

QuickStart Guide for SimTools v3

Following each of the steps below will help you get started with a basic functional setup of SimTools v3. This basic setup will help you on your way to making your simulator come to life.

A LITTLE ABOUT SIMTOOLS

SimTools is a tool designed to get motion simulators up and running as quickly as possible, while still giving the user all of the customizations and flexibility they may need or require.

One really cool thing SimTools allows you to do is “Live Tuning of Profiles”! Create a profile for a game, and then tune the profile to perfection while playing the game! You do not have to stop the game to make changes to the profile currently being used.

PLEASE NOTE – If you purchased your simulator from a company that supplied you with a custom SimTools installation, then you can use the file for installation and it will completely set you up as needed. If no file was supplied, then you can check to see if the company has their own company repo. If they do, you can simply run their setup plugin from the repo to get completely setup.

If a company has their own repo, then the game plugins they have available from their repo should have all the configurations needed to immediately install the plugin and play the game with motion. That will take care of steps five, six and seven below. Once the game plugin is installed, you are immediately ready to play the game with motion.

LET’S GET STARTED:

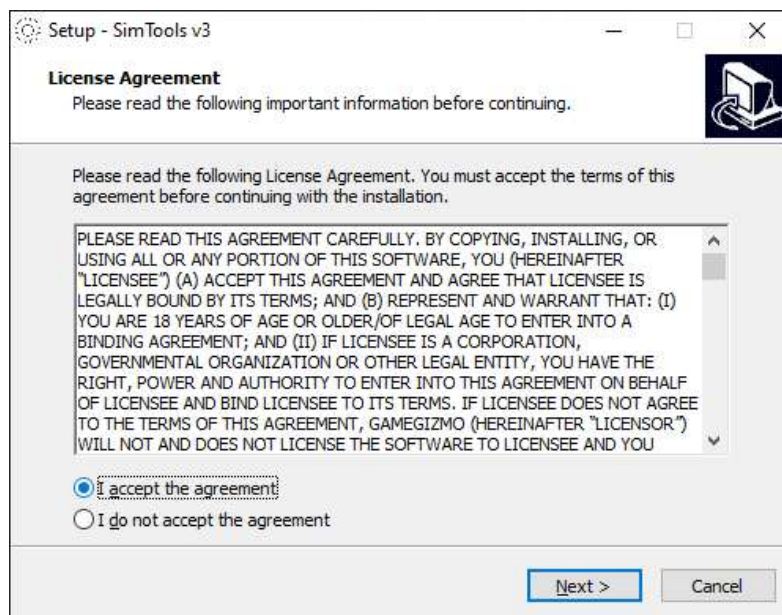
There are eight steps required to get you up and running in SimTools v3. All of the steps are outlined below.

- Step 1 – Installation
- Step 2 – Registration (Optional)
- Step 3 – Interface Setup
- Step 4 – Install an Axis Plugin
- Step 5 – Install a Game Plugin
- Step 6 – Configure Axis Assignments
- Step 7 – Adjusting Max/Min Settings
- Step 8 – Setting a Launch Path (If required)

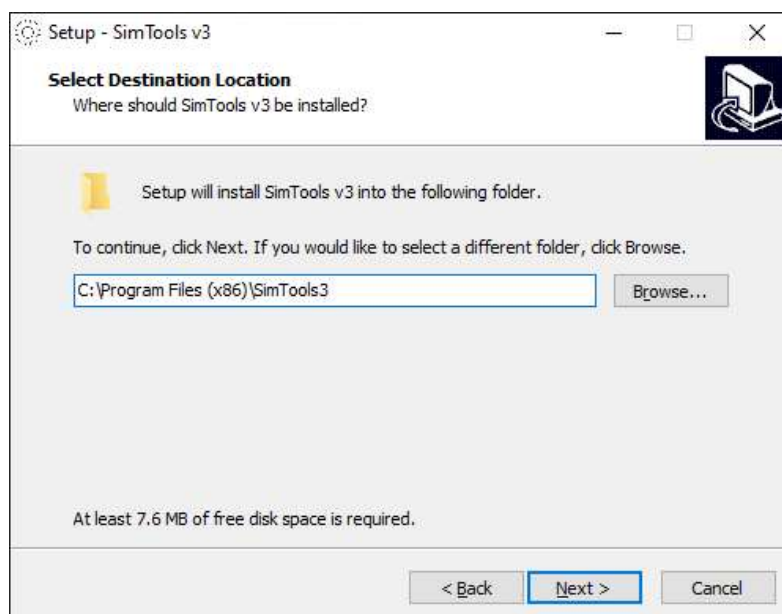
Step 1) Installation - You can download the SimTools Installer directly from our website here: <https://simtools.us/downloads-links/>. The SimTools installer will always grab the latest version of SimTools for the installation.

NOTE: SimTools has the ability to capture the telemetry data we need from the memory space of a running game. Because of this ability, it may wrongly get detected as a problem by some antiviruses. If you run into any issues, please add SimTools as an exception to your antivirus.

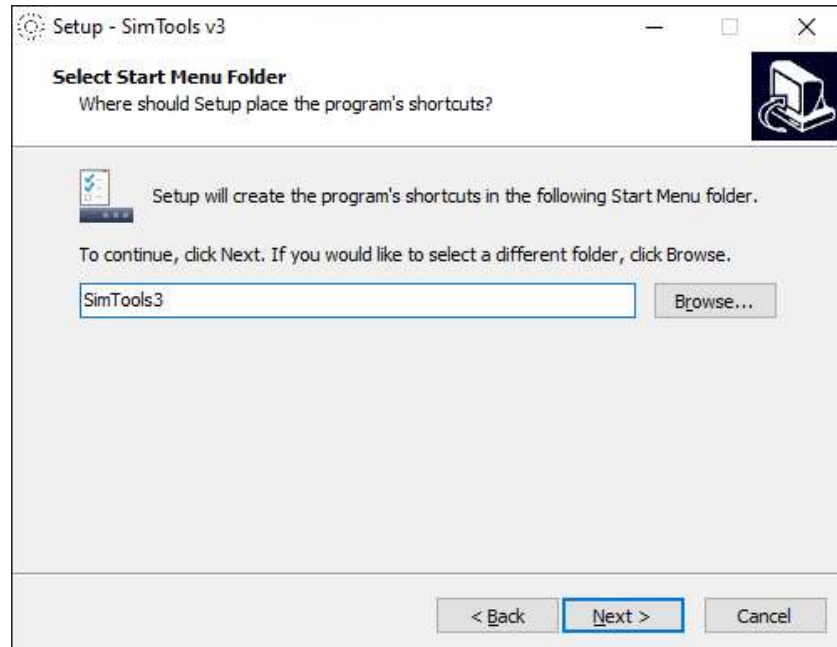
You can launch the SimTools installer by double clicking the file you downloaded. Read through the license agreement, accept the agreement and click “Next”.



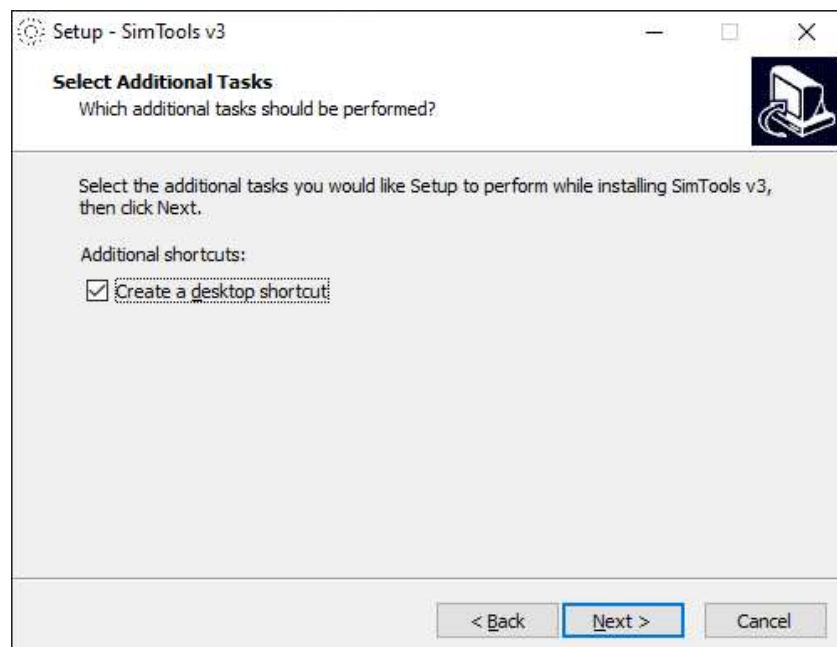
Use the default installation folder, or select where to install SimTools by clicking “Browse” and then click “Next”.



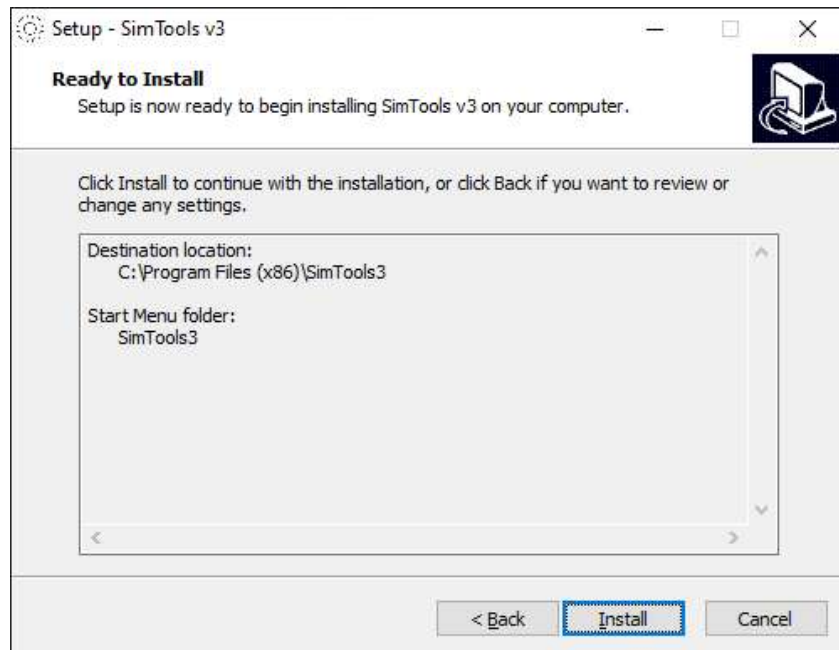
Use the default Start Menu folder, or select a Start Menu folder to install the SimTools shortcuts in by clicking “Browse” and then click “Next”.



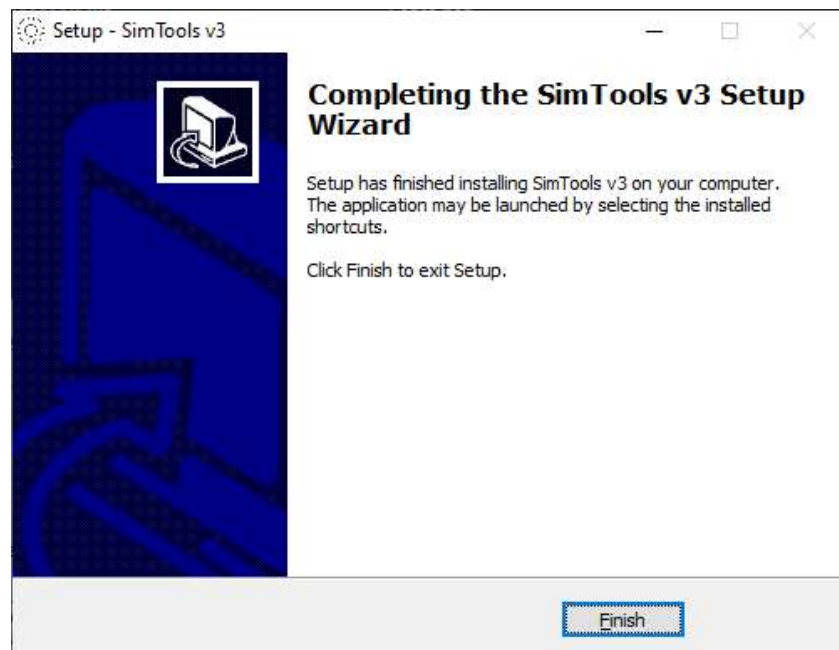
Choose to add a shortcut to your desktop or not, and then click “Next”.



Click “Install” when you are ready to proceed with the installation of SimTools.



Click finish when the installation is complete.

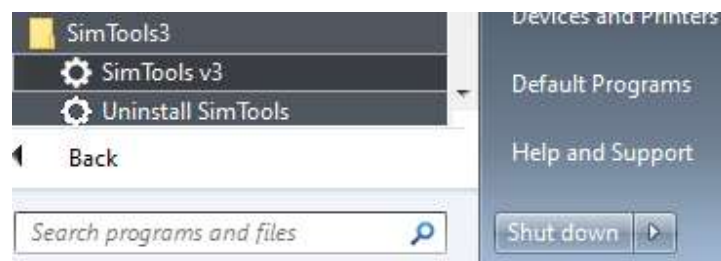


Step 2) Registration - SimTools will run in “Demo” mode until a valid license has been registered. The plugin for Live for Speed is fully operational for testing while SimTools is in demo mode. The demo of Live for Speed will also work for testing SimTools, so you do not need to purchase either to for testing. You can find more information and download Live for Speed at <https://www.lfs.net/>

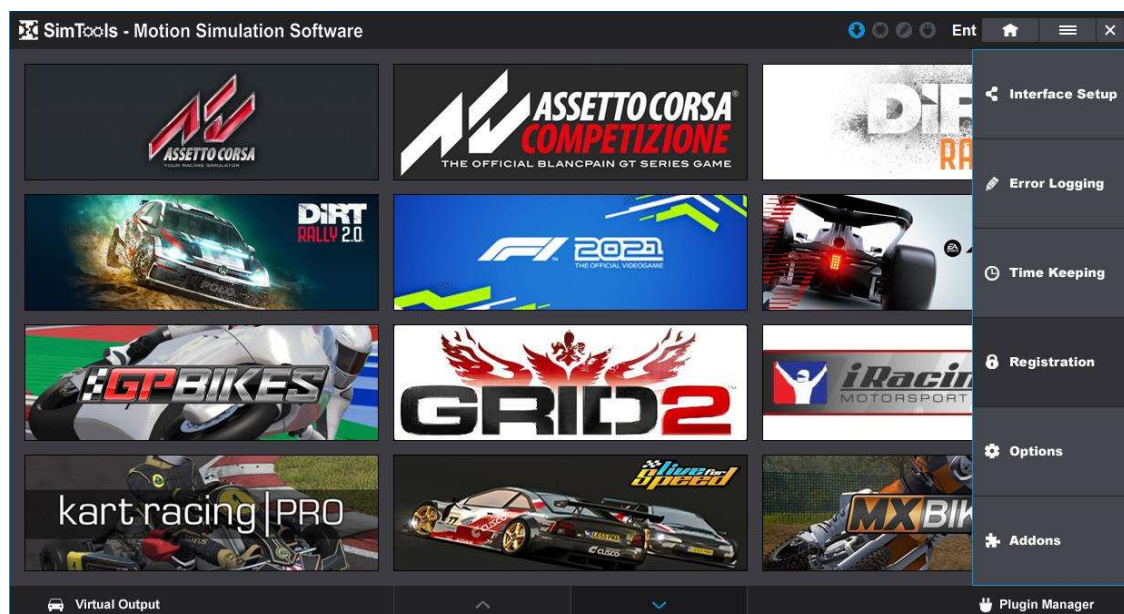
You can learn more about the different SimTools licenses and prices at <https://simtools.us/license/>

Here is how to register SimTools v3.

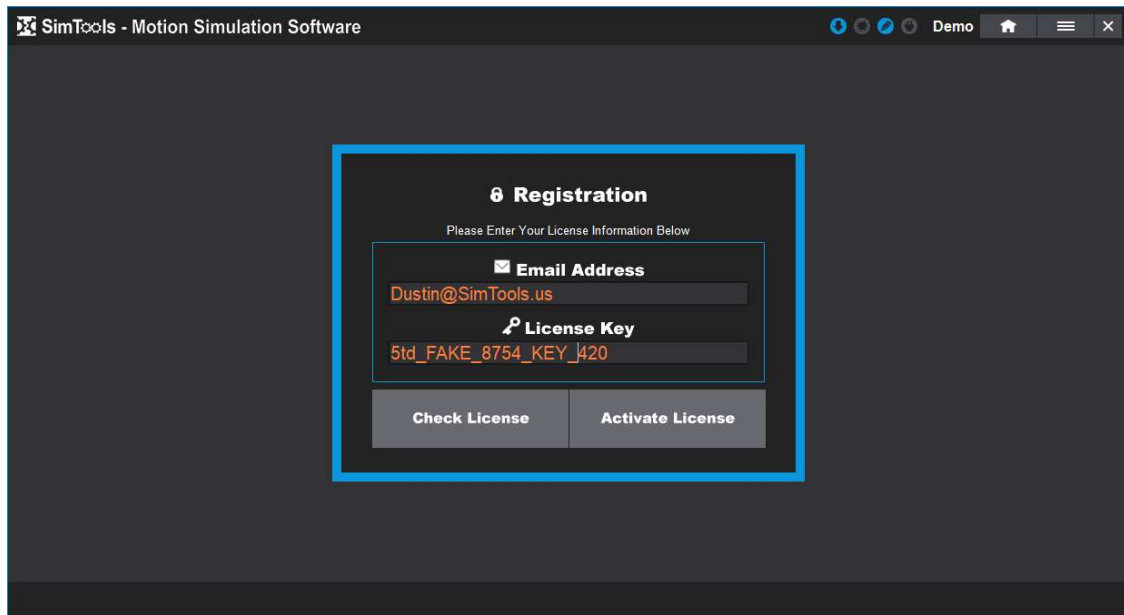
Launch “SimTools v3”. You can find the default location by navigating to Start → All Programs → SimTools3 → SimTools v3.



Click the main menu button on the top right of the GUI and select Registration from the Main Menu.



Now enter the email address you purchased your license with into the Email Address text box, and enter the license you received into the License Key text box. Then Click “Activate License” to activate your license.



A message will appear confirming your license has been activated.



Step 3) Interface Setup – This is where you tell SimTools how to communicate with your hardware. Interface Plugins allow SimTools to communicate with your hardware. This allows SimTools to send commands to move your hardware. You should install an interface plugin and test it for movement before you move on.

You can access all available public plugins by click on the Plugin Manager button on the bottom right of the home screen.