

Interactive User Manual

GM5 3DOF

Motion System



OO Contents

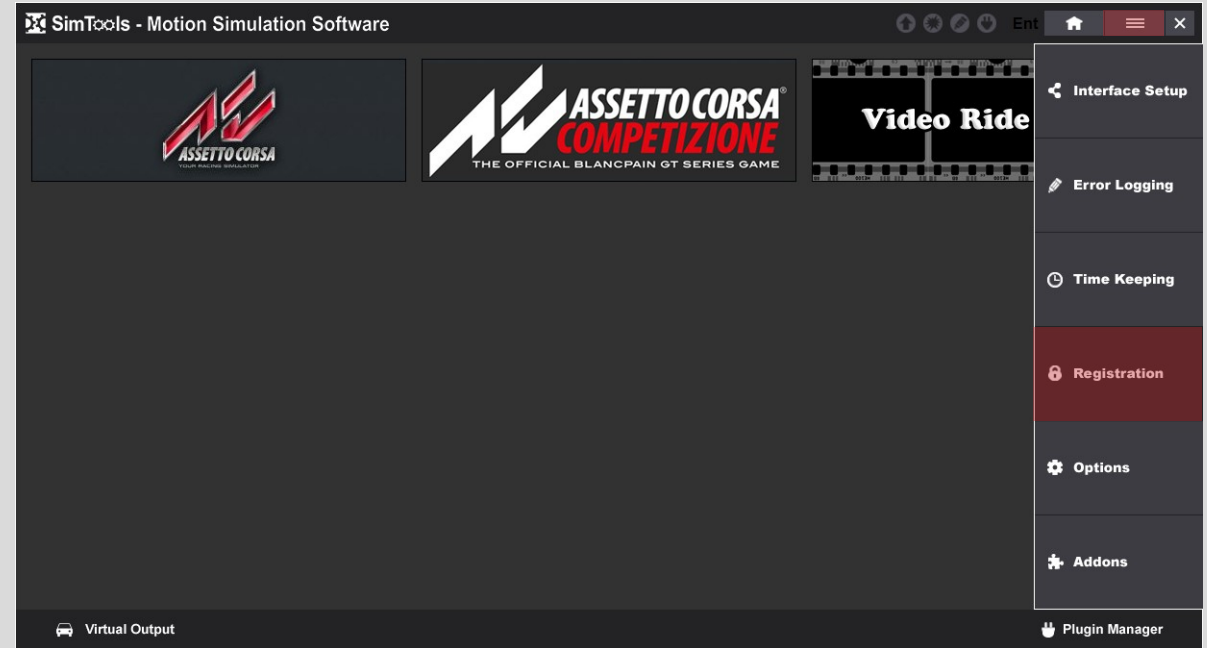
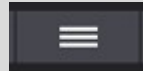
01	_____	REGISTRATION
02	_____	PLUGINS
03	_____	GAME PLUGINS
04	_____	SOFTWARE CONNECTION
05	_____	SET AXIS OUTPUT
06	_____	PARKING





01 Registration

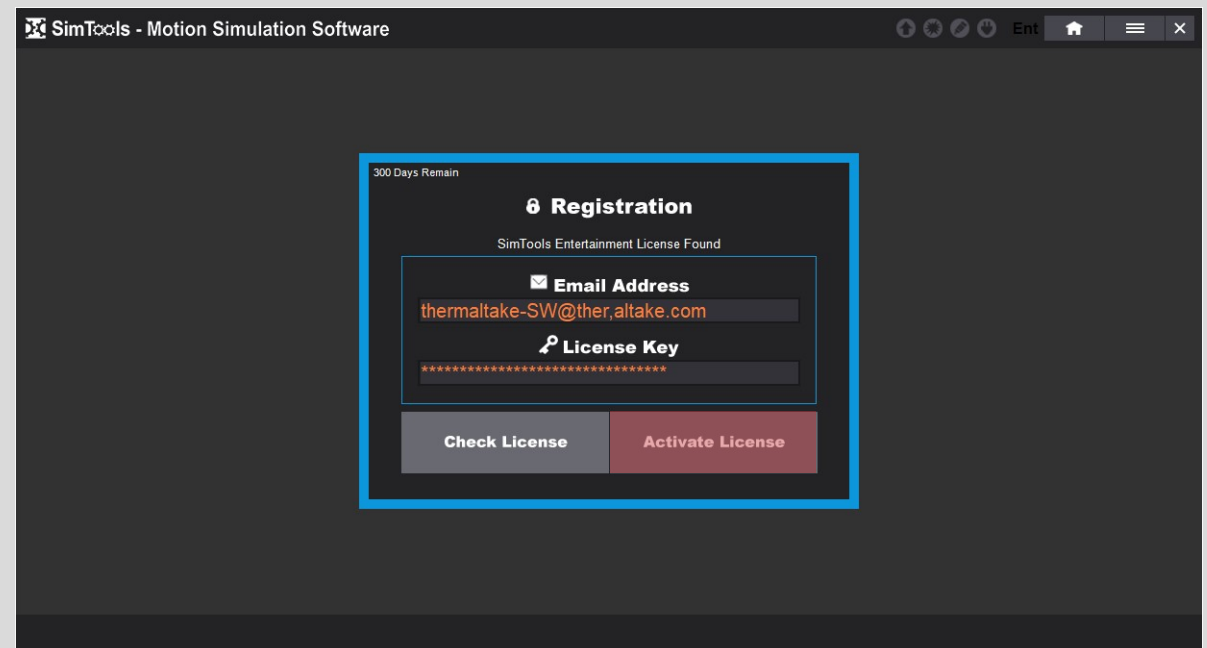
Go to Registration page by click



You can redeem your SimTools voucher at https://event.thermaltake.com/GM5_Software_Verification/, and create your SimTools account at <https://simtools.us/redeem-voucher/>.

This license is a **lifetime Professional version**.

Enter your SimTools account and password, then click **Activate License** to activate your license.



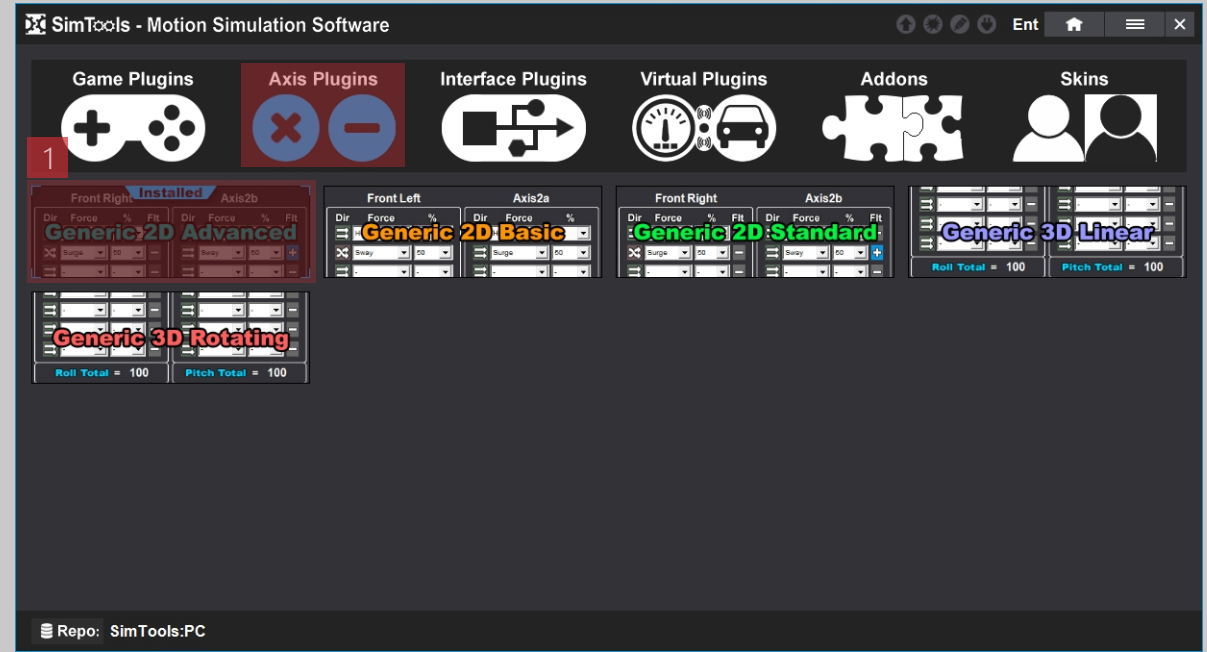
02 Plugins



Open the Plugins Manager, then proceed with the following installations:

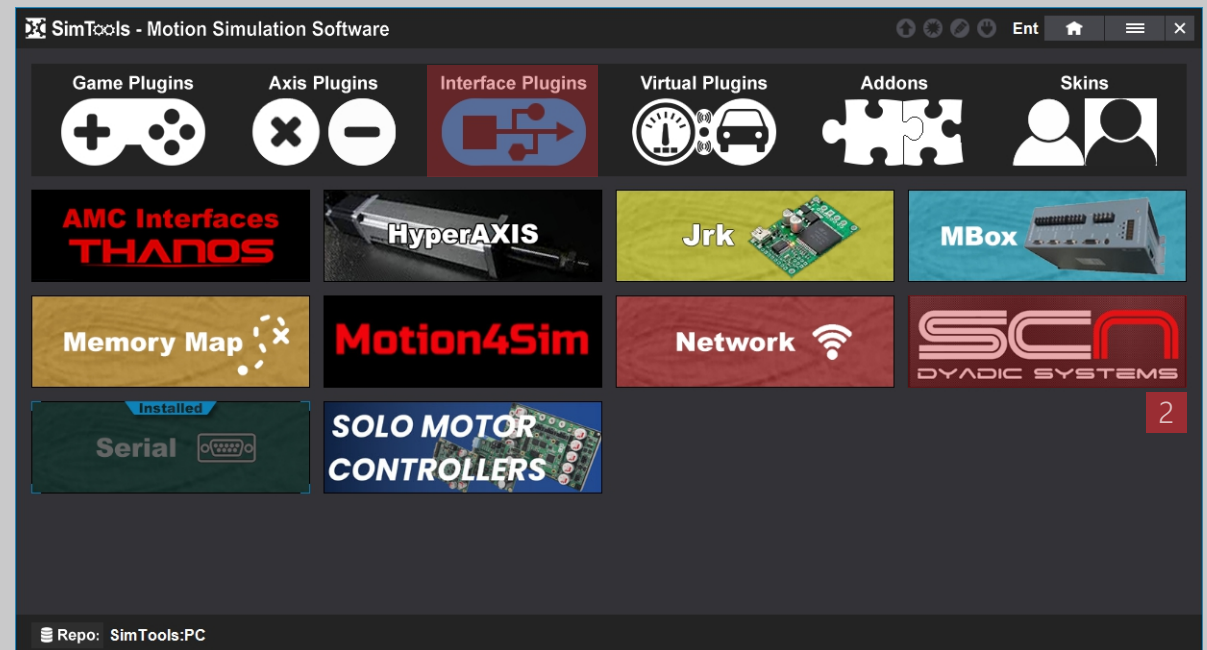
1

In the **Axis Plugins** section, install **Generic 2D Advanced**



2

In the **Interface Plugins** section, install **Serial**

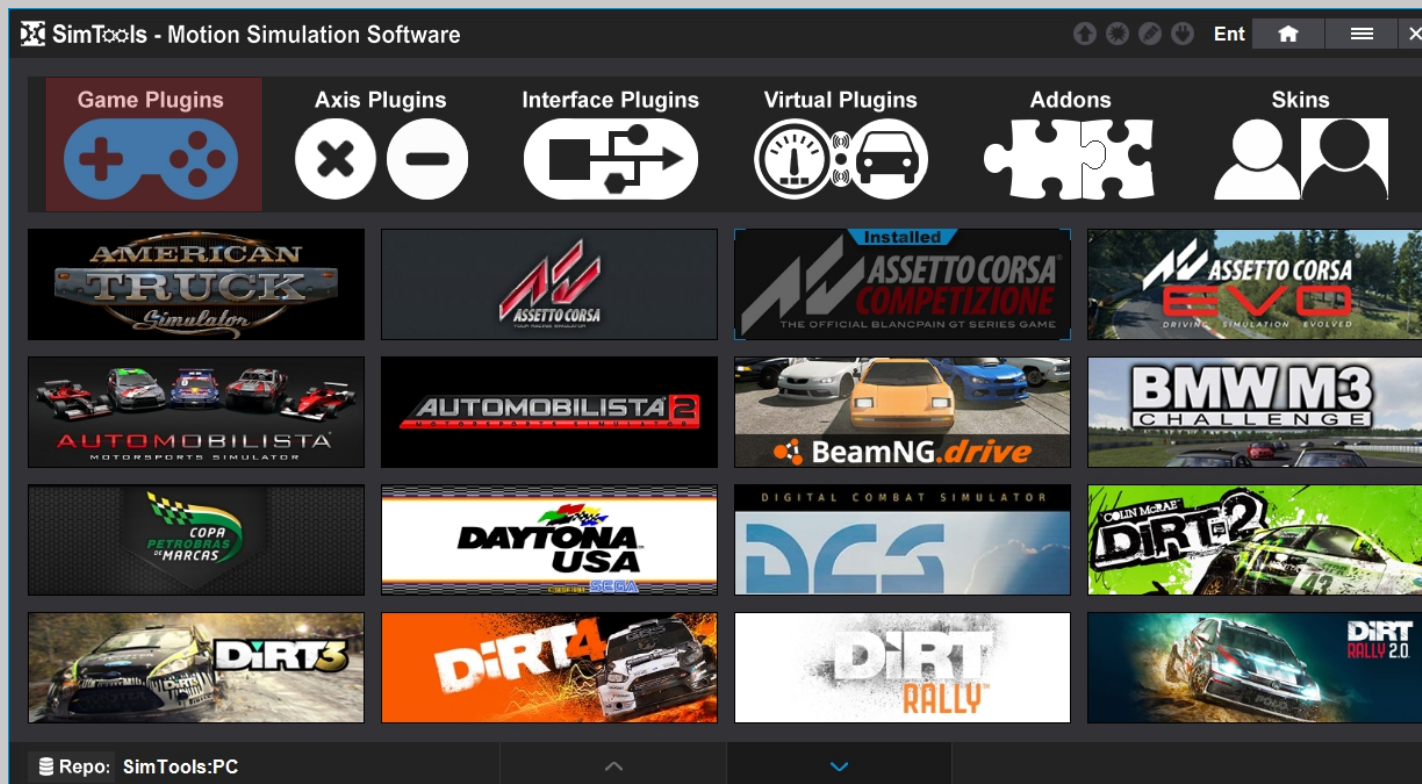




03

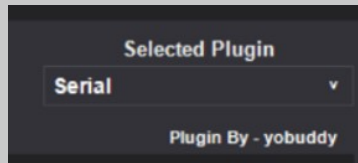
Game plugins

Find your game under Game Plugins and install the corresponding plugin.





O4 Software Connection

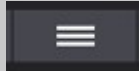


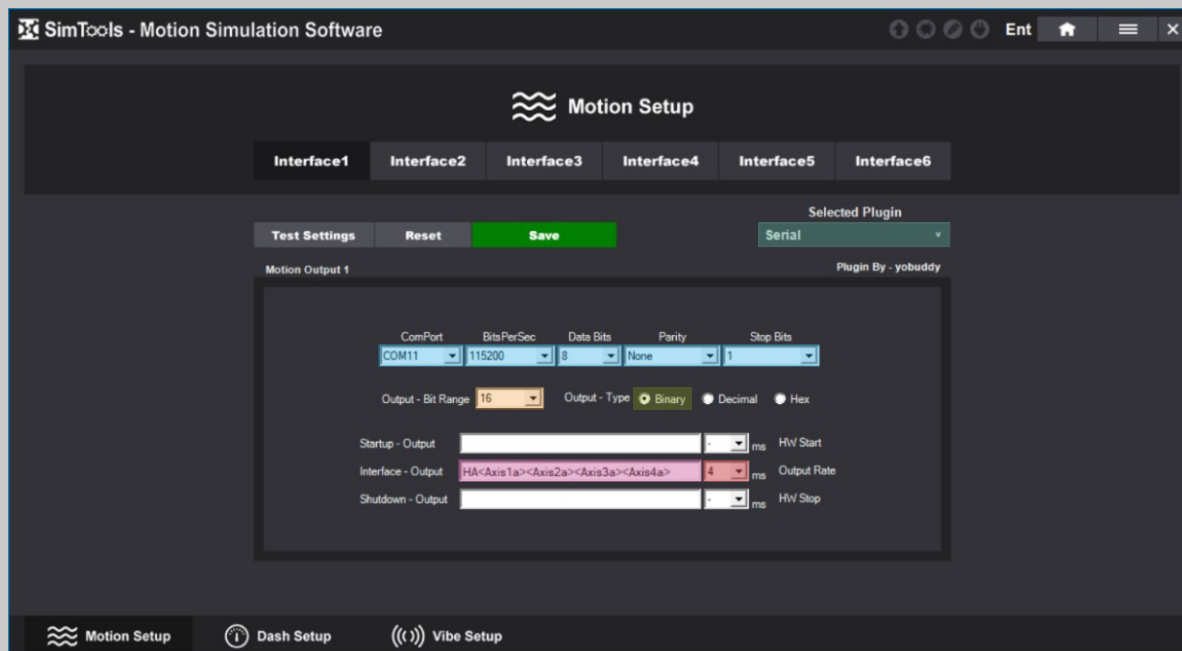
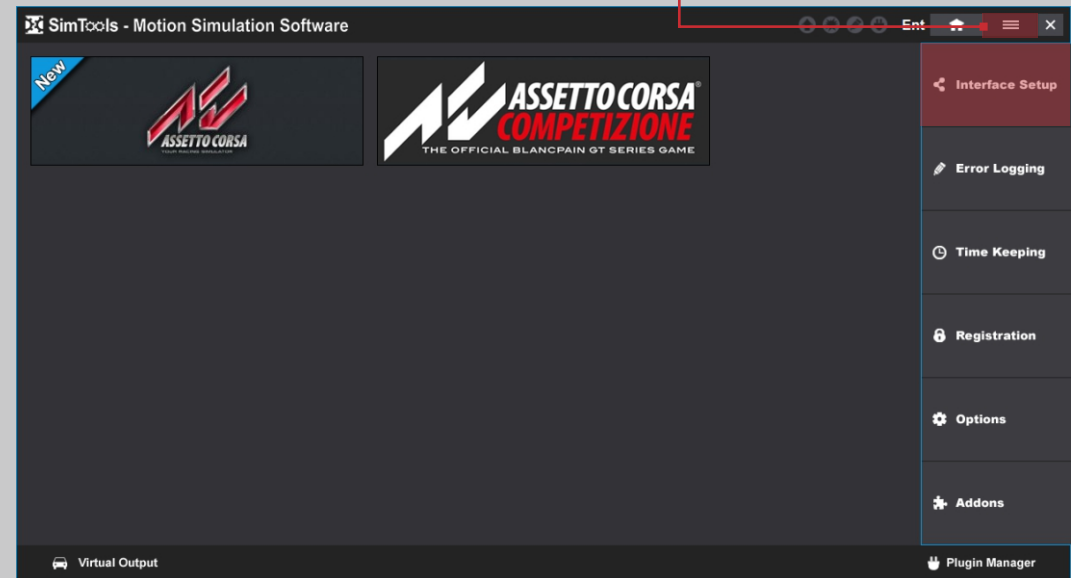
2

Select interface plugins → Serial

Please enter the following values as instructed.
Important: In the Interface – Output field, be sure to input the following string:
HA<Axis1a> <Axis2a> <Axis3a> <Axis4a>

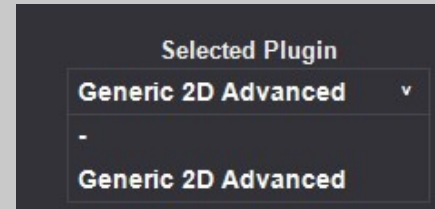
1

Click  into Interface Setup



- Fill in the parameter of Serial:
- ComPort: Fill in the parameters according to the console
- BitsPerSec: 115200
- Data Bits: 8
- Parity: None
- Stop Bits: 1
- Output – Bit Range: 16
- Output Type: Binary
- Interface – Output:
HA<Axis1a> <Axis2a> <Axis3a> <Axis4a>
- Output Rate: 4ms

Set Axis Output



In the "Selected Plugin" dropdown menu, select "Generic 2D Advanced".

Set Axis Output

In the Axis settings section, enter the corresponding parameters for each axis accordingly.

Hover over the game plugin and click the wave button in the bottom-right corner to enter Motion Settings.

Axis1~4 Parameter Settings

- Heave: 20
- Roll: 25
- Pitch: 25
- Sway: 20
- Surge: 20

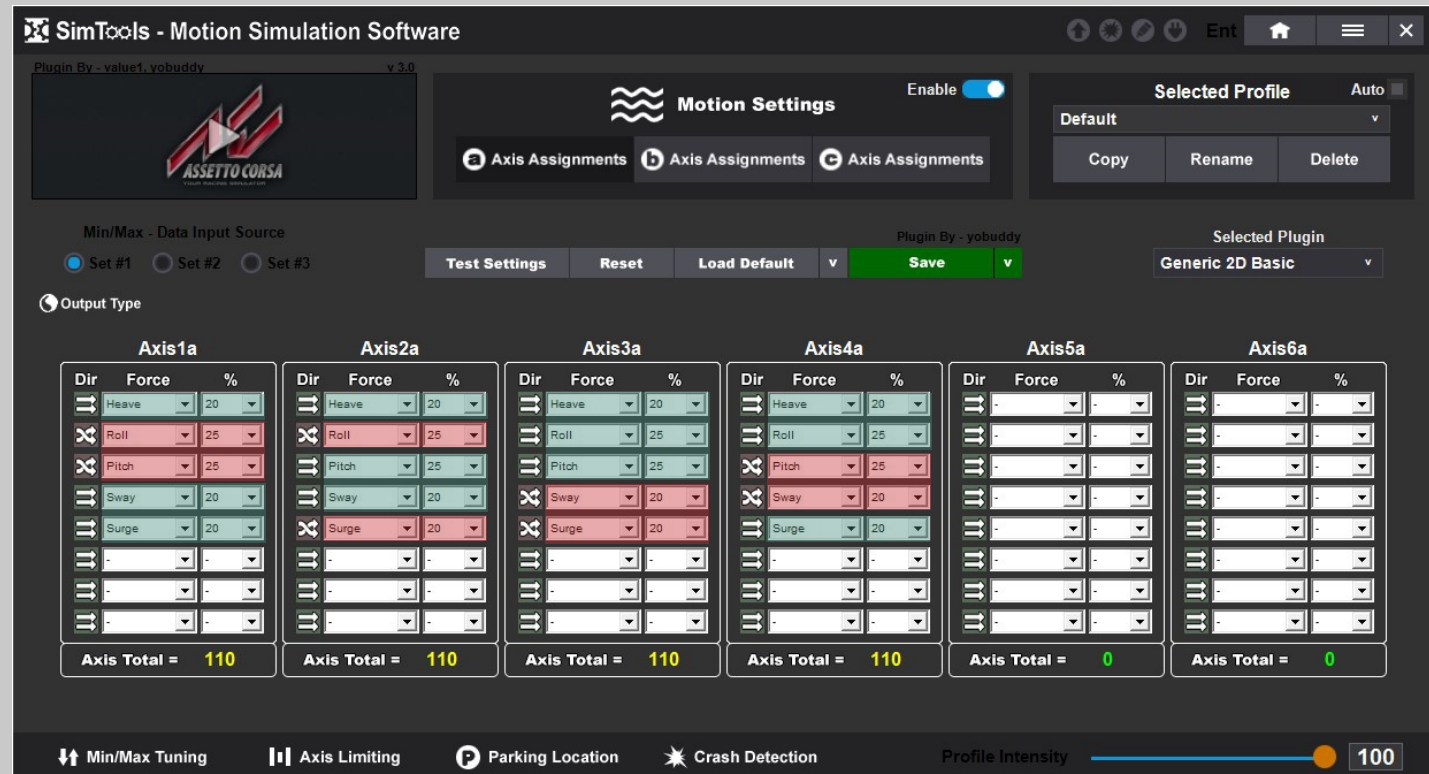


Double arrows indicate positive output.



Crossed arrows indicate negative output.

The pairing of positive and negative forces across the four axes is illustrated in the diagram below.

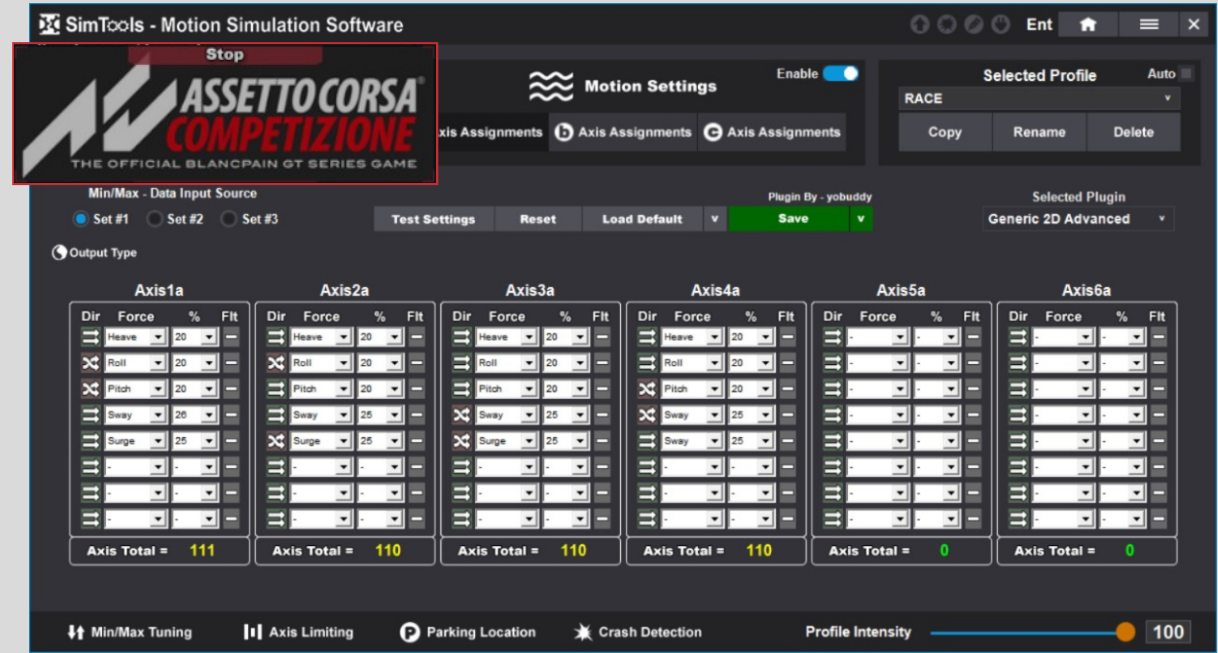




06 Parking

When closing the game, SimTools will automatically land. You can also perform landing by pressing the **Stop** button in the Game Plugin.

Before shutting down, ensure that the GM5 is in the **Landing** state.



These settings are used for all game plugins and profiles. You set it one time and the parking location settings will be used for all game plugins and profiles no matter what game plugin you are configuring at the time.

