none"> • ABS • Car spotter – The car spotter on the steering wheel will always turn on LEDs to the left or right, no matter the angle of the steering wheel. • Device input – The device's LED strip will light up based on the device's input e.g. turning the wheel can light up the wheelbase's LED left or right, and pressing the pedals can light up the pedal's LED strip. • ESP • TC <p><i>This feature is not available for the La Prima series.</i></p>	1698
Flags	You can now use the LEDs on the different Asetek SimSports devices to show flags on more devices or on the entire steering wheel. <p><i>This feature is not available for the La Prima series.</i></p>	975
Flags	Support for safety car and virtual safety car.	
Assists Flags	You can adjust assists and flags for Asetek SimSports not connected. The settings will be used when the device is connected.	2122
Brightness	Added a brightness page where you can control the brightness of all your Asetek SimSports devices.	1944
Idle Mode	Added several different LED idle modes that can be used on all the supported Asetek SimSports whenever no game is running.	1847 2120

Miscellaneous	Improved the LED color handling so you can turn down the brightness of the LEDs more.	2119
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RaceHub

Area	Description	ID
Game Setup	Support for Le Mans Ultimate.	2061
Game Setup	You can see a list of which game data each game supports.	2111
Game Setup	Some games need to be run once before RaceHub can get data from them. In this version, we have added a description to those games, so it will be easier to set up.	1918
Game Setup	Improved how input ports can be saved.	1897
Miscellaneous	Added a feature where a sound is played at the optimal shift point.	1538
Miscellaneous	Improved user experience if you try to update RaceHub while offline.	1900
Miscellaneous	Smaller user interface improvements.	1660 2016 1916 1871 1805 1803 2194

Bug fixes

Area	Description	ID
Game Setup	Better detection of EA SPORTS WRC.	1894
Game Setup	The setup description for Project Cars 3 had the images displayed in the wrong order.	2232
Center Calibration	Remove the steering wheel image from center calibration if the steering wheel is disconnected.	1265
Safety	The hands-off detection no longer shows a warning in edge cases if nothing has changed.	1723