

Simple resize math setup (G-Forces, curves and gauges)

First step (choose sender input value)

Choose one Force-Sender input value displayed in the input setup:

Sender input value: Effect 25: Lateral force

vert input value: ☐ Play override (normally set blank)

Second step (set range parameter)

Set the minimal and maximal numerical value of the chosen Force-Sender input value. This will prevent spike values.

Minimum value: 2000000

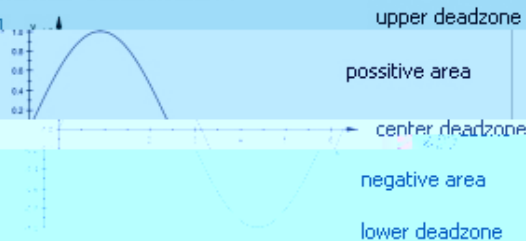
Maximum value: 200

Split negative and positive

Minimum value: -200

Maximum value: -2000000

Use automatic maximum adjustment ☐ Use automatic minimum adjustment (10%)



This math plugin is used for an 1:1 translation of an force-sender input value to a specified hardware output.

Therefore it will be resized to fit the output axis. You can also cut too big values. Normally this plugin is used for realistic values out of an game, which don't need any calculation and therefore can be used directly for an output of e.g. an actuator. An example are the game plugins of force-sender, which carry G-force values like lateral or longitudinal forces.



the axis in percent: 50 %

value is fidgety: (Current setting: off)

conds from minimum to maximum value of this axis

smooth

result value ☐ overwrite result value

on zero (used as trigger)

Using gravity (G) effects of constant force to your body by moving the simulator in contrariwise direction to the direction your vehicle moves in order to simulate the real G-forces. The intensity can be regulated. The effect will be initialised only if the value rises above the minimum value. Maximum value increases automatically or can be given fixed. Split the maximum if there is a greater acceleration value than the brake value.

Hint: the standard settings of this dialog will help you with a fast detection and can be accepted for beginners.

Insert in math list and continue

Third step (set influence to axis)

Choose intensity of this value to

Adjust smoothness only, if your smooth movement is given in se

weak/

off ☐

☒ add result value ☐ multip

☐ overwrite result if bigger th

Simple resize math setup (G-Forces, curves and gauges)



First step (choose sender input value)

Choose one Force-Sender input value displayed in the input setup:

Sender input 26: Effect 26: Vertical force

☒ Invert input value

☐ Play override (normally set blank)

Second step (set range parameter)

Choose the minimal and maximal numerical value of the chosen Force-Sender input value. This will prevent spike values.

Maximum value 1500000

Minimum value 150

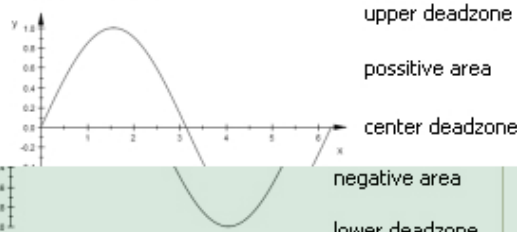
☒ Split negative and positive

Minimum value -150

Maximum value -1500000

☐ Use automatic maximum adjustment

☐ Use automatic minimum adjustment (10%)



Third step (set influence to axis)

Choose intensity of this value to the axis in percent: 20 %

Adjust smoothness only, if your value is fidgety: (Current setting: off)
smooth movement is given in seconds from minimum to maximum value of this axis

weak/off smooth

☒ add result value ☐ multiply result value ☐ overwrite result value

☐ overwrite result if bigger than zero (used as trigger)

Cancel

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Using gravity (G) effects creates a constant force to your body by moving the simulator in contrariwise direction to the direction your vehicle moves in order to simulate the real G-forces. The intensity can be regulated. The effect will be initialised only if the value rises above the minimum value. Maximum value increases automatically or can be given fixed. Split the maximum if there is a greater acceleration value than the brake value.

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Insert in math list and continue

Simple resize math setup (G-Forces, curves and gauges)



First step (choose sender input value)

Choose one Force-Sender input value displayed in the input setup:

Sender input 27: Effect 27: Lateral force

☒ Invert input value

☐ Play override (normally set blank)

Second step (set range parameter)

Choose the minimal and maximal numerical value of the chosen Force-Sender input value. This will prevent spike values.

Maximum value 1500000

Minimum value 150

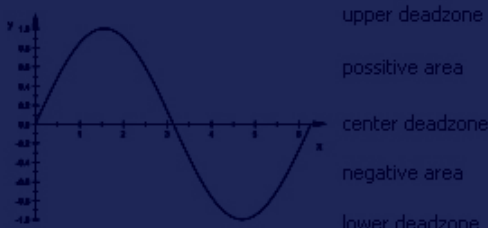
☒ Split negative and positive

Minimum value -100

Maximum value -1000000

☐ Use automatic maximum adjustment

☐ Use automatic minimum adjustment (10%)



Third step (set influence to axis)

Choose intensity of this value to the axis in percent: 55 %

Adjust smoothness only, if your value is fidgety: (Current setting: off)
smooth movement is given in seconds from minimum to maximum value of this axis

weak/off smooth

☒ add result value ☐ multiply result value ☐ overwrite result value

☐ overwrite result if bigger than zero (used as trigger)

Cancel

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