



Race Academy Guide

For plugin version 7.2.7 and above | Published 7 October 2026

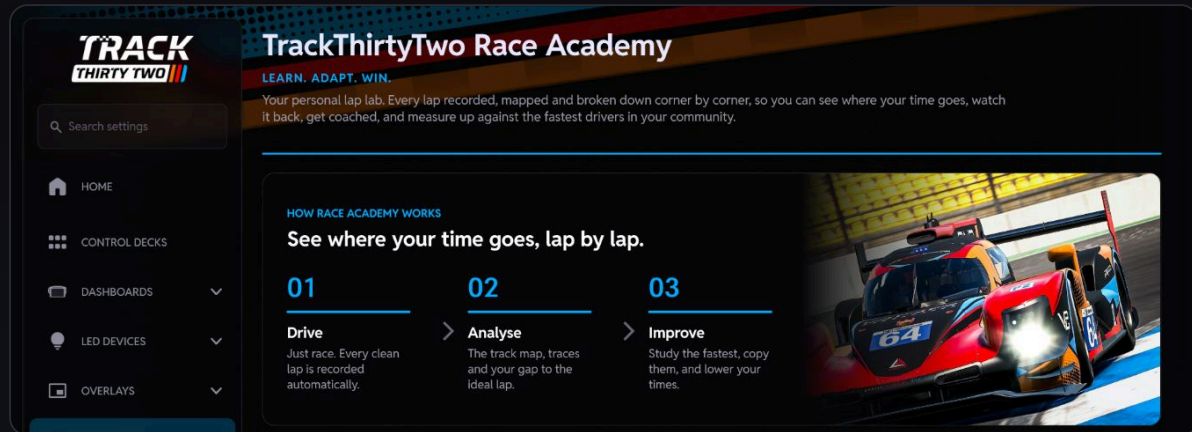
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I Summary

What Race Academy is	3	The traction circle	14
Before you start	4	Where the time goes	15
The five pages, and what each is for	5	Community Laps	16
Recording laps	6	Sharing, and what stays here	18
Session Laps	7	Every setting on the page	19
Theoretical best, and the gap to ideal	8	What goes with a shared lap	21
Lap Replay	9	Backing it up	24
Reading a replay	10	iRacing telemetry files	25
Coach	12	If something is not right	26
What Coach tells you	13	Questions and support	28

What Race Academy is

Nothing to install, no hardware involved, and nothing to configure. It works from the telemetry the plugin already reads, so it starts the next time you drive.



RACE ACADEMY. YOUR DRIVING CAREER, YOUR NEXT GOAL, AND THE SHAPE OF HOW YOU DRIVE

"Your personal lap lab. Every lap recorded, mapped and broken down corner by corner, so you can see where your time goes, watch it back, get coached, and measure up against the fastest drivers in your community."

Race Academy is the part of TrackThirtyTwo that is not about lights at all. It records what you drove, draws it, and then tells you in plain words where the time went and what to do differently.

I Before you start

Three things have to be true before anything on the next page will work. None of them takes more than a minute, and this guide assumes all three from here on.

1 SimHub, up to date

Everything TrackThirtyTwo does runs inside **SimHub**, the free app that reads your sim and talks to your hardware. If you have never installed it, get it from simhubdash.com first. TrackThirtyTwo uses new SimHub features as they land, so an old SimHub holds things back.

2 The TrackThirtyTwo plugin, installed and signed in

The **SimHub Plugin Installation Guide** covers both, start to finish. Signing in is what unlocks your products: there is no licence key and no code to type. The plugin's home page reads **Plugin Activated** in green when it has worked.

3 A membership that includes Race Academy

TEAM PRINCIPAL

Race Academy needs **Team Principal** or above. If the page is behind a padlock, that is what it is telling you. The status line at the top of the plugin's home page, beside the version, names the tier the plugin is currently unlocking against.

Where to find it

RACE ACADEMY in the rail down the left. It opens into five pages: **Session Laps**, **Lap Replay**, **Coach**, **Community Laps** and **Settings**.

There is no hardware step. Every other TrackThirtyTwo guide starts with adding a device in SimHub. This one does not: Race Academy reads the same telemetry the plugin is already reading for your lights, so if your sim is running, it is recording.

I The five pages, and what each is for

Race Academy is five pages, and they run in the order you would use them.

PAGE	WHAT IT IS FOR
Session Laps	Every lap of the session you just drove, with its conditions, its traces and its per corner times
Lap Replay	Watch a lap back on the track map, with speed, throttle, brake, steering and gear underneath
Coach	Where the time went and exactly how to find it, corner by corner, against a reference
Community Laps	The same tools pointed at another driver's shared lap
Settings	What is recorded, what is shared, how to back it up, and importing iRacing telemetry files

The home page itself

CARD	WHAT IT TELLS YOU
Your Driver Profile	Laps recorded, tracks driven, sims, time on track and lap personal bests
Your next goal	Your ideal lap for a combo, and how much is on the table against your best
Your driving profile	Consistency, full throttle, on the brakes, trail braking and smoothness, scored from your laps
Your recent laps	The last few, straight into Lap Replay
Community activity	What other drivers in your communities have been setting

"Not scored: just how you drive." The driving profile marks some of its axes that way on purpose. Full throttle percentage is a description of your style and the car, not a score to push to 100.

I Recording laps

"Just race. Every clean lap is recorded automatically." Recording is one switch, and it is already on.

1

Check recording is on

Record my laps on this PC, on the Race Academy **Settings** page. It is **on by default**: "Saves your laps locally so you can replay, compare and coach them. Off = nothing is recorded or written."

2

Drive

That is the whole of it. Laps are captured as you go, with the track, the car, the conditions and the setup the sim reported.

3

Open Session Laps

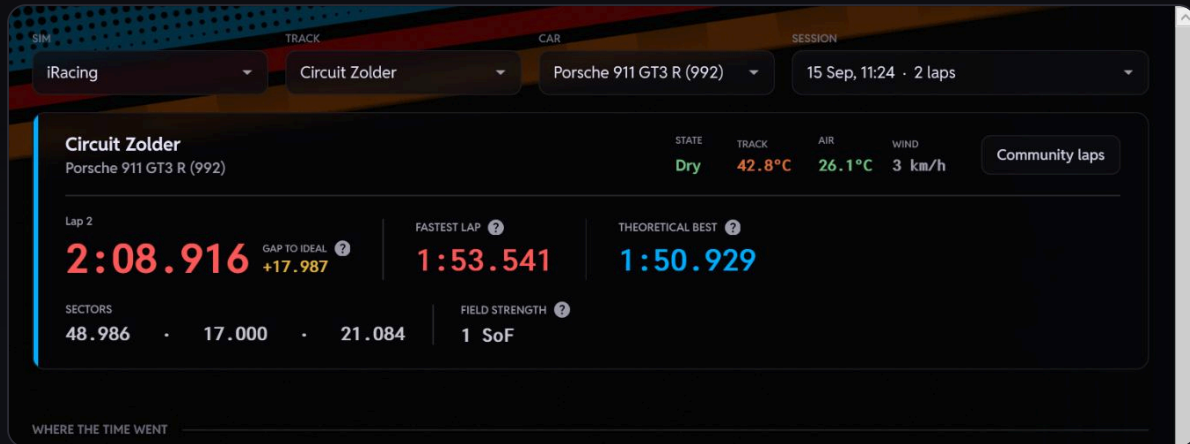
It lists what you drove. Pick one and it opens with its traces; from there you can send it to **Lap Replay** or to **Coach**.

"Every lap of the session, not only your fastest."

That matters more than it sounds. Your fastest lap tells you what you managed once; the spread across every lap tells you what you can repeat, and repeatability is what wins races. Race Academy is built around the spread rather than the single lap.

Session Laps

The page you open after a session. Everything you drove, in order, with the detail underneath.



RACE ACADEMY, SESSION LAPS. EVERY LAP OF THE SESSION, WITH THE TRACES FOR THE ONE YOU PICK

WHAT YOU GET PER LAP WHICH IS

Traces

Speed, throttle, brake and steering across the lap

Per corner times

Every corner in order, with what each cost you

Conditions

Track state, track temperature and air, as the sim reported them

Field strength

"So a time means something next to who you were racing"

Fuel and tyres

Used per lap, and temperatures, where the sim reports them

The setup

"The setup this lap was driven on, as the sim reported it"

Lap kind

Marks an out lap or in lap "so it reads as what it is instead of looking slow"

I Theoretical best, and the gap to ideal

Two numbers that look similar and mean different things.

Two numbers on Session Laps are worth understanding properly, because they are the ones that tell you what is actually available to you.

Theoretical best

"Your best sector times from this session added together, so a lap you have not actually driven yet. Anchored to your fastest valid lap, and any sector that comes in under half that reference is thrown out as bad data rather than treated as a faster line."

Gap to ideal

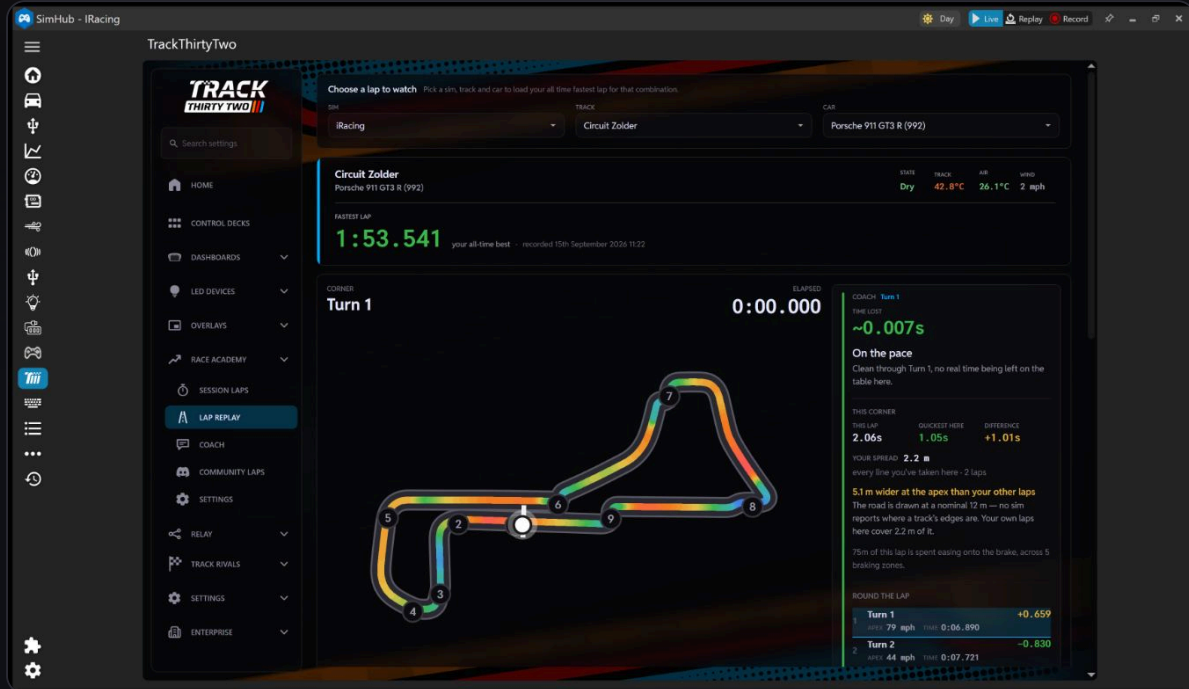
"How far this lap sits from that theoretical best. It is the time still on the table if you strung your own best sectors together."

This is your own driving, not somebody else's. The gap to ideal is not a target set by a faster driver. It is time you have already proved you can find, in pieces, on this track in this car. That makes it the most realistic target on the page.

One lap is not enough for this. "Drive another lap on this combo to unlock fastest lap and theoretical best comparison." A single lap has nothing to be compared against.

Lap Replay

Watching a lap back is the fastest way to understand a number you do not believe.



RACE ACADEMY, LAP REPLAY. YOUR LINE ON THE CIRCUIT, AND EVERY CHANNEL UNDERNEATH IT

"Speed, throttle, brake, steering and gear across the lap. The white line tracks where the car is as it plays back."

Pick a sim, track and car and it loads your all time fastest lap for that combination, or send a specific lap here from Session Laps. Press play and the car runs the lap while the channels scroll underneath. **Scroll to zoom, drag to pan** on the map, and **Channels** chooses which traces are drawn.

Reading a replay

Lap Replay is where Race Academy earns its place.

Choose a lap to watch

Pick a sim, track and car to load your all time fastest lap for that combination.

SIM

TRACK

CAR

iRacing

Circuit Zolder

Porsche 911 GT3 R (992)

Circuit Zolder

Porsche 911 GT3 R (992)

STATE

TRACK

AIR

WIND

Dry

42.8°C

26.1°C

3 km/h

FASTEST LAP

1:53.541

your all-time best · recorded 15th September 2026 11:22

CORNER

Turn 1

ELAPSED

0:00.000

COACH Turn 1

TIME LOST

~0.007s

On the pace

Clean through Turn 1, no real time being left on the table here.

RACE ACADEMY, LAP REPLAY. THE CHANNELS UNDER THE MAP, AND THE PLAYHEAD THAT TRACKS THE CAR

The track

Your line is drawn on the circuit and coloured by how the lap went through each part. The corners are numbered, and the playhead moves with the lap. The map draws itself from your first recorded lap on that track, so a brand new circuit fills in as you drive it.

The spread band

The band is your own lines, not the track edges. The panel says so itself: it is the spread of your own laps, and no sim reports where a track's edges are. A wide band at one corner means you have not settled on a line there yet, which is a finding in its own right.

Round the lap

Underneath, every corner in order with the time you gained or lost at each. It is the fastest way to find the two corners worth practising, rather than driving the whole lap again and hoping.

I Reading a replay (continued)

Steering and tyre traces depend on the build a lap was recorded with and on what the sim exposes. Where one is missing the page says so in words ("Laps captured with the latest update will show it here") rather than drawing a flat line.

Coach

Coach is the page that tells you what to do, in sentences, rather than leaving you to read a graph.

Coach

Where the time is going on your lap, and exactly how to find it. Corner by corner, what the reference does differently, and the gain on offer.

Choose a session to coach Pick a sim, track and car to coach your fastest lap for that combination.

SIM

TRACK

CAR

iRacing

Circuit Zolder

Porsche 911 GT3 R (992)

Circuit Zolder
Porsche 911 GT3 R (992)

	STATE	TRACK	AIR	WIND
YOUR LAP	Dry	42.8°C	26.1°C	3 km/h

THIS SESSION

2 clean laps

SESSION BEST

1:53.541

VS IDEAL

+2.6'

POTENTIAL GAIN ?

~2.500s

Lap 2

No faster lap to compare against yet. This is a rough estimate of where your own technique is leaving time. Tidy these up to find 2.500s.

Drive 3+ clean laps to unlock your focus corner for next sess

AGAINST Your best lap

RACE ACADEMY, COACH. YOUR LAP AGAINST A REFERENCE, WITH THE TRACTION CIRCLE AND THE LOSSES RANKED

"Where the time is going on your lap, and exactly how to find it. Corner by corner, what the reference does differently, and the gain on offer."

Pick a sim, track and car and Coach takes your fastest lap for that combination. Then it picks a **reference** (your own best, or the community best where you have one) and works out the difference.

I What Coach tells you

Seven readings across the top, and two of them have a formula behind them worth knowing.

READING	WHAT IT MEANS
This session	How many clean laps it has to work with
Session best	"The quickest single lap you actually completed in this session"
Vs ideal	How far that sits from your own theoretical best. <i>on ideal</i> means there is nothing left in the sectors
Consistency	How repeatable your clean laps are, scored out of 100. Needs at least three
Potential gain	The time on offer against the reference, with a sentence saying whose lap it is
Peak load	The hardest combined cornering and braking load you reached. Full scale is 3g
Grip usage	How much of the available grip the lap actually used

The consistency score is defined, not vibes. "Roughly, holding every lap within a tenth of a percent of each other scores near 100, one percent scores about 50, and two percent or worse scores zero." Three clean laps minimum.

Against lets you choose the reference: your own best lap, or a community best where a driver in your community has driven the same combination. Coaching against somebody quicker gives you a bigger number and a harder target.

I The traction circle

A shape rather than a number, and it is the clearest picture of how you drive that TrackThirtyTwo produces.

"Each point is how hard the tyres were working. Up is on the power, down is braking, out to the sides is cornering. The further the line reaches, the more grip you're using, so a big round shape means you're using the whole tyre."

THE SHAPE	WHAT IT IS TELLING YOU
A big, round shape	You are using the whole tyre, in every direction
Reaching into the bottom corners	Braking and turning at once, which is trail braking
Empty diagonals	"You brake in a straight line then turn, leaving time on the table on entry"
A small shape overall	The car has more grip than you are asking of it

This is the one panel that shows technique rather than time. Two drivers can set the same lap time with completely different traction circles, and the one with the empty diagonals has more left to find.

The g capture is newer than some recorded laps, so an older lap will not carry it: "Your grip envelope draws here from laps recorded with this build."

I Where the time goes

This is the page's whole point: a list of things to do differently, in the order they are worth doing.

Underneath the traction circle, Coach ranks your losses. Not a graph: a list, worst first, each one naming the corner, the symptom and the fix, with the time it cost.

"Brake later — Turn 8. You hit the brakes about 28m earlier than the reference into Turn 8. Trust the grip, brake deeper and trail off to the apex. Time lost +1.567s."

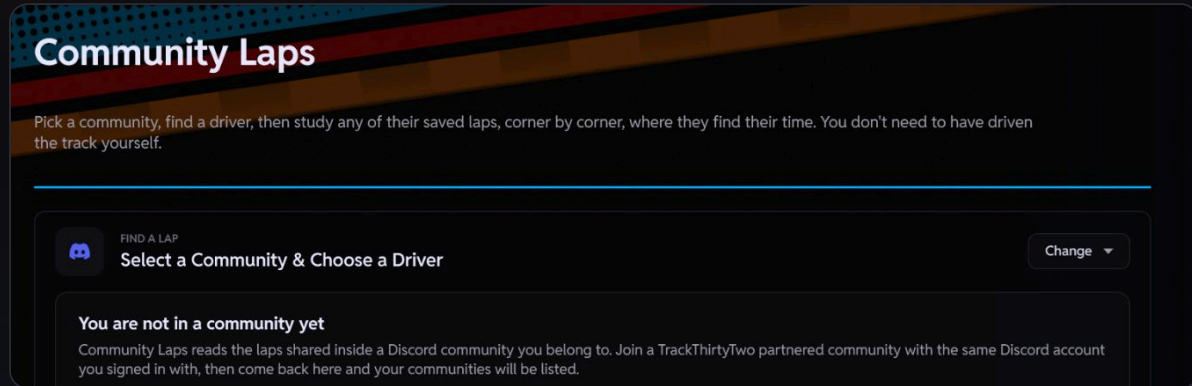
PANEL	WHAT IT HOLDS
Where the time goes	Your biggest losses, corner by corner, ranked, with what to change
Where you vary most	"Your lap to lap spread at each corner, worst first"
What your data suggests	"Measured symptoms and the setup levers that commonly help"

The spread list and the loss list answer different questions. "A big number means that corner is where you are losing repeatability, not necessarily where you are slowest." A corner you are slow at every lap is a technique problem; a corner you are different at every lap is a confidence problem.

Setup advice is offered as advice. The plugin labels it: "Guidance, not a guaranteed fix." If nothing stands out, it says that too rather than inventing a fault.

Community Laps

The same tools, pointed at somebody quicker than you.



RACE ACADEMY, COMMUNITY LAPS. PICK A COMMUNITY, FIND A DRIVER, STUDY THEIR LAP

"Pick a community, find a driver, then study any of their saved laps, corner by corner, where they find their time. You don't need to have driven the track yourself."

1 Join a community in Discord

"Join a TrackThirtyTwo partnered community with the same Discord account you signed in with, then come back here and your communities will be listed." Linking Discord is done on the TrackThirtyTwo website.

2 Search a driver

Then narrow by sim, track and car. Every filter has its own clear button, and **Reset all filters** puts them all back.

3 Study their lap

Their throttle and braking, cornering speed and sector times, with **DELTA · THEIR LAP vs YOUR BEST** across the top so you can see where the difference actually is.

Community Laps (continued)

You do not need to own the track. Community Laps works on combinations you have never driven, which makes it useful for preparing for a race rather than only for reviewing one.

Sharing, and what stays here

The page worth reading before you turn anything on.

Race Academy Settings

What Race Academy shares online, and what it keeps on this PC.

SHARED DATA: YOUR COMMUNITY LAPS

Share my laps online

Off by default. Shares your laps with your communities so they can load them and study where you find your time. Turning it off hides your shared laps and stops new ones going up. They stay stored until you remove them below.

WHAT GOES WITH A SHARED LAP

Your lap trace, your sector splits and the conditions it was set in.

The car setup the sim reported for that lap, so other drivers can see what you ran. This one you can switch off below.

Tyre pressures, temperatures and wear, and your driver aid settings.

Every lap of the session, not only your fastest.

✓

OFF ON

Include my car setup

On by default. Turn it off and other drivers stop seeing your setup: they still get your trace, your splits, your conditions and your tyre data, but not what you ran. This covers laps you have already shared as well as new ones. Your own laps keep their setup, so a restore on a new PC still brings it back.

✓

OFF ON

RACE ACADEMY, SETTINGS. LOCAL DATA AT THE TOP, SHARED DATA UNDERNEATH

"What Race Academy shares online, and what it keeps on this PC."

The page is split in two on purpose: **LOCAL DATA: STORED ON THIS PC** first, then **SHARED DATA: YOUR COMMUNITY LAPS**. Recording and sharing are separate choices, and so is whether your setup goes with a shared lap.

I Every setting on the page

Eleven settings, in two cards. The ones marked *Permanent*. *This cannot be undone* reach your other PCs as well as this one.

LOCAL DATA	WHAT IT DOES
Record my laps on this PC	On by default. Off = nothing is recorded or written
Back up your laps to a file	An offline copy on this PC you can restore any time
Record iRacing telemetry files	Switches on iRacing's own telemetry recording for you, which is where the racing line comes from
Inspect an iRacing telemetry file	Opens one file and reports what it can read out of it. "Nothing is imported and nothing is changed"
Import iRacing telemetry files	Turns those files into Race Academy sessions. Imported laps stay on this PC
Reset Race Academy data	The full wipe: every recorded lap here, and your laps in the cloud, so they leave the community boards and your other PCs
SHARED DATA	WHAT IT DOES
Share my laps online	Off by default. "Shares your laps with your communities so they can load them and study where you find your time"
Include my car setup	On by default. Covers the car setup and nothing else. Greyed out until Share my laps online is on
How you appear on lap boards	"Choose how your name is shown to other drivers when they study your shared laps." Four choices, overleaf
Restore my laps from the cloud	Pull your shared laps back after a clean install or on a new PC
Remove my shared laps	Take them off the community boards. Your local laps and account are untouched

I Every setting on the page (continued)

Include my car setup is a separate choice, and it is retrospective. "Turn it off and other drivers stop seeing your setup: they still get your trace, your splits, your conditions and your tyre data, but not what you ran. This covers laps you have already shared as well as new ones. Your own laps keep their setup."

I What goes with a shared lap

With sharing off, none of this leaves the PC. This page is what the switch actually does once it is on.

Directly beneath the **Share my laps online** switch, the plugin prints the list in full, headed **WHAT GOES WITH A SHARED LAP**. Four lines, and they are the whole of it. Read them before you turn the switch on.

THE LINE ON THE PAGE

"Your lap trace, your sector splits and the conditions it was set in."

"The car setup the sim reported for that lap, so other drivers can see what you ran. This one you can switch off below."

"Tyre pressures, temperatures and wear, and your driver aid settings."

! What goes with a shared lap (continued)

THE LINE ON THE PAGE

WHAT THAT MEANS

"Every lap of the session, not only your fastest."

Sharing shares the session, not one hot lap

How you appear on lap boards

The dropdown under that heading shows each choice with your own name already written into it, so you can see what another driver would read before you pick. It starts on the first one.

I What goes with a shared lap (continued)

CHOICE	WHAT ANOTHER DRIVER READS
First name + last initial	The default, and the least identifying of the four
First initial + last name	The other way round
First and last name	Both names in full
Discord username	Your Discord username. It reads <i>not linked</i> until Discord is linked to your TrackThirtyTwo account

This is one setting shared with Track Rivals. The same choice sits on the Track Rivals settings page, and changing it in either place changes both, so you carry one name across both features. It is sent to the server and applied there rather than written into each lap.

I Backing it up

Two routes, and they cover different things. Worth two minutes now rather than a bad afternoon later.

Your recorded laps are not covered by Cloud Backup. Cloud Backup saves your TrackThirtyTwo *settings*; laps are recorded data, and they have their own route home.

ROUTE	WHAT IT COVERS	WHEN TO USE IT
Back up your laps to a file	Every lap on this PC, shared or not	Before a rebuild, or if you never share
Restore my laps from the cloud	Your <i>shared</i> laps only	A new PC, or a clean install

If you have never shared a lap, there is nothing in the cloud to restore. That is the case the file backup exists for. It costs nothing and it is the only copy that does not depend on sharing being on.

Reset Race Academy data reaches further than this PC. It deletes your laps from the cloud too, "so they also leave the community boards and your other PCs". Signed out, only this PC is cleared.

I iRacing telemetry files

Optional, iRacing only, and the difference between a lap you can read and a lap you can see driven.

One card on the Settings page applies to iRacing and nothing else, and it is the one that makes a racing line possible. If you drive anything other than iRacing, skip this page.

"iRacing can write a telemetry file for every session you drive, and those files carry things SimHub is never told: where the car actually is on the road, which is what the racing line is drawn from. This switches that on in the iRacing settings for you."

1 Close iRacing, then turn on Record iRacing telemetry files

It is in the **LOCAL DATA: STORED ON THIS PC** card on the Race Academy **Settings** page. Closing iRacing first is not optional: "Close iRacing before you do, or it writes its settings back over the change when it quits." The line under the switch tells you what was found, and **Check again** looks once more.

2 Drive, or record a session by hand

"iRacing does not write these files unless you ask it to. Sit in the car, press Alt and L together to start recording, and press them again to stop."

3 Inspect one, then import

Inspect a telemetry file is the safe first move. It reads a single file and reports the track, the car and every complete lap with its time, and "Nothing is imported and nothing is changed." When you are happy, **Import telemetry files** takes as many as you like and turns them into Race Academy sessions, including sessions you drove before the plugin was installed.

Imported laps stay on this PC. They "are never uploaded, never shared, and never reach the website, the phone or any leaderboard", whatever your sharing settings say. **Remove imported laps** takes them back out: "Everything you have driven with the plugin running is left exactly as it is."

If something is not right

The first four are nearly all of it, and three of them are Race Academy telling you it needs one more lap.

WHAT YOU SEE	WHAT TO DO
No laps recorded yet	"Drive a session and your laps land here." Check Record my laps on this PC is on
Laps recorded but no replay	Open one from Session Laps first. Lap Replay needs a lap chosen
Drive another lap on this combo	Fastest lap and theoretical best need more than one lap to compare
Drive 3+ clean laps	Consistency and your focus corner need three clean laps to be meaningful
A lap looks like it is missing	Check whether it was an out or in lap. Those are marked rather than hidden
The coach says nothing stands out	That is an answer. "The tyre temperatures are even and no strong traction symptom showed up"
No traction circle	The g capture is newer than that lap. Laps recorded with this build carry it
The spread band looks enormous	That is your own lines varying, not the track. It is telling you something
You are not in a community yet	Link Discord on the website and join a partnered server with the same account
No community driver has logged this track and car yet	Nobody has shared one. Yours could be the first
My name is wrong on a board	How you appear on lap boards , on the Settings page

I If something is not right (continued)

WHAT YOU SEE	WHAT TO DO
Record iRacing telemetry files is greyed out	Your iRacing configuration "does not say clearly which setting controls writing telemetry files, so nothing has been changed in it". Record by hand with Alt and L instead
No iRacing configuration was found on this PC	There is nothing here to switch on. "If you drive iRacing on another machine, record there and bring the files across"
That switch will not stay on	iRacing was open when you set it, and it writes its own settings back over the change when it quits. Close it, set the switch, then start iRacing

I Questions and support

If the previous page did not cover it, we would rather hear from you than have you live with it.

Where to go

FOR	GO TO
Setup guides	danielnewmanracing.com/support/instructions
Common questions	danielnewmanracing.com/support/faq
Video walkthroughs	danielnewmanracing.com/support/tutorials
Which devices we support	danielnewmanracing.com/compatible-devices
The community	discord.gg/danielnewmanracing
Our team	support@danielnewmanracing.com

Before you write in

Open **Diagnostics** from the plugin's home page. Its health check gathers which SimHub you are on, which plugin version, which devices are connected and the last part of the plugin's log. **Send to support** opens a ticket with all of that attached, or **Copy support bundle** puts it on your clipboard to paste into a message. Including it turns most tickets into one reply rather than five.

Tell us the sim, the track and the car, and whether recording is on. A lap that was never recorded and a lap that will not draw are different problems with different fixes.