**irFFB2022 v2.0 Update:**

The V2.0 release has the capability to send data to SimHub so that the you can control irFFB2022 while the car is on the track. Simply binding irFFB2022 controls to either buttons on the steering wheel, button box, or hot keys, you can put irFFB2022 controls at your fingertips. You can also get status updates on irFFB2022 to show when there might be a problem with irFFB2022 as that has been a big frustration of irFFB across all versions.

**TL;DR (Too long, Did not read)**

1. Copy irFFB2022.exe over the previous version
2. Install Toms.irFFB2022.dll into the SimHub directory
3. Install the two overlays into the DashTemplate subdirectory
4. Bind Keys
5. Setup screen with overlays
6. When in car on track, press the button/key that Max Force was mapped to several times to activate the connector

**Installation of irFFB2022:**

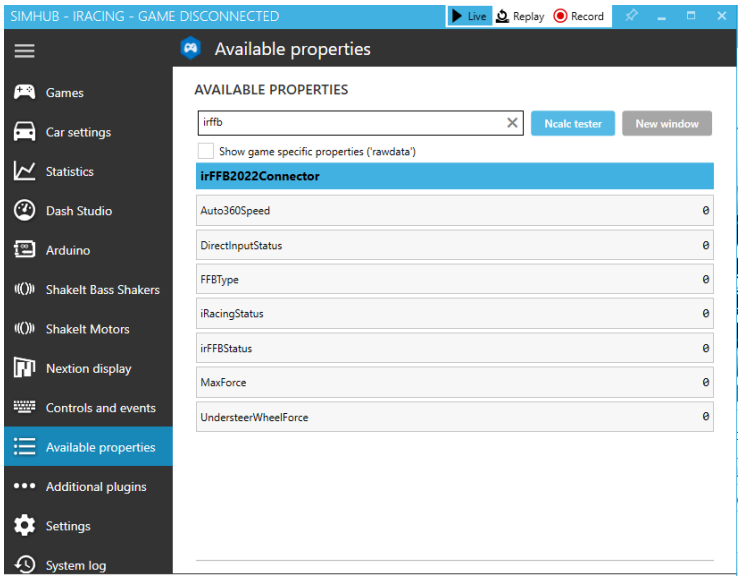
Simply install the executable in the same location as the irFFB2022 by overwriting the previous version if you were already running the irFFB2022. irFFB2022 v2 will utilize the same .ini file as the previous version of irFFB2022 so you will be able to keep all of your previous car and track configurations that you have saved with irFFB2022. Remember, irFFB2022 has a separate .ini file as previous versions of irFFB.

**Installation of the irFFB2022 SimHub Connector Plugin:**

Before you begin the installation of the irFFB2022 SimHub Connector, start up your SimHub and take a look at the System Log to see if you are seeing any errors. Your computer will slow down significantly if there SimHub plugins are generating errors and there have been some older plugins that are now starting to generate errors. Fix those errors before you install the irFFB2022 Connector.

Copy the Toms.irFFB2022Connector.dll file into your SimHub directory with all of the other SimHub dlls. This directory is typically located at C:\Program Files (x86)\SimHub. When you start SimHub, it will ask you if you want to install this Plugin so answer yes.

After you install the plugin and restart SimHub, you can verify that the connector installed correctly by going to the Available Properties tab and enter irFFB2022 in the box to search for the new irFFB2022Connector properties. You will see zero values until irFFB2022 v2 is up and running and you have the sim running with a car at the track.

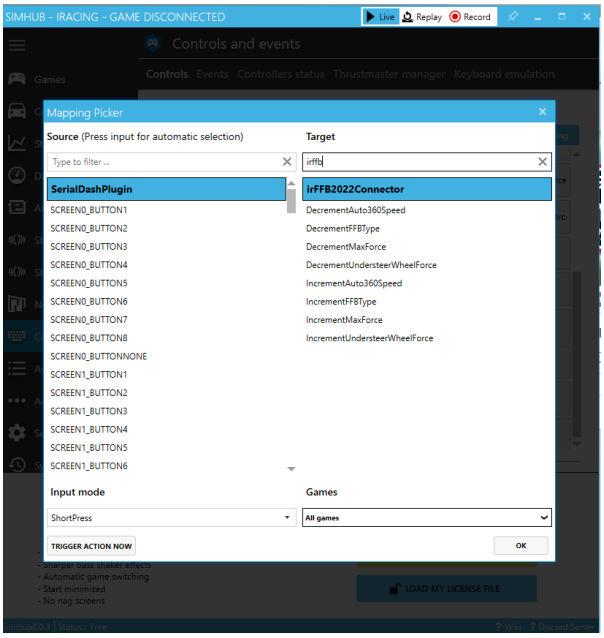



**Binding Actions to Keys or Buttons**

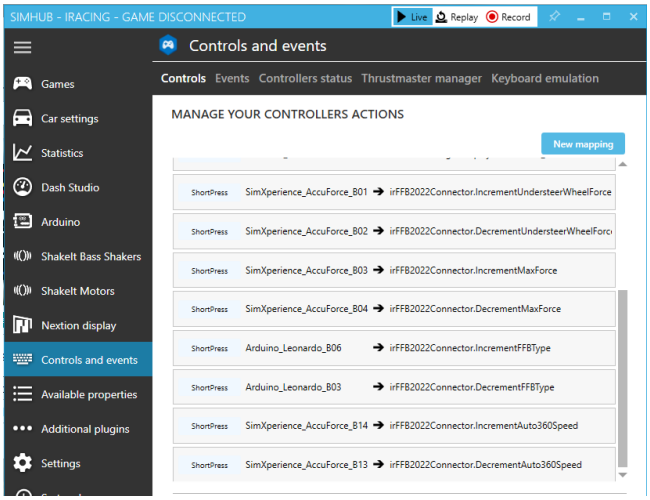
The connector enables “Actions” that enable you to increase or decrease the following features on irFFB2022:

- FFB Type (mode)
- Auto360 Switching Speed
- Max Force
- Understeer Wheel Force

You will find these controls will give you plenty of control over irFFB2022 while in the game while keeping it simple.



Choose your buttons or keys that you want to bind the irFFB2022 controls to and map them in in the “Manage Your Controllers Actions” menu in SimHub.



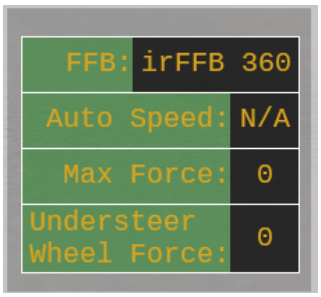

If you change your mind or make a mistake, you can delete the mappings by hitting the garbage can icon which is at the right edge of each row. The icons are not shown here because the screen is too narrow. If you widen your screen the garbage can icon will appear.

When you completed binding actions to keys or buttons, you can see the sliders on the irFFB2022 screen change as you press the relevant button or key that you bound that control.

**IMPORTANT!!:** Due to the timing of when irFFB2022 and SimHub are started, you will need to press of one of buttons/keys a few times initially to establish the connection between SimHub and irFFB2022. You will find it reliable after the communication is established.

**irFFB2022 Overlays:**

**Toms irFFB2022 Dash:**
The irFFB2022 Dash Overlay displays the FFB Mode, Auto360 Switching Speed, Max Force, and Understeer Wheel Force values that irFFB2022 sends to SimHub. After you have the actions bound to buttons, or keys, you will see these values increase. They only increase AFTER irFFB2022 has received the button and has adjusted the value. The Auto Speed will display N/A until you have changed the FFB Mode to Auto 360, then it will display the speed at which the mode switches between Game 360 and irFFB 360.




**Toms irFFB2022 Status:**
One of the challenges of running previous versions of irFFB is that it is hard to tell when there is a problem with irFFB. The status overlay is a way to give you more insight into the health of irFFB2022. The irFFB Status Overlay shows the status of the FFB output from irFFB2022, the DirectInput connection to the steering wheel, and the irFFB2022 connection to iRacing.

Sometimes while sitting in the car on pit road, if you hold the wheel perfectly center the irFFB2022 will not need to apply any FFB forces and so you can see the FFB turn red. Red simply means that the output FFB force level is at zero. This can also occur if irFFB loses connection with the DirectInput interface to the steering wheel.

The Wheel status indicator, as mentioned above, is used to provide a status of the DirectInput interface to the steering wheel. This is probably the biggest cause of instability with previous versions of irFFB, including irFFB2022. This status will let you know if you need to restart irFFB2022 if this connection is lost.

The iRacing status indicator will let you know if for some reason irFFB2022 is no longer communicating with the iRacing Sim. In normal operations, SimHub disconnects from iRacing when shutting down before irFFB2022 loses connection with iRacing. When SimHub loses connection with iRacing, it stops updating all plugin data and so you will see the green led stay green. Turning red when all three applications running would be an indication of a problem.


**Overlay Installation:**
The overlays in their own folder and those folders will need to be placed into the DashTemplates directory with the other dashboards and overlays. This directory is typically located at C:\Program Files (x86)\SimHub\DashTemplates.

**Using the Connector and Overlays:**
When you get in the car on the track and have your overlays placed on your screen, remember to press one of your buttons several times to get the connector activated. Max Force is probably the best button to do this. You may even see the FFB status LED be initially red until the connector is activated. Sometimes when you initially get in the car, the feedback on the steering wheel may feel light or heavy and adjusting Max Force up and down will trigger irFFB2022 to set the correct feedback to the steering wheel.

On the track, you will find you can fine tune the Max Force levels to optimum levels for your steering wheel, car and track. You can also quickly try out other modes, fine tune your Auto 360 switching speeds for your corner speed. You can also fine tune your Understeer Wheel Force levels to find that "Edge" where you are fast in corners but not pushing and tearing up the front tires. When learning new tracks, it works great to significantly lower the Understeer Wheel Force

Tip: Lower your Understeer Wheel when learning new tracks or doing setups, then increase the Understeer Wheel Force when racing. This will quickly tell you if you are over driving the corners or if your setup does not have enough rotation in it.