



# ATSR-Hub *EVO*

## LED Profile Setup User Manual

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## 1. Adding a device to the Device-Hub

### 1.1. Open the Device-Hub page in ATSR-Hub EVO

Open the Device-Hub tab to add a new device to the ATSR-Hub EVO. The Device-Hub is the plugins profile manager and allows the user to freely customize effects, animations and colors.

### 1.2. Opening the Device Selector page

Devices are added through the Device Selector page. To open this page, click the *Add new device* button in the Device-Hub. The following image shows this step.

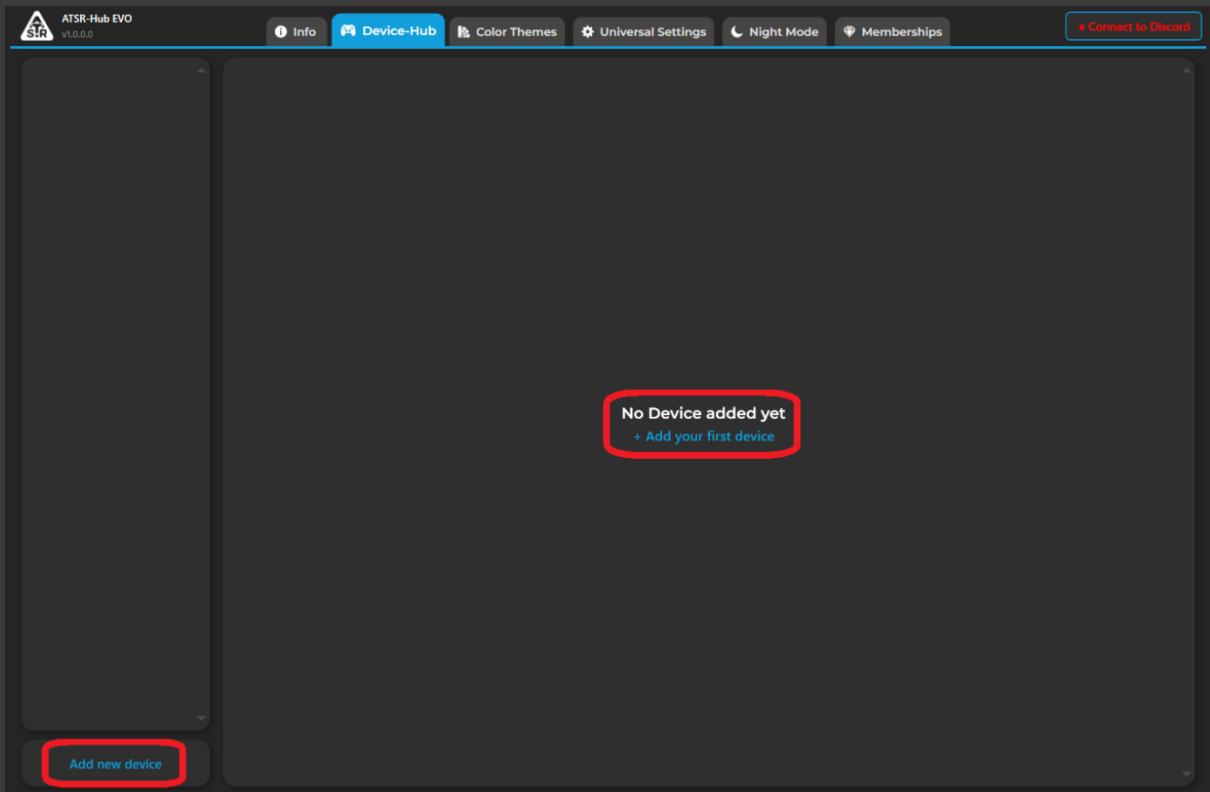


Image 1. Opening the Device Selector through the Device-Hub page.

The Device Selector will be shown on screen after clicking the *Add new device* button.

### 1.3. Selecting a device on the Device Selector

The Device Selector page is split into two main sections. Section 1 will show currently connected devices in the top row (Only natively supported devices). The bottom section will show a list of all available device profiles. A filter is available to sort available profiles by their device type.

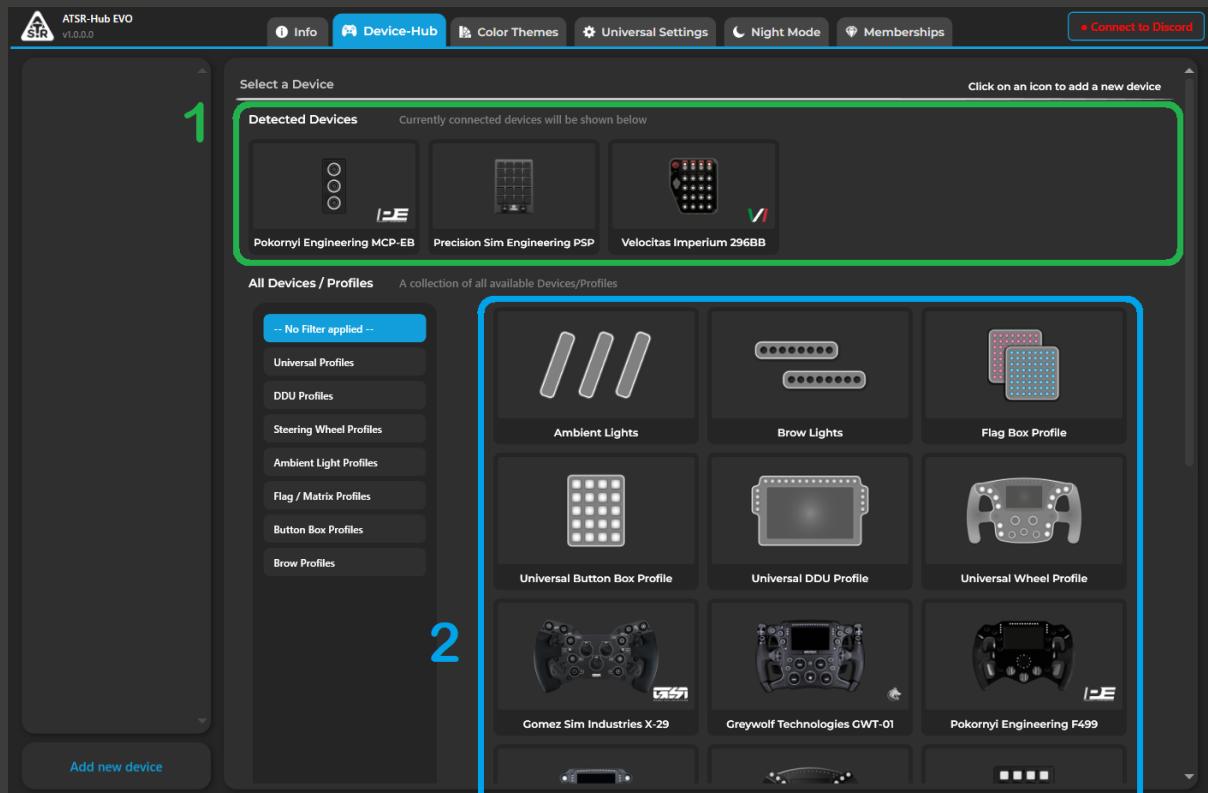


Image 2. Device Selector sections one and two.

To add a profile to the Device-Hub, simply click on its corresponding device icon. Once added, the profile and its dedicated device page will be accessible through the Device-Hub's left column.

**Please note:** Universal profiles might require additional setup steps to adjust them to your individual device.

## 2. Setting up the LED profiles

### 2.1. Downloading the LED profile for your device

To download the LED profile, open the Device-Hub page for your device by selecting it through the left column. The top section of each device page includes a *Download LED Profile* button. Click on this button to save the LED profile.

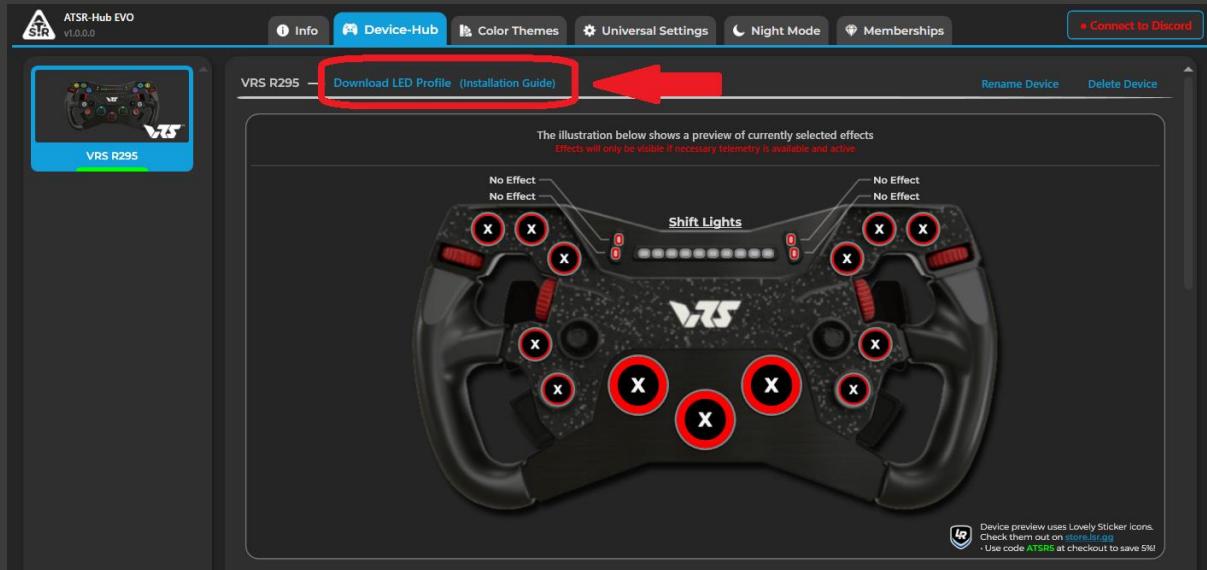


Image 3. Downloading LED profiles for your devices.

Follow the *Installation Guide* provided by the plugin to correctly load the LED profiles in SimHub. Your device will light up after importing the profile. The profile is now ready to be used.

**Please note:** LED profiles only need to be loaded once. All effect changes and future updates will automatically be applied by the plugin.

Further customization options are explained in the following sections.

## 2.2. Customizing effects and colors

ATSR profiles offer a great number of customization options. These options are accessed on the **Effect Customization** tab through each device page in the Device-Hub.

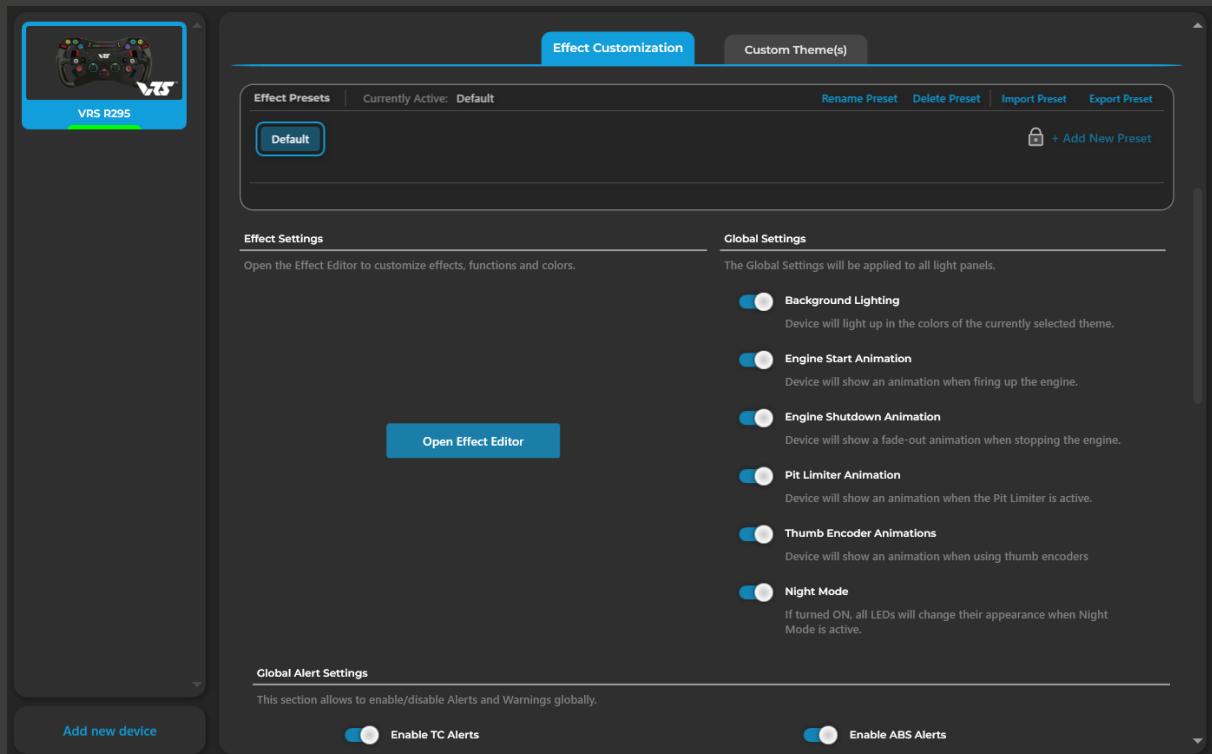


Image 4. Effect Customization tab on each device page.

Use this section to customize animations, visual effects, and colors on your device. Each setting includes a clear description explaining what it does.

The top-most section of this tab is the Preset Manager. This section allows to manage, export and import effect presets.

All following sections are used to customize the behavior and appearance of the profile. Changes which are made in the Effect Customization tab are immediately applied.

## 2.3. Effect Editor

The Effect Editor allows to customize each single element (Button, Encoder, LEDs, etc.) of your device. Access the Effect Editor by clicking the *Open Effect Editor* button. This will open a new window in SimHub.

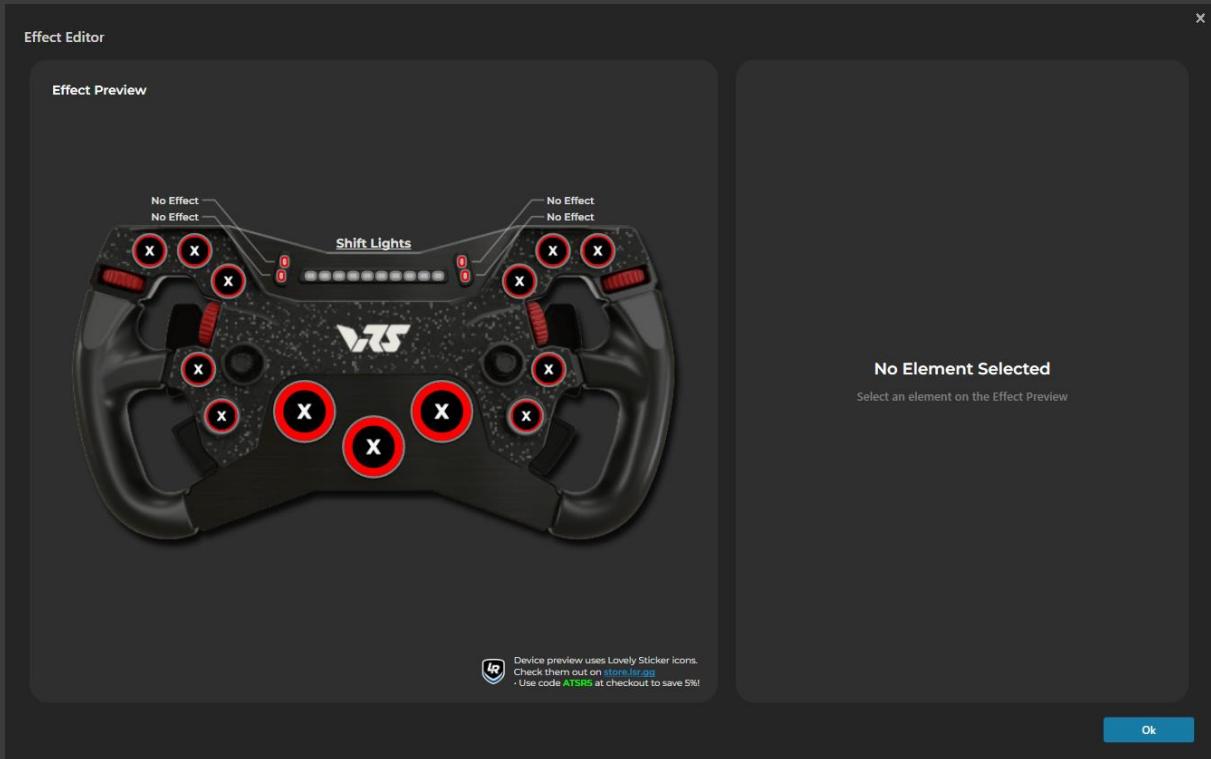


Image 5. ATSR-Hub EVO's inbuilt Effect Editor.

The left section shows a preview of all currently selected effects. To customize an element, simply select it on the preview. This will open a settings window on the right-side section.

This window will allow the user to assign primary and secondary functions to each element. The primary function will be active during normal driving. Secondary functions will activate under specific conditions and overlay the primary function, acting as alerts.

**Please note:** For functions to work, necessary telemetry needs to be output by the game. If this is not the case, the functions will not be able to activate.

## 2.4. Custom Color Themes

ATSR-Hub EVO allows the user to create custom color schemes for all devices on the **Custom Theme(s)** tab.

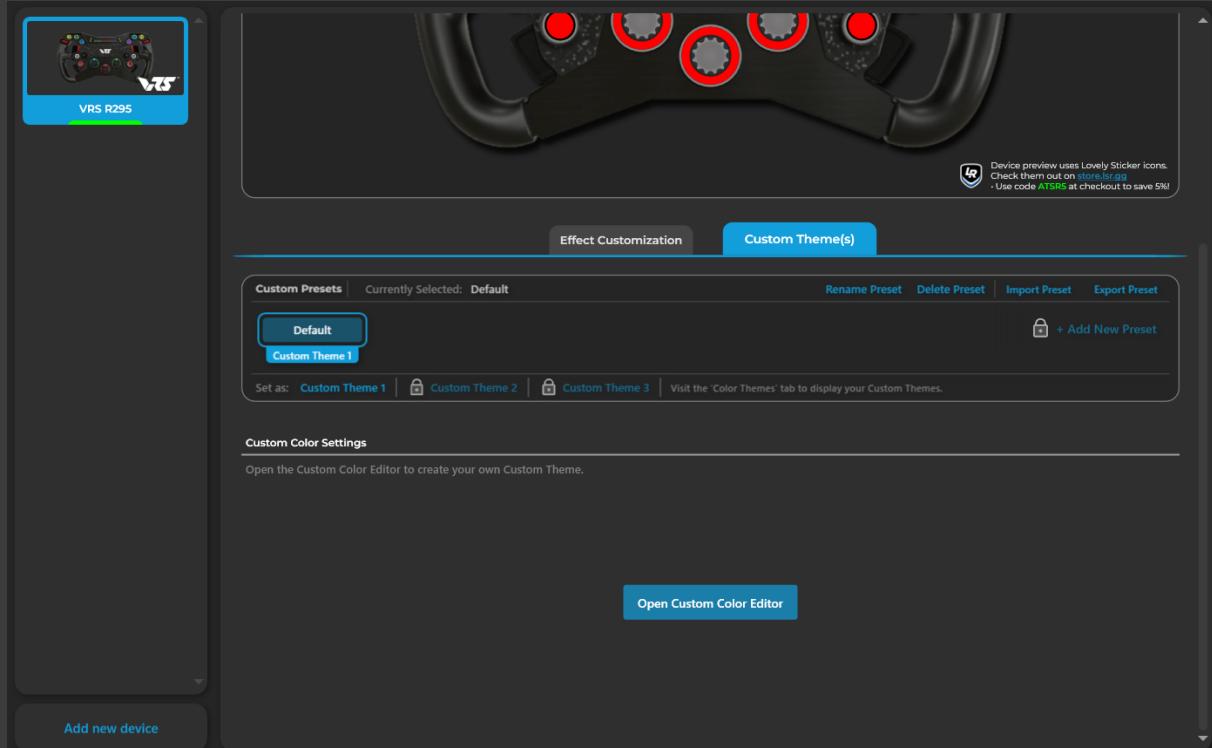


Image 6. Custom Theme(s) section to create custom color schemes.

The top section is used to manage Custom Theme presets and allows the user to import and export color schemes.

It is important to assign a Custom Theme (Custom Theme 1, 2 or 3) to the color presets you wish to use. Assigned presets will be visible when selecting the Custom Theme on the **Color Themes** tab in ATSR-Hub EVO.

Custom color schemes are created using the section below. The following topic will explain the Custom Color Editor.

## 2.5. Custom Color Editor

The Custom Color Editor can be accessed on the *Custom Theme(s)* tab. When opening the editor, a new window will open in SimHub.

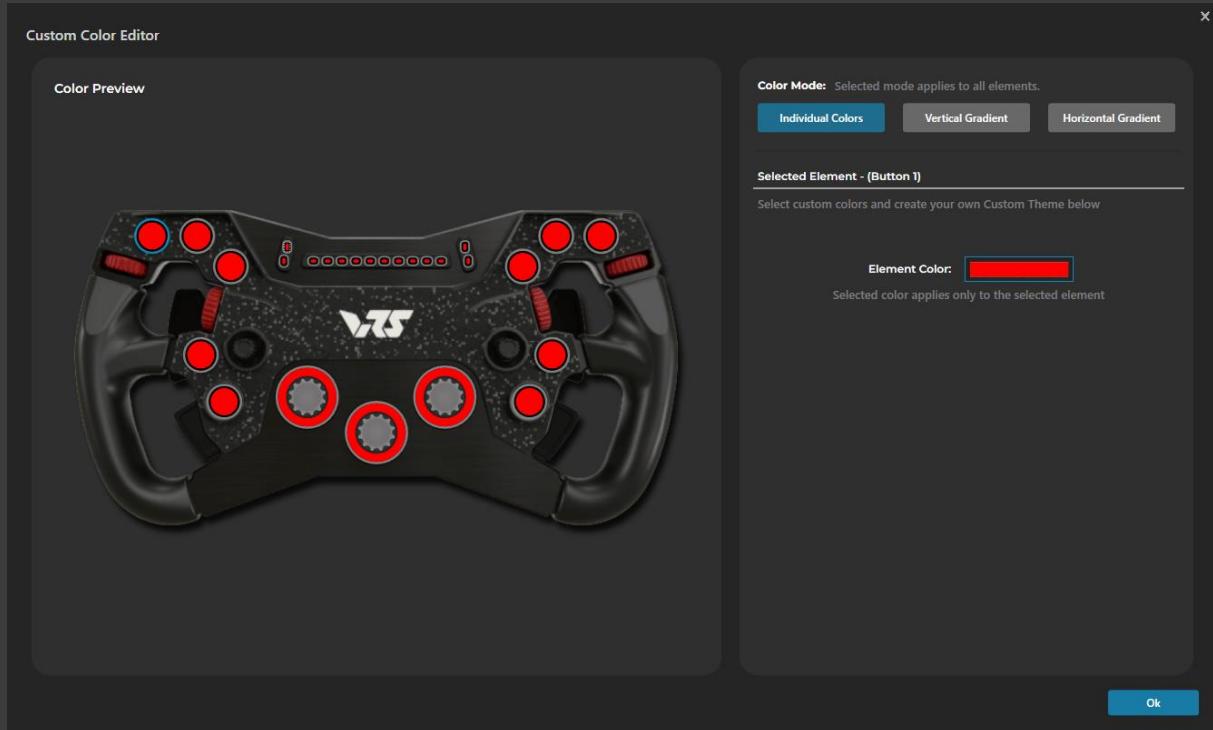


Image 7. Custom Color Editor to create Custom Themes.

Like the Effect Editor, the left section shows a preview of currently selected colors. Depending on the device type, up to three different color modes are available.

- Individual Colors:  
This mode allows each element to be customized individually.
- Vertical Gradient:  
Use this mode to apply a vertical flowing gradient to your Custom Theme.
- Horizontal Gradient:  
Use this mode to apply a horizontal flowing gradient to your Custom Theme.

**Please note:** Custom colors will only be visible if the corresponding Custom Theme is selected on the *Color Themes* tab in ATSR-Hub EVO! (Please refer to **2.4**)