







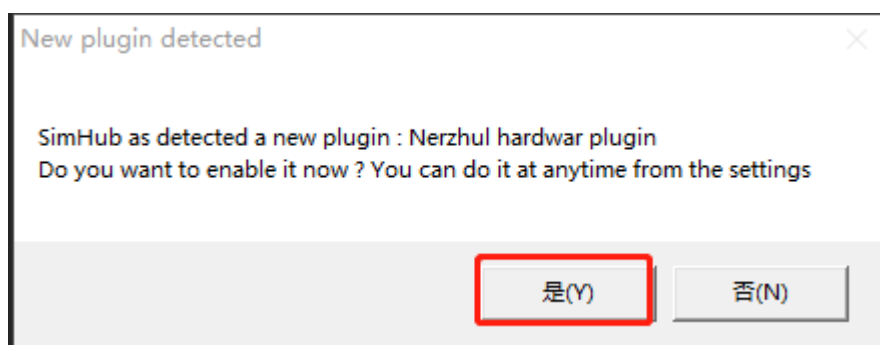


Gear indicator Tutorial

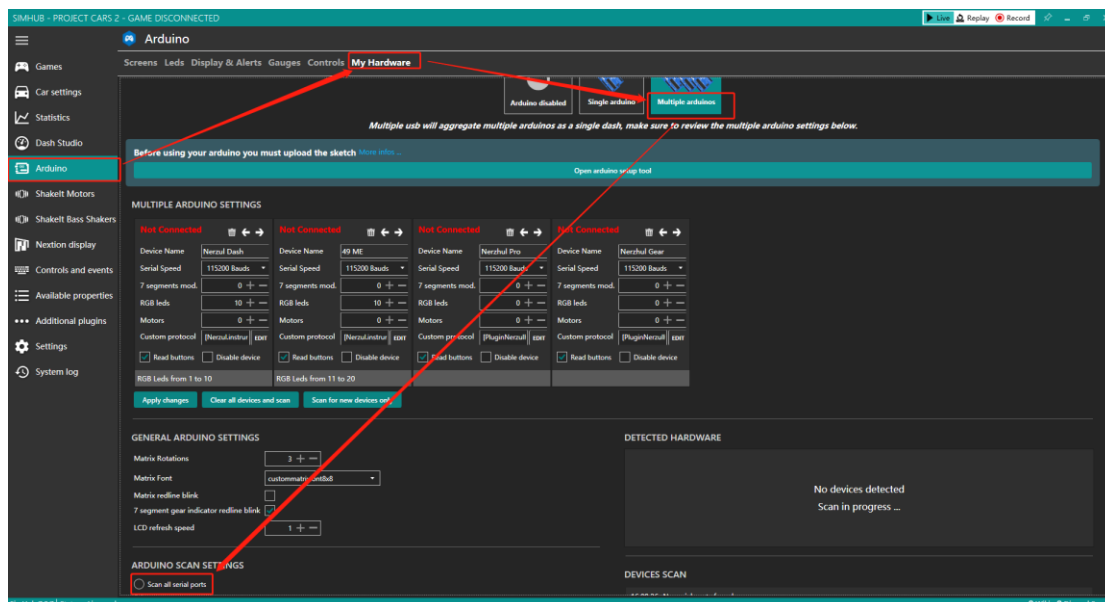
- Copy the “User.Nerzul.hardware.dll” file to the Simhub installation directory.

 User.Nerzul.hardware.dll	2020/9/25 15:58
 properties.txt	2020/8/19 14:30
 unins000.dat	2020/8/19 13:56
 unins000.exe	2020/8/19 13:55
 SimHubWPF.exe	2020/7/8 21:41
 ICarsReader.dll	2020/7/8 21:41
 ETS2Reader.dll	2020/7/8 21:41
 LFSReader.dll	2020/7/8 21:41

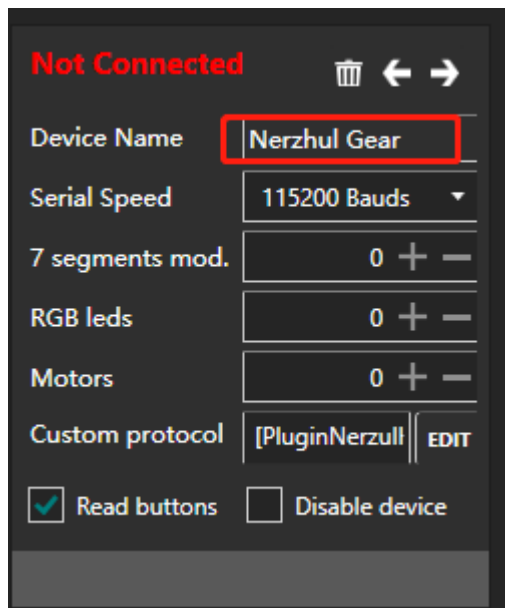
- Open simhub . When a message box “New plugin detected” come out ,click the “Y” button to enable the plugin.



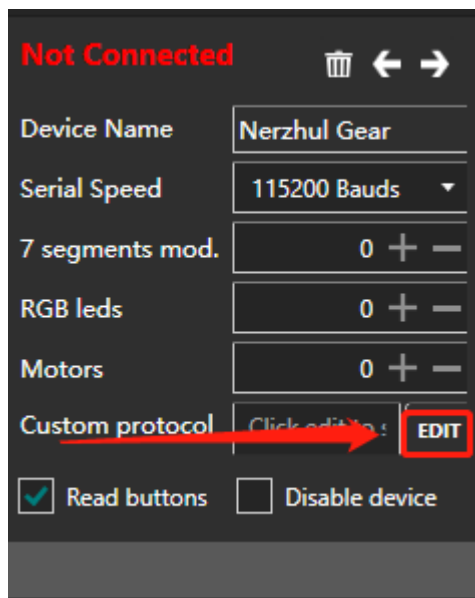
- Connect the the Gear indicator to the computer through usb cable.
- Go to “Arduino” - > “My hardware” - > “Multiple arduinos” - > “ARDUINO SCAN SETTINGS” -> “Scan all serial ports”.

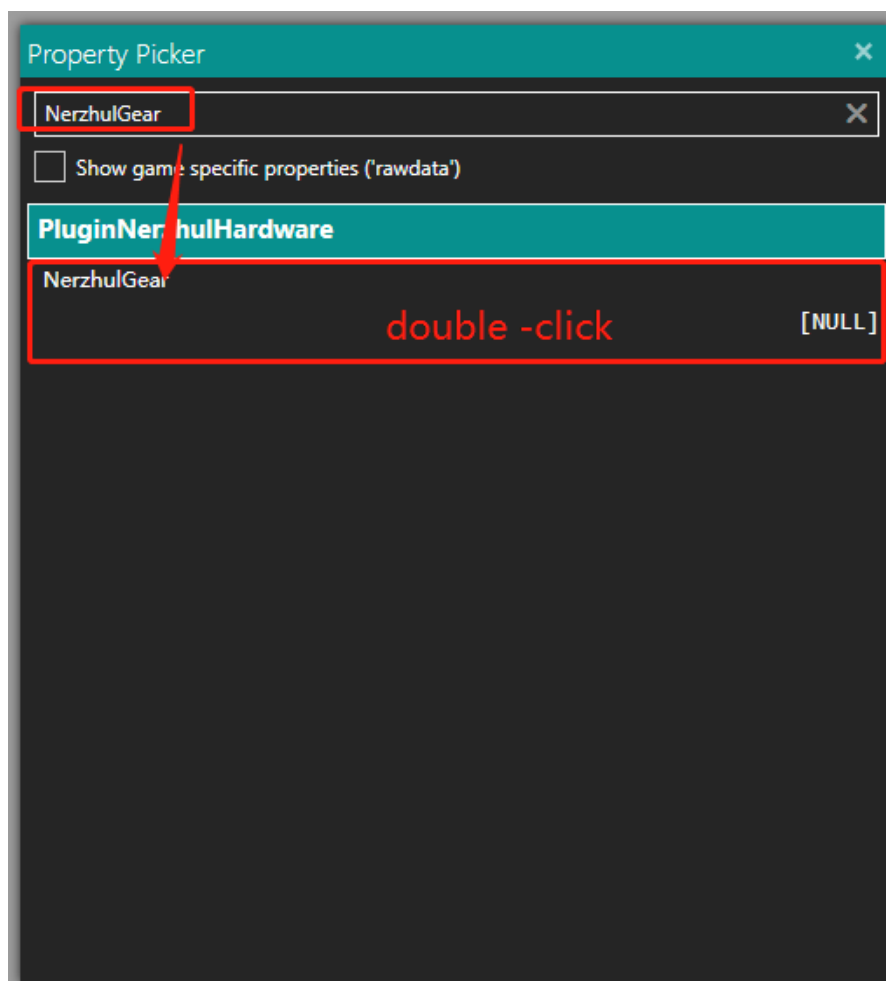
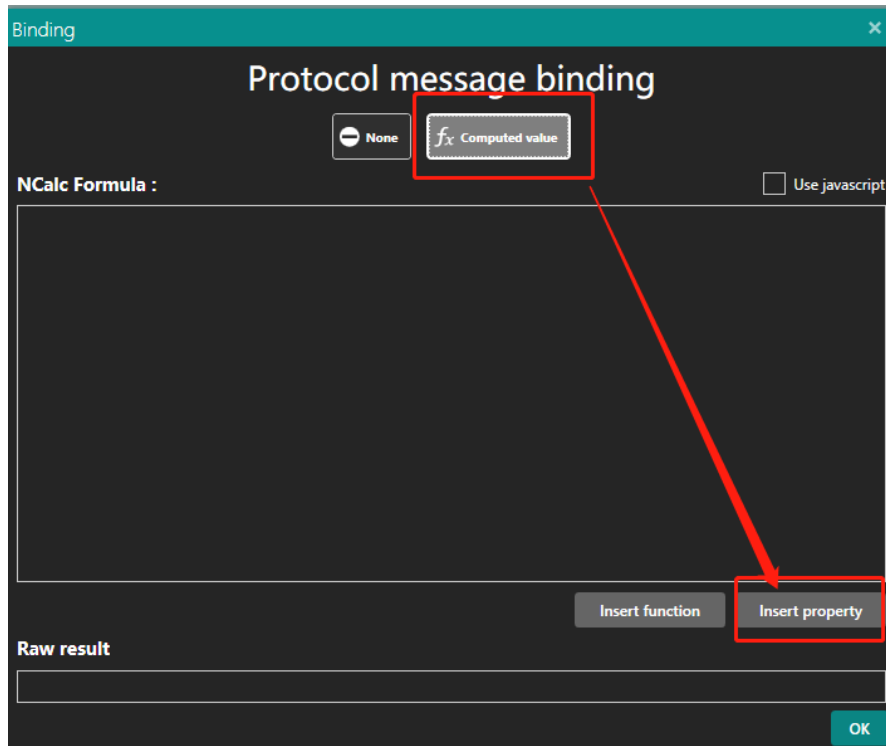


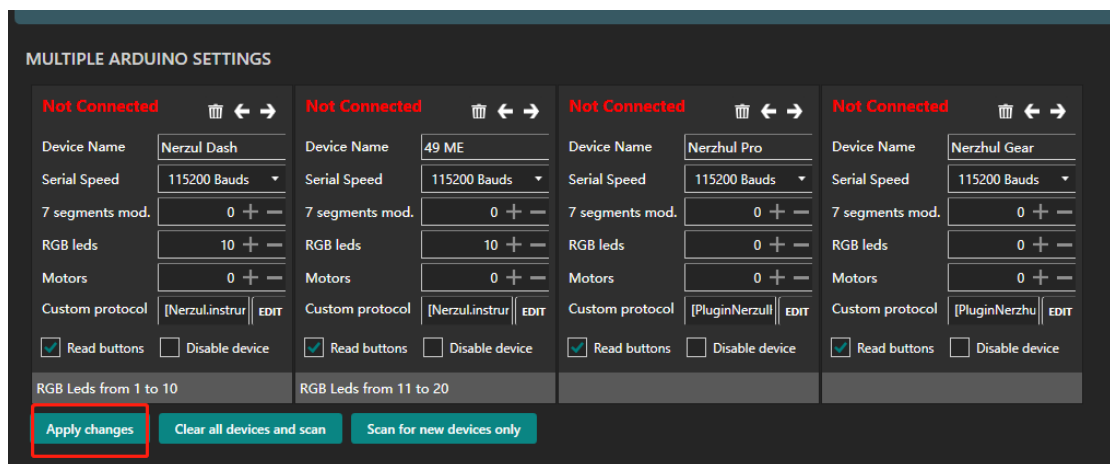
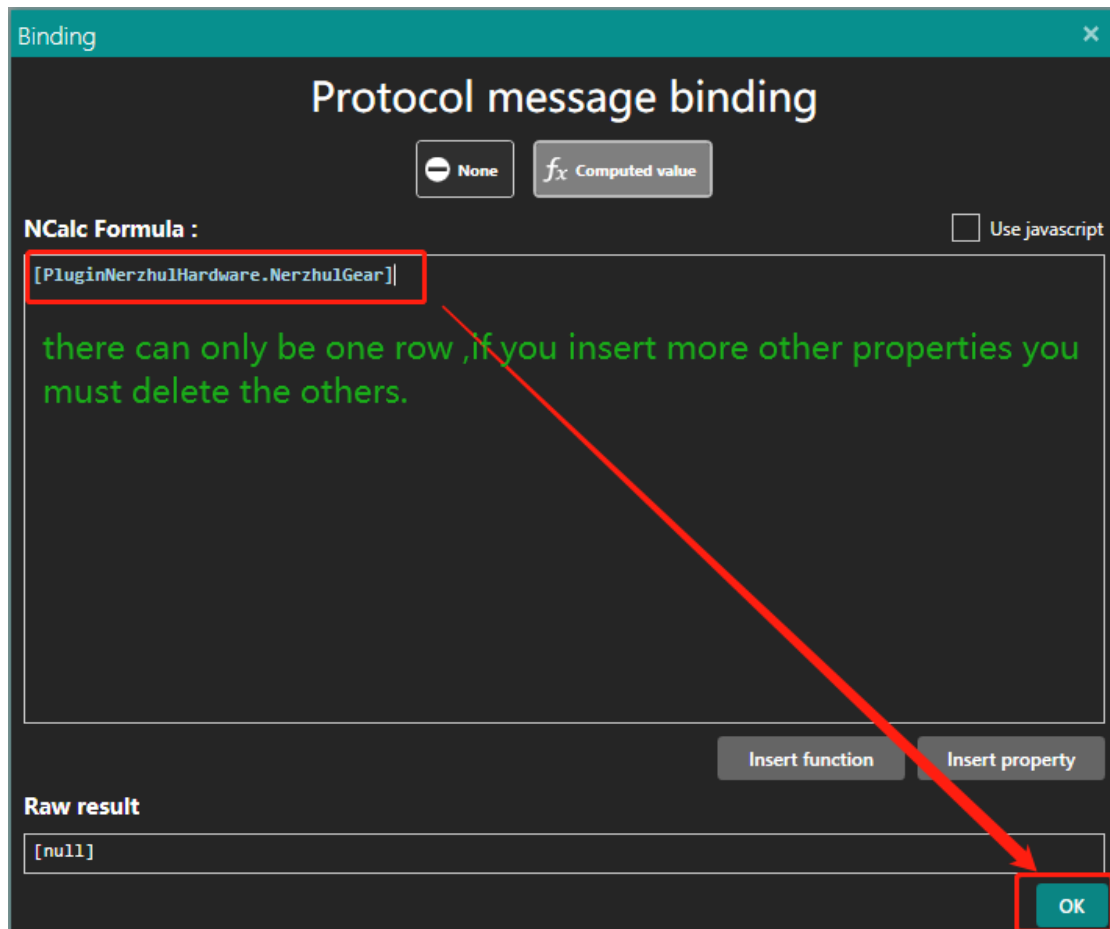
- And then the Gear indicator will be read to simhub, you can find it in the “MULTIPLE ARDUINO SETTINGS”.



- Open the “EDIT” button in the bottom line of the device window “Custom protocol”, click the “Fx Computed value”, then click the right bottom button named “Insert property”, input the “NerzhulGear” in the search box .double click the “NerzhulGear [NULL]” line ,then it will be return to the Binding window. Then click the “OK” button to close the window.then click the “Apply changes” button to restart the connection.







- You can use the Gear indicator in simhub now
- Setting the Buzzer and Blink
Click the “Additional plugins” in the left menu of the simhub
Click the “Nerzhul hardware plugin” , and you will find a GEAR SETTING , to enable it just checked the box .

