

# RaceHub Version 3.0

## 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, this can be done while the car is stationary. 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"> <li>You can add more points to your graph.</li> <li>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 2<sup>nd</sup> stage of the Forte brake better.</li> <li>The graph's points can be merged by dragging one point onto another.</li> </ul>	506 2047

- The graph's points can be deleted by using a right click.

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

## LED

Area	Description	ID
Miscellaneous	Created a separate LED area in RaceHub, where most of 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	<p>You can now use the LEDs on the Asetek SimSports devices to show different game data to improve your driving.</p> <ul style="list-style-type: none"> <li>• ABS</li> <li>• 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.</li> <li>• 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.</li> <li>• ESP</li> <li>• TC</li> </ul> <p><i>This feature is not available for the La Prima series. Directionality only works if the wheel is connected to an Asetek Simsports wheelbase.</i></p>	1698
Flags	<p>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> <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 devices 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 devices 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

## 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

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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

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