



300 GT Function Guide

Supports: 300 GT

WWW.SIMULTIMATE.EU

V1.0

Conspit R&D

All rights reserved@2025



Table of Contents

Table of Contents	1
1. Idle Mode	2
2. Driver Software & Functions	2
2.1 Driver Software Downloads	2
2.2 Homepage	2
2.3 Lights & Buttons Settings	4
2.4 Controls Settings	10
2.5 Paddles Settings	14
2.6 Firmware Update	18
2.7 One-Click Game Configuration	19
3. Games' Telemetry List	20
4. Revision History	21
5. Disclaimer and Copyright Notice	21

WWW.SIMULTIMATE.EU

There may be slight differences between the visuals and descriptions presented and the actual situation. Please refer to the actual circumstances.



1. Idle Mode

If the steering wheel buttons, knobs, paddles and other components are not operated, the 300 GT will enter the idle mode, the screen and lighting will dim after 1 minute and turn off after 5 minutes.

The 300 GT can be awakened by operating the control input again or entering the game to receive signals.

2. Driver Software & Functions

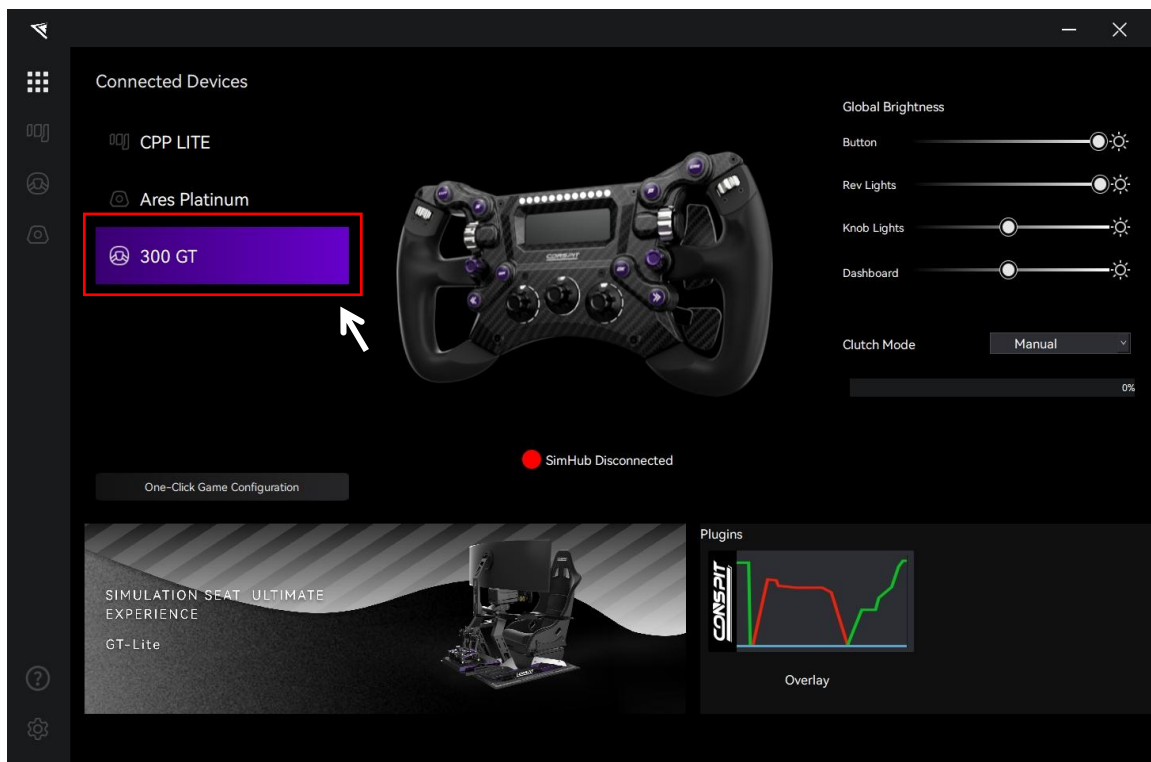
2.1 Driver Software Downloads

Visit www.conspit.com, or scan the QR code below to download Conspit Link 2.0.



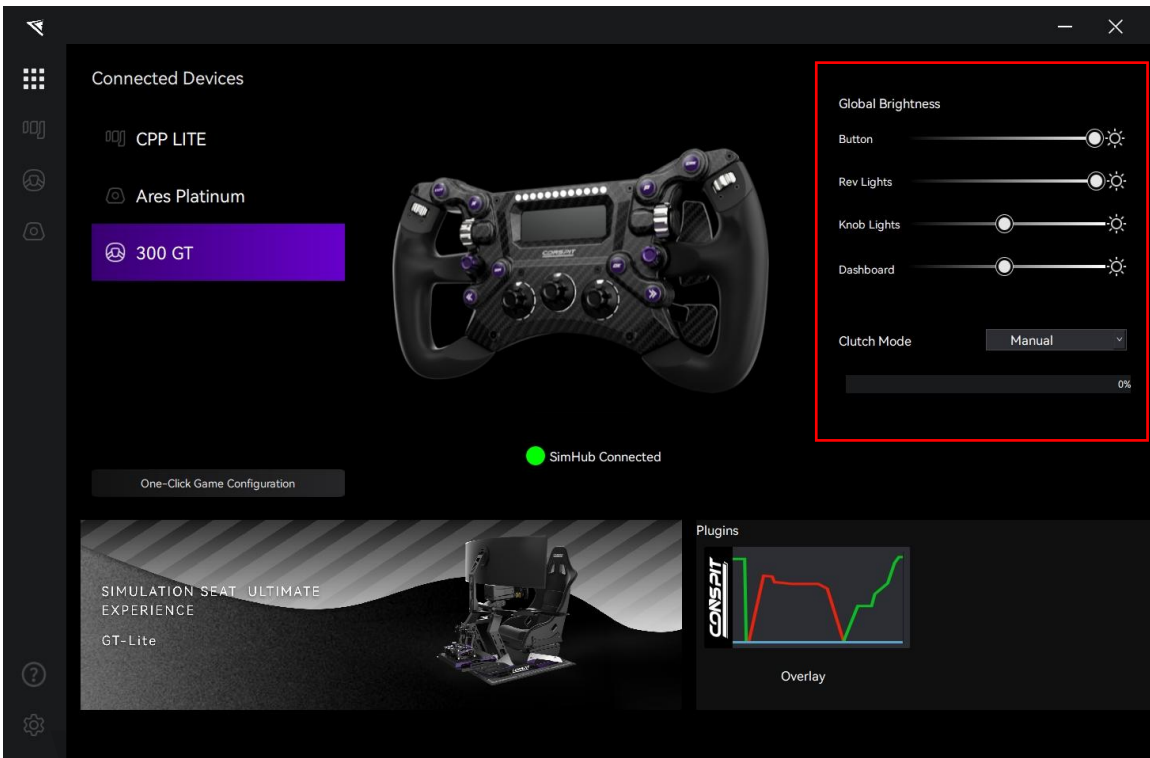
2.2 Homepage

Click to select 300 GT on the homepage.

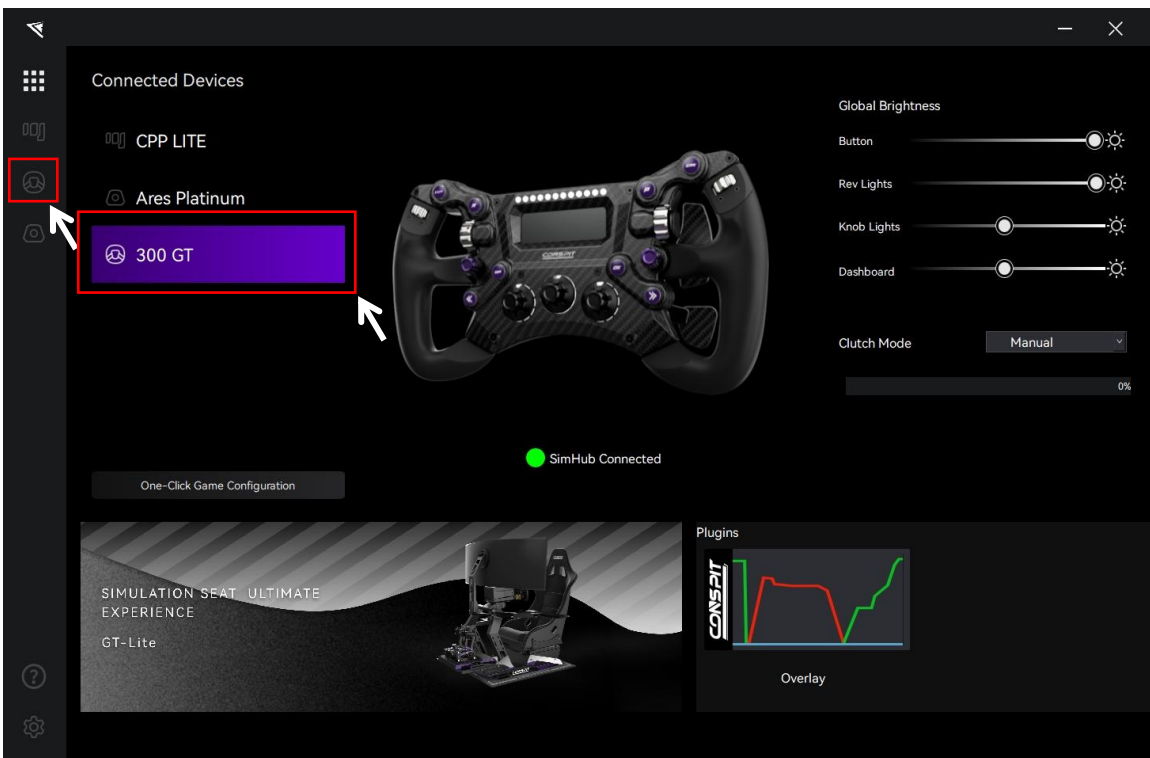


On the right side of the homepage, you can quickly adjust the light brightness of the device, and check the clutch paddles' travel.

Check the connection status of the products in the SimHub software at the middle of the homepage. If it is red, please launch the SimHub software to access more features.



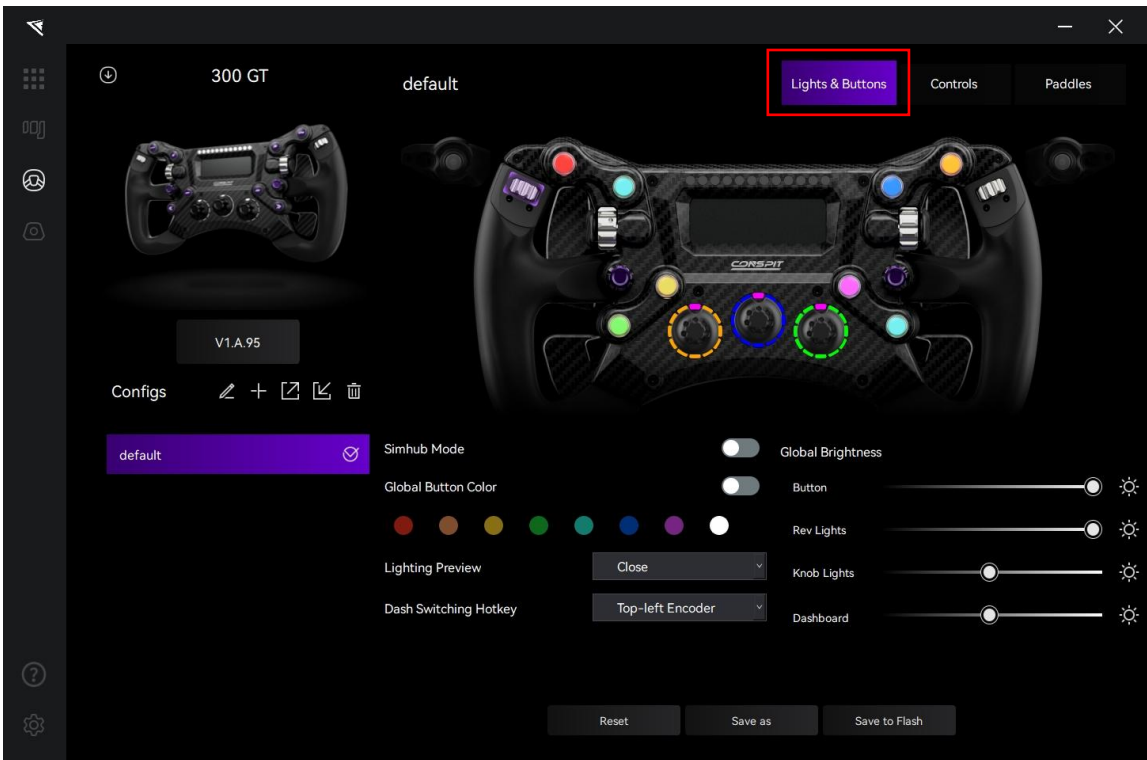
Double-click the device name in the "Connected Devices" list, or click the corresponding icon of the device to enter the detailed settings pages.





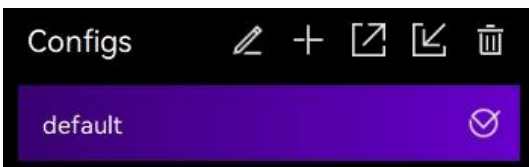
2.3 Lights & Buttons Settings

Click on "Lights & Buttons" in the menu bar to enter the lights & buttons settings interface.



Configs:

In each setting page, in the "Config" section at the bottom left, you can select, rename, add, export, import, or delete configs. If you need to customize the settings, please create a new config, click "Save" after setting is completed, or modify the official default config and click "Save as".



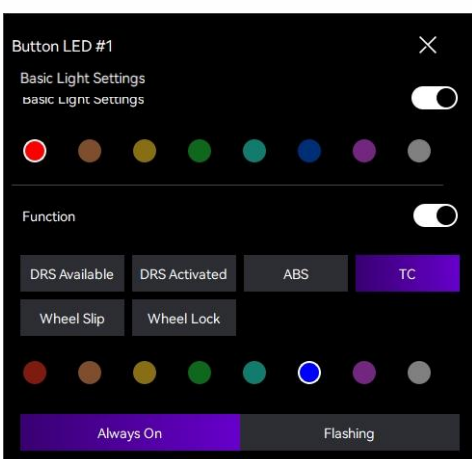
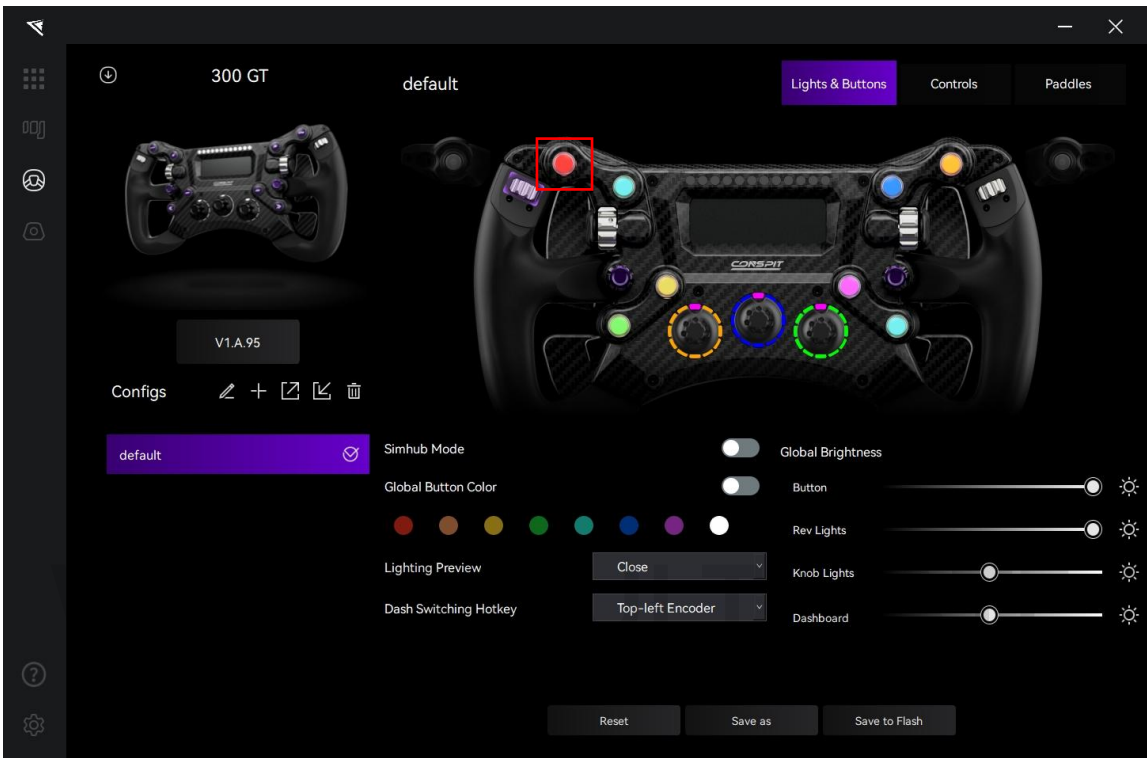


Buttons Lights Settings:

When setting the light for a single button, you first need to turn off the "Global Button Color" option.



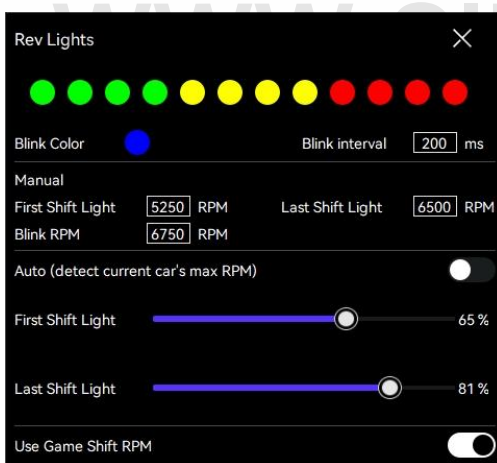
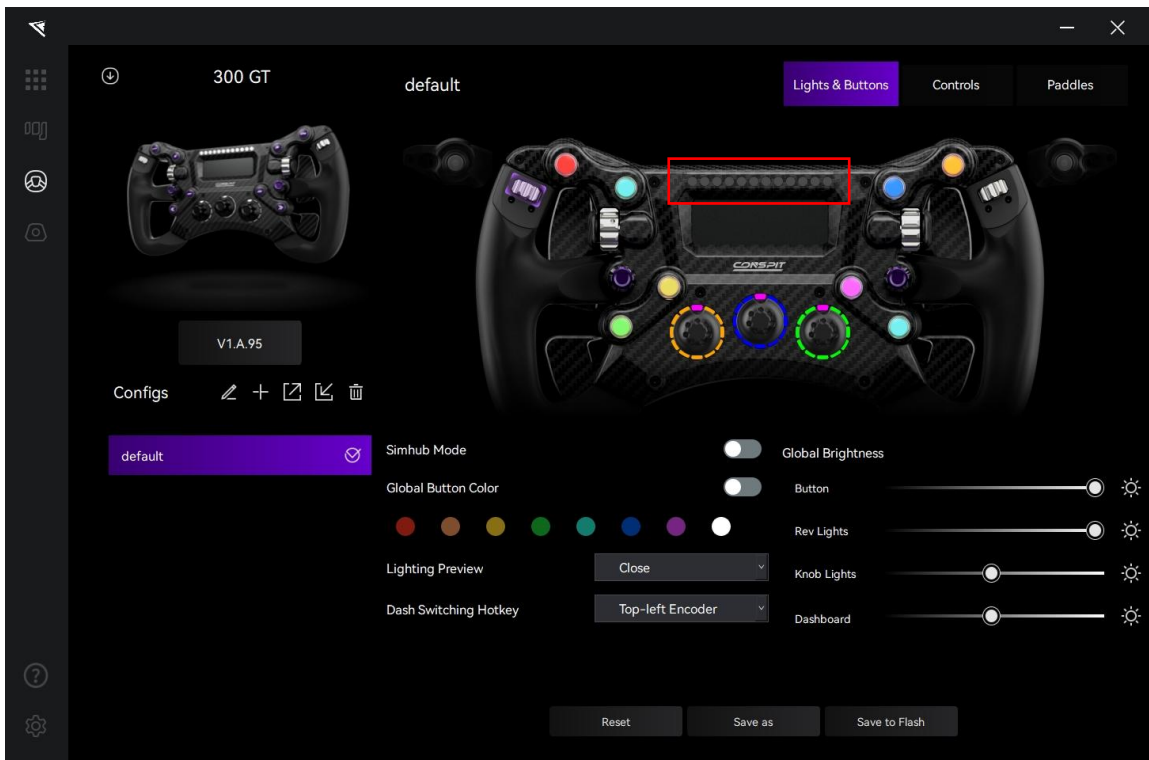
Click on an individual button on the ops-panel to enter the corresponding settings interface for each button.





Shift Lights Settings:

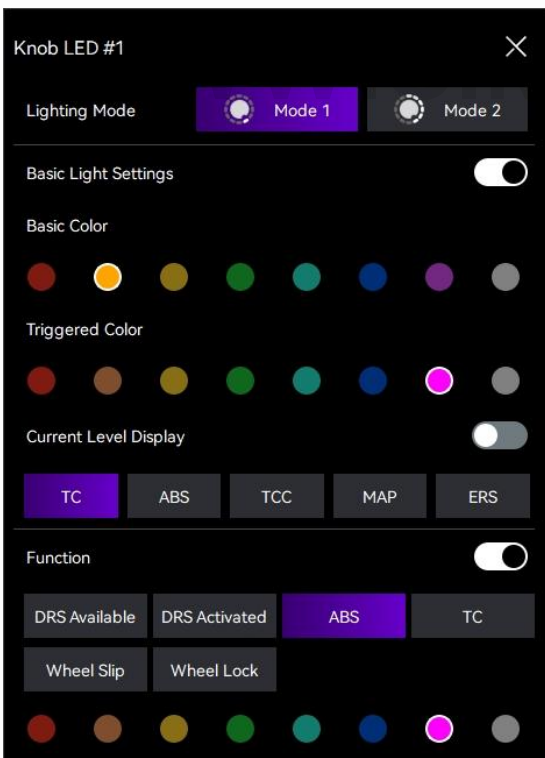
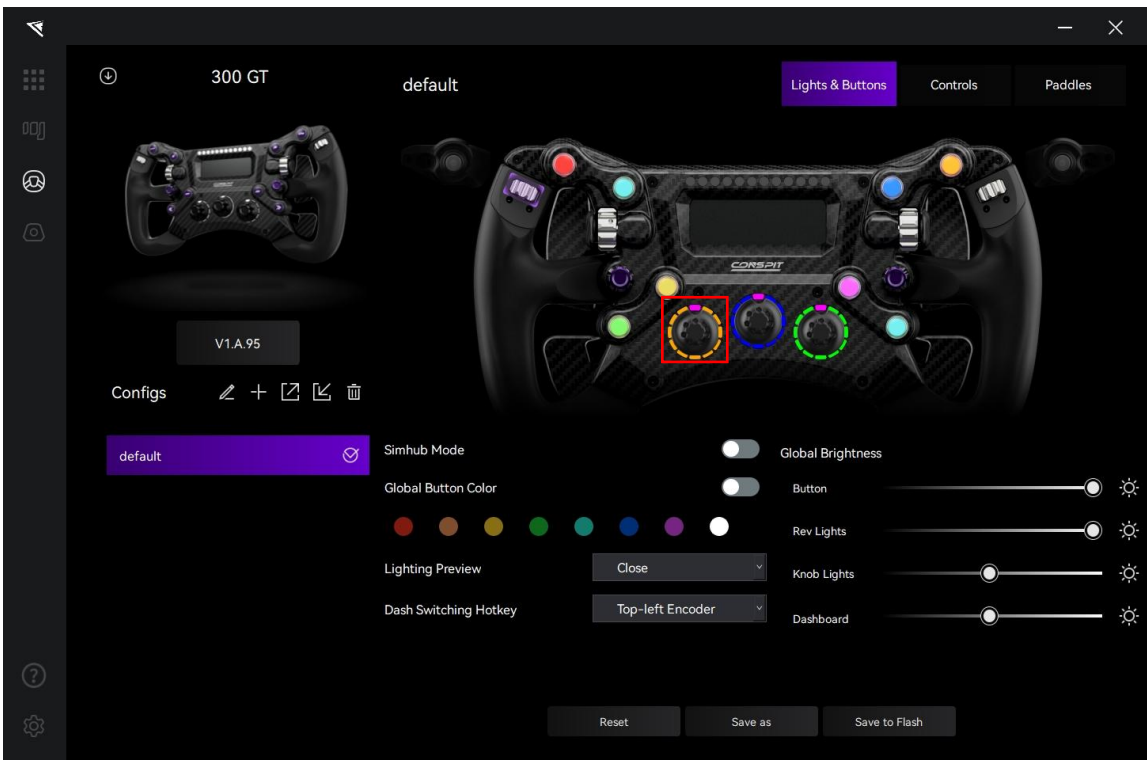
Click on the RPM rev lights on the panel to enter the settings interface for shift lights.





Knob Lights Settings:

Click on the knobs on the panel to enter the settings interface for knob lights.

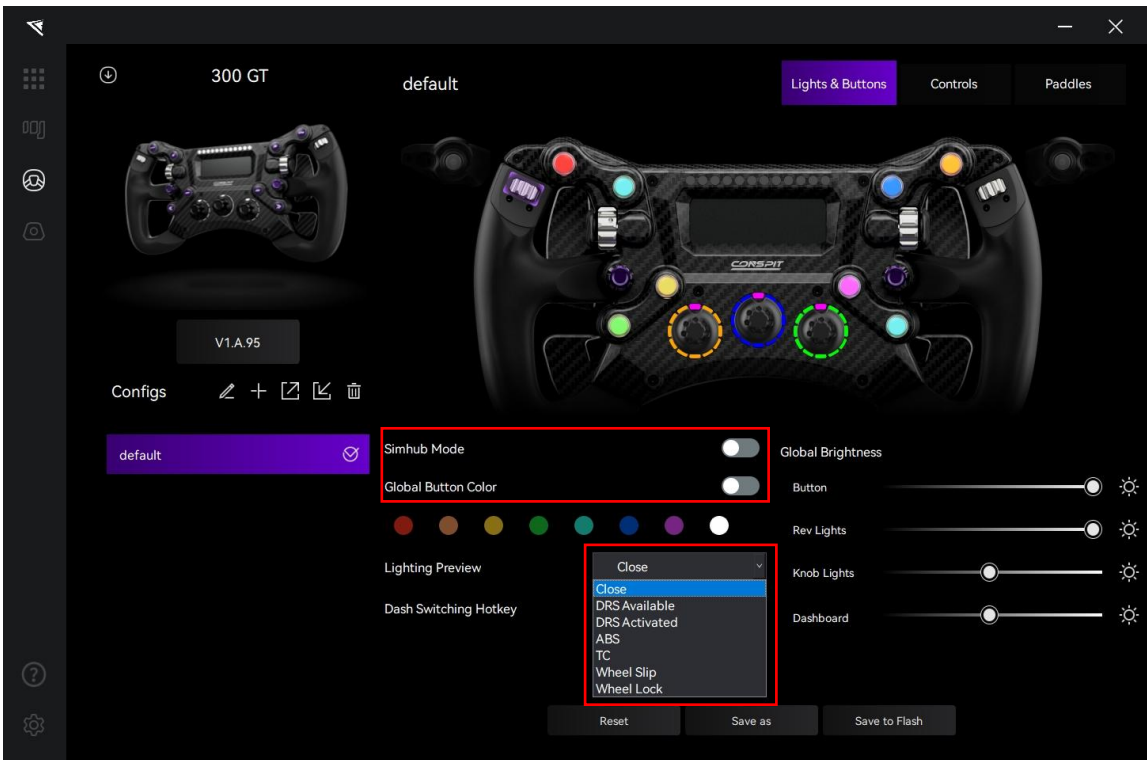


ULTIMATE.EU



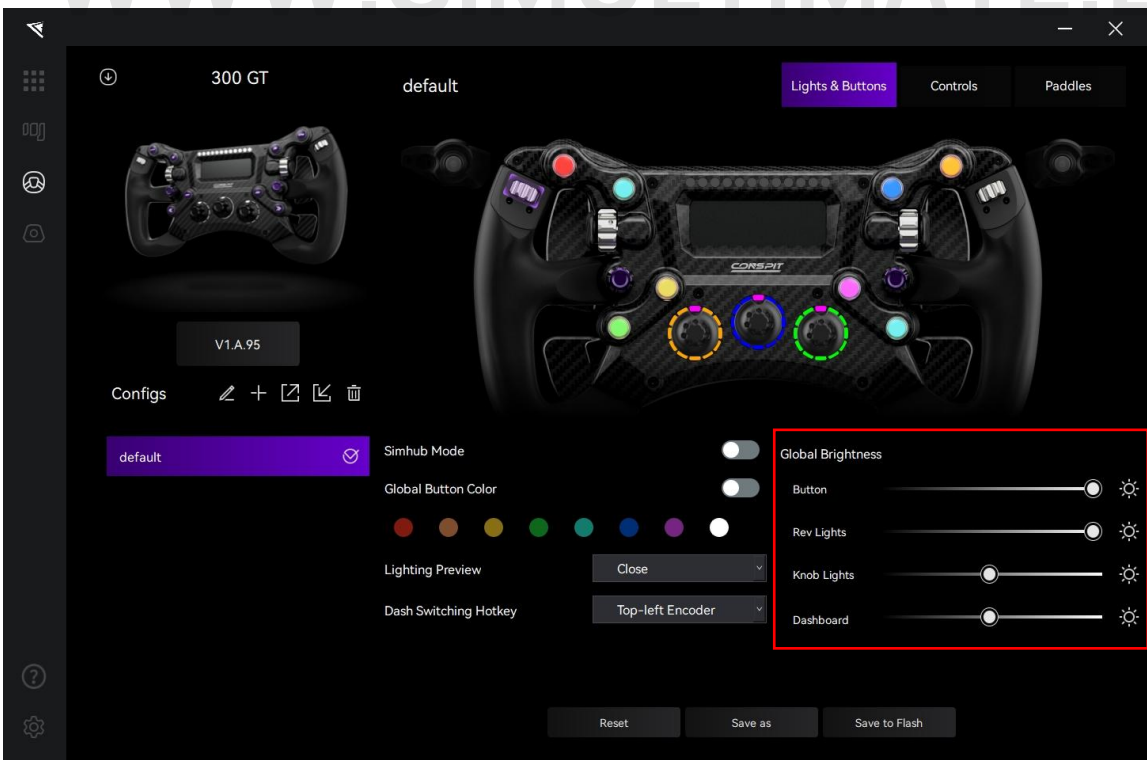
Lighting Preview:

After the settings are completed, click on the dropdown box of "Lighting Preview" to preview the lights you just set (while keeping the "SimHub Mode" and "Global Button Color" option turned off).



Global Brightness Adjustment:

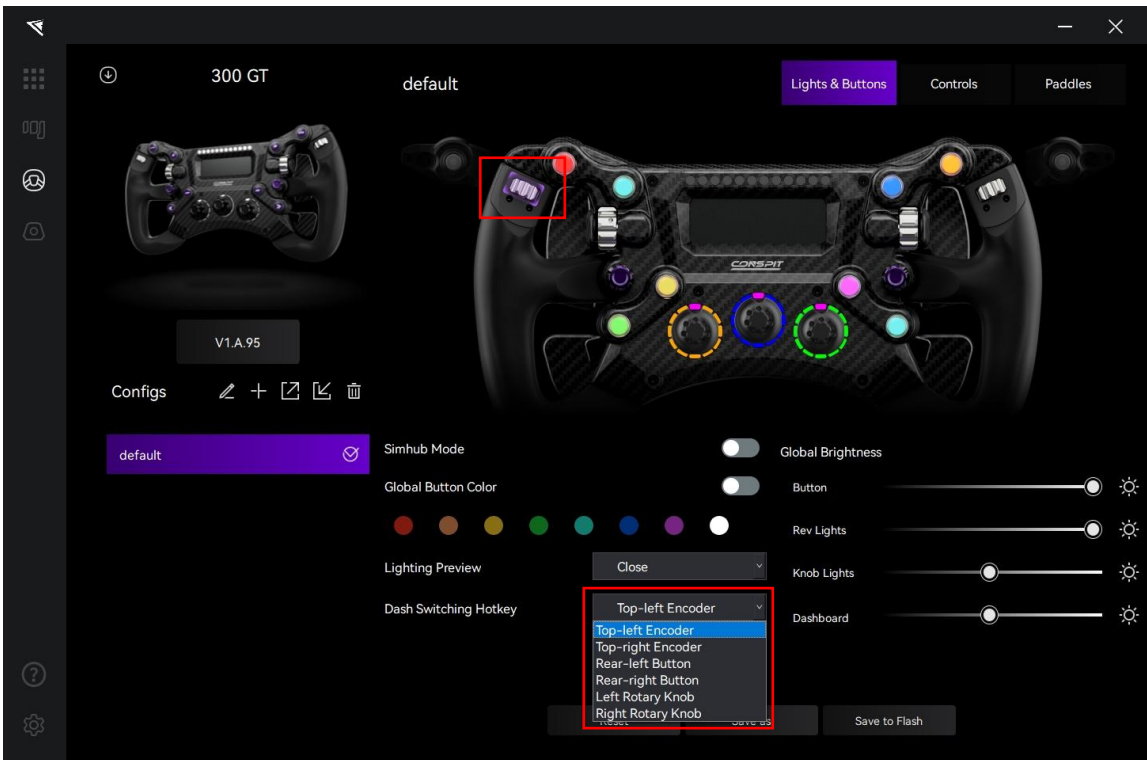
Adjust the brightness of the lights and screen in the "Global Brightness" section).





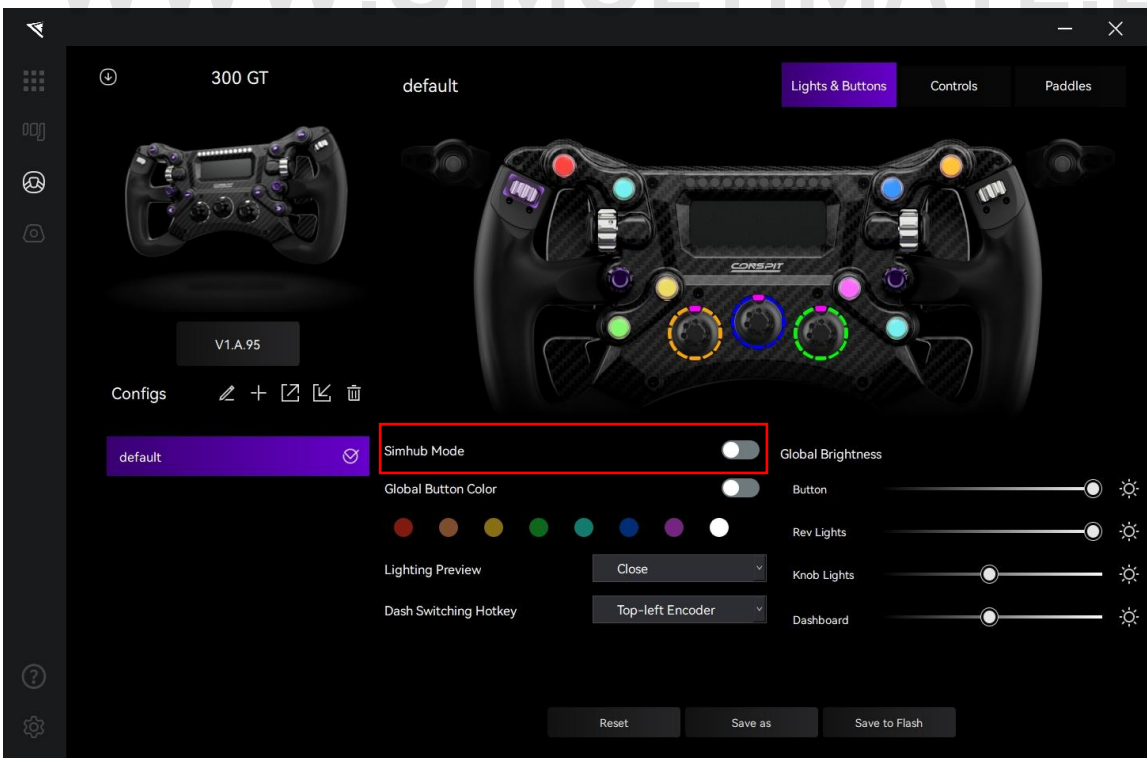
Dash Switching Hotkey:

Click on the dropdown box of “Dash Switching Hotkey” to select the key or wheel you wish to bind. The selected component will be highlighted in purple.



Enable SimHub Mode:

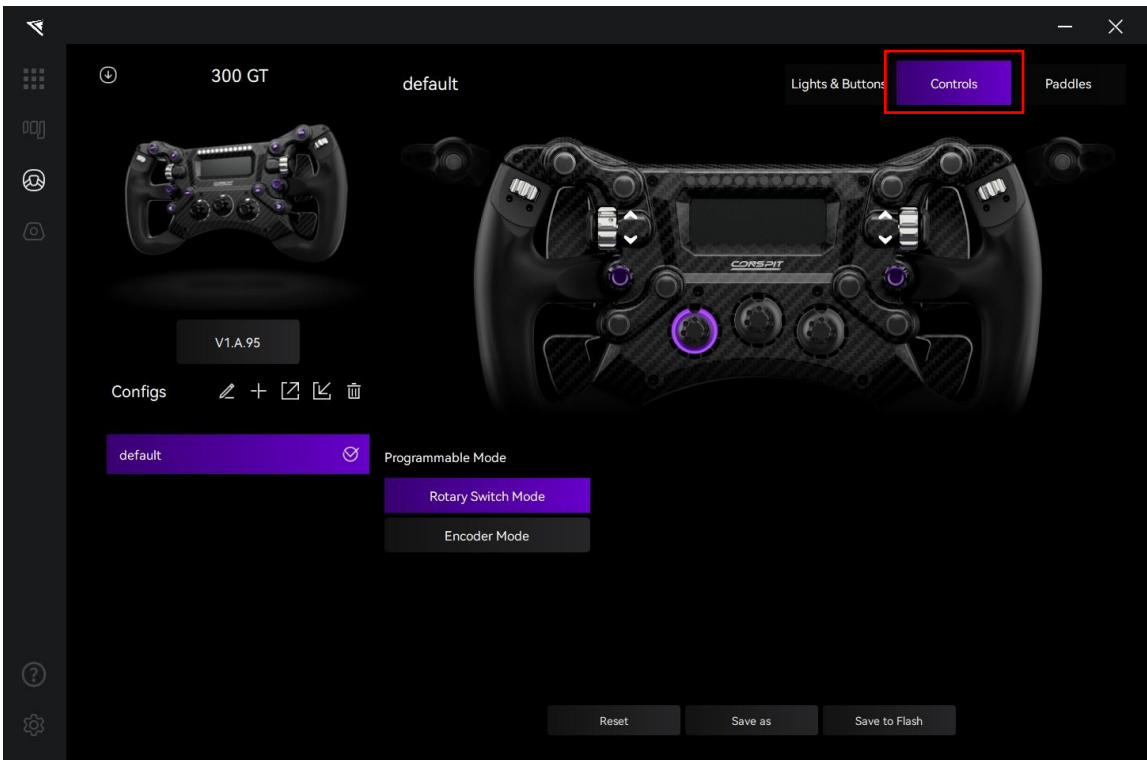
Turn on this mode to adjust lighting effects in SimHub.





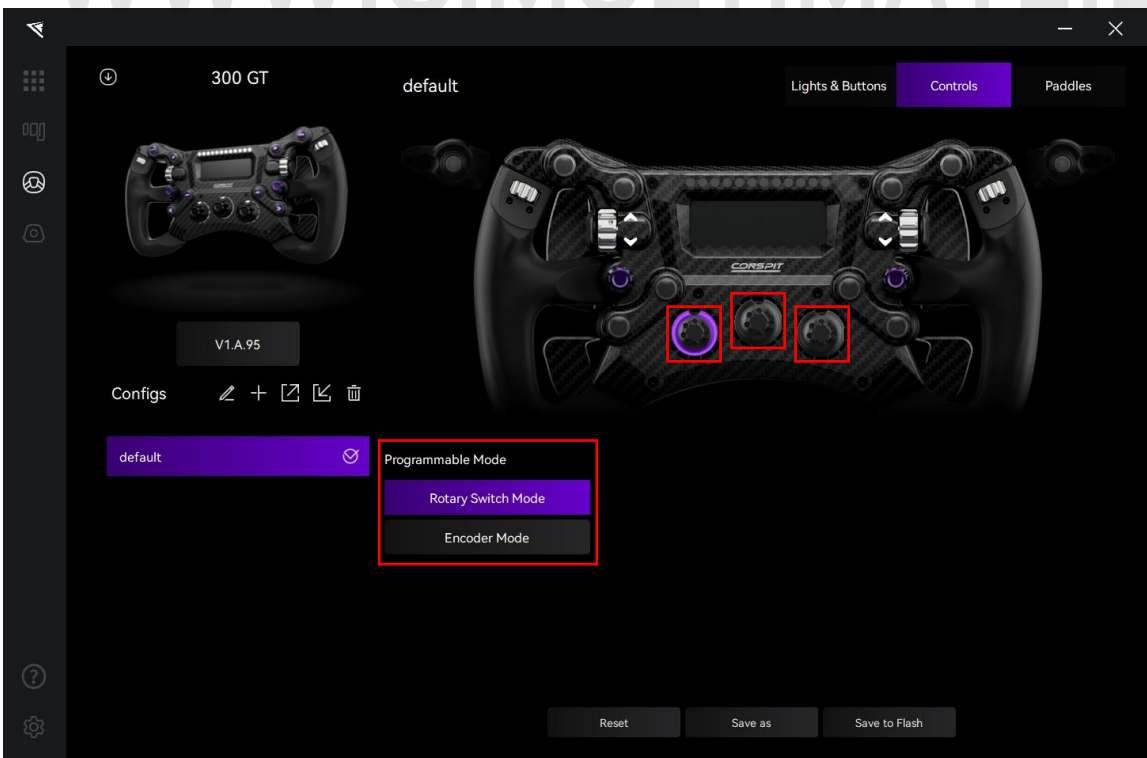
2.4 Controls Settings

Click on "Controls" in the menu bar to enter the controls settings interface.



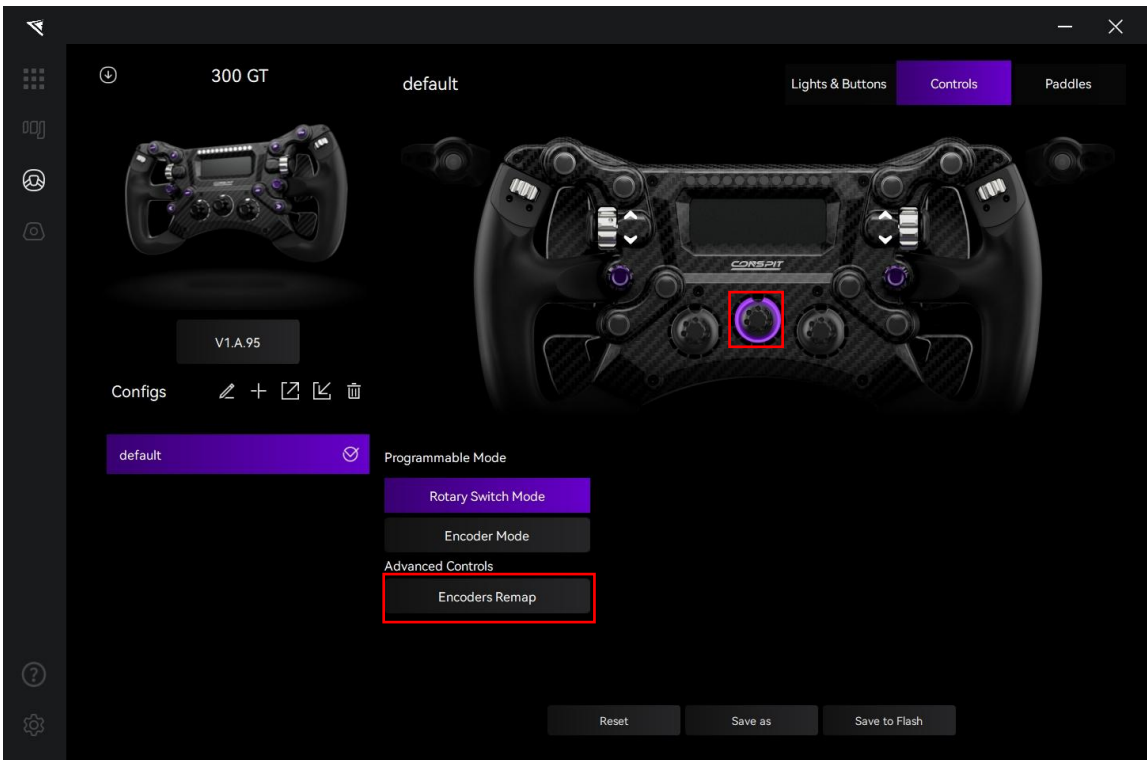
Knob Mode Settings:

Each knob can be set as "Rotary Switch Mode" or "Encoder Mode".

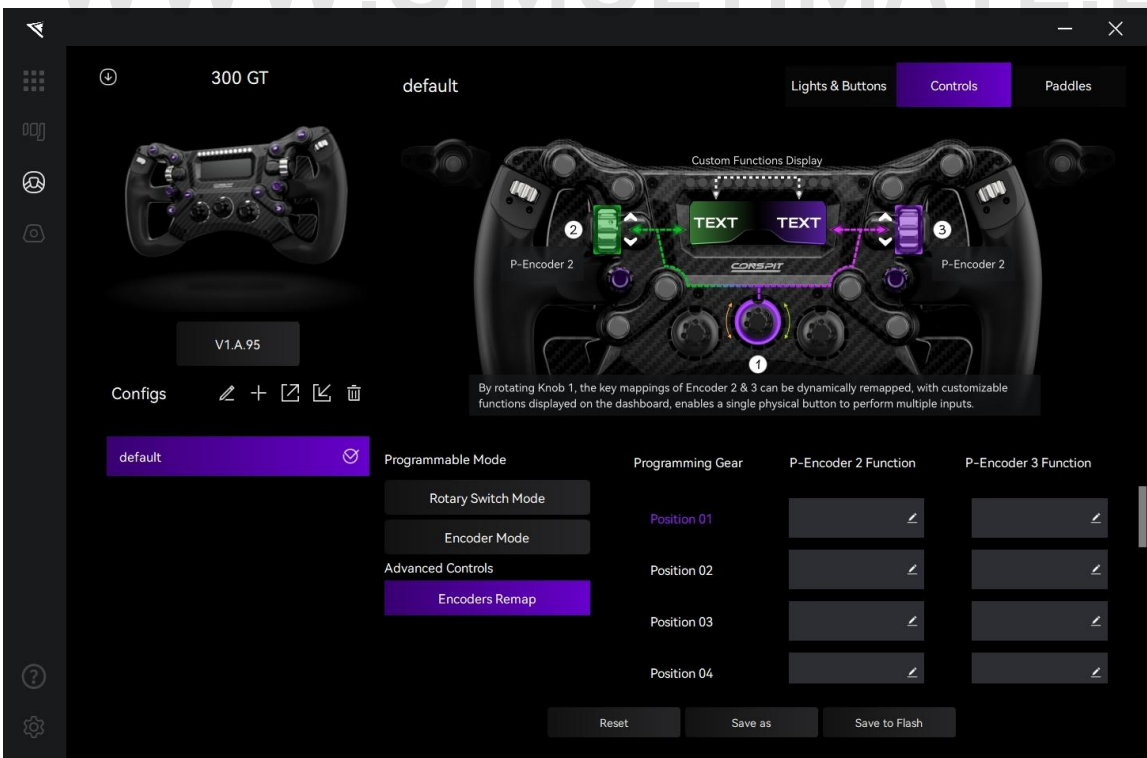


Advanced Controls Settings (Encoders Remap)

The central knob can be used to access advanced controls. Click it to select the central knob. Then click on "Encoders Remap" in the Advanced Controls Section.



By rotating Knob 1, the key mappings of P-Encoder 2 & 3 can be dynamically remapped, with customizable functions displayed on the dashboard, enables a single physical button to perform multiple inputs.





For example, when this function is selected:

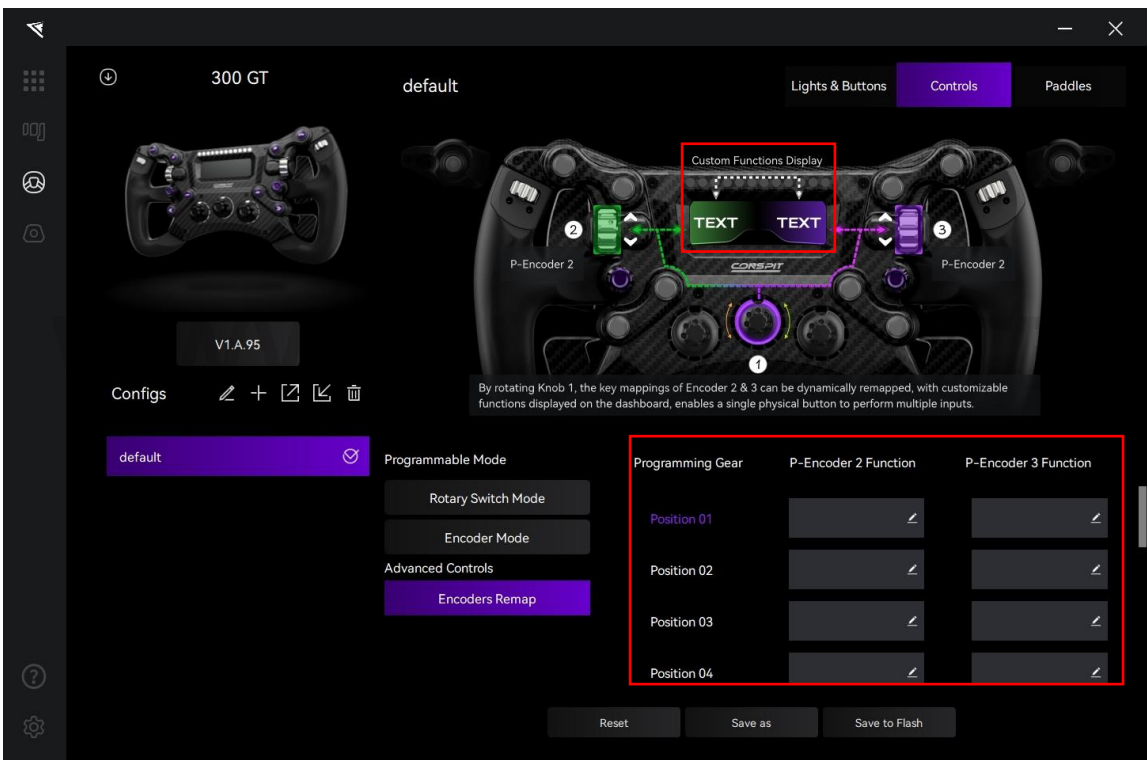
When the "Programming Gear" of central knob 1 is set to "Position 01", rotating encoder 2 will trigger Key 23 or 24. Rotating encoder 3 will trigger Key 25 or 26.

When the "Programming Gear" of central knob 1 is set to "Position 02", rotating encoder 2 will trigger Key 81 or 82. Rotating encoder 3 will trigger Key 83 or 84.

When the "Programming Gear" of central knob 1 is set to "Position 03", rotating encoder 2 will trigger Key 85 or 86. Rotating encoder 3 will trigger Key 87 or 88. And so on. (Please refer to the actual device for the specific Key numbers.)

In other words, when central knob 1 is rotated to different positions, each P-Encoder (encoder 2 or 3) can be bound to different functions in the game.

To facilitate memory, after binding the functions respectively, you can type in prompts of the function's names on this page, and the corresponding prompts will be displayed on the steering wheel's screen when central knob 1 is rotated.





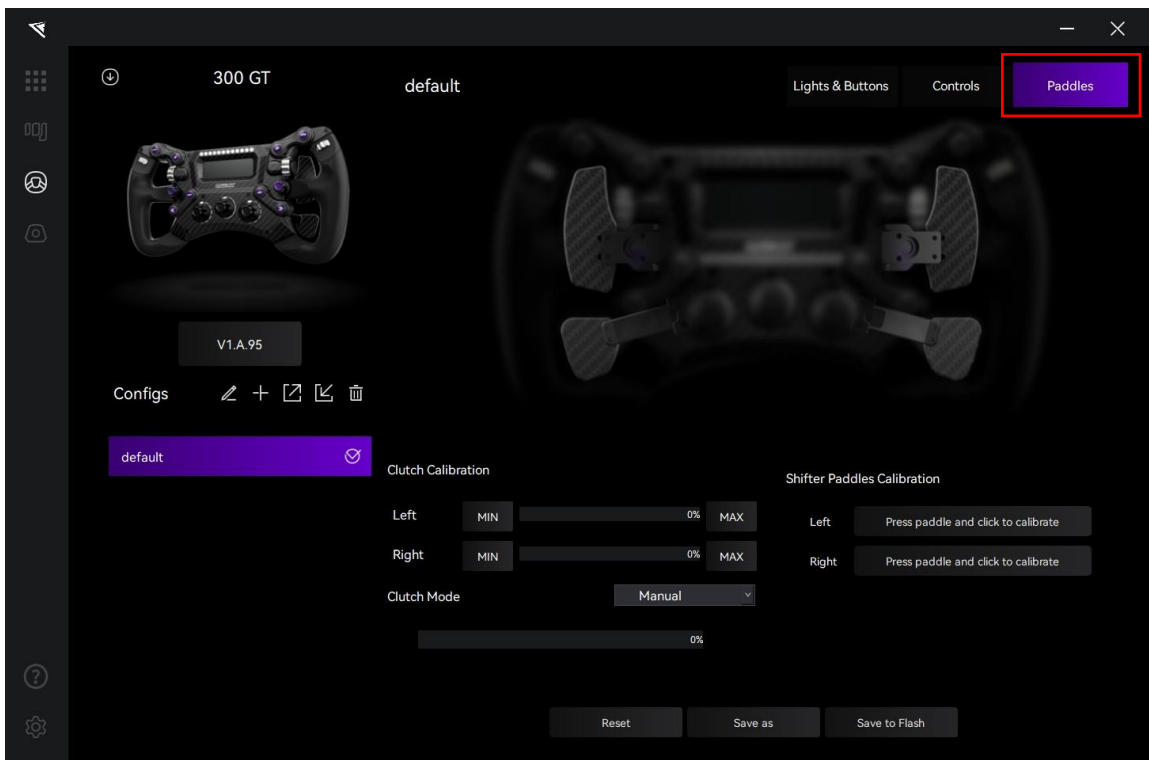
Programming Gear	P-Encoder 2 Function	P-Encoder 3 Function
Position 01	BIAS ↙	EB ↙
Position 02	ABS ↙	TC ↙
Position 03	MODE ↙	DIFF ↙
Position 04	↙	↙



E.EU

2.5 Paddles Settings

Click on "Paddles" in the menu bar to enter the paddles settings interface.



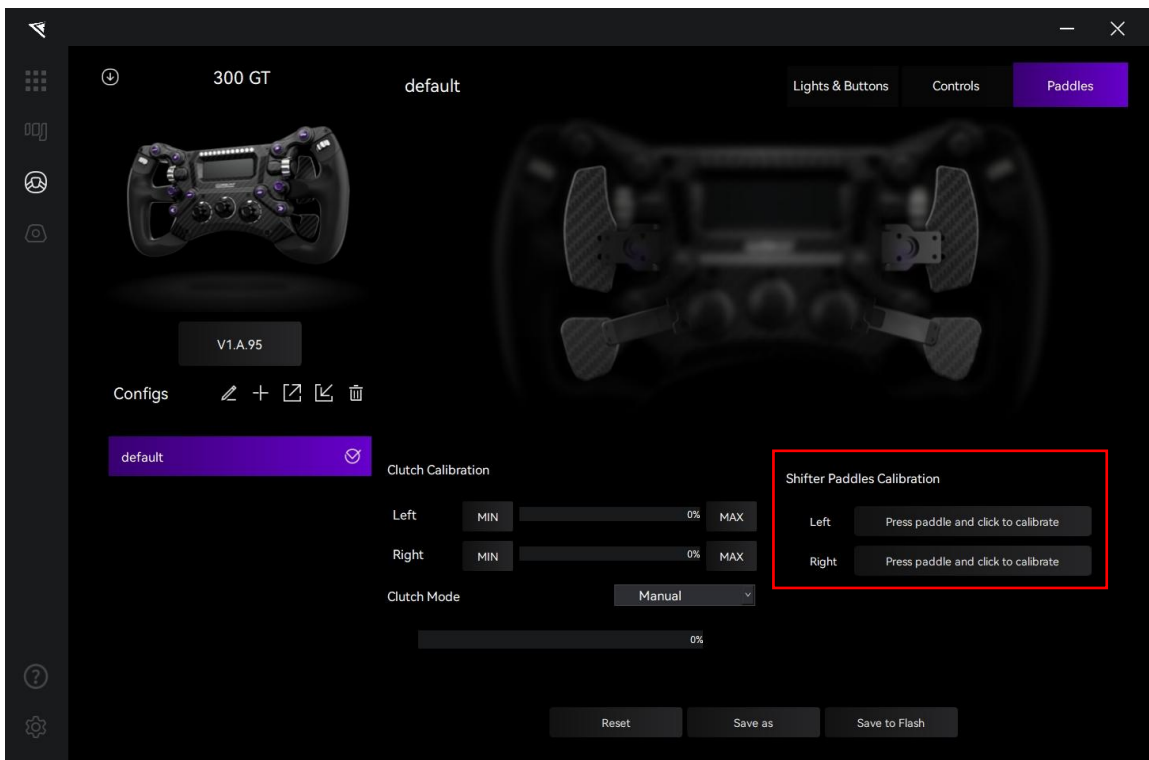
Paddle Shift Response Display:

Press the paddle shifter group and check the response on the screen. Upon pressing, the corresponding paddle should be highlighted with a purple outline in the driving software.



Calibrate the left and right shifter paddles separately:

When pressing and holding one of the shifter paddles, click the calibration button corresponding to that paddle to complete the calibration.

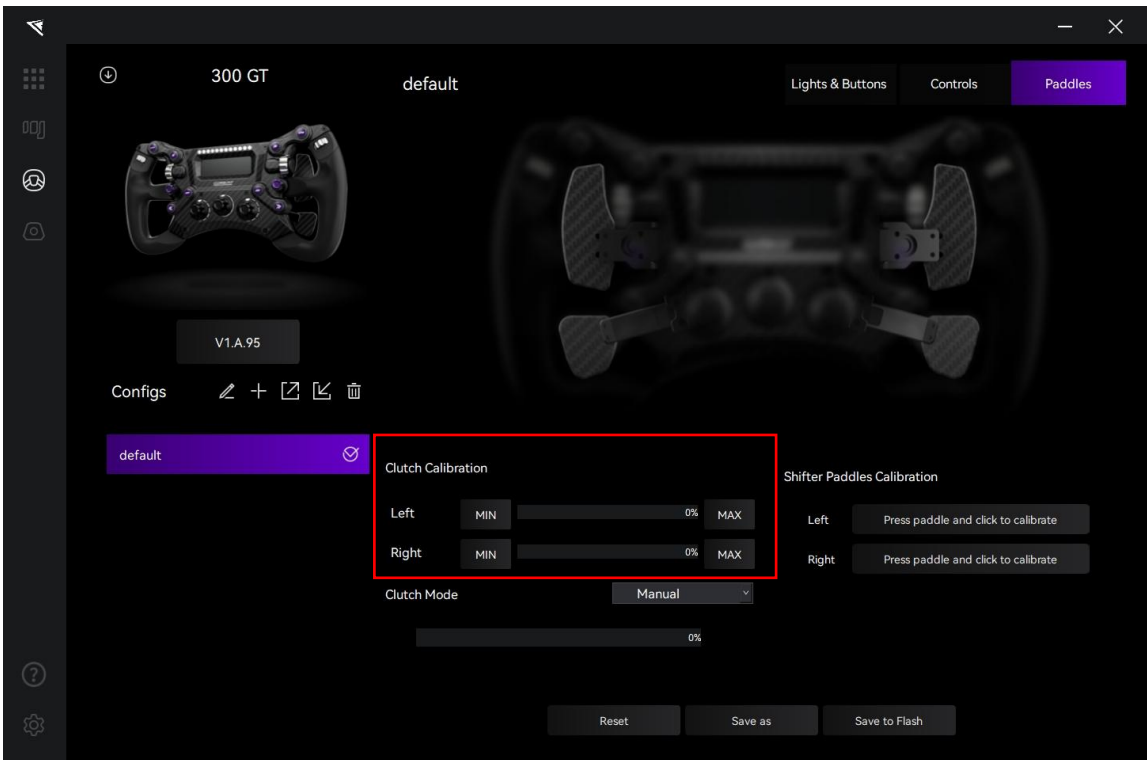


WWW.SIMULTIMATE.EU

Calibrate the left and right clutch paddles separately:

Click "MIN" to calibrate the minimum value when the paddle is completely released.

Click "MAX" to calibrate the maximum value when the paddle is fully pressed.



Clutch Mode

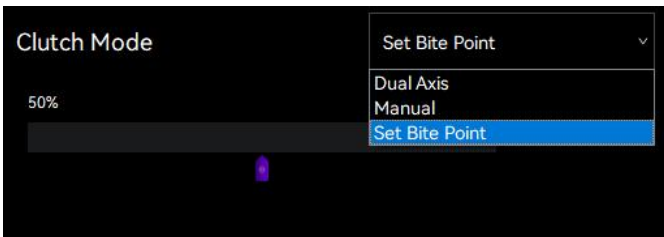
Click on the dropdown menu for "Clutch Mode," where you can select from modes such as [Dual Axis], [Manual], and [Set Bite Point].



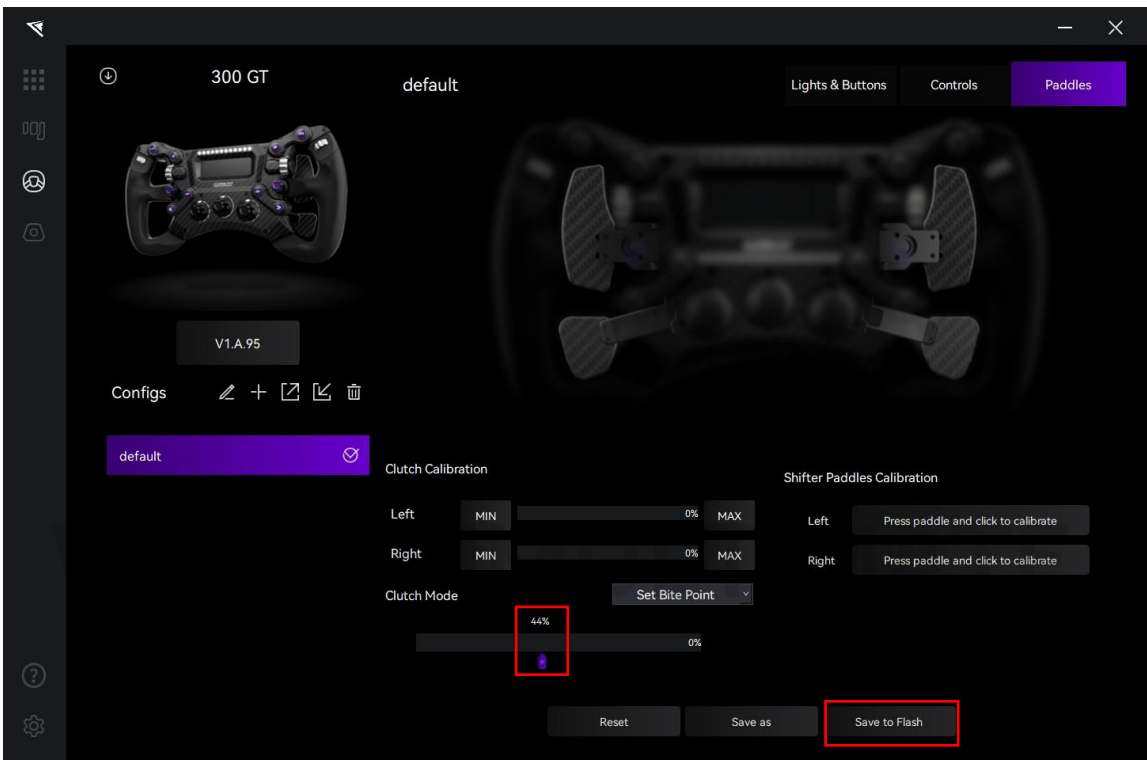


Clutch Bite Point Settings

Click to select the "Set Bite Point" clutch mode.



Drag the purple slider located below the "Clutch Mode" display section to adjust the bite point. (Note: Adjustments to the clutch bite point will only be visible after clicking "Save to Flash".)

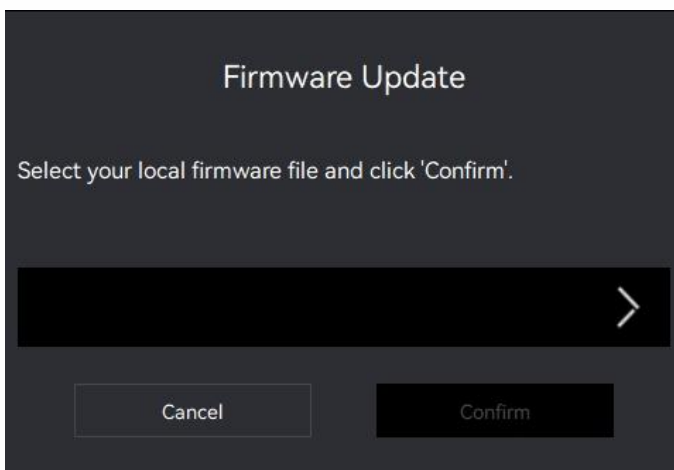
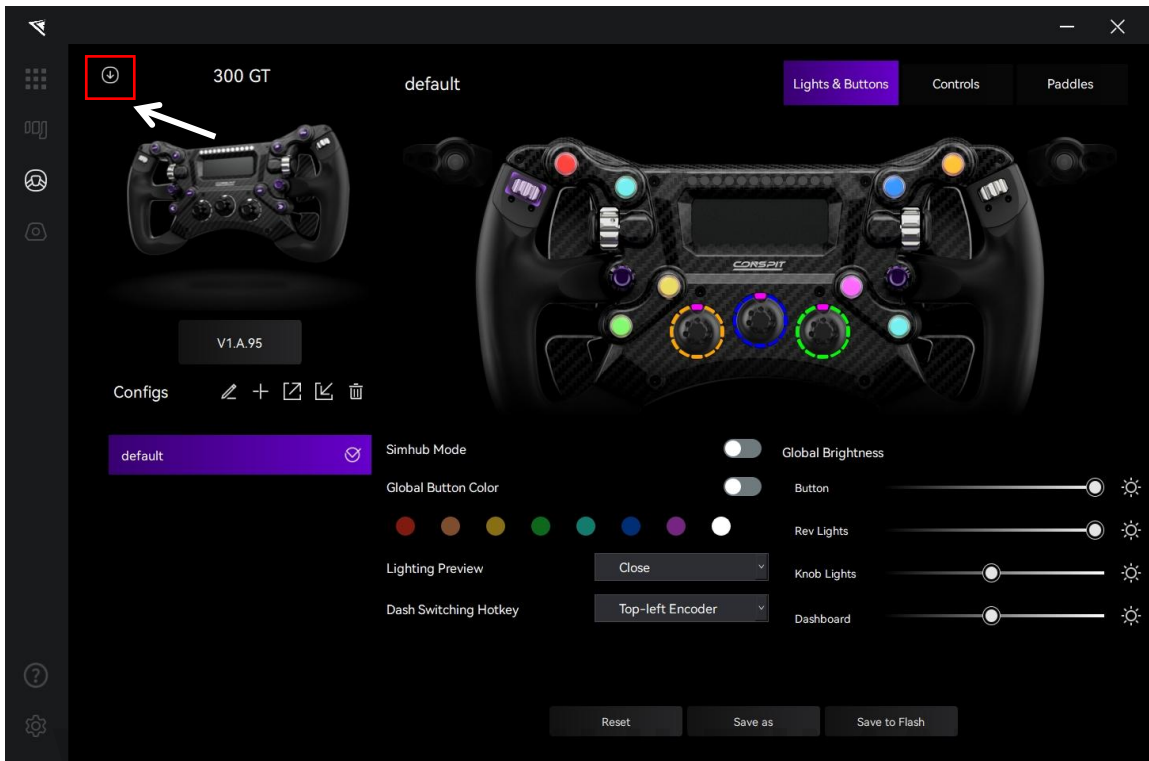




2.6 Firmware Update

Visit www.conspit.com to download the firmware for the corresponding product;

Enter the detailed settings pages and click the "↓" symbol in the top left corner to update.



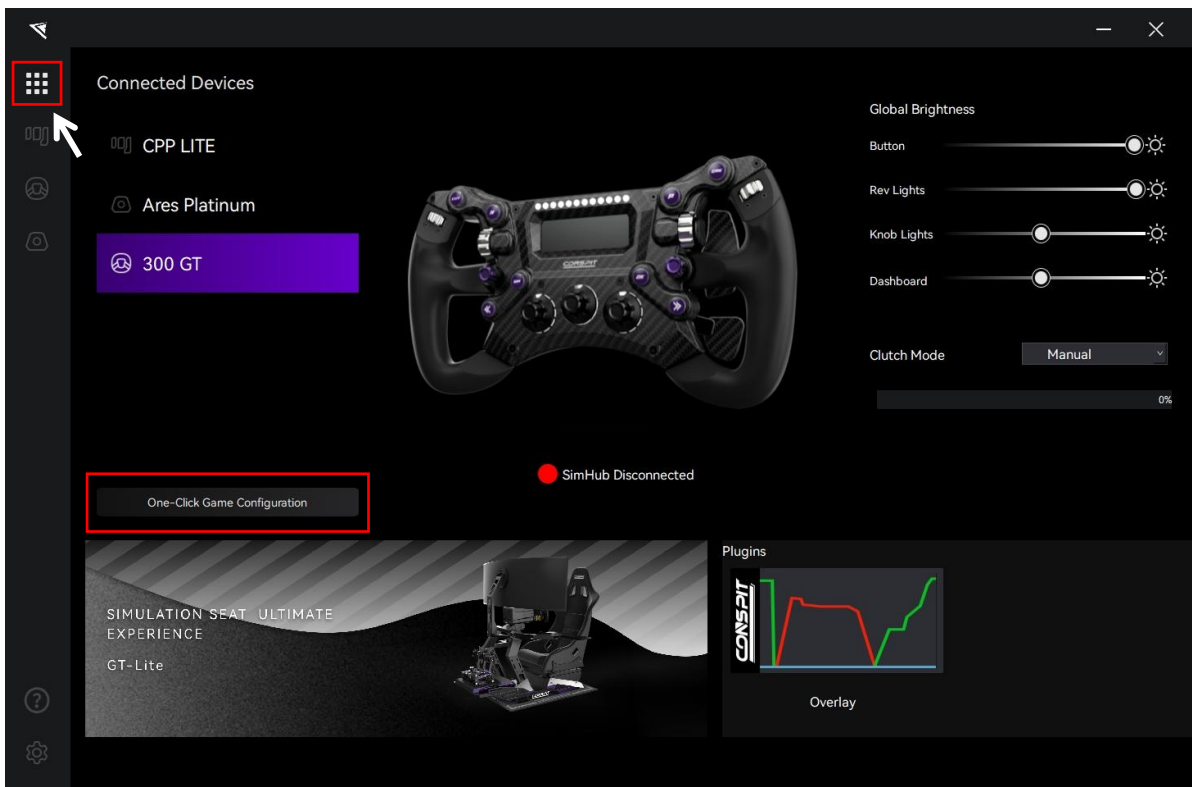
Click the ">" button on the right side of the pop-up window to select the firmware you have downloaded for the corresponding product; then click "Confirm" to update the firmware.

Note:

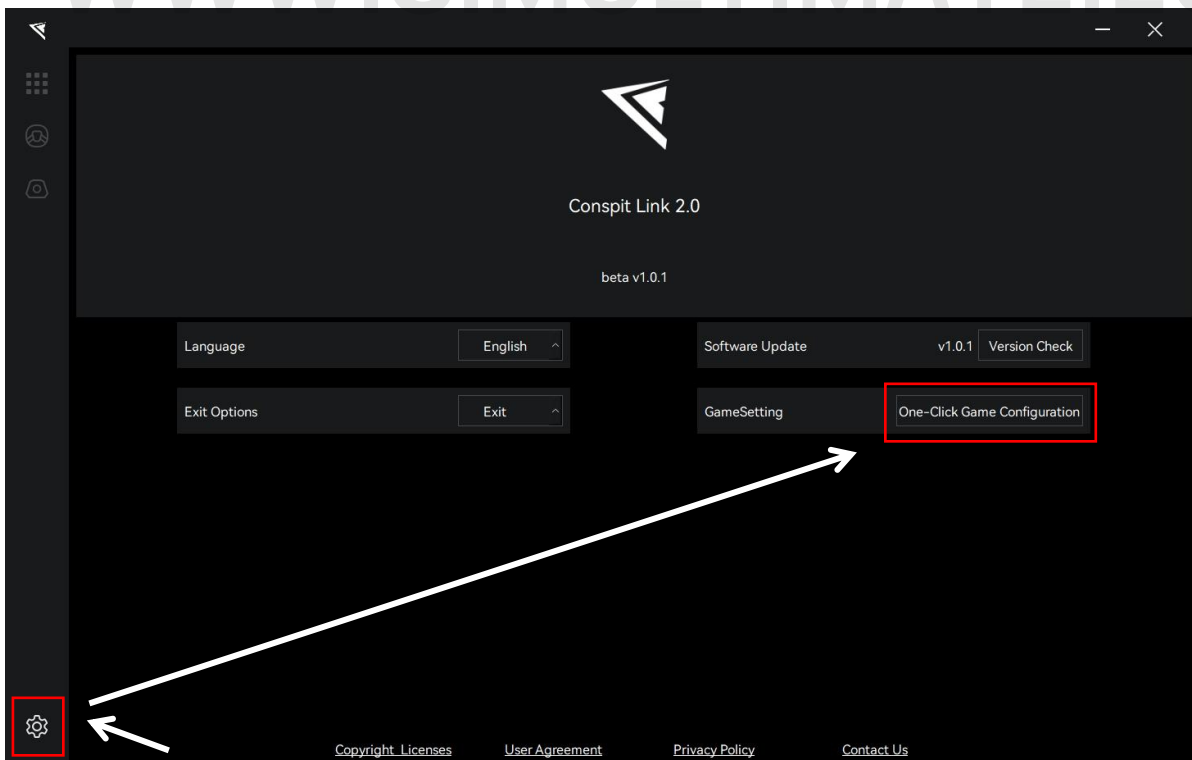
- 1) If the progress bar gets stuck, please unplug and replug the USB cable and try again.

2.7 One-Click Game Configuration

Enter Homepage, click on "One-Click Game Configuration" button to configure.



You can also click on the "Settings" icon in the bottom left corner to enter the driver settings interface, and click on "One-click Game Configuration" to configure.





3. Games' Telemetry List

Games	Settings
Assetto Corsa	No need to set up
Assetto Corsa Competizione	No need to set up
iRacing	No need to set up
F1 Series	Enter the game, modify the settings, enable UDP, set the port to 20777. Do not enable broadcast mode.
Automobilista 2	No need to set up
Race Room	No need to set up
rFactor 2	One-click configuration is required within Conspit Link 2.0, Enable telemetry plugin in the game settings.
Le Mans Ultimate	One-click configuration is required within Conspit Link 2.0
Dirt Rally 2.0	One-click configuration is required within Conspit Link 2.0
Forza Horizon 5	Enter the game, modify the settings, enable UDP, and set the port to 20777.

WWW.SIMULTIMATE.EU



4. Revision History

Date	Version	Release Notes
2025.04.23	V1.0	First release

5. Disclaimer and Copyright Notice

The information in this document, including the URL addresses provided for reference, is subject to change without notice.

This document may refer to third-party information, all of which is provided "as is" without any warranty of accuracy or authenticity from Conspit.

Conspit makes no warranties of any kind regarding the content of this document, including its merchantability, fitness for a particular purpose, or any other warranties mentioned in Conspit's proposals, specifications, or samples elsewhere.

Conspit does not guarantee that this document does not infringe upon third-party rights and shall not be held liable for any infringement of intellectual property rights arising from the use of the information contained in this document. This document does not grant any intellectual property licenses, either express or implied, by estoppel or otherwise.

All trademark names, trademarks, and registered trademarks mentioned in the document are the property of their respective owners and are hereby acknowledged.

© 2024 Ensu (Shanghai) Electronics Technology Co., Ltd. All rights reserved.

WWW.SIMULTIMATE.EU