GEKO systems

GS-COBRA



User Guide

Version 2.20 03/05/2024

Thank you for choosing Geko Systems.

Before using this product, it is essential to read this ENTIRE guide and ALL instructions.

Contents

1. Important safety information 6

2. Box contents 9

2.1 Seat elements 9

2.2 Accessories 10

3. Compatibility 10

4. Installation 11

4.1 Hooks securing the mobile backrest 11

4.2 Harness 12

4.3 Install software 13

4.4 Connection 13

5. Getting started 14

5.1 Unlock the backrest if necessary 14

5.2 Configure the game if required 14

5.3 Configure the GSeat Manager 14

5.4 Attach and adjust the harness 16

5.5 Start the simulation process 17

5.6 Run the game 18

5.7 Important: enjoy resistingthe forces 18

6. The GSeat Manager 18

6.1 Introduction to forces 18

6.2 Main Window 19

6.3 GSeat Menu 20

6.4 ViewMenu 21

6.5 Editing Input profile 22

6.6 Editing GSeat profile 26

7. Supported Games 26

7.1 Aerofly FS2 27

7.2 Assetto Corsa, Assetto Corsa Simulazione 27

7.3 Automobilista 27

7.4 Automobilista 2 28

7.5 BeamNG Drive 28

7.6 BMW M3 Challenge 29
7.7 Condor Soaring simulator 30
7.8 DCS World 30
7.9 Dirt 2 32
7.10 Dirt 3 33
7.11 Dirt 4 34
7.12 Dirt Rally 34
7.13 Dirt Rally 2.0 35
7.14 Euro Truck Simulator 2 / American Truck Simulator 36
7.15 F1 2010 36
7.16 F1 2011 37
7.17 F1 2012 38
7.18 F1 2013 39
7.19 F1 2015 40
7.20 F1 2016 40
7.21 F1 2017 41
7.22 F1 2018 42
7.23 F1 2019 43
7.24 F1 2020 43
7.25 F1 2021 44
7.26 F1 2022 45
7.27 F1 2023 45
7.28 Falcon BMS 46
7.29 Flight Simulator 2020 46
7.30 Flight Simulator X 47
7.31 FS2 49
7.32 Forza Horizon 4 50
7.33 Forza Motorsport 7, Forza Motorsport 2023 50
7.34 Game Stock Car 51
7.35 Gas Guzzlers Extreme 51
7.36 GRID (2019) 52
7.37 GRID 2 52
7.38 GRID Autosport 53

7.39 GT Legends (GTL) 54
7.40 GTR Evolution 54
7.41 GTR 2 55
7.42 Il-2 Great Battles 55
7.43 iRacing 56
7.44 Kart Racing Pro 56
7.45 Le Mans Ultimate 57
7.46 Live For Speed (LFS) 57
7.47 Need For Speed Shift / Unleashed 58
7.48 NoLimits Roller Coaster Simulator 58
7.49 Prepar 3D 59
7.50 Project Cars 60
7.51 Project Cars 2 60
7.52 Project Cars 3 60
7.53 Race 07 61
7.54 RaceRoom Racing Experience 61
7.55 rFactor 61
7.56 rFactor 2 62
7.57 Richard Burns Rally (RBR) 63
7.58 Scania Truck Driving Simulator 63
7.59 STCC 64
7.60 The Crew 64
7.61 WRC4 64
7.62 X-Plane 64 bits 65

1. IMPORTANT SAFETY INFORMATION

Particularly important information is distinguished in this manual by the following notations:

⚠WARNING	Failure to follow WARNING instructions could result in severe injury or death to the user or surrounding people.
⚠CAUTION	A CAUTION indicates special precautions that must be taken to avoid injury and/or damage to the product.
NOTE	A NOTE provides key information to make procedures easier or clearer.

NOTE

- This manual should be considered a permanent part of this product and should remain with it even if the product is subsequently sold.
- The illustrations in this manual may differ from the product you are using.

⚠WARNING

This product is not a toy and is not intended for use by persons under 16 years of age.If the product will be used by persons under 18, strict adult supervision is required.

It is the responsibility of the owner to ensure that all users of this motion sim are adequately informed of all instructions, warnings and precautions.

⚠WARNING Physical limitations

This product is not intended for use by persons less than 5 feet 3 inches tall (1m60) or weighting less than 100 pounds (50kg) or more than 250 pounds (115kg).

Do not use this product if you experience certain physical conditions, such as musculoskeletal disorders, head, neck or back pain, injuries, heart conditions, recent medical operation, high blood pressure, pregnancy…etc.

⚠WARNING Proper usage

When using this product, as with many physical activities, you may experience occasional discomfort in hands, arms, shoulders, neck, back or other parts of your body. IF, AT ANY TIME YOU EXPERIENCE SYMPTOMS SUCH AS PERSISTENT OR RECURRING DISCOMFORT, PAIN, THROBBING, ACHING, TINGLING, NUMBNESS,

BURNING SENSATION, OR STIFFNESS, STOP IMMEDIATELY AND SEE A QUALIFIED HEALTH PROFESSIONAL.

Keep body parts (hands, feet, hair, etc.), loose clothing and jewelry away from moving parts to avoid injury.

Do not reach into, or underneath, the unit or tip it on its side during operation.

Never insert objects into any opening in this product. If an object should drop inside, turn off the power, unplug the power cord from the outlet, and carefully retrieve it.

Do not use this product near water nor expose it to dripping or splashing.

Take a 10 to 15 minute break every hour.

Adjust the forces to a low level. Increase forces level progressively.

Do not drive a vehicle immediately after using this product.

Do not use this product in any way other than as designed or intended by the manufacturer.

⚠WARNING Electrical Safety

As with many other electrical devices, failure to take the following precautions can result in serious injury or death from electric shock or damage to the product.

- **Use only the power supply and AC power cord that came with the product or that you received from an authorized repair center.**
- **Do not use non-standard power sources, such as generators or inverters, even if the voltage and frequency appear acceptable. Only use AC power provided by a standard wall outlet.**
- **Protect the cord from being pinched or sharply bent, particularly where it connects to the power outlet and the product.**
- **Do not jerk, knot, sharply bend, or otherwise abuse the power cord.**
- **Do not expose the power cord to sources of heat.**
- **When disconnecting the power cord or power supply, pull on the plug - do not pull on the cord.**
- **If the power cord becomes damaged in any way, stop using it immediately and contact Geko Systems for a replacement.**
- **Unplug the power cord during storms or when unused for long periods of time.**

⚠WARNING Seizures

Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

- **Convulsions**
- **Eye or muscle twitching**
- **Loss of awareness**
- **Altered vision**
- **Involuntary movements**
- **Disorientation**

To reduce the likelihood of a seizure when playing video games:

- **Sit or stand as far from the screen as possible.**
- **Play video games on the smallest available television screen.**
- **Do not play if you are tired or need sleep.**
- **Play in a well-lit room.**
- **Take a 10 to 15 minute break every hour.**

2. BOX CONTENTS

2.1 Seat elements



Figure 1: Seat Elements

Key	Description
1	**Seat Assembly**
1.1	Upper straps with buckles
1.2	Upper, mobile backrest
1.3	Lower backrest
1.4	Lower straps with buckles
1.5	Connection panel
1.6	Hooks to secure the mobile backrest

2.2 Accessories

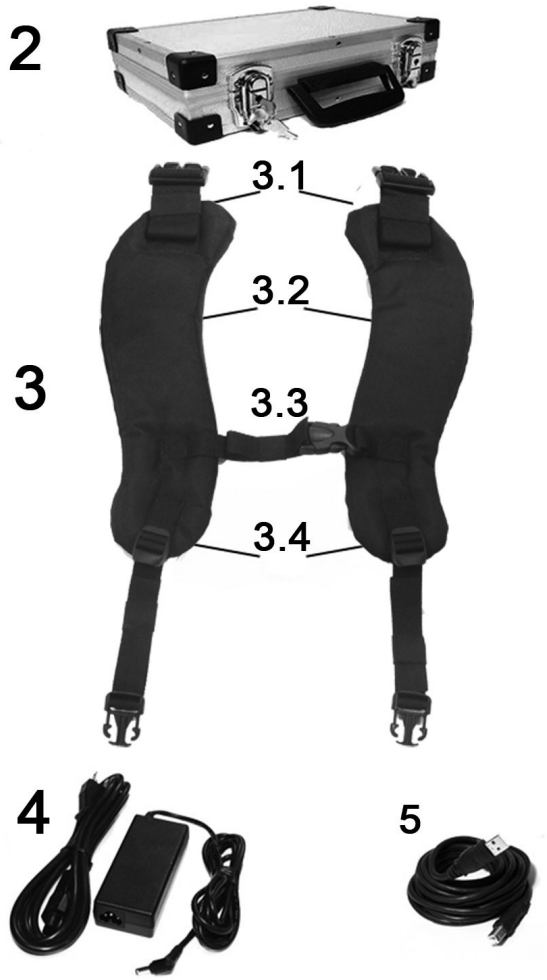


Figure 2: Accessories

Key	Description
2	**Accessories case**
3	**4 points shoulder harness**
3.1	Shoulder regulating straps with buckles
3.2	Shoulder pads
3.3	Chest strap with buckle
3.4	Tightening straps with buckles
4	**Power supplyfor AC 110v/220v with “Europlug” plug.**
5	**USB cord**

3. COMPATIBILITY

The **GS-COBRA** can be used with any computer that meets the following requirements:

- Windows XP (SP2) or Windows Vista or Windows 7 or Windows 8.x or Windows 10
- 1 GB or RAM
- 20MB of hard drive space
- USB 1.1 or higher port
- At least of the supported games (see currently supported games list).
- An internet connection (to download latest software).
- An analog controller (analog joystick, wheel…etc.)

Requirements above only concern the **GS-COBRA**. Please refer to each specific game requirements.

Power requirements are:

- A 220V 50Hz or 110v 60Hz AC wall outlet compatible with “Europlug” plug, or equipped with the required adapter.

4. INSTALLATION

4.1 Hooks securing the mobile backrest

The GS-COBRA is equipped with two hooks 1.6 to secure the mobile backres 1.2 when the simulator is not in use.

⚠WARNING These hooks have to be removed when using the simulator! Always check the hooks are removed and properly placed before using the simulator.

4.1.1 Lock the mobile backrest with the hooks

To lock the mobile backrest (see picture below):

- place yourself behind the GS-COBRA and push the mobile backrest forward with one hand, keeping it well centered.

- with the other hand, take one hook (they are stuck inside the foam cover of the lower backrest) and place it in one of the holes in the aluminum frame. Choose the top hole for a straight sitting position, or the bottom hole for a more reclined sitting position.

- when both hooks are placed, let the mobile backrest come backward by itself.



4.1.2 Unlock the mobile backrest and store the hooks

To unlock the mobile backrest (see picture below):

- place yourself behind the GS-COBRA and push lightly with one hand the mobile backrest forward, until the hooks are easier to remove.

-remove both hooks from the aluminum frame, and place them inside the holes in the foam cover of the lower backrest (there is one hole for each hook).

- let the mobile backrest come all the way backward.



4.2 Harness

Attach harness shoulder regulating straps 3.1 to seat upper straps 1.1 using buckles.



Attach harness lower straps to seat lower straps 1.4 using buckles. Left and right parts of the harness should be as much symmetrical as possible.



4.3 Install software

Download the latest version of the **GSeat Manager** software from here:
http://www.gekosystems.com

Run the installer and follow the instructions.

4.4 Connection

4.4.1 Power

Please plug-in the power supply 4 to the connection panel 1.5 to the socket indicated with the following symbol



In case the power supply allows choosing among different output voltages, ensure 24V is selected.

⚠WARNING Use a certified adapter if your standard wall socket does not accept "Europlug" plug. (British and US sockets require an adapter).

4.4.2 Computer

Connect the USB cord 5 to a free USB port on the computer. Connect the other end of the cord to the connection panel 1.5 using the socket indicated with the following symbol:



5. GETTING STARTED

Follow the steps detailed in this chapter to quickly start using the simulator.

5.1 Unlock the backrest if necessary

Check the mobile backrest is not locked by the hooks (see 4.1). If the mobile backrest is locked, remove and store the hooks like explained in paragraph 4.1.2

5.2 Configure the game if required

Some games do not output telemetry in their default configuration. A simple additional configuration step is then required to enable this telemetry (editing a text file or placing a supplied plugin in the game folder).

To see if the game you want to play with the GS-COBRArequires a configuration step, please refer to the corresponding chapter in part 7.

5.3 Configure the GSeat Manager

The GSeat Managerextracts in real time information from supported games and send corresponding orders to the GS-COBRA so you can feel forces. Therefore you have to configure the GSeat Managerand always keep it running when using the GS-COBRA.

After successfully installing, the GSeat Manager menu item can be found under:

Start> All Programs> Geko Systems

When clicking on this menu item, the main window will open:

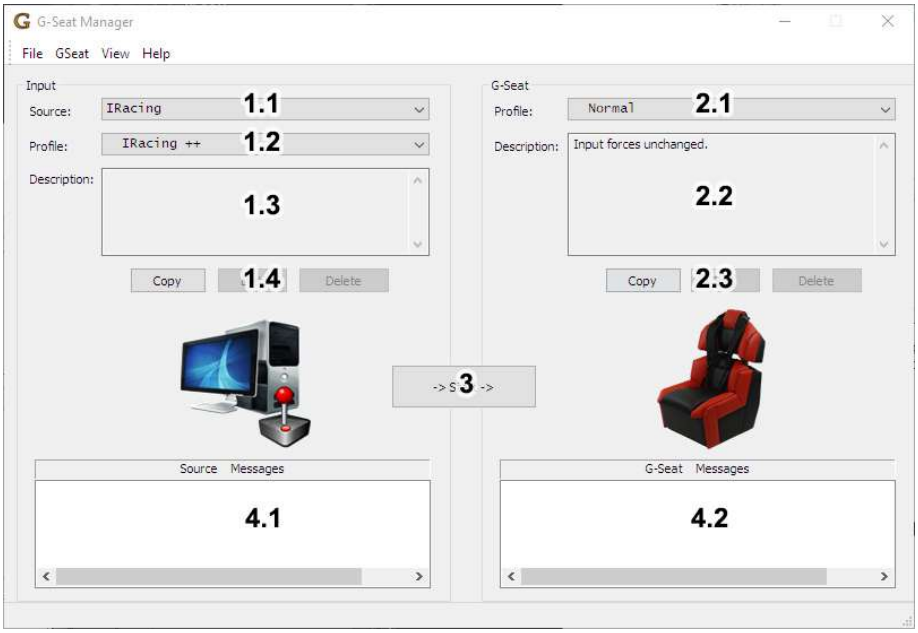


Figure 3: Main Window

This window regroups everything needed to quickly set and start the **GS-COBRA**.It is divided in two columns: the input column on the left, and the GSeat column on the right. If you keep the mouse over any control, a tooltip will appear with a quick explaination.

⚠WARNINGDo not press the Start/Stop button 3 before attaching the harness.This is covered in paragraph 5.4

5.3.1 Choose your source

You need to choose which game the GSeat Manager will retrieve information and build forces from. This is done by selecting a game name in the list 1.1.

5.3.2 Choose input profile

Once you have chosen the source game, the list 1.2 allows you to choose a profile for this game.

The GSeat Manager comes with several predefined input profiles, named from each game (ex: rFactor +, rFactor ++ and rFactor +++).

The amount of '+' defines how magnified the forces are. For example, if you want to drive a road car in rFactor then you can choose the rFactor +++ profile to have strongly magnified forces, but if you intend to drive a high-performance racing car the rFactor ++ or rFactor + is better suited.

These profiles attempt to be as generic as possible to fit various vehicles, giving strong and detailed forces.**These default profiles may be too strong or too weak for you** (the ideal level of forceis different for everyone). You can easily adjust the overall force level by selecting a different GSeat profile (see 5.3.3) or creating a custom one (see 6.6)..

You can of course create your own input profiles to better fit a vehicle (see 6.5).

The text field 1.3 displays the description of this profile if any.

5.3.3 Choose GSeat profile

You need to choose how the input forcesare adjustedto the GS-COBRA user. This is done by choosing a GSeat profile, this time from the list 2.1.

The GSeat Manager comes with few predefined GSeat profiles like Normal, Heavy or Light. Normal is the default one and keeps input forces unchanged.

You can create your own GSeat profiles to better suit your personal taste (see 6.6).

The text field 2.2 displays the description of the currently selected GSeat profile if any.

5.4 Attach and adjust the harness

⚠WARNING Always ensure the simulation process is not started in the GSeat Manager software before taking place in the GS-COBRA or leaving it, and before attaching/opening the harness. The simulation process is not started when the Start/Stop button 3 caption is "Start".

Before adjusting the harness, check the GS-COBRA is properly centered in front of your display and controls.

Please refer to Figure 2 page 10.

- Open the chest strap 3.3
- Take place in the GS-COBRA.
- Place your arms under the shoulder pads like for a backpack. (Release the straps 3.4 first to get more room for your arms).
- Lock the chest strap 3.3



- Tighten **lightly** the straps 3.4 while bringing your torso forward until you reach the desired position.



- Once the harness is **lightly** tightened, let your torso slightly go backwards, without pushing. The harness gets tight and keep you in position.

If the chest strap is too high, or the harness does not fit, you need to adjust the shoulder and torso regulating straps 5.1.

5.5 Start the simulation process

The start/stop button 3 starts and stops the simulation process. Press it and the GSeat Manager starts the simulation process (you can hear different sound when starting and stopping). That is to say it starts retrieving telemetry data from the game specified in the selected input profile, and sending these forces commands to the GSeat. Press it again and the process stops.

The shortcut CTRL+ALT+F9 on your keyboard has the same effect and toggles on or off the simulation process. This way you can conveniently start or stop the simulation process from

inside the game, and map this action on a gaming controller. Unfortunately, some games disable global shortcuts. Please see chapter 7 for specific information concerning supported games.

Now press the Sart/Stop button 3 in main window. Watch the input and GSeat messages in lists 4.1 and 4.2.

5.6 Run the game

Now run the game you want to play (it should correspond to the game specified in input profile, visible in textfield 1.1).

5.7 Important: enjoy resistingthe forces

As soon as telemetry becomes available, you can feel a progressive pressure on your back as the mobile backrest pushes forward to simulate a firm backrest in a vehicle seat.

In a real vehicle, we do not let our body fall or slip with the g-forces, but we resist. Our thighs, armsand torso muscles work together, keeping our body steady.

In a simulator, we sometimes forget to resist forces as we feel safe. To fully feel the forces, you may sometimes need to consciously remember to resist like in real life, otherwise the upper backrest will move until it bumps on the safety range limit and you will not feel forces anymore.

This is very important to fully enjoy GS-COBRA: resist the forces, keeping your torso steady. Do not let the upper backrest move you like a doll.

⚠ CAUTION**If you often hear the upper backrest bumping:**

- **Your torso may have moved too far forward or left or right because of forces. In such case, move your torso backward and center.**
- **Remember to resist against the forces like in real life. Keep your torso as steady as possible.**
- **The harness may not be properly adjusted or not enough tight. See paragraph 5.4**
- **The forces may be too strong. See paragraph 6.6 to create a personalized GSeat profile.**

6. THE GSEAT MANAGER

This chapter covers in detail all the features of the GSeat Manager software.

6.1 Introduction to forces

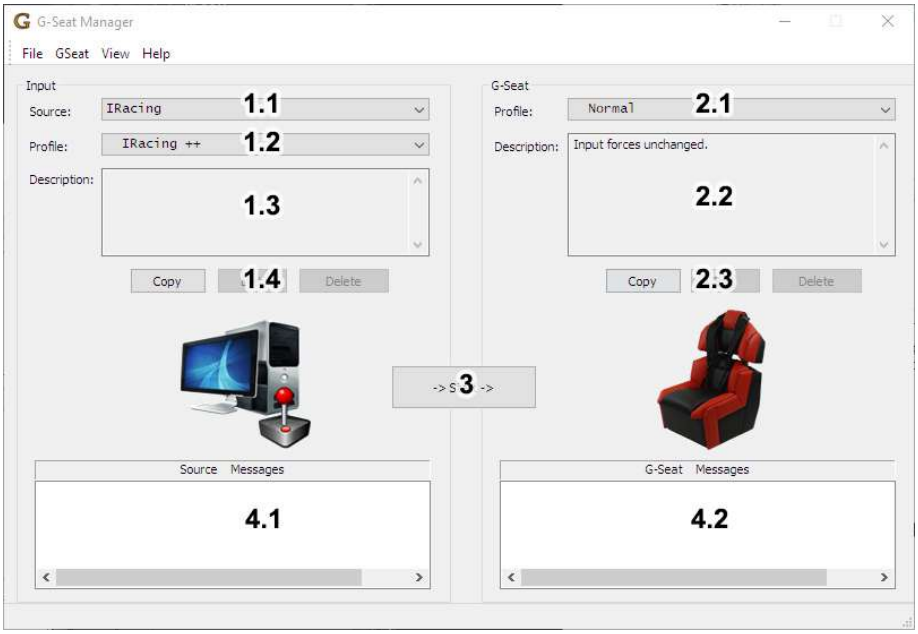
In a vehicle, you can feel three different types of forces:

- **Trajectory forces** are long forces caused by changes in vehicle trajectory. For example the sustained lateralforce you feel in a car cornering is a trajectory force.
- **Handling forces** are short-lived forces caused by vehicle response to commands. For example the quick lateral force you feel when the car loses grip is a handling force.
- **Attitude forces** are forces you feel when your vehicle is not horizontal. For example when your car is on a hill climbing road the force pulling you back in your seat is an attitude force.

Whenever the supported game telemetry is detailed enough, the GSeat Manager allows you to view and adjust these three forces separately, to give you an unprecedented level of control.

This way you can precisely adjust the force feedback to your liking and focus on the most significant forces for you.

6.2 Main Window



This window is divided in two columns: the input column on the left, and the GSeat column on the right. If you keep the mouse over any control, a tooltip will appear with a quick explanation.

6.2.1 Input controls

- The list 1.1 allows you to choose the source game

- The list 1.2 allows to choose a profile for the source game. Custom input profiles start with a “ # ” sign in this list.
- The text field 1.3 displays the description of the currently selected input profile, if any.
- The Copy button 1.4 creates a user copy of the currently selected input profile. This copy is a custom input profile, editable.
- The Edit button 1.4 opens the input profile edition dialog (see 6.5). Predefined profiles cannot be edited.
- The Delete button 1.4 deletes the currently selected input profile. Predefined profiles cannot be deleted.

6.2.2 GSeat Controls

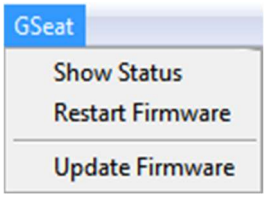
- The list 2.1 allows choosing an existing GSeat profile. Custom GSeat profiles appear with a “ # “ sign in this list.
- The text field 2.2 displays the description of the currently selected GSeat profile, if any.
- The Copy button 2.3 creates a user copy of the currently selected profile. This copy is a custom GSeat profile, editable.
- The Edit button 2.3 opens the GSeat profile edition dialog (see 6.6). Predefined profiles cannot be edited.
- The Delete button 2.3 deletes the currently selected GSeat profile. Predefined profiles cannot be deleted.

6.2.3 Simuation process controls

⚠WARNING Always ensure the simulation process is not started in the GSeat Manager software before taking place in the GS-COBRA or leaving it, and before attaching/opening the harness. The simulation process is not started when the Start/Stop button 3 caption is “Start”.

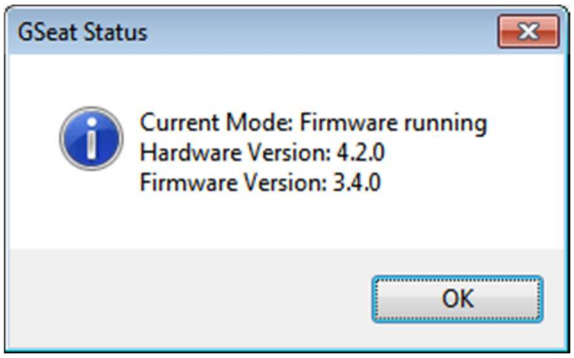
- The start/stop button 3 starts and stops the simulation process. Pressing CTRL+ALT+F9 on keyboard is the same than clicking this button, and can be done from most games. When the simulation process is running, most controls in the main window are disabled. Copying, editng and deleting profiles is not possible.
- The 4.1 list displays input related messages when the simulation is running (button 3 pressed).
- The 4.2 list displays GSeat related messages when the simulation is running (button 3 pressed).

6.3 GSeat Menu



6.3.1 Show status

Attempts to connect with the GS-COBRA. Displays current status dialog:



Current Mode can be:

- Firmware stopped (Firmware update): the GS-COBRA firmware is not yet started. This may happen because of a firmware update or failed USB initialization. In such case, try the Restart Firmware item in the same menu.
- Firmware running: Ready for use.

6.3.2 Restart Firmware

To force a firmware restart in case it is stopped.

6.3.3 Update Firmware

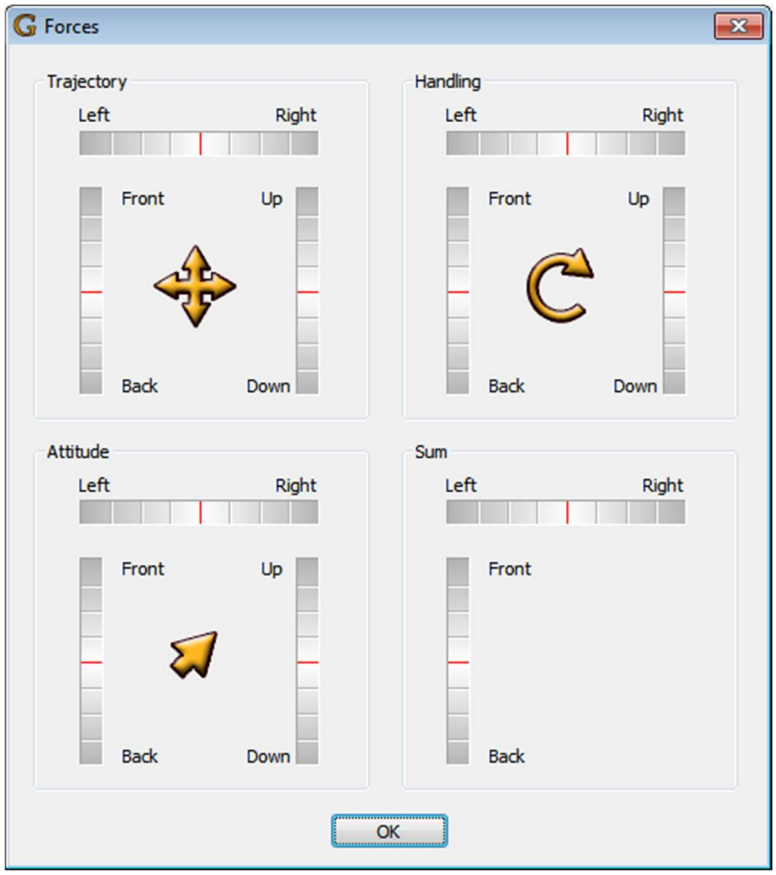
In case a firmware update is available, this menu item allows replacing current firmware with the update. You just need to follow the instructions and provide a valid .rom file when asked.

After a firmware update you can check the firmware is properly updated and running with the GSeat status dialog, and restart it if needed.

⚠ **CAUTIONDo not turn off or restart the PC when the GSeat Manager is updating the firmware. Do not remove the USB cable when the GSeat Manager is updating the firmware.**

6.4 ViewMenu

6.4.1 Forces



This window displays forces in real time when simulation process is running. This is helpful when editing custom input profiles (see 6.5).

The window is divided in 4 groups: trajectory, handling, attitude and sum. The trajectory, handling and attitude groups display on three axis the corresponding force after the input profile was applied (see 6.1 for forces definitions and 6.5 for editing input profile). The sum group shows the final force sent to the GS-COBRA after the GSeat profile was applied, this time on twoaxis (GS-COBRA produces only lateral and longitudinal forces).

6.5 Editing Input profile

6.5.1 Introduction

The GS-COBRA (and any other simulator) gives a limited range of forces, for obvious security reasons. But vehicles simulated in games do not have this limitation, and give vastly different force levels. For example, a tiny road car will give you 0.7G lateral force, while a F1 gives up to 5 times more.

Therefore, the GSeat Manager has to adjust forces coming from the game differently for each game and vehicle range to give you the best sensations. This adjustment is configured in the input profile.

The GSeat Manager comes with several predefined input profiles, named from each game (ex: iRacing +, iRacing ++ and iRacing +++). The amount of '+' defines how magnified the forces are. For example if you want to drive a road car in iRacing then you can choose the

iRacing +++ profile to have strongly magnified forces, but if you intend to drive a high performance racing car the iRacing ++ or iRacing + is better suited.

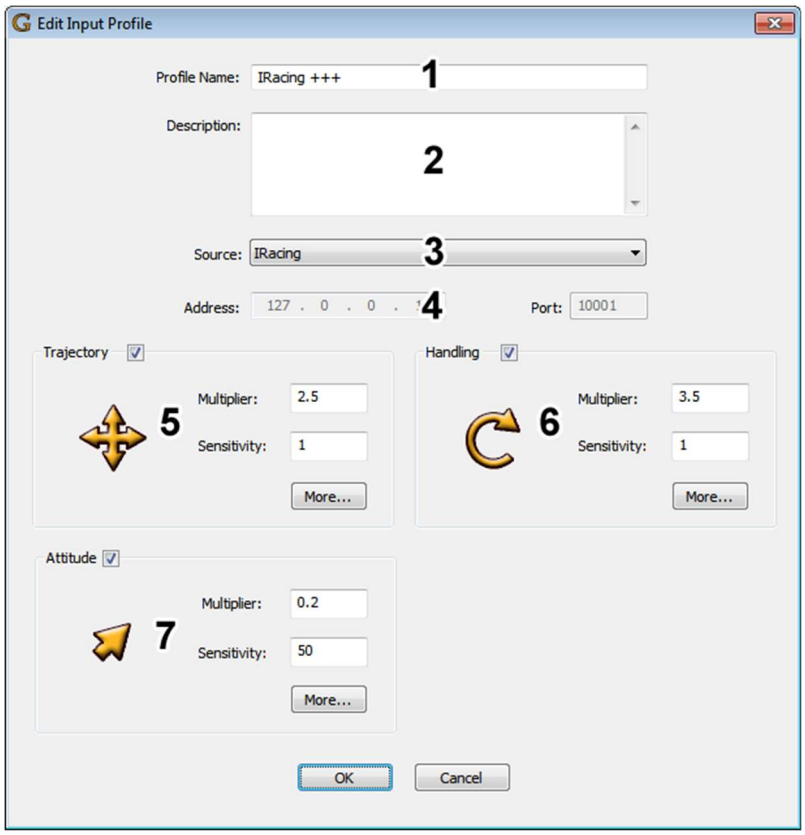
These profiles attempt to be as generic as possible to fit various vehicles, giving detailed but moderate forces to keep the ride comfortable for extended periods of time. You may want to make your own input profiles to fit precisely a given vehicle,to give stronger or smoother forces. That is why the GSeat Manager allows the full edition of profiles, giving an unprecedented control for a motion simulator.

WARNING When editing a profile, always change the parameters little by little and often check if the result is not too strong. Avoid using high parameter values as it may shorten the life span of mechanical parts.

6.5.2 Simple editing

Only custom input profiles can be edited. To create a custom input profile, use the Copy button 1.3 in GSeat Manager main window. This will create a copy of the currently selected profile. Note that the name of this profile in the list 1 is now signed with a “#” which indicates this is a custom profile.

Select a custom input profile, and press the Edit button 1.3 to open this dialog:



This dialog gives you all controls needed to quickly edit main parameters of an input profile:

- The fields 1 and 2 allow editing the profile name and description.
- The list 3 allowschoosing the game used as a telemetry source.

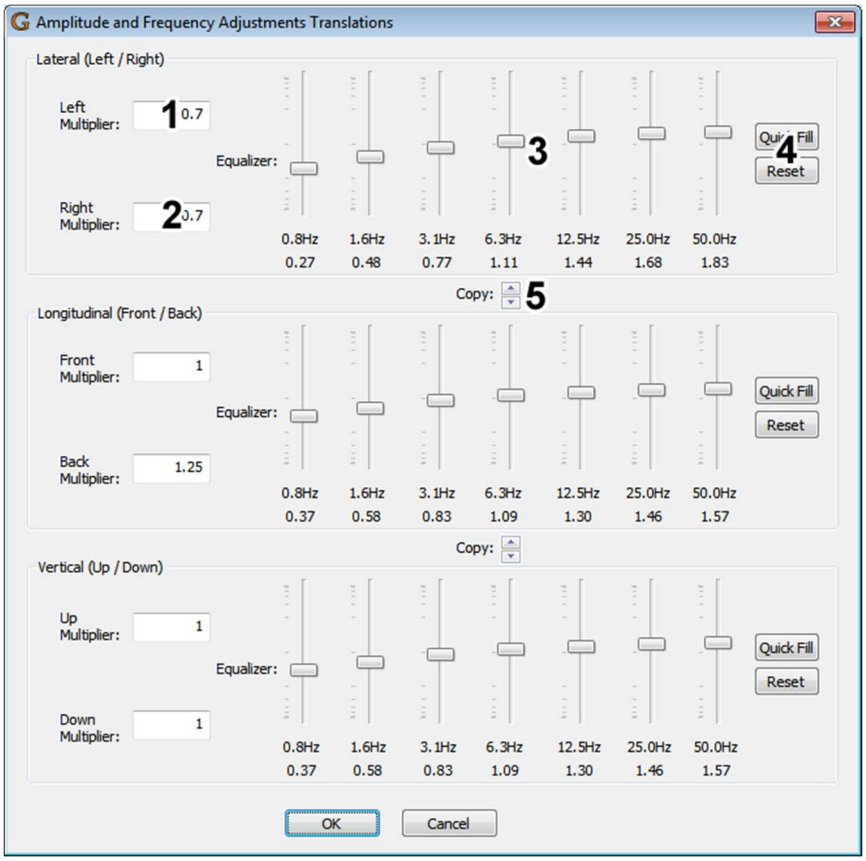
- Address and port fields 4: Some games transmit their telemetry through internet. In such case, the game sends the telemetry on a user defined address and port, and the GSeat Manager needs to know these two parameters to listen to the right address and port. If the game specified in the list 3 uses internet transmission, these fields are enabled otherwise they are grayed and ignored. Note that address 127.0.0.1 corresponds to your local computer. Using this address means the GSeat Manager will listen for telemetry coming from the local computer (game running locally).
- Groups 5,6 and 7 contain for each force type (trajectory, handling, attitude):
    - A check box to enable/disable this type of force. Use this to feel only a single force type when you are testing to build a new profile.
    - A multiplier to magnify or reduce this type of force. As the force is multiplied with this value, higher than 1 magnifies the force while lower than 1 reduces it.
    - A sensitivity setting to make this type of force rise more or less “brutally”. 1 is the neutral value and leaves the force unchanged. For example, using 50 in sensitivity for attitude forces allows feeling tiny changes in vehicle attitude. This way you can feel better the road slope in a car.
    - A “more…” button to open the advanced profile editing dialog for this type of force (see 6.5.3).

⚠ **CAUTIONAdvanced editing is much more difficult and powerful as it gives full control over many more parameters. The easiest way to build a custom input profile is to copy a predefined one and edit it at the basic editing level. Beginners should stick to this approach until they are familiar with multipliers and sensitivity parameters before using the advanced editing features.**

6.5.3 Advanced editing

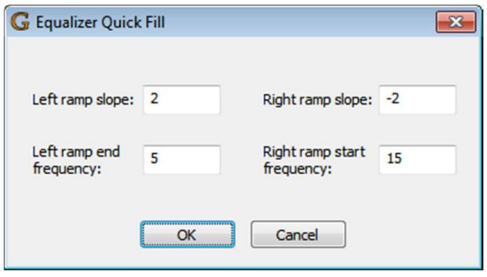
The high-definition capabilities of the GS-COBRA allow unprecedented detail in the forces adjustment. That is why the GSeat Manager gives you the possibility to adjust separately each frequency.

When you click on one of the “more…” buttons in the profile input edit dialog, this advanced dialog opens for the corresponding type of force (here trajectory forces):

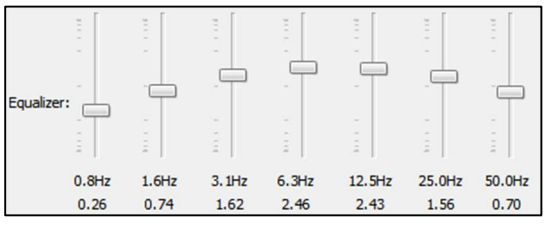


This dialog gives you the advanced controls to adjust separately the frequencies of the forces (here trajectory forces) for each axis. The dialog is divided in three areas, one for each axis (lateral, longitudinal, vertical). Here we will only detail the top area (lateral), the two others work the exact same way.

- The multipliers 1 and 2 allowmagnifying or reducing separately the left and right translation forces if needed. It has the same effect as a volume button for audio.
- The equalizer 3 allows magnifying or reducing separately each frequency range. The frequency is written below each vertical slider, and the current multiplier value too. It has the same effect as an audio equalizer.
- The ‘Quick Fill’ button in 4 allows setting all equalizer sliders at once. When you press it, a dialog opens which allows you to define two ramps. For example if you press OK with this setting the equalizer sliders will show an increasing trend below 5Hz frequency, and a decreasing one above 15Hz.



gives

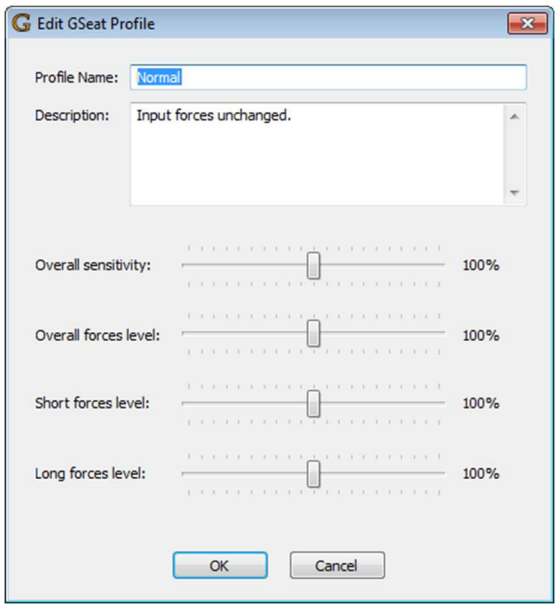


- The ‘Reset’ button sets all sliders at 1.0 in the equalizer.
- The ‘Copy’ buttons allow to copy the equalizer to or from the next group (here longitudinal forces).

6.6 Editing GSeat profile

Only custom GSeat profiles can be edited. To create a custom GSeat profile, use the Copy button 2.2 in GSeat Manager main window. This will create a copy of the currently selected profile. Note that the name of this profile in the list 2 is now signed with a “#” which indicates this is a custom profile.

Select a custom GSeat profile, and press the Edit button 2.2 to open this dialog:



This dialog gives you few controls to quickly adjust the forces to fit your personal preference:

- The text fields allow editing the profile name and description.
- The ‘Overall sensitivity level’ slider allows adjusting the sensitivity of all forces at once. Higher sensitivity makes force rise more brutally. The vehicle feels like it responds quicker.
- The ‘Overall forces level’ slider allows adjusting the level of all forces at once.
- The ‘Short forces level’ slider allows adjusting only short lived forces (like vibrations).
- The ‘Long forces level’ slider allows adjusting only the long forces (like sustained cornering forces).

7. SUPPORTED GAMES

This chapter covers all supported games and their characteristics.

7.1 Aerofly FS2

Predefined profiles:

- Aerofly +
- Aerofly ++
- Aerofly +++

Several additional profiles are included in the GSeat Manager.

To add these profiles, use the menu Files>Import, open the folder Aerofly_FS2, select the desired profiles and click open.

Required step to enable telemetry:

- Copy the file:

  GSeatAeroflyPlugin64.dll

From

C:\Program Files (x86)\Geko Systems\GSeat Manager\Aerofly FS2

To

C:\Users\[User Name]\Documents\Aerofly FS 2\external_dll

(create the filder **external_dll** if it does not exist in**Aerofly FS 2**)

7.2 Assetto Corsa, Assetto Corsa Simulazione

netKar Pro successor, from Kunos Simulazioni. One of the finest racing simulators.

Predefined profiles:

- Assetto Corsa +
- Assetto Corsa ++
- Assetto Corsa +++

No required step to enable telemetry.

7.3 Automobilista

Reiza racing simulator. Uses rFactor physics engine.

Predefined profiles:

- rFactor 1-2 GSC +
- rFactor 1-2 GSC ++
- rFactor 1-2 GSC +++

Required steps to enable telemetry:

- Copy the file:

  GSeatRFactorPlugin.dll

From

C:\Program Files\Geko Systems\GSeat Manager\rFactorPlugin

To

[Automobilista Install Folder]\Plugins

Warning: pressing the ‘G’ key during game disables/enables all plugins, including the GSeat plugin.

7.4 Automobilista 2

Reiza racing simulator. Uses rFactor physics engine.

Predefined profiles:

- Project Cars 1-2 +
- Project Cars 1-2 ++
- Project Cars 1-2 +++

Required steps to enable telemetry:

- In the game menu, click on "Options", then "SYSTEM". Set the "Shared Memory" and "UDP Protocol Version" settings to "Project CARS 1" or "Project Cars 2".

7.5 BeamNG Drive

Wonderful sandbox to drive off road near cliffs and crash, wonderful physics engine.

Predefined profiles:

- BeamNG +
- BeamNG ++
- BeamNG +++

Required steps to enable telemetry:

In the game options menu “other…”, set the options to have:

- MotionSim Enabled: checked
- IP: 127.0.0.1
- Port: 10001
- Update rate: 100
- Acceleration Smoothing: All three sliders on zero.

7.6 BMW M3 Challenge

Blimey free BMW M3 Coupe simulator.

Predefined profiles:

- GTR2 – GTL – BMW M3 +
- GTR2 – GTL – BMW M3 ++
- GTR2 – GTL – BMW M3 +++

Required steps to enable telemetry:

- If you did not start the game after installing it, start it and enter a player name.
- Open the file

[BMW M3 Install Folder]\UserData\[playername]\[playername].plr

with a text editor like notepad and replace the line

Write Shared Memory="0" // Write game data to shared memory area

with

Write Shared Memory="1" // Write game data to shared memory area

7.7 Condor Soaring simulator

Advanced soaring simulator with accurate simulation of atmosphere.

Predefined profiles:

- Condor ++
- Condor +++

Required steps to enable telemetry:

- Edit the file:

[Condor Install Folder]\udp.ini

to have:

[General]

Enabled=1

[Connection]

Host=127.0.0.1

Port=10001

[Misc]

SendIntervalMs=10

ExtendedData=0

LogToFile=0

You can use a different Port number, but then you have to specify the same Port number in the input profile (see 6.5.2). Predefined profiles use Port number 10001.

7.8 DCS World

The combat flight simulator from Eagle Dynamics.

Predefined profiles:

- DCS +
- DCS ++
- DCS +++

Several additional profiles are included in the GSeat Manager.

To add these profiles, use the menu Files>Import, open the folder DCS, select the desired profiles and click open.

Required steps to enable telemetry:

- Create a folder named **Scripts** if not present inside the folder

  C:\Users\[your user name]\Saved Games\DCS

- Copy the file **export.lua** from

  C:\Program Files\Eagle Dynamics\DCS World\Scripts

  to

  C:\Users\[your user name]\Saved Games\DCS\Scripts

  (In case of a Steam install, **Export.lua** can be found in the folder **SteamApps\common\DCSWorld\Scripts** inside your Steam library).

- Copy the file **GekoSystemsTelemetryExporter.lua** from

  C:\Program Files\Geko Systems\GSeat Manager\DCS

  to

  C:\Users\[your user name]\Saved Games\DCS\Scripts

- Edit the file **export.lua** contained in the folder

  C:\Users\[your user name]\Saved Games\DCS\Scripts

and add at the end exactly the following line:

dofile(lfs.writedir().."/Scripts/GekoSystemsTelemetryExporter.lua")

(You can find this line in the file **readme.txt** in the folder **C:\Program Files\Geko Systems\GSeat Manager\DCS**)

7.8.1 Frames per second

Telemetry frequency in DCS is frame dependant. To get the best sensations, you have to ensure the frame rate is high enough.

7.8.2 Controls sensitivity

It is very important to configure properly the sensitivity of your analog controls in DCS. Too sensitive controls give brutal plane moves and GS-COBRA forces.

7.8.3 Attitudes forces

To improve immersion, the attitude forces contain additional vibrations caused by the plane engine, ground and turbulence. These vibrations are generated by the GSeat Manager from real life vibrations records adjusted to plane and wind characteristics.

7.9 Dirt 2

CodeMasters rally game.

Predefined profiles:

- DIRT2-3-RGRID2-AS+
- DIRT2-3-RGRID2-AS++
- DIRT2-3-RGRID2-AS+++

Required steps to enable telemetry:

- Open the file

  C:\Users\[UserName]\My Documents

  My Games\Dirt2\hardwaresettings\hardware_settings_config.xml

with a text editor like notepad and replace the line

<motion enabled="true" ip="dbox" port="20777" delay="1" extradata="0" />

with

<motion enabled="true" ip="127.0.0.1" port="10001" delay="1" extradata="1" />

You can use a different Port number, but then you have to specify the same Port number in the input profile (see 6.5.2). Predefined profiles use Port number 10001.

This game disables global shortcuts, and therefore you can not start/stop the simulation process in the GSeat Manager using the shortcut: you need to switch from the game to the GSeat Manager using Alt+Tab.

7.10 Dirt 3

CodeMasters rally game.

Predefined profiles:

- DIRT2-3-R GRID2-AS +
- DIRT2-3-R GRID2-AS ++
- DIRT2-3-R GRID2-AS +++

Required steps to enable telemetry:

- Open the file

  C:\Users\[UserName]\My Documents

  My Games\Dirt3\hardwaresettings\hardware_settings_config.xml

with a text editor like notepad and replace the line

<motion enabled="true" ip="dbox" port="20777" delay="1" extradata="0" />

with

<motion enabled="true" ip="127.0.0.1" port="10001" delay="1" extradata="1" />

You can use a different Port number, but then you have to specify the same Port number in the input profile (see 6.5.2). Predefined profiles use Port number 10001.

This game disables global shortcuts, and therefore you can not start/stop the simulation process in the GSeat Manager using the shortcut: you need to switch from the game to the GSeat Manager using Alt+Tab.

7.11 Dirt 4

CodeMasters rally game.

Predefined profiles:

- DIRT 4 +
- DIRT 4 ++
- DIRT 4 +++

Required steps to enable telemetry:

- Edit the file

  C:\Users\[UserName]\My Documents

  My Games\Dirt 4\hardwaresettings\hardware_settings_config.xml

with a text editor like notepad to have:

<motion_platform>

<dbox enabled="false" />

<udp enabled="true" extradata="3" ip="127.0.0.1" port="10001" delay="1" />

You can use a different Port number, but then you have to specify the same Port number in the input profile (see 6.5.2). Predefined profiles use Port number 10001.

This game disables global shortcuts, and therefore you can not start/stop the simulation process in the GSeat Manager using the shortcut: you need to switch from the game to the GSeat Manager using Alt+Tab.

7.12 Dirt Rally

CodeMasters rally game.

Predefined profiles:

- DIRT2-3-R GRID 2-AS +

- DIRT2-3-R GRID 2-AS ++
- DIRT2-3-R GRID 2-AS +++

Required steps to enable telemetry:

- Edit the file

  C:\Users\[UserName]\My Documents

  My Games\Dirt Rally\hardwaresettings\hardware_settings_config.xml

with a text editor like notepad to have:

<motion_platform>

<dbox enabled="false" />

<udp enabled="true" extradata="3" ip="127.0.0.1" port="10001" delay="1" />

You can use a different Port number, but then you have to specify the same Port number in the input profile (see 6.5.2). Predefined profiles use Port number 10001.

This game disables global shortcuts, and therefore you can not start/stop the simulation process in the GSeat Manager using the shortcut: you need to switch from the game to the GSeat Manager using Alt+Tab.

7.13 Dirt Rally 2.0

Predefined profiles:

- DIRT2-3-R GRID 2-AS +
- DIRT2-3-R GRID 2-AS ++
- DIRT2-3-R GRID 2-AS +++

Required steps to enable telemetry:

- Edit the file

  C:\Users\[UserName]\My Documents

  My Games\Dirt Rally 2.0\hardwaresettings\hardware_settings_config.xml

with a text editor like notepad to have:

<motion_platform>

<dbox enabled="false" />

<udp enabled="true" extradata="3" ip="127.0.0.1" port="10001" delay="1" />

Note: If using VR, you need to apply the same changes in the file **hardware_settings_config_vr.xml**

You can use a different Port number, but then you have to specify the same Port number in the input profile (see 6.5.2). Predefined profiles use Port number 10001.

This game disables global shortcuts, and therefore you can not start/stop the simulation process in the GSeat Manager using the shortcut: you need to switch from the game to the GSeat Manager using Alt+Tab.

7.14 Euro Truck Simulator 2 / American Truck Simulator

Predefined profile:

- EuroTruck +++

Required step to enable telemetry:

- Copy the content of the folder

  C:\Program Files\Geko Systems\GSeat Manager\EuroTruckSimulator

To

  [Euro Truck /American Truck Install Folder]

The game will ask you permission to use the telemetry functions when launched.

7.15 F1 2010

CodeMasters F1 game.

Predefined profiles:

- F1 – 2010-19 ++
- F1 – 2010-19 +++

Required steps to enable telemetry:

- If you did not start the game after installing it, start it and enter a player name.

- Open the file

  C:\Users\[UserName]\My Documents

  My Games\ FormulaOne\hardwaresettings\hardware_settings_config.xml

with a text editor like notepad and replace the line

<motion enabled="true" ip="dbox" port="20777" delay="1" extradata="0" />

with

<motion enabled="true" ip="127.0.0.1" port="10001" delay="1" extradata="1" />

You can use a different Port number, but then you have to specify the same Port number in the input profile (see 6.5.2). Predefined profiles use Port number 10001.

This game disables global shortcuts, and therefore you cannot start/stop the simulation process in the GSeat Manager using the shortcut: you need to switch from the game to the GSeat Manager using Alt+Tab.

7.16 F1 2011

CodeMasters F1 game.

Predefined profiles:

- F1 – 2010-19 ++
- F1 – 2010-19 +++

Required steps to enable telemetry:

- If you did not start the game after installing it, start it and enter a player name.
- Open the file

  C:\Users\[UserName]\My Documents

  My Games\ FormulaOne2011\hardwaresettings\hardware_settings_config.xml

with a text editor like notepad and replace the line

<motion enabled="true" ip="dbox" port="20777" delay="1" extradata="0" />

with

<motion enabled="true" ip="127.0.0.1" port="10001" delay="1" extradata="1" />

You can use a different Port number, but then you have to specify the same Port number in the input profile (see 6.5.2). Predefined profiles use Port number 10001.

This game disables global shortcuts, and therefore you can not start/stop the simulation process in the GSeat Manager using the shortcut: you need to switch from the game to the GSeat Manager using Alt+Tab.

7.17 F1 2012

CodeMasters F1 game.

Predefined profiles:

- F1 – 2010-19 ++
- F1 – 2010-19 +++

Required steps to enable telemetry:

- If you did not start the game after installing it, start it and enter a player name.
- Open the file

  C:\Users\[UserName]\My Documents

  My Games\ FormulaOne2012\hardwaresettings\hardware_settings_config.xml

with a text editor like notepad and replace the line

<motion enabled="true" ip="dbox" port="20777" delay="1" extradata="0" />

with

<motion enabled="true" ip="127.0.0.1" port="10001" delay="1" extradata="1" />

You can use a different Port number, but then you have to specify the same Port number in the input profile (see 6.5.2). Predefined profiles use Port number 10001.

This game disables global shortcuts, and therefore you cannot start/stop the simulation process in the GSeat Manager using the shortcut: you need to switch from the game to the GSeat Manager using Alt+Tab.

7.18 F1 2013

CodeMasters F1 game.

Predefined profiles:

- F1 – 2010-19 ++
- F1 – 2010-19 +++

Required steps to enable telemetry:

- If you did not start the game after installing it, start it and enter a player name.
- Open the file

  C:\Users\[UserName]\My Documents

  My Games
  FormulaOne2013\hardwaresettings\hardware_settings_config.xml

with a text editor like notepad and replace the line

<motion enabled="true" ip="dbox" port="20777" delay="1" extradata="0" />

with

<motion enabled="true" ip="127.0.0.1" port="10001" delay="1" extradata="1" />

You can use a different Port number, but then you have to specify the same Port number in the input profile (see 6.5.2). Predefined profiles use Port number 10001.

This game disables global shortcuts, and therefore you cannot start/stop the simulation process in the GSeat Manager using the shortcut: you need to switch from the game to the GSeat Manager using Alt+Tab.

7.19 F1 2015

CodeMasters F1 game.

Predefined profiles:

- F1 – 2010-19 ++
- F1 – 2010-19 +++

Required steps to enable telemetry:

- If you did not start the game after installing it, start it and enter a player name.
- Edit the file

  C:\Users\[UserName]\My Documents

  My Games\F1 2015\hardwaresettings\hardware_settings_config.xml

with a text editor like notepad to have:

```
<motion>
    <dbox enabled="false" />
    <udp enabled="true" ip="127.0.0.1" port="10001" />
    <udp enabled="false" ip="127.0.0.1" port="20777" />
    <udp enabled="false" ip="127.0.0.1" port="20777" />
    <udp enabled="false" ip="127.0.0.1" port="20777" />
</motion>
```

You can use a different Port number, but then you have to specify the same Port number in the input profile (see 6.5.2). Predefined profiles use Port number 10001.

This game disables global shortcuts, and therefore you cannot start/stop the simulation process in the GSeat Manager using the shortcut: you need to switch from the game to the GSeat Manager using Alt+Tab.

7.20 F1 2016

CodeMasters F1 game.

Predefined profiles:

- F1 – 2010-19 ++
- F1 – 2010-19 +++

Required steps to enable telemetry:

- If you did not start the game after installing it, start it and enter a player name.
- Edit the file

  C:\Users\[UserName]\My Documents

  My Games\F1 2016\hardwaresettings\hardware_settings_config.xml

with a text editor like notepad to have:

```
<motion>
    <dbox enabled="false" />
    <udp0 enabled="true" ip="127.0.0.1" port="10001" />
    <udp1 enabled="false" ip="127.0.0.1" port="20777" />
    <udp2 enabled="false" ip="127.0.0.1" port="20777" />
    <udp3 enabled="false" ip="127.0.0.1" port="20777" />
</motion>
```

You can use a different Port number, but then you have to specify the same Port number in the input profile (see 6.5.2). Predefined profiles use Port number 10001.

This game disables global shortcuts, and therefore you cannot start/stop the simulation process in the GSeat Manager using the shortcut: you need to switch from the game to the GSeat Manager using Alt+Tab.

7.21 F1 2017

CodeMasters F1 game.

Predefined profiles:

- F1 – 2010-19 ++
- F1 – 2010-19 +++

Required step to enable telemetry:

In the game menu, press F2 to access options, then "Settings" and "UDP Telemetry settings". Change the options to have:

- D-BOX: Off
- UDP Telemetry: ON
- Broadcast: Off
- IP: 127.0.0.1
- Port: 10001
- Frequency: 60Hz

You can use a different Port number, but then you have to specify the same Port number in the input profile (see 6.5.2). Predefined profiles use Port number 10001.

This game disables global shortcuts, and therefore you cannot start/stop the simulation process in the GSeat Manager using the shortcut: you need to switch from the game to the GSeat Manager using Alt+Tab.

7.22 F1 2018

CodeMasters F1 game.

Predefined profiles:

- F1 – 2010-19 ++
- F1 – 2010-19 +++

Required step to enable telemetry:

In the game menu, press F2 to access options, then "Settings" and "UDP Telemetry settings". Change the options to have:

- D-BOX: Off
- UDP Telemetry: ON
- Broadcast: Off
- IP: 127.0.0.1
- Port: 10001
- Frequency: 60Hz
- UDP Format: Legacy

You can use a different Port number, but then you have to specify the same Port number in the input profile (see 6.5.2). Predefined profiles use Port number 10001.

This game disables global shortcuts, and therefore you cannot start/stop the simulation process in the GSeat Manager using the shortcut: you need to switch from the game to the GSeat Manager using Alt+Tab.

7.23 F1 2019

CodeMasters F1 game.

Predefined profiles:

- F1 – 2010-19 ++
- F1 – 2010-19 +++

Required step to enable telemetry:

In the game menu, press F2 to access options, then "Settings" and "UDP Telemetry settings". Change the options to have:

- D-BOX: Off
- UDP Telemetry: ON
- Broadcast: Off
- IP: 127.0.0.1
- Port: 10001
- Frequency: 60Hz
- UDP Format: Legacy

You can use a different Port number, but then you have to specify the same Port number in the input profile (see 6.5.2). Predefined profiles use Port number 10001.

This game disables global shortcuts, and therefore you cannot start/stop the simulation process in the GSeat Manager using the shortcut: you need to switch from the game to the GSeat Manager using Alt+Tab.

7.24 F1 2020

CodeMasters F1 game.

Predefined profiles:

- F1 – 2020-22 ++
- F1 – 2020-22 +++

Required step to enable telemetry:

In the game menu, press F2 to access options, then "Settings" and "UDP Telemetry settings". Change the options to have:

- D-BOX: Off
- UDP Telemetry: ON
- Broadcast: Off
- IP: 127.0.0.1
- Port: 10001
- Frequency: 60Hz
- UDP Format: 2020

You can use a different Port number, but then you have to specify the same Port number in the input profile (see 6.5.2). Predefined profiles use Port number 10001.

This game disables global shortcuts, and therefore you cannot start/stop the simulation process in the GSeat Manager using the shortcut: you need to switch from the game to the GSeat Manager using Alt+Tab.

7.25 F1 2021

CodeMasters F1 game.

Predefined profiles:

- F1 – 2020-22 ++
- F1 – 2020-22 +++

Required step to enable telemetry:

In the game menu, press F2 to access options, then "Settings" and "UDP Telemetry settings". Change the options to have:

- D-BOX: Off
- UDP Telemetry: ON
- Broadcast: Off
- IP: 127.0.0.1
- Port: 10001
- Frequency: 60Hz

- UDP Format: 2020

You can use a different Port number, but then you have to specify the same Port number in the input profile (see 6.5.2). Predefined profiles use Port number 10001.

This game disables global shortcuts, and therefore you cannot start/stop the simulation process in the GSeat Manager using the shortcut: you need to switch from the game to the GSeat Manager using Alt+Tab.

7.26 F1 2022

CodeMasters F1 game.

Predefined profiles:

- F1 – 2020-22 ++
- F1 – 2020-22 +++

Required step to enable telemetry:

In the game menu, go to "Settings" and " Telemetry settings". Change the options to have:

- D-BOX: Off
- UDP Telemetry: ON
- Broadcast: Off
- IP: 127.0.0.1
- Port: 10001
- UDP Send Rate: 100Hz
- UDP Format: 2022

You can use a different Port number, but then you have to specify the same Port number in the input profile (see 6.5.2). Predefined profiles use Port number 10001.

This game disables global shortcuts, and therefore you cannot start/stop the simulation process in the GSeat Manager using the shortcut: you need to switch from the game to the GSeat Manager using Alt+Tab.

7.27 F1 2023

CodeMasters F1 game.

Predefined profiles:

- F1 – 2023 ++
- F1 – 2023 +++

Required step to enable telemetry:

In the game menu, go to "Settings" and " Telemetry settings". Change the options to have:

- D-BOX: Off
- UDP Telemetry: ON
- Broadcast: Off
- IP: 127.0.0.1
- Port: 10001
- UDP Send Rate: 100Hz
- UDP Format: 2023

You can use a different Port number, but then you have to specify the same Port number in the input profile (see 6.5.2). Predefined profiles use Port number 10001.

This game disables global shortcuts, and therefore you cannot start/stop the simulation process in the GSeat Manager using the shortcut: you need to switch from the game to the GSeat Manager using Alt+Tab.

7.28 Falcon BMS

Combat flight simulator, F-16.

Predefined profiles:

- Falcon BMS ++
- Falcon BMS +++

No configuration requiredto enable telemetry.

7.28.1 Frames per second

Telemetry frequency in Falcon BMS is frame dependant. To get the best sensations, you have to ensure the frame rate stays above 20fps.

7.28.2 Controls sensitivity

It is very important to configure properly the sensitivity of your analog controls in Falcon BMS. Too sensitive controls give brutal plane moves and GS-COBRA forces.

7.29 Flight Simulator 2020

Microsoft famous flight simulator, version 2020!!.

Predefined profiles:

- FS2020 +
- FS2020 ++
- FS2020 +++

Several additional profiles are included in the GSeat Manager.

To add these profiles, use the menu Files>Import, open the folder FS2020, select the desired profiles and click open.

7.29.1 Frames per second

Telemetry frequency in FS2020 is frame dependent. To get the best sensations, you have to ensure the frame rate stays above 20fps.

7.29.2 Controls sensitivity

It is very important to configure properly the sensitivity of your analog controls in FS2020. Too sensitive controls give brutal plane moves and GS-COBRA forces. Rudder control is the most sensitive.

7.29.3 Attitudes forces

To improve immersion, the attitude forces contain additional vibrations caused by the plane engine, ground and turbulence. These vibrations are generated by the GSeat Manager from real life vibrations records adjusted to plane and wind characteristics.

7.30 Flight Simulator X

Microsoft famous flight simulator.

Predefined profiles:

- FSX P3D +
- FSX P3D ++
- FSX P3D +++

Several additional profiles are included in the GSeat Manager.

To add these profiles, use the menu Files>Import, open the folder FSX, select the desired profiles and click open.

7.30.1 Enable telemetry

On the non-Steam version, No configuration is required to enable telemetry.

On the Steam version, telemetry is not enabled by default. To enable it:

- In the Steam application, select the library view
- Right click on FSX, **properties**, **local files** tab, click on **browse local files**. A Windows Explorer dialog opens, showing the content of the FSX folder.
- Open the folder **SDK**, then **Core Utilities Kit**, then **SimConnect SDK**, then **Legacy Interfaces** and finally **FSX_XPACK**.
- double click on the program **Simconnect** to install the telemetry.

7.30.2 Frames per second

Telemetry frequency in FSX is frame dependant. To get the best sensations, you have to ensure the frame rate stays above 20fps. To display the frame rate on top of the screen, press Shift + Z two times.

7.30.3 Controls sensitivity

It is very important to configure properly the sensitivity of your analog controls in FSX. Too sensitive controls give brutal plane moves and GS-COBRA forces.

The default sensitivity in FSX adds a very disturbing delay in commands which can prevent you from piloting accurately. We strongly recommend to switch the sensitivity mode with the following modification:

(You have to make hidden files and folders visible in windows explorer parameters)

- Open the FSX.cfg you can find:

  On Windows XP in

  C:\documents and settings\[userName]\application data\Microsoft\FSX

  On Vista\7\Windows 8 in

  C:\Users\[userName]\AppData\Roaming\Microsoft\FSX

- Right after the line **[CONTROLS]**, add the following line :

  stick_sensitivity_mode=0

7.30.4 Attitudes forces

To improve immersion, the attitude forces contain additional vibrations caused by the plane engine, ground and turbulence. These vibrations are generated by the GSeat Manager from real life vibrations records adjusted to plane and wind characteristics.

7.30.5 Recommended plugins

For a better immersion, we recommend to use these two plugins with FSX:

- **Accu-Feel 2.0** : This plugins adds very useful forces you can feel through the GS-COBRA during taking off, landing, stall and over speed, as well as realistic sounds.
- **Ezdok Camera addon** : This plugin adds realistic head moves calculated from G-forces, and many useful cameras (instruments panels for example).

7.31 FS2

Beautiful flight simulator from Aerofly.

Predefined profiles:

- Aerofly +
- Aerofly ++
- Aerofly +++

In addition to these profiles, you can find in the profiles section of our website a specific profile for each default plane in Aerofly FS2 (highly recommended).

7.31.1 Enable Telemetry

Required step to enable telemetry:

- Copy the file:

  GSeatAeroflyPlugin64.dll

From

C:\Program Files\Geko Systems\GSeat Manager\Aerofly FS2

To

C:\Users\[User Name]\Documents\Aerofly FS 2\external_dll

(create the external_dll folder if it does not exist in Aerofly FS 2 folder).

7.31.2 Frames per second

Telemetry frequency in Aerofly FS2 is frame dependant. To get the best sensations, you have to ensure the frame rate stays above 20fps.

7.31.3 Controls sensitivity

It is very important to configure properly the sensitivity of your analog controls in Aerofly FS2. Too sensitive controls give brutal plane moves and GS-COBRA forces.

7.32 Forza Horizon 4

Forza Horizon 4 uses the same physics engine than Forza Motorsports for a very enjoyable open world experience.

Predefined profiles:

- Forza M7 – H4 +
- Forza M7 – H4 ++
- Forza M7 – H4 +++

Required steps to enable telemetry:

In game, in parameters “HUD and gameplay”, change the parameters at the bottom of the list to have:

- Data out: Yes
- Data out IP address: 127.0.0.1
- Data out Port: 10001

Note: For the first use, if you installed the game through Xbox Game Pass, everything is configured and the GSeat Manager still does not receive the game telemetry, then you should close and restart the game.

7.33 Forza Motorsport 7, Forza Motorsport 2023

Forza Motorsport 7 is a race simulator with quite convincing physics for a widely popular game.

Predefined profiles:

- Forza M7 – H4 +
- Forza M7 – H4 ++
- Forza M7 – H4 +++

Required steps to enable telemetry:

In game, in parameters “HUD”, change the parameters at the bottom of the list to have:

- Data out: Yes
- Data out IP address: 127.0.0.1

- Data out Port: 10001
- Data format: SLED

Note: For the first use, if you installed the game through Xbox Game Pass, everything is configured and the GSeat Manager still does not receive the game telemetry, then you should close and restart the game.

7.34 Game Stock Car

Reiza studio simulator.

Predefined profiles:

- rFactor 1-2 GSC +
- rFactor 1-2 GSC ++
- rFactor 1-2 GSC +++

Required steps to enable telemetry:

- Copy the file:

  GSeatRFactorPlugin.dll

From

C:\Program Files\Geko Systems\GSeat Manager\rFactorPlugin

To

[Game Stock Car Install Folder]\Plugins

7.35 Gas Guzzlers Extreme

Supported Version: Only the 32 bits Steam version is supported, not the 64 bits version. The telemetry comes from the camera position. For a better experience, play in cockpit or hood view.

Predefined profiles:

- Gas Guzzlers ++
- Gas Guzzlers +++

No required step to enable telemetry:

7.36 GRID (2019)

CodeMasters racing game.

Predefined profiles:

- DIRT2-3-R GRID2-AS +
- DIRT2-3-R GRID2-AS ++
- DIRT2-3-R GRID2-AS +++

Required steps to enable telemetry:

- Open the file

  C:\Users\[UserName]\My Documents

  My Games\Grid (2019)\hardwaresettings\hardware_settings_config.xml

with a text editor like notepad and replace the line

<udp enabled="false" extradata="0" ip="127.0.0.1" port="20777" delay="1" />

with

<udp enabled="true" extradata="1" ip="127.0.0.1" port="10001" delay="1" />

You can use a different Port number, but then you have to specify the same Port number in the input profile (see 6.5.2). Predefined profiles use Port number 10001.

This game disables global shortcuts, and therefore you can not start/stop the simulation process in the GSeat Manager using the shortcut: you need to switch from the game to the GSeat Manager using Alt+Tab.

7.37 GRID 2

CodeMasters racing game.

Predefined profiles:

- DIRT2-3-R GRID2-AS +
- DIRT2-3-R GRID2-AS ++
- DIRT2-3-R GRID2-AS +++

Required steps to enable telemetry:

- Open the file

  C:\Users\[UserName]\My Documents

  My Games\Grid 2\hardwaresettings\hardware_settings_config.xml

with a text editor like notepad and replace the line

<motion enabled="true" ip="dbox" port="20777" delay="1" extradata="0" />

with

<motion enabled="true" ip="127.0.0.1" port="10001" delay="1" extradata="1" />

You can use a different Port number, but then you have to specify the same Port number in the input profile (see 6.5.2). Predefined profiles use Port number 10001.

This game disables global shortcuts, and therefore you can not start/stop the simulation process in the GSeat Manager using the shortcut: you need to switch from the game to the GSeat Manager using Alt+Tab.

7.38 GRID Autosport

CodeMasters racing game.

Predefined profiles:

- DIRT2-3-R GRID2-AS +
- DIRT2-3-R GRID2-AS ++
- DIRT2-3-R GRID2-AS +++

Required steps to enable telemetry:

- Open the file

  C:\Users\[UserName]\My Documents

My Games\Grid Autosport\hardwaresettings

hardware_settings_config.xml

with a text editor like notepad and replace the line

<motion enabled="true" ip="dbox" port="20777" delay="1" extradata="0" />

with

<motion enabled="true" ip="127.0.0.1" port="10001" delay="1" extradata="1" />

You can use a different Port number, but then you have to specify the same Port number in the input profile (see 6.5.2). Predefined profiles use Port number 10001.

This game disables global shortcuts, and therefore you cannot start/stop the simulation process in the GSeat Manager using the shortcut: you need to switch from the game to the GSeat Manager using Alt+Tab.

7.39 GT Legends (GTL)

Simbin 60's and 70's touring cars simulator.

Predefined profiles:

- GTR2 - GTL – BMW M3 +
- GTR2 - GTL – BMW M3 ++
- GTR2 - GTL – BMW M3 +++

No configuration requiredto enable telemetry.

7.40 GTR Evolution

Simbin GT and World Touring Cars simulator.

Predefined profiles:

- Race07 GTREvo STCC +
- Race07 GTREvo STCC ++

- Race07 GTREvo STCC +++

No configuration required.

7.41 GTR 2

Simbin FIA GT cars simulator.

Predefined profiles:

- GTR2 - GTL – BMW M3 +
- GTR2 - GTL – BMW M3 ++
- GTR2 - GTL – BMW M3 +++

Required steps to enable telemetry:

- If you did not start the game after installing it, start it and enter a player name.
- Open the file

[GTR2 Install Folder]\UserData\[playername]\[playername].plr

with a text editor like notepad and replace the line

Write Shared Memory="0" // Write game data to shared memory area

with

Write Shared Memory="1" // Write game data to shared memory area

7.42 Il-2 Great Battles

The most realistic ww2 combat flight simulator, from 1C Game Studios.

Predefined profiles:

- Il-2 ++
- Il-2 +++

Required steps to enable telemetry:

- Open the file:

[Il-2 Install Folder]\data\startup.cfg

with a text editor like notepad and add the following lines:

[KEY = motiondevice]

addr = "127.0.0.1"

decimation = 1

enable = true

port = 10001

[END]

7.43 iRacing

Currently the best online racing simulator.

Predefined profiles:

- iRacing +
- iRacing ++
- iRacing +++

No configuration required.

7.44 Kart Racing Pro

Piboso kart simulator.

Predefined profiles:

- KartRacingPro +
- KartRacingPro ++
- KartRacingPro +++

Required steps to enable telemetry:

- Copy the file:

GSeatKartRacingProPlugin.dlo

From

C:\Program Files\Geko Systems\GSeat Manager\KartRacingPro

To

[Kart Racing Pro Install Folder]\plugins

7.45 Le Mans Ultimate

Predefined profiles:

- rFactor 1-2 GSC LMU +
- rFactor 1-2 GSC LMU ++
- rFactor 1-2 GSC LMU +++

Required steps to enable telemetry:

On 64 bits systems:

- Copy the file:

GSeatLeMansUltimate64.dll

From

C:\Program Files\Geko Systems\GSeat Manager\LeMansUltimate

To

[Le Mans Ultimate Install Folder]\Plugins

Warning: pressing the ‘G’ key during game disables/enables all plugins, including the GSeat plugin.

7.46 Live For Speed (LFS)

One of the bests online racing simulators.

Predefined profiles:

- LFS +
- LFS ++
- LFS +++

Required steps to enable telemetry:

- Edit the file cfg.txt in LFS install folder with a text editor like notepad to have:

OutSim Mode 2

OutSim Delay 1

OutSim IP 127.0.0.1

OutSim Port 10001

OutSim ID 0

You can use a different Port number, but then you have to specify the same Port number in the input profile (see 6.5.2). Predefined profiles use Port number 10001.

7.47 Need For Speed Shift / Unleashed

The best Need for Speed (good mods are available to make these games more realistic) from Slightly Mad Studio. The last patch (1.0.2.0) has to be installed.

Predefined profiles:

- NFS Shift 1-2 +
- NFS Shift 1-2 ++
- NFS Shift 1-2 +++

No configuration required.

7.48 NoLimits Roller Coaster Simulator

The version 1.8.0.2 has to be installed, or a version more recent than 2.2.0.0, standalore or Steam version.

Predefined profiles:

- NoLimits ++
- NoLimits +++

For the version 1.8.0.2 no configuration required.

For the version 2.2.0.0 or above, the game has to be launched with the command line parameter "--telemetry". To do it with the Steam version, right click on No Limits 2 in your steam application library view, choose Properties, then click on the Set Launch Options button, and type "--telemetry" without the "".

To do it with the standalone version, open in windows explorer the install folder of No Limits 2, then the "64bit" folder, right click on nolimits2app and choose Create a Shortcut.

Right click on the created shortcut, choose properties, and type "--telemetry" without the "" at the end of the Target line. Run the game using the shortcut you created. You can move the shortcut on your desktop.

7.49 Prepar 3D

The successor of Microsoft FSX by Lockheed Martin .

Predefined profiles:

- FSX P3D +
- FSX P3D ++
- FSX P3D +++

To enable telemetry, you have to run the program **Simconnect.msi**located in the folder

redist\Interface\FSX-SP2-XPACK\retail\lib

in your Prepar3d install. Doing so will install the Simconnect telemetry library.

7.49.1 Frames per second

Telemetry frequency in Prepar3D is frame dependant. To get the best sensations, you have to ensure the frame rate stays above 20fps. To display the frame rate on top of the screen, press Shift + Z two times.

7.49.2 Controls sensitivity

It is very important to configure properly the sensitivity of your analog controls in Prepar3D. Too sensitive controls give brutal plane moves and GS-COBRA forces.

The default sensitivity in Prepar3D adds a very disturbing delay in commands which can prevent you from piloting accurately. We strongly recommend to switch the sensitivity mode with the following modification:

(You have to make hidden files and folders visible in windows explorer parameters)

- Open the **Prepar3D.cfg** you can find:

  On Windows XP in

C:\documents and settings\[userName]\application data\Lockheed Martin\Prepar3D v2

On Vista\7\Windows 8 in

C:\Users\[userName]\AppData\Roaming\Lockheed Martin\Prepar3D v2

Right after the line **[CONTROLS]**, add the following line :

stick_sensivity_mode=0

7.49.3 Attitudes forces

To improve immersion, the attitude forces contain additional vibrations caused by the plane engine, ground and turbulence. These vibrations are generated by the GSeat Manager from real life vibrations records adjusted to plane and wind characteristics.

7.50 Project Cars

Predefined profiles:

- Project Cars1-2 +
- Project Cars1-2 ++
- Project Cars1-2 +++

Required steps to enable telemetry:

- In the Help &Options>Visuals > Hardware menu in game, enable

“ Use Shared Memory”

7.51 Project Cars 2

The last simulation from Slightly Mad Studios.

Predefined profiles:

- Project Cars 1-2 +
- Project Cars 1-2 ++
- Project Cars 1-2 +++

Required steps to enable telemetry:

- In the game menu, click on "Options", then "SYSTEM". Set the "Shared Memory" and "UDP Protocol Version" settings to "Project CARS 1".

7.52 Project Cars 3

The last simulation from Slightly Mad Studios.

Predefined profiles:

- Project Cars 1-2 +
- Project Cars 1-2 ++
- Project Cars 1-2 +++

Required steps to enable telemetry:

- In the game menu, click on "Options", then "SYSTEM". Set the "Shared Memory" setting to "Project CARS 1”.

7.53 Race 07

Simbin WTCC simulator.

Predefined profiles:

- Race07 GTREvo STCC +
- Race07 GTREvo STCC ++
- Race07 GTREvo STCC +++

No configuration required.

7.54 RaceRoom Racing Experience

Simulation from Simbin, one of the best.

Predefined profiles:

- RRRE +
- RRRE ++
- RRRE +++

No configuration required.

7.55 rFactor

ISI racing simulator.

Predefined profiles:

- rFactor 1-2 GSC LMU +
- rFactor 1-2 GSC LMU ++

- rFactor 1-2 GSC LMU +++

Required steps to enable telemetry:

- Copy the file:

  GSeatRFactorPlugin.dll

From

  C:\Program Files\Geko Systems\GSeat Manager\rFactorPlugin

To

  [rFactor Install Folder]\Plugins

Warning: pressing the ‘G’ key during game disables/enables all plugins, including the GSeat plugin.

7.56 rFactor 2

ISI racing simulator.

Predefined profiles:

- rFactor 1-2 GSC LMU +
- rFactor 1-2 GSC LMU ++
- rFactor 1-2 GSC LMU +++

Required steps to enable telemetry:

On 32 bits systems:

- Copy the file:

  GSeatRFactor2Plugin32.dll

From

  C:\Program Files\Geko Systems\GSeat Manager\rFactor2Plugin

To

  [rFactor2 Install Folder]\Bin32\Plugins

- In the advanced tab of the game launcher, enable “use 32 bit executables on 64 bit capable operating systems”.

On 64 bits systems:

- Copy the file:

  GSeatRFactor2Plugin64.dll

From

C:\Program Files\Geko Systems\GSeat Manager\rFactor2Plugin

To

[rFactor2 Install Folder]\Bin64\Plugins

Warning: pressing the ‘G’ key during game disables/enables all plugins, including the GSeat plugin.

7.57 Richard Burns Rally (RBR)

The most accurate rally simulator ever.

Predefined profiles:

- RBR +
- RBR ++
- RBR +++

No configuration required

7.58 Scania Truck Driving Simulator

Supported version 1.6.1 (download patch on official website if needed).

Predefined profile:

- Scania Truck +++

No configuration required.

7.59 STCC

Simbin Swedish Touring Car Championship simulator.

Web site: http://game.stcc.se/

Predefined profiles:

- Race07 – GTR Evo – STCC +
- Race07 – GTR Evo – STCC ++
- Race07 – GTR Evo – STCC +++

No configuration required.

7.60 The Crew

Online racing game, successor of Test Drive Unlimited 2.

Predefined profiles:

- The Crew +
- The Crew ++
- The Crew +++

Required step to enable telemetry:

- Copy the file **ExtraConfig.xml**from

  C:\Program Files(x86)\Geko Systems\GSeat Manager\TheCrew

  to

  C:\Users\[UserName]\My Documents\The Crew

7.61 WRC4

Official World Rallye Championship simulator.

Predefined profiles:

- WRC4 ++

- WRC4 +++

No configuration required. Forces are still felt during replays. Disable the “look to apex” option may improve forces.

7.62 X-Plane 64 bits

The flight simulator from Laminar Research.

Predefined profiles:

- XPlane +
- XPlane ++
- XPlane +++

Several additional profiles are included in the GSeat Manager.

To add these profiles, use the menu Files>Import, open the folder XPlane, select the desired profiles and click open.

Required step to enable telemetry:

- Copy the file **GSeatXPlanePlugin64.xpl**from

  C:\Program Files(x86)\Geko Systems\GSeat Manager\XPlane

  to

  [XPlane Install Folder]\Resources\plugins

In case of a Steam installation, you can find the XPlane install folder by right clicking X-Plane inside your library view in the Steam application, properties, local files, browse local files.

7.62.1 Frames per second

Telemetry frequency in X-Plane is frame dependant. To get the best sensations, you have to ensure the frame rate is high enough.

7.62.2 Controls sensitivity

It is very important to configure properly the sensitivity of your analog controls in X-Plane. Too sensitive controls give brutal plane moves and GS-COBRA forces.

7.62.3 Attitudes forces

To improve immersion, the attitude forces contain additional vibrations caused by the plane engine, ground and turbulence. These vibrations are generated by the GSeat Manager from real life vibrations records adjusted to plane and wind characteristics.