SimHub Ultimate ETS2 Dashboard

by PLANET_XYZ ©2024

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2. Changelog

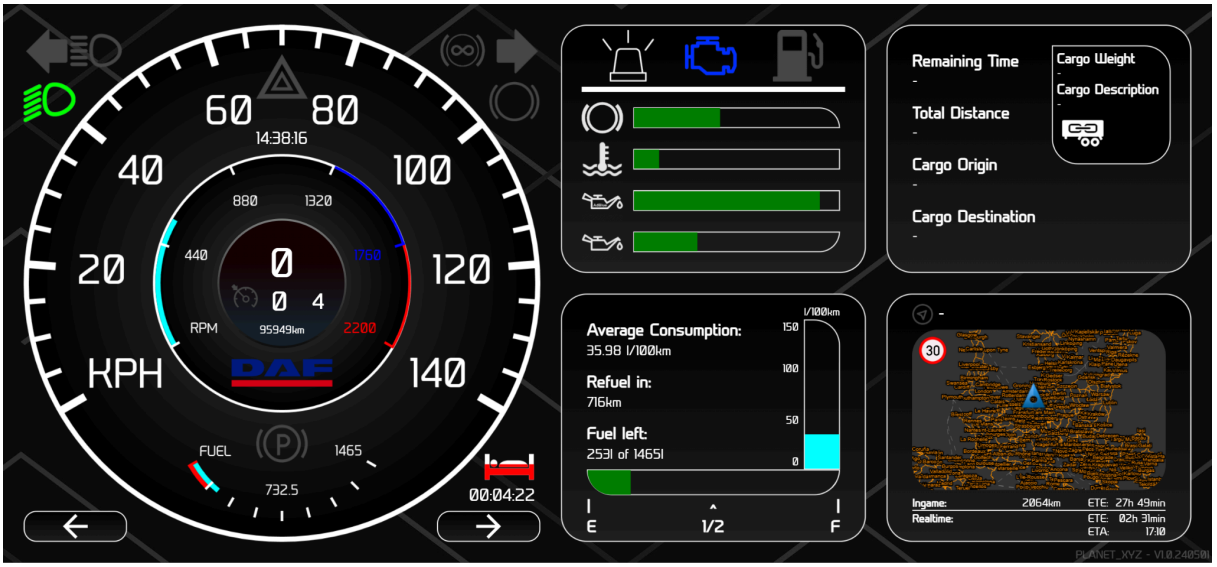
Date	Version	Details
30 Apr 2024	1.0	Creation
7 Dec 2024	1.1	Real time ETA / ETE Update

3. Introduction

3.1. About

This is a SimHub Dash Studio dashboard made explicitly for Euro Truck Simulator 2.

This documentation will tell you all about the functionalities of my “Ultimate ETS2 Dashboard”; first and foremost, this is a private project made public, I made and will be making this based on what I need, want or think is useful or just to play around with features. I am aware that it probably is pretty over engineered though. If you have any suggestions or wishes, feel free to let me know though, I don’t judge any ideas, I just won’t promise to implement them.
This dashboard is not built around realism necessarily, it is intended to look virtual and combine realistic information with extensive functionality.



3.2. Requirements

The dashboard resolution is based on a Google Pixel 5 (2340 x 1080) so it is usable on phone or tablet as well (it was designed for phone, I use it mainly on a Galaxy Tab A8) and SimHub V9 is required.

3.3. Redistribution

Redistribution of this dashboard is generally not allowed. For any requests, contact me at The Ultimate Dashboard: Help and Community or post on the SimHub forum: Ultimate ETS2 Dashboard V1.0

You can modify the dashboard for personal use, please do not modify and re-publish the dashboard.
Also, please refrain from re-uploading the dashboard anywhere else or under your name.

4. Installing the dashboard

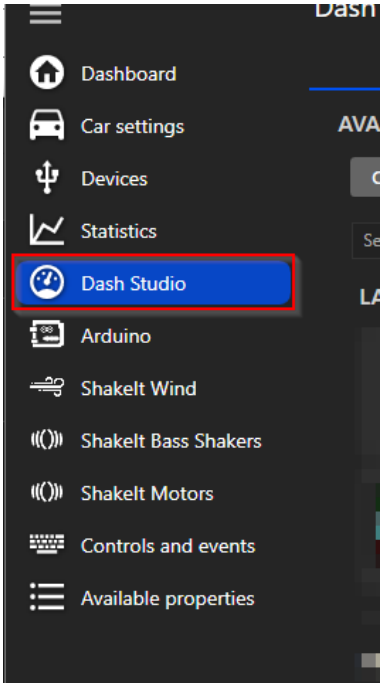
Download and install SimHub: [SimHub Download (Official Site)]

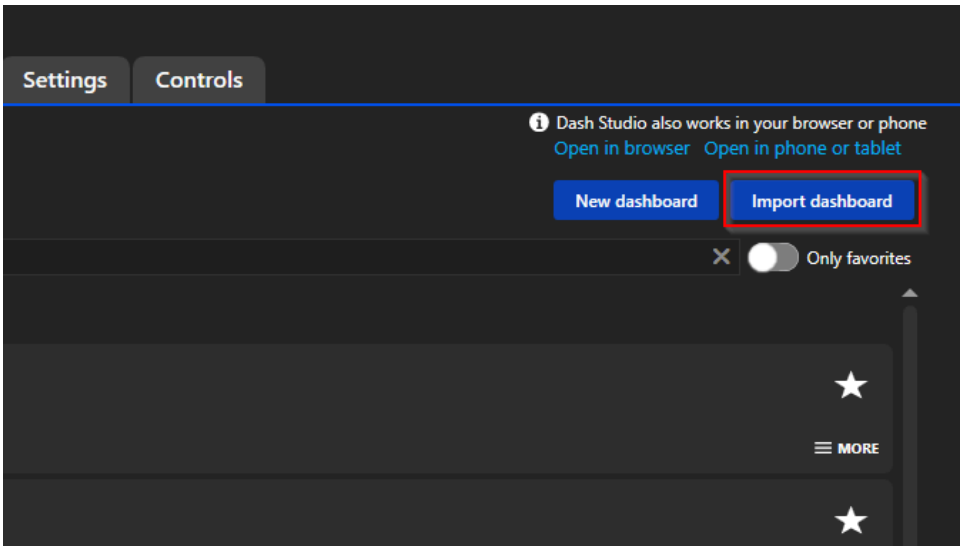
Download the files at Ultimate ETS2 Dashboard

Unzip the archive, install the font files by opening them and hitting “install”

Open Simhub, navigate to “Dash Studio” on the left menu

Import the Dashboard into Simhub:

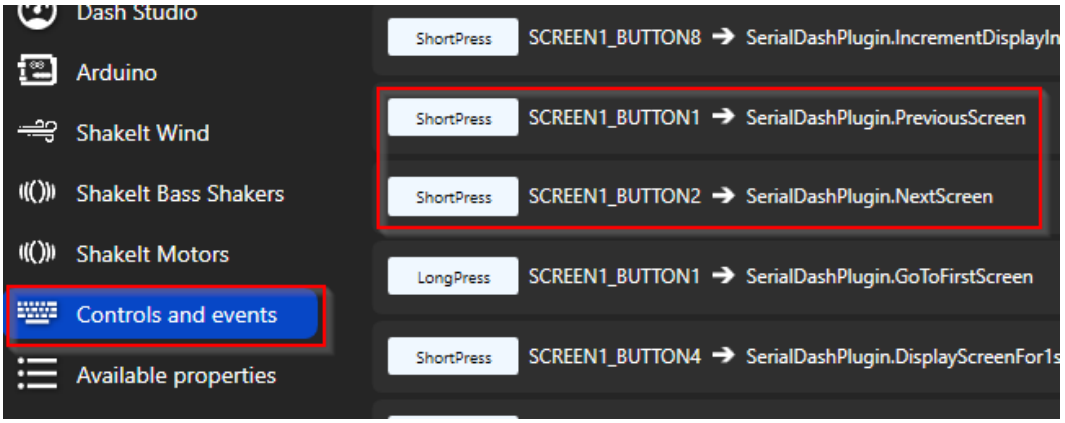




5. Setting up the dashboard

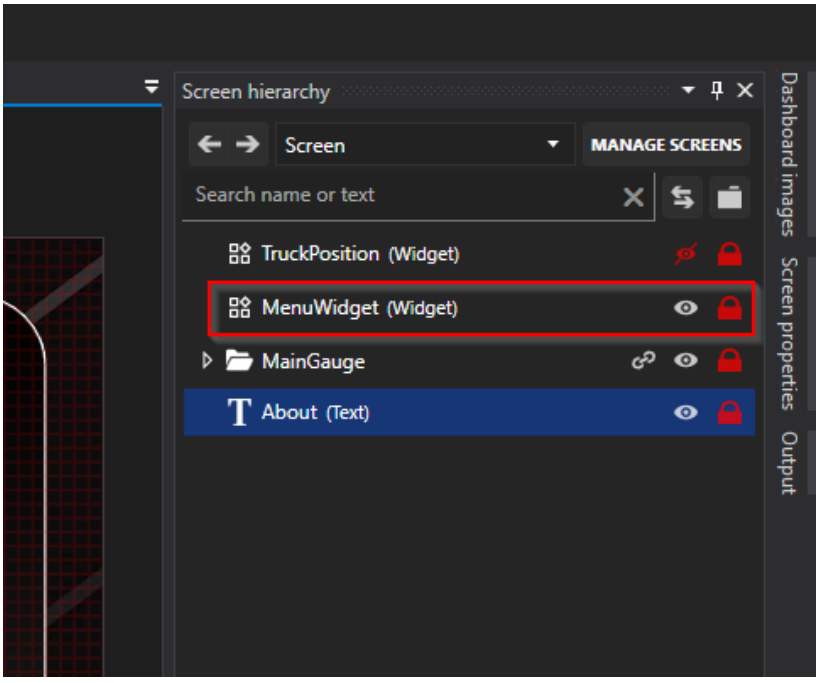
5.1. Mapping SimHub Controls for main menu

Under the “Controls and events” section you need to map the following two controls to control the main menu:

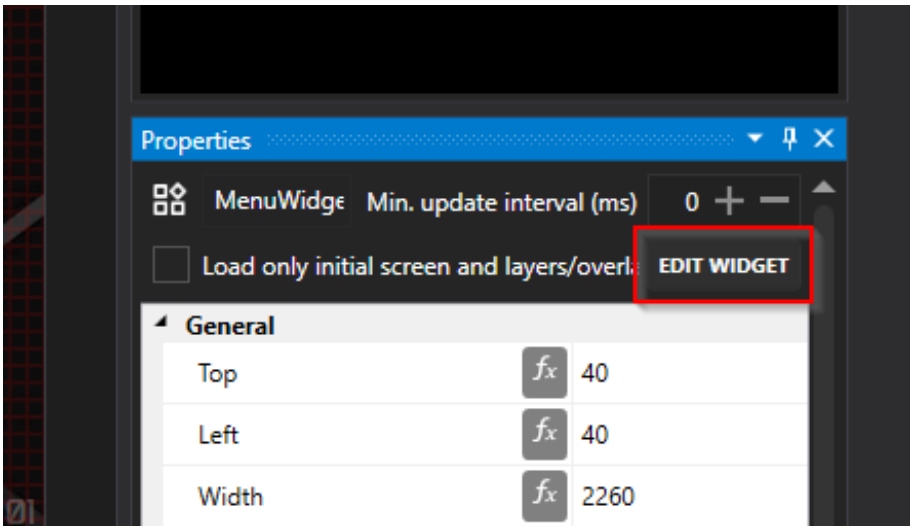


5.2. Advanced: Changing dashboard buttons to fit in-game keybinds

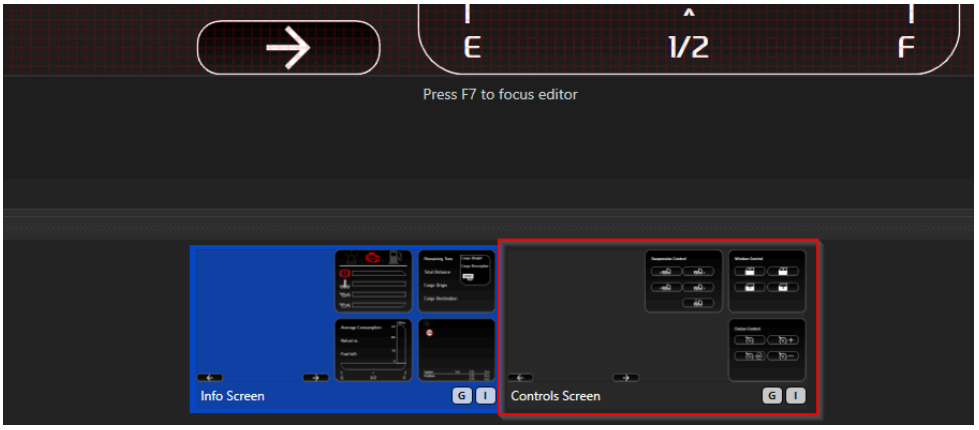
If you wanna keep your keybinds in ETS2, you have to go into the dashboard and change the SimulatedKey property for the buttons you want to change.
For this you have to open the widget “Menu” and then switch to the “Controls Screen” on the bottom where you can find all the layers. Unlock the needed ones, select the buttons and change said property to whatever you need/want it to be.
Do not change the MenuControl unless you know what you are doing!



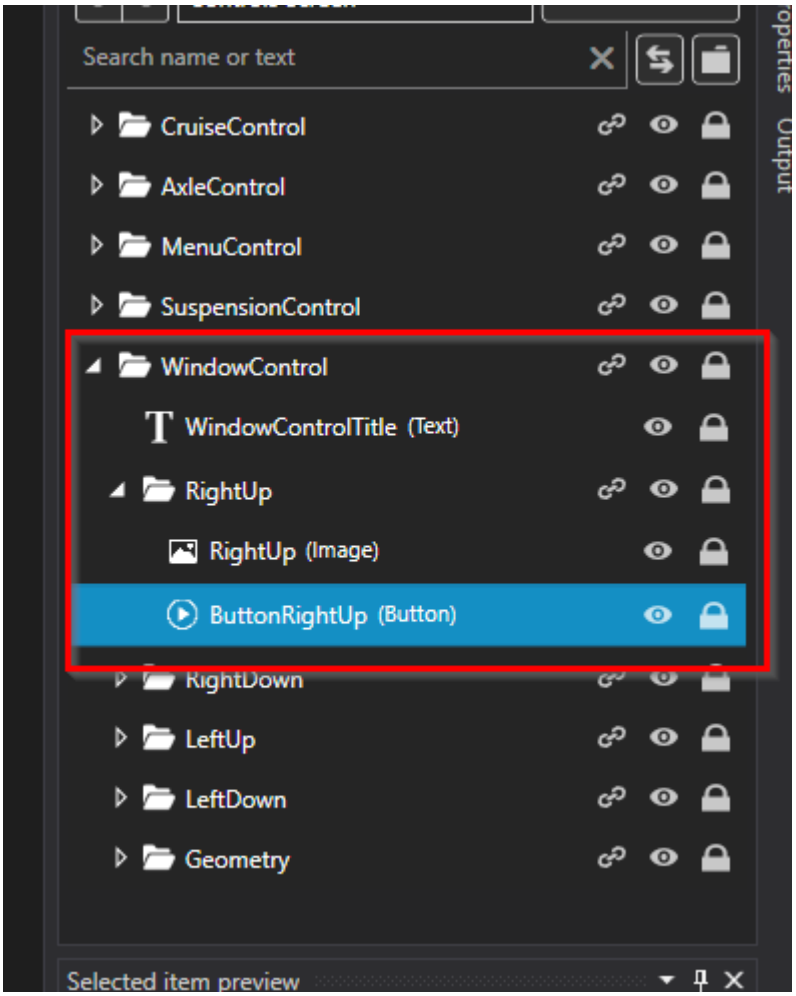
Find the MenuWidget (and unlock if needed)



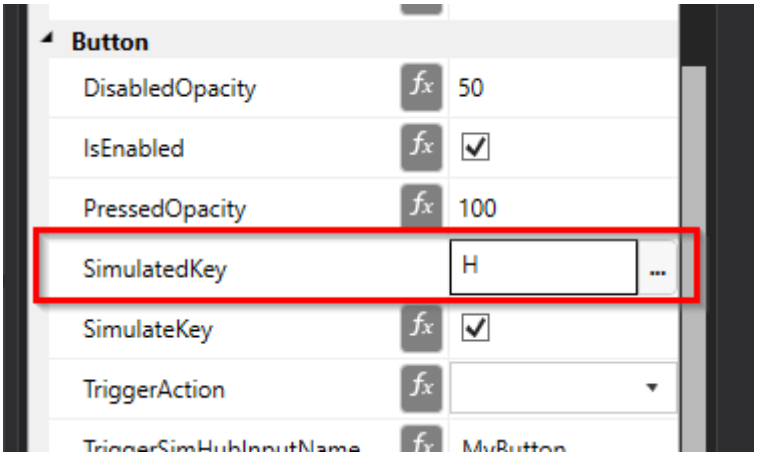
Edit the MenuWidget



At the bottom of the screen, choose “Controls Screen”



On the right of the screen, find the control you want to rebind



Rebind “SimulatedKey”

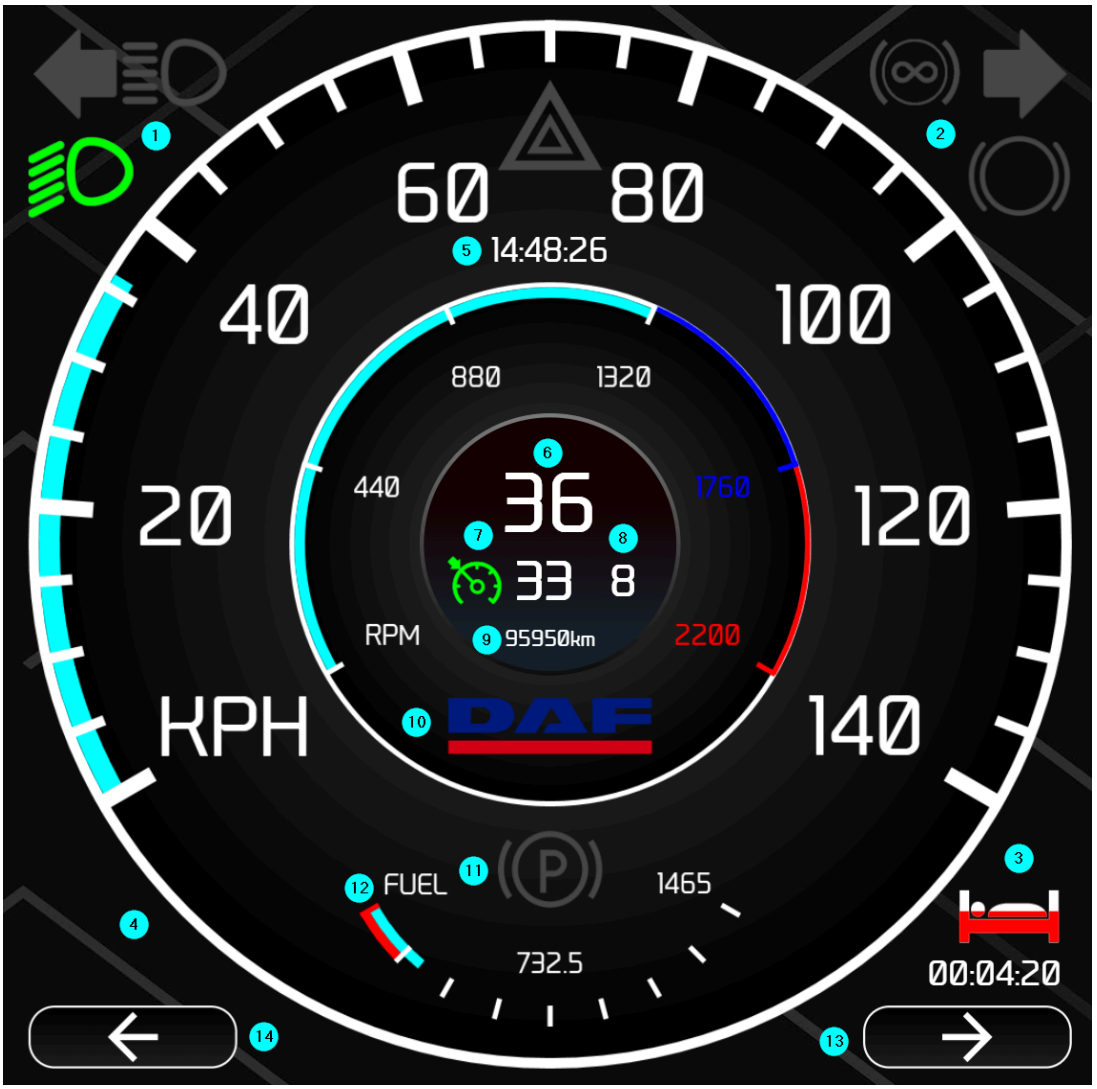
5.3. Setting in-game keybinds to fit dashboard

In the following section there is a table that shows all keybinds in-game you'd need to set in order to use the buttons on the dashboard as it came.

In-game description	**In-game keybind**
Trailer Attach/Detach	T
Cruise Control	C
Cruise Control Speed Increase	Page Up
Cruise Control Speed Decrease	Page Down
Cruise Control Resume	End
Open Left Window	B
Close Left Window	G
Open Right Window	N
Close Right Window	H
Front Suspension Up	Right
Front Suspension Down	Left
Rear Suspension Up	Up
Rear Suspension Down	Down
Suspension Reset	Home
Parking Brake	Space

6. Dashboard itself explained

6.1. Main gauge



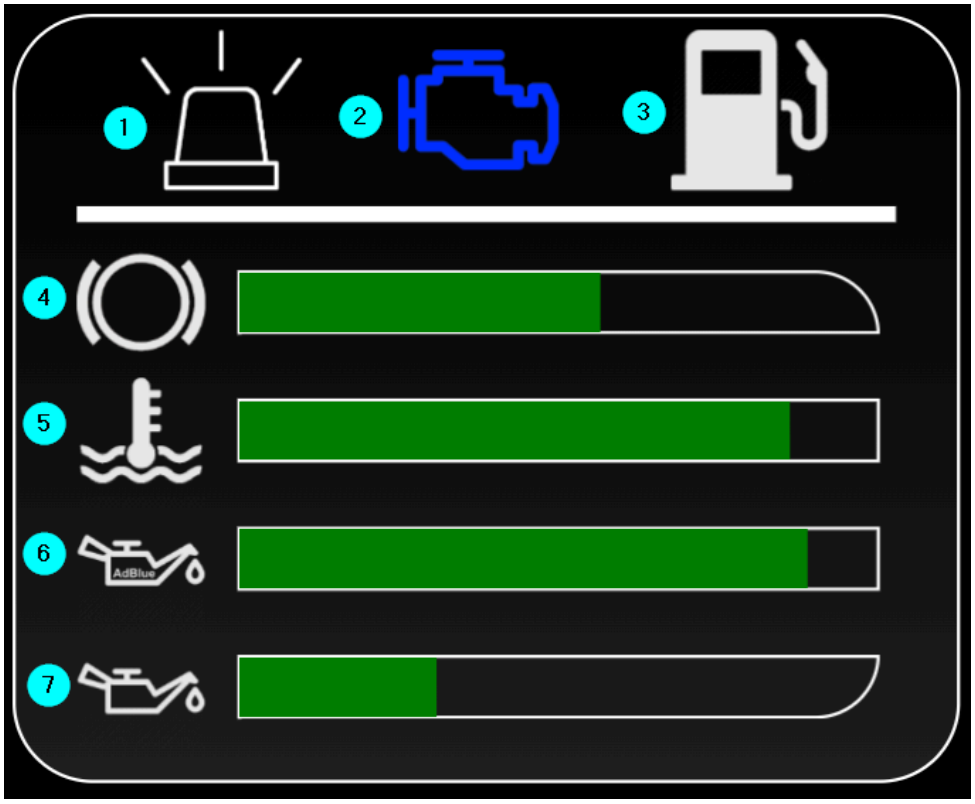
1 Left indicator and light settings (high beams, low beams and parking)
2 Right indicator and brake system indicators (Retarder and engine brake)
3 Rest indicator and time until you need to rest
4 Fine description and fine amount when a fine is received
5 Real time (and above the hazard warning)
6 Current speed in kph
7 Cruise control indicator and engaged speed next to it (also in kmh)
8 Current gear
9 Odometer
10 Current truck brand
11 Parking brake button (tap to engage/disengage parking brake)
12 Fuel level
13 Menu forwards
14 Menu backwards

6.2. Main menu

6.2.1. Info Screen

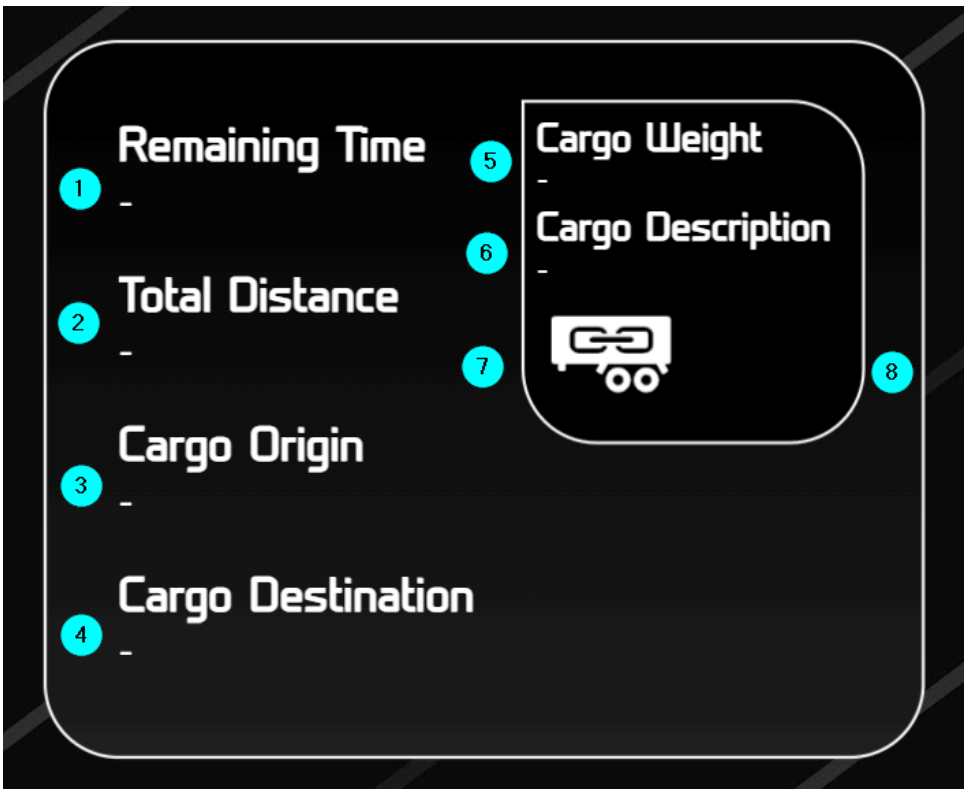
This is the first menu screen, it shows info about your current game state.

6.2.1.1. Truck Info



1 Beacon indicator
2 Engine indicator
3 Fuel indicator (mostly important for the warning icon)
4 Air brake pressure
5 Water temperature
6 Ad blue level
7 Oil pressure

6.2.1.2. Job / Cargo Info



1 Remaining delivery time
(this turns red if ETE > Cargo Info Remaining Time)
2 Total distance of job
3 Cargo origin
4 Cargo destination
5 Cargo weight in kg
6 Cargo description
7 Trailer coupled indicator + coupling button (tap to de-/couple)
8 Cargo damage indicator

6.2.1.3. Fuel Info



1 Average consumption (in x l/100km)

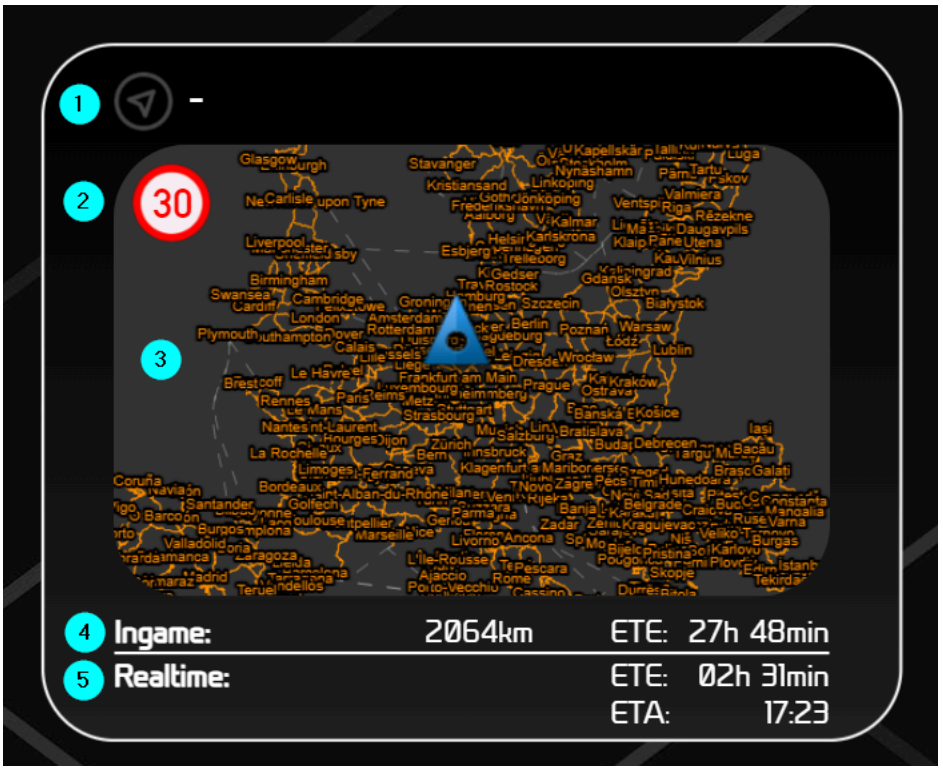
2 Distance until refuel needed (-50km imitating a reserve)

3 Fuel left

4 Fuel indicator bar

5 Average consumption bar

6.2.1.4. Navigation Info



1 Destination indicator (only active when job active)

2 Speed limit indicator in kph

3 In-game map (doesn't work with map mods as far as I know)

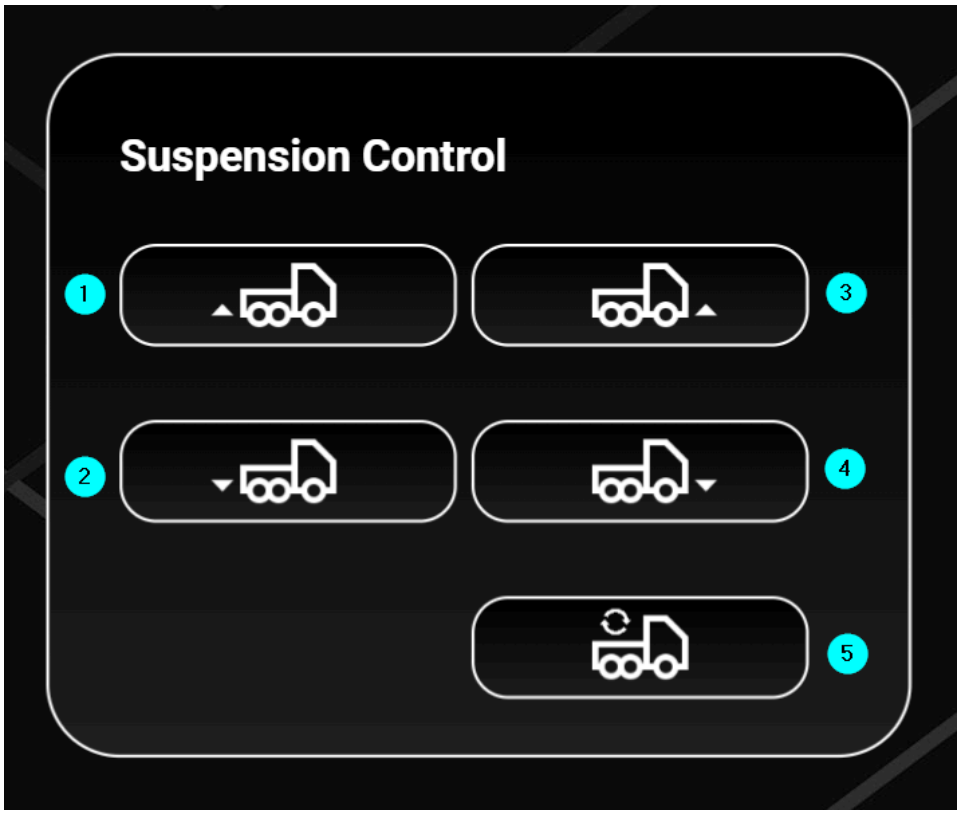
4 In-game distance to destination and estimated time enroute
(this turns red if ETE > Cargo Info Remaining Time)

5 Real-time estimated time enroute and estimated time of arrival
(Beta feature -> still in development, might be inaccurate, still tweaking the values)

6.2.2. Controls Screen

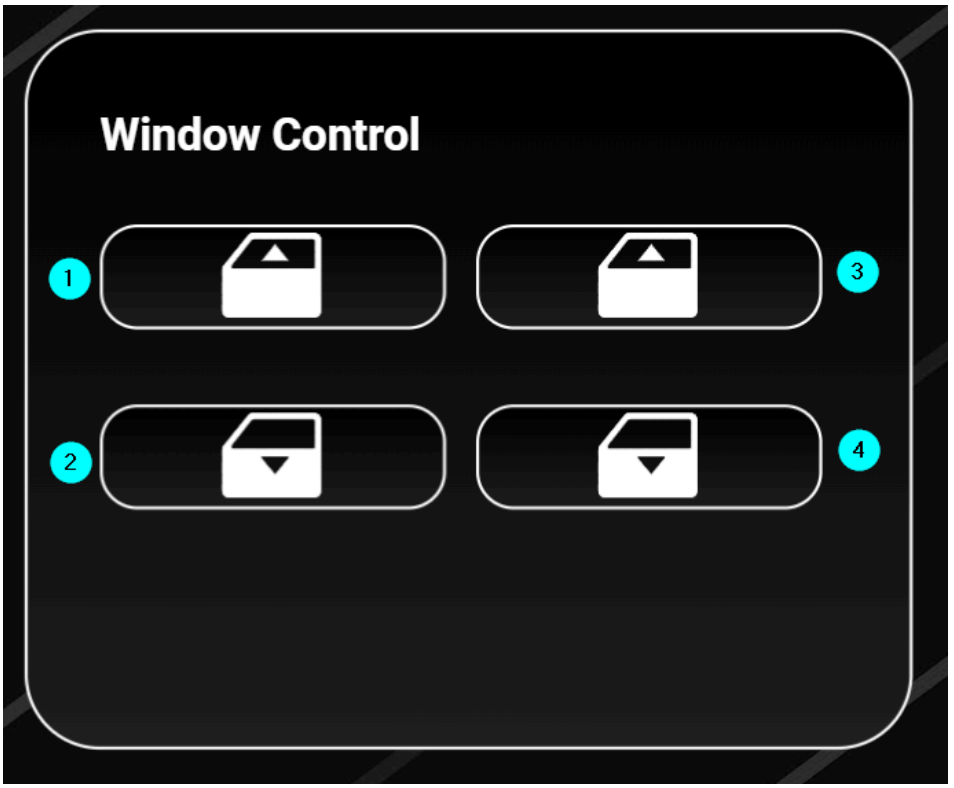
This screen shows the controls the dashboard simulates

6.2.2.1. Suspension Control



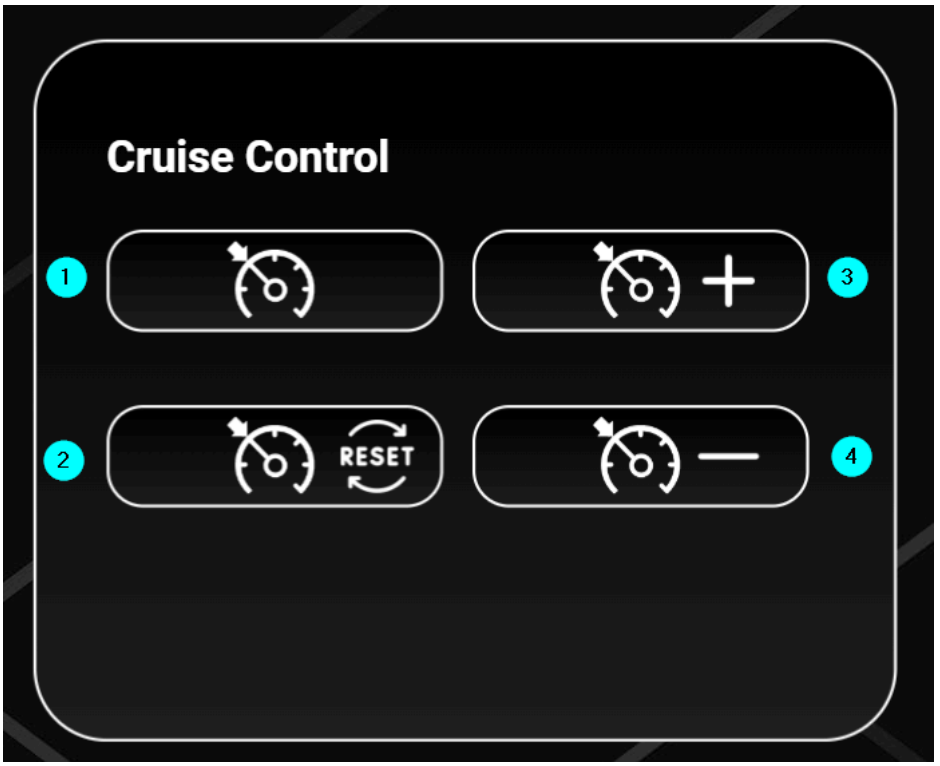
1 Raise rear suspension
2 Lower rear suspension
3 Raise front suspension
4 Lower front suspension
5 Reset front suspension

6.2.2.2. Window Control



1 Close left window
2 Open left window
3 Close right window
4 Open right window

6.2.2.3. Cruise Control



1 Engage Cruise Control (turns green when engaged)

2 Reset Cruise Control

3 Increase Cruise Control

4 Decrease Cruise Control

6.3. Orientation views

Views that show the truck in different orientations (with estimated values).
All of these also show if any tire is not touching the ground anymore and indicate which one. They also show lifted axles. All views dynamically change chassis even with mods (provided the mod chassis is properly set up to change chassis)
Reverse View: Shows steering
Pitch View: Shows pitch of the truck
Roll View: Shows roll of the truck

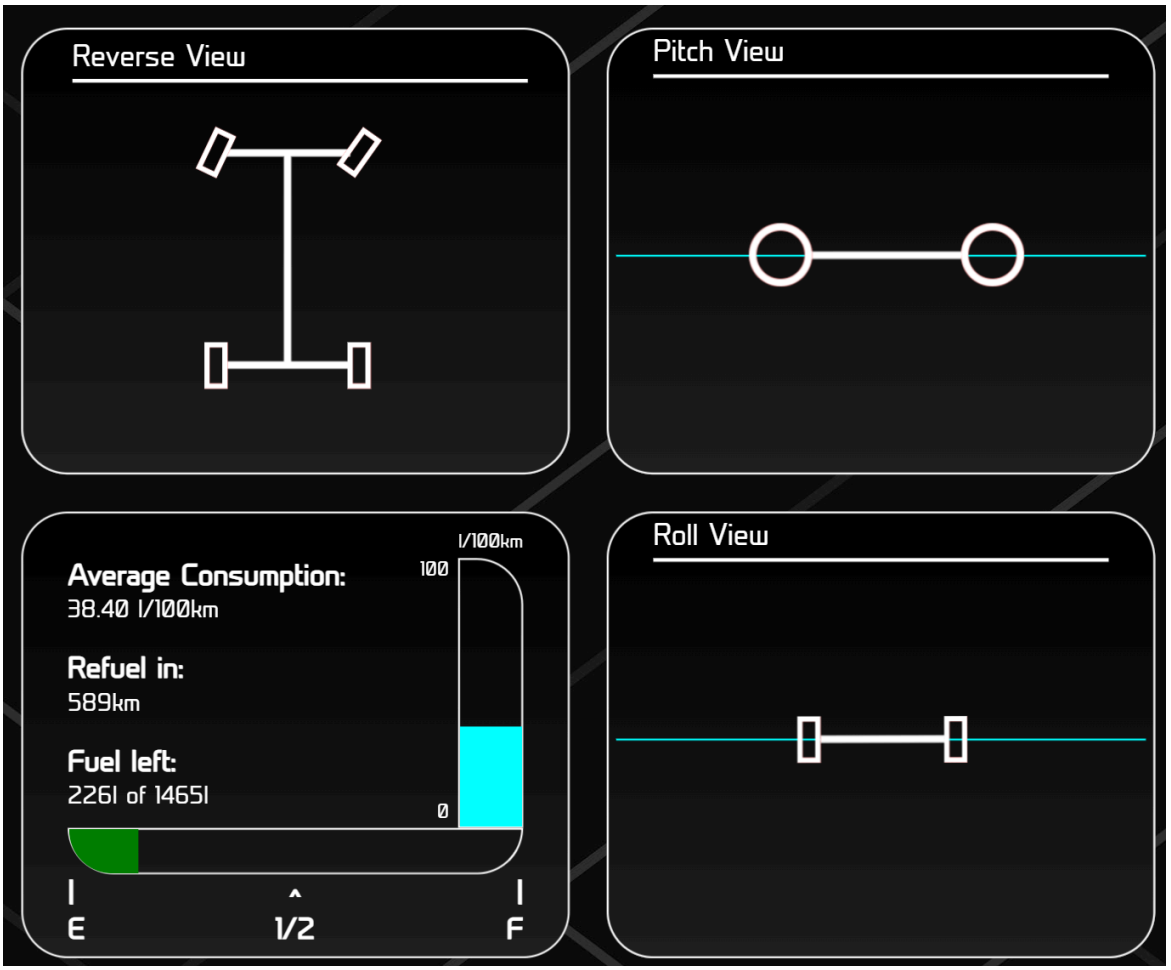
There are 4 different conditions to show the different view combinations:

1 Turning shows Roll, active when indicating any direction and under 60 kph
Intended to help avoiding rolling over while taking a turn

2 Reverse shows Reverse, active when reverse is engaged
Intended for visualising steering while reversing

3 Position shows Pitch and Roll, active when speed is under 10 kph
Intended to help while crawling for example on rough terrain

4 Combination shows all, active when speed under 10 kph and reverse engaged
Intended to help reversing on rough terrain



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