

# GTR Evolution (Race 07) G15 Applet Manual

For Version 1.4.32.288

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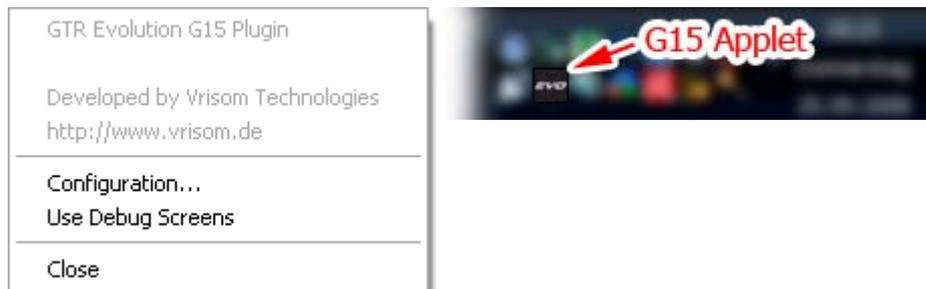
## Introduction

This applet is an application for the Logitech G15 LCD keyboard. It allows you to display the revolutions per minute, lap times, thankful, speed, tire temperatures, fuel and oil pressure, water and oil temperatures and such. A special gimmick is a G-Force meter and different debug screens.

The applet works with GTR Evolution and with Race 07. It has been tested with the off- and online version in 32- and 64-bit environments.

## Installation and start

This applet doesn't need an installation. With the start of **gtrevo.exe** there will be an icon in your system tray which you can use to close or configure this application (right click).



## Requirements

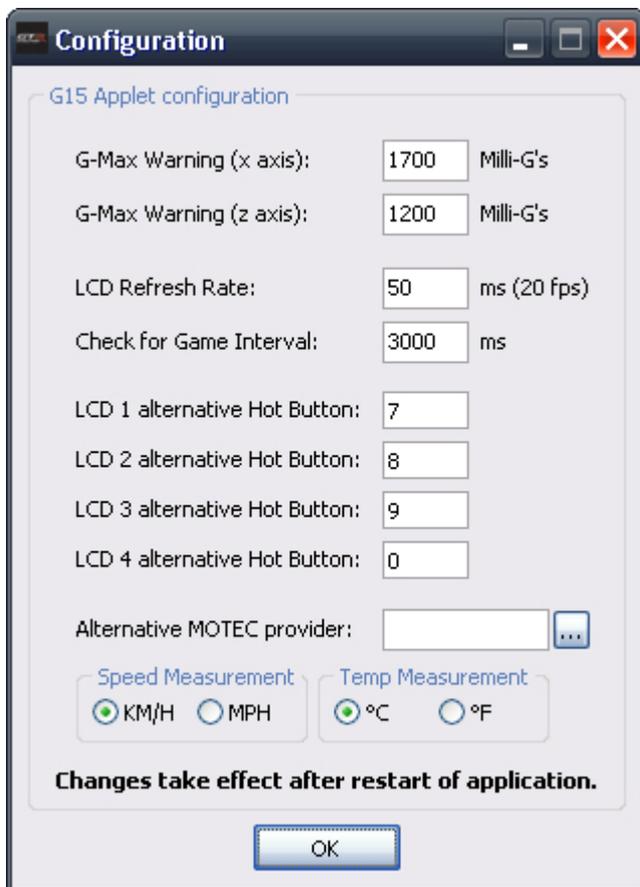
You should run the application with Administrator rights (especially in Windows Vista). The Application checks in user-configurable intervals if **Race07.exe**, **Race\_Steam.exe** or another definable Application is running. As soon as you're in a race, the GTR Evolution logo hides and you can see the MOTEC data.

If this doesn't happen, or you are getting errors right from the start, you should assure that the application really runs with Administrator rights and all DLL files are stored within the same directory in which **gtrevo.exe** is placed.

Updates of the application may help, too, if available.

## Configuration

You can configure the applet in two ways. The first one is the recommended way for normal users. It can be reached by right-clicking on the system tray icon and clicking on **Configuration**. Professional users may change the settings direct within the **gtrvo.ini** file which is delivered with English comments.



### G-Max Warning (x axis)

Raises a G-Max warning in the G-Force display if forces from the side exceed this value (like heavy steering). Values have to be entered in Milli-G's. 1000 Milli-G's are equal to 1 G.

### G-Max Warning (z axis)

Raises a G-Max warning in the G-Force display if forces from behind or in front of you exceed this value (like accelerating and breaking). Values have to be entered in Milli-G's. 1000 Milli-G's are equal to 1 G.

### LCD Refresh Rate

Defines the time interval which is used to update the LCD. Your entered time will be shown in a FPS format, too. If this FPS value is larger than your average game FPS, you should think about raising the refresh rate interval as too high speeds may eat up resources. Input is in milliseconds.

### Check for Game Interval

Defines the time interval in which the application checks if GTR Evolution or Race 07 is running. This value can be pretty high. Values up to 30 seconds (30000 ms) may be suitable. Standard value is 3 seconds (3000 ms).

### **LCD [x] alternative Hot Button**

Allows you to define other hot keys to change the LCD modes in addition to the LCD buttons. This can be handy if you find it hard to reach the LCD buttons or if you want to access them through a gamepad or steering wheel.

### **Alternative MOTEC Provider**

Modders may have their own start files for GTR Evo or Race 07. This application can't work with those files because it does not accept them as a MOTEC data provider by default. You may enter your application file name here (or search it with a **file open** dialog) to tell my applet that your application provides normal MOTEC data with the help of the standard shared memory area.

### **Speed Measurement**

Allows you to choose between kilometers per hour (KM/H) or miles per hour (MPH) for the display of speed.

### **Temp Measurement**

Allows you to choose between Celsius and Fahrenheit for the display of temperatures.

## Debug-Screens

Debug screens contain additional information. Like the maximum G-Values you experienced within a race, your highest speed (and current speed in mach) or current map position. It also features highest tire, oil and watertemperature.

How precisely these information are depends on your **LCD Refresh Rate** configuration. A crash, for example, extremely high G-Values happen just for a very short time. If you want them to be exactly recorded, you should use a LCD Refresh Rate that is higher than your average game FPS.

To use the debug screens, just right-click on the tray icon and click on **Use Debug Screens**. You can now switch between the debug screens like they were the normal ones.

To reset the measured maxima within a race (without leaving it), press the middle LCD buttons together.

## Additional information

Newest version of the software and the manual can be found at <http://www.vrisom.de>.

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