DANIEL NEWMAN RACING

SimHub Plugin
Installation Guide

INSTALL · ACTIVATE · KEEP IT CURRENT

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Before you start

The DNR plugin lives inside SimHub. It drives the LEDs on your wheel, your button boxes, your flag boxes, your eyebrows and your ambient lighting, and it carries the dashboards, overlays and race tools that come with your membership.

1

The current version of SimHub

Everything DNR does runs inside **SimHub**, the free app that reads your sim and talks to your hardware. Install the latest version from simhubdash.com before you go any further. DNR uses new SimHub features as they land, so an old SimHub will hold features back or stop the plugin loading at all.

2

A Daniel Newman Racing account

The plugin signs in to your account rather than asking for a licence key. A free account unlocks the free profiles and dashboards, and a membership unlocks the rest. Create one at danielnewmanracing.com. You can also do it after installing, if you would rather get going first.

Close SimHub before you run the installer. The installer writes into the SimHub folder, and Windows will not let it replace a file that SimHub is holding open. This is the single most common installation problem, and it looks like nothing happening at all.

What you do not need

No licence key, no activation code, and no separate download for each product you own. Once the plugin is signed in, everything your account is entitled to appears inside it.

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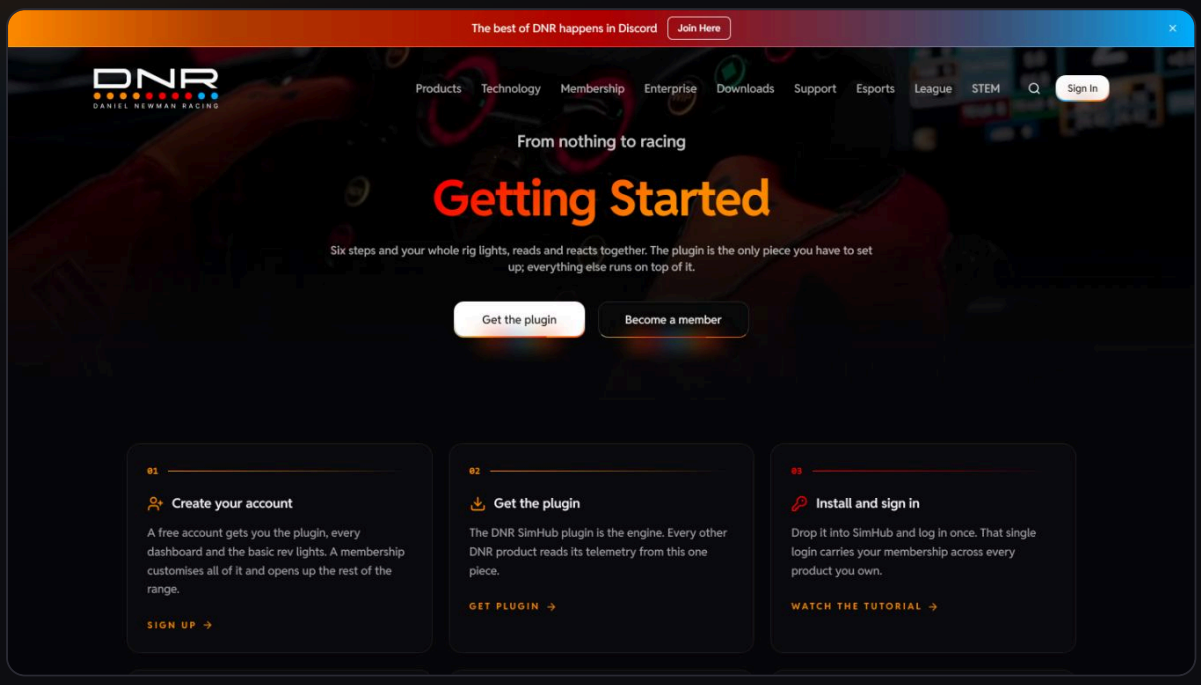
Getting the plugin

The plugin comes from one place: **danielnewmanracing.com**. It is free, and you do not need a membership to download it.



DANIELNEWMANRACING.COM/GETTING-STARTED, WHICH WALKS THE SAME ROUTE THIS GUIDE DOES

1 Create your account

A free account gets you the plugin, every dashboard and the basic rev lights. A membership customises all of it and opens up the rest of the range. You can sign up with an email and password, with Google, or with Discord.

2 Press Get the plugin

It sits on the **Getting Started** page, and under **Downloads** in the menu at the top of every page. You get a single installer file, `DNR_SimHub_Plugin_Installer.exe`.

Download it from our site and nowhere else. The licence says so, and a copy from anywhere else is not one we can support or update.

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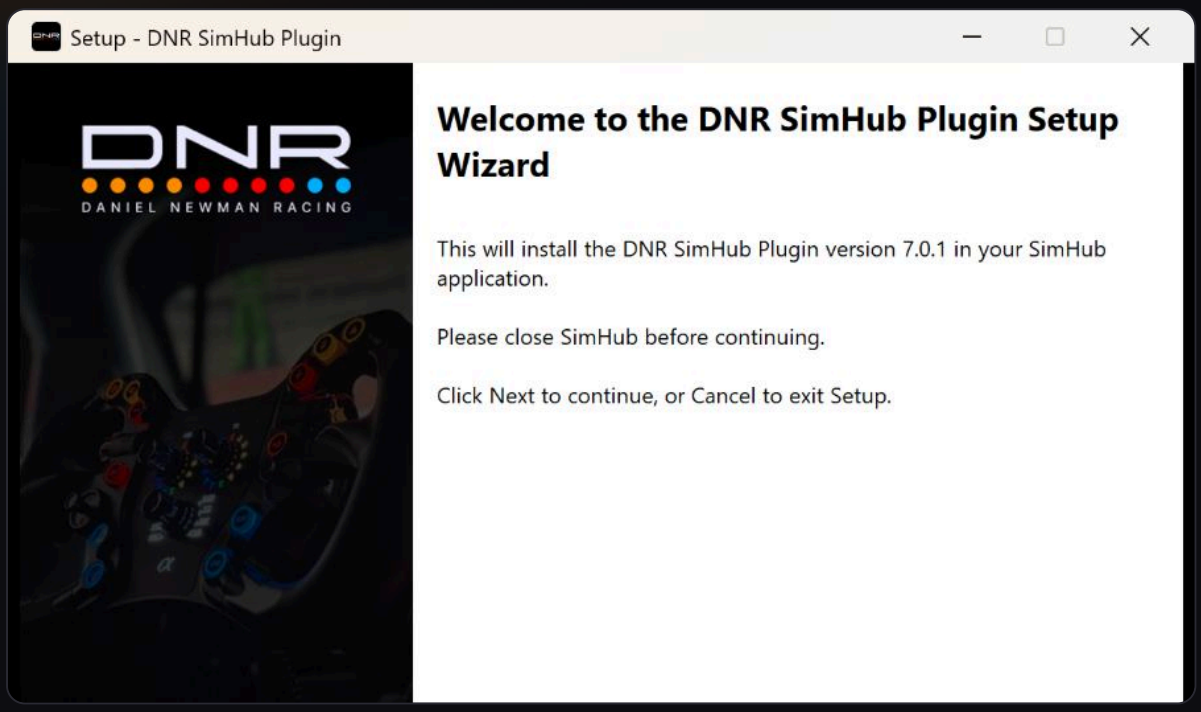
Installing the plugin

Close SimHub, then run the installer. It takes under a minute and never asks where to put anything. A Windows permission prompt is normal.



THE WELCOME PAGE NAMES THE VERSION YOU ARE ABOUT TO INSTALL, AND REMINDS YOU TO CLOSE SIMHUB FIRST

1 **Run the installer**

The welcome page names the version you are about to install, which is whichever one you just downloaded, and reminds you to close SimHub first. Press **Next**.

2 **Accept the licence**

Choose **I accept the agreement**, then **Next**. Note the first clause: the plugin must be downloaded from danielnewmanracing.com and nowhere else.

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Installing the plugin (continued)

3

Install

Press **Install**, then **Finish**. The installer finds SimHub on its own: no folder to choose, nothing to configure.

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Turning it on in SimHub

Start SimHub. Because a new plugin has appeared, SimHub asks whether you want to enable it.

1 Say yes to both

Start SimHub. Because a new plugin has appeared, a window titled **New plugins have been detected** lists **Daniel Newman Racing** with two switches. Turn on the plugin itself, and turn on **Show in left main menu**. Press **Ok**.

2 Open it

Daniel Newman Racing now appears in the menu down the left of SimHub. Click it and the plugin opens on its home page.

If you miss that window, nothing is lost. Open SimHub's settings, find **Additional plugins**, and enable Daniel Newman Racing there instead.

IF	THEN
Nothing appeared	SimHub was open while the installer ran. Close SimHub, run the installer again, and start SimHub
It is missing from the menu	SimHub settings, **Additional plugins**, turn on **Show in left main menu**
SimHub warns about the version	Update SimHub from simhubdash.com and restart it
SimHub will not start afterwards	Run the installer again. If it persists, send us a Diagnostics bundle

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What the home page shows before you sign in

Before you sign in, and while the account is still on the free plan, the top of the home page is an explanation rather than a status report.

The band is headed **DNR PLUGIN**, and under the headline are three numbered steps. They are the whole shape of what happens next, in the plugin's own words.

STEP	WHAT IT SAYS
01 Join	"A membership switches the plugin on across every DNR product."
02 Choose	"Pick what your rig runs: lights, dashboards, overlays and the rest."
03 Drive	"It follows you into the sim, every session, with nothing to set up again."

Sign in and **Get Membership** sit directly under the three steps. Once the account the plugin is signed in to carries a membership, this band is replaced by **YOUR PRODUCTS**, and you will not see it again.

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Signing in to your account

Signing in is what unlocks your products. Until you do, the plugin runs with the free content only.

1

Press Sign in

On the home page, press **Sign in**. Your browser opens on the Daniel Newman Racing website. If you do not have an account yet, **Get Membership** sits beside it.

2

Approve it in the browser

Sign in on the website and approve the request. The browser hands you back to SimHub, and the top of the home page changes to **Plugin Activated** in green, with your membership shown beside it.

Your account is your licence. There is no code to type, nothing to keep safe, and moving to a new PC is just a matter of signing in again. Each machine is authorised separately, and you can revoke one from your dashboard on the website when you sell a PC or rebuild a rig.

THE HEADER READS	WHICH MEANS
Plugin Activated	Signed in, and your products are unlocked
Plugin Disabled	Not signed in. Being a paying member is not enough on its own
Up to date	You are on the newest plugin version
Your tier	The membership the plugin is unlocking against
NO NETWORK	The plugin cannot reach DNR right now. It keeps working, and re-checks on its own

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Which membership you are on

Your membership is named beside the version at the top of the home page, and it is what every padlock in the plugin is measured against.

The line across the top of the home page reads in a fixed order: whether the plugin is activated, the version you are running, whether that version is current, your membership, and **Sign out**. The small circular arrow beside the version is **Check for updates**.

BADGE	WHAT IT CARRIES
Pit Crew	RPM Telemetry, Steering Wheels, Button Boxes, Dashboards, Dark Mode, Universal Settings, Track Rivals and Relay
Team Driver	Everything Pit Crew has, and Flag Boxes, Eyebrows, Ambient Lights, Overlays and Control Decks as well
Esports	Everything Team Driver has, and Race Academy as well
Enterprise	The same features as Team Driver, for venues running several rigs
DNR Staff	Every feature. It is the badge on a Daniel Newman Racing staff account

Race Academy is the one page that asks for more than Team Driver: its lock names a **Team Principal** membership.

> **This badge is the one to read out when you write in.** It is what the plugin itself believes your account is entitled to, which is not always the same as what you have just paid for, and the difference is the answer to most "why is this locked" questions.

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If signing in does not work

Almost everything on this page is one of two things: not actually signed in, or a tier that needs refreshing.

WHAT YOU SEE	WHAT TO DO
The browser never opened	Check your default browser is set. Press **Sign in** again
It signed in but the plugin did not change	Give it a few seconds, then restart SimHub
Plugin Disabled, and I am a member	Being a member is not the same as being signed in. Press the sign in button
My tier is wrong	Sign out and back in on the Home page. That refreshes your tier
NO NETWORK	The plugin keeps working from a cached view of your account and re-checks on its own
It worked, then stopped	A renewal can deactivate the plugin briefly and reactivate itself once payment clears
A page is behind a padlock	That feature needs a higher tier. The status line across the top of the home page, beside the version, names the one you have
I have too many devices	Each machine is authorised separately. Revoke an old one from your dashboard on the website

A locked page is not always a membership problem. A colour box that will not open is usually a per control lock: per input colours are locked unless the device's theme is Custom, and they are overridden entirely while Universal Theme is on. The plugin prints the reason on the control itself.

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A page you have not unlocked yet

Several pages in the plugin sit behind a lock, and the lock is the same on all of them. It is worth reading once, because it tells you exactly what is missing.

Every locked page is laid out the same way. The product is named across the top with a headline and a three word tagline, then **WHAT YOU GET** sets out three numbered steps. On **LED Devices** those three are **Install**, "Import the DNR profile for each device on your rig", **Match**, "Every device runs the same colours and effects together", and **Race**, "Flags, limiter, fuel and tyres, shown in the lights as you drive".

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A page you have not unlocked yet (continued)

What the page is actually asking for

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A page you have not unlocked yet (continued)

WHAT IT SAYS	THE BUTT TO PRESS
"Sign in to use" the product	**Go to Ho to sign in** The page free once you have account: "Sign in to start free. members unlocks th full library
The product "needs a Team Driver membership", or whichever tier that page wants, and you are signed out	**Go to Ho to sign in** "Sign in o the Home page to g started. Y can read what it do first"
Your membership does not reach it	**Upgrade members** "Your current members does not include it. Upgradin unlocks it straight away"

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A page you have not unlocked yet (continued)

You are signed in on the free plan	**Become a member**. "Become a member to unlock it. You can read what it does first"

Learn more sits beside that button on every one of these pages, and opens the product's own page on danielnewmanracing.com. It is the one to press when you want to read what something does before you decide about it. **Universal Settings** is the one exception: its Learn more opens the LED Profiles page rather than a page of its own, because the lighting is what it sets.

LED Devices and Dashboards only ask you to sign in. The ask at the top never names a tier, but the membership card below it does: both pages show **PIT CREW** with its pitch and price, because customising the free profiles and dashboards is what starts there.

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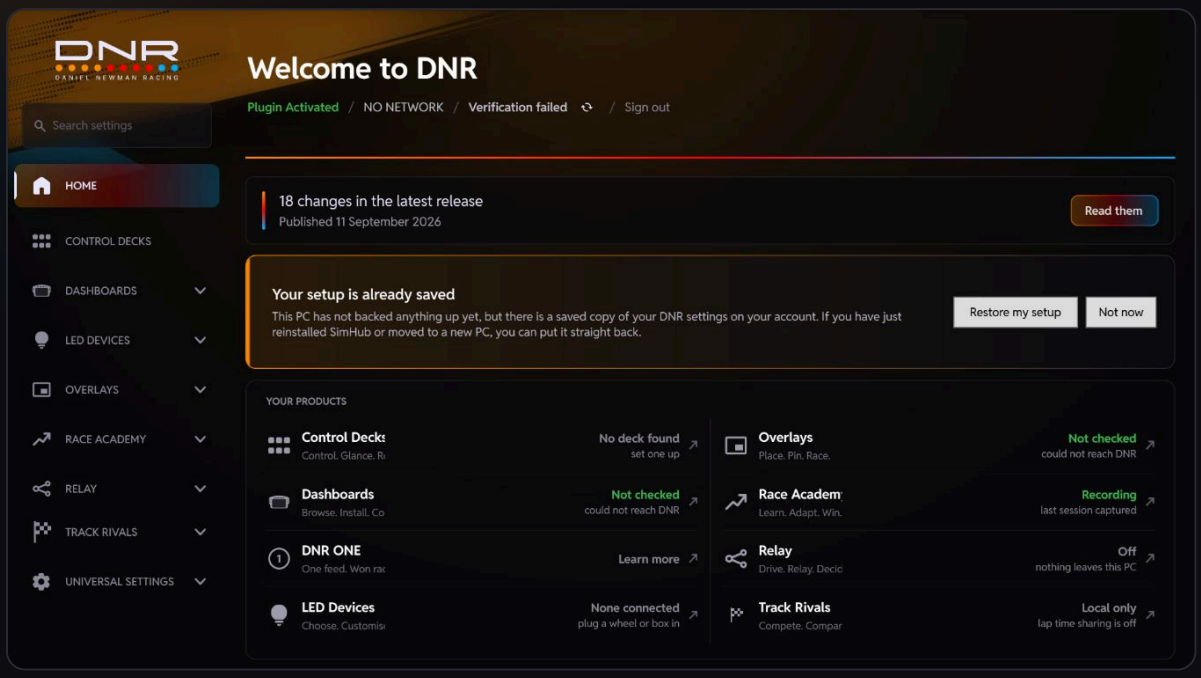
Finding your way around

The home page is the one screen worth learning properly, because it answers "is anything wrong" before you have to go looking.



THE HOME PAGE: YOUR PRODUCTS, THEIR STATE, AND WHERE TO GET HELP

"One plugin. Every DNR product. LED devices, dashboards, overlays, Track Rivals, Race Academy and Relay all run from here, on the rig you already have."

Everything is reached from the rail down the left side. The home page shows every DNR product and the state it is in, whether or not your membership reaches it.

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What the home page tells you

Five cards, and the first one is a status report on your whole rig.

CARD	WHAT IT HOLDS
YOUR PRODUCTS	Every product, its state right now, and a click straight to its page
YOUR RIG, RIGHT NOW	Five figures from your own driving: **LAST LAP**, **LAPS**, **SEGMENTS**, **SEGMENT PBS** and **TRACKS**
HELP & SUPPORT	**Stuck on something?**, the Discord, the changelog, Diagnostics and Manage plugin data
OFFICIALLY PARTNERED WITH	The brands DNR works with
FEATURED CREATORS	Creators in the DNR community

Your version and your membership are not cards. They sit on the status line at the top of the page, under your name, and that line is where to read them.

Reading a product row

Each row under **Your Products** tells you where that product stands right now, not just that it exists: *None connected*, *Recording*, *Off — nothing leaves this PC*, *Local only — lap time sharing is off*, *could not reach DNR*. Each row is also two doors rather than one, and the next page says which is which.

> **This is the fastest diagnosis in the plugin.** Before you open any product page, the home page has already told you whether it is on, off, waiting for hardware, or unable to reach us.

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The eight product rows

Every DNR product has a row under **YOUR PRODUCTS**, whether or not your membership reaches it, and each row is split down the middle into two separate destinations.

A row is two links, not one. The left half, the icon and the name and the line under it, opens that product's page on **danielnewmanracing.com** in your browser. The right half, the state at the far end of the row, opens that product's page inside the plugin. So the same row answers "what is this" and "take me to it" without you having to choose in advance.

ROW	THE LINE IT CARRIES
Control Decks	"Control. Glance. React."
Dashboards	"Browse. Install. Configure."
DNR ONE	"One feed. Won races."
LED Devices	"Choose. Customise. Illuminate."
Overlays	"Place. Pin. Race."
Race Academy	"Learn. Adapt. Win."
Relay	"Drive. Relay. Decide."
Track Rivals	"Compete. Compare. Improve."

DNR ONE is the one row with no page in the plugin. It carries **Learn more** where the other seven carry a state, and the whole row opens danielnewmanracing.com/one in your browser.

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Your rig, right now

Five numbers across the top of the home page, read live out of your own lap history.

FIGURE	WHAT IT IS COUNTING
LAST LAP	Your best lap at the track and car you drove most recently, with the track named underneath. Before you have driven anything it reads a dash and *no laps recorded yet*
LAPS	Every lap the plugin has recorded, added together: *recorded in total*
SEGMENTS	How many track segments have been measured so far, or *none tracked yet*
SEGMENT PBS	How many times you have beaten your own established time on a segment: *your best splits*. The first run through a corner sets the baseline and does not count, and the same corner adds to this again every time you better it
TRACKS	How many tracks you have driven, and how many sims that was across

These five are about your driving, not your hardware. Nothing here counts devices or profiles, so a rig with no LEDs on it still fills the strip in as soon as you have driven a lap.

If the strip is not there, something is standing in its place. Four things can take the band, in this order of priority: a waiting update, the offer to put a saved setup back, the invitation to the Discord, and the ask to choose which emails you get. Deal with each one as it appears. The five figures are what the band returns to once none of the four is waiting.

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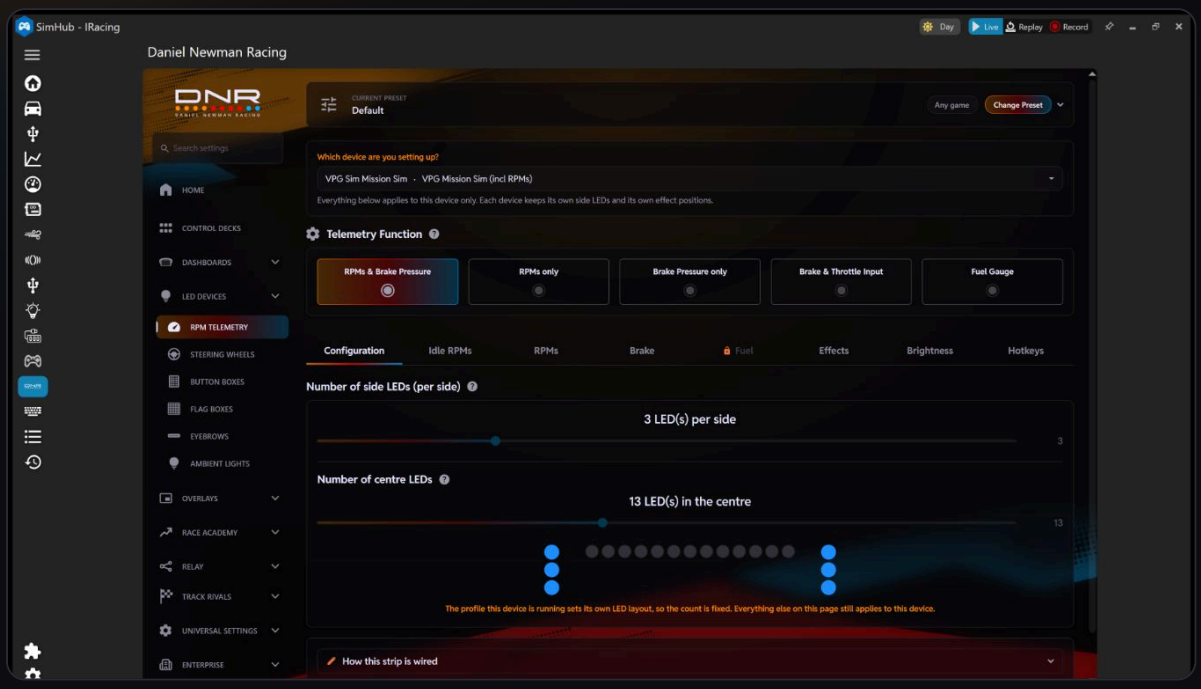
Where everything lives

The rail down the left holds one entry per product area. Some of them open a group with several pages inside.



THE DNR PLUGIN INSIDE SIMHUB. DANIEL NEWMAN RACING IN SIMHUB'S OWN LEFT MENU

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Where everything lives (continued)

WHERE	WHAT LIVES THERE
Home	Your account, the plugin version, and the state of every DNR product
Control Decks	Stream Deck, Stream Dock and Ulanzi keys and layouts
Dashboards	Browse, install and configure the DNR dashboards, and choose which runs on each screen
LED Devices	RPM Telemetry, Steering Wheels, Button Boxes, Flag Boxes, Eyebrows and Ambient Lights
Overlays	The on screen overlays you place over the sim
Race Academy	Session laps, lap replay, coaching and community laps
Relay	Sharing your live car data with your team
Track Rivals	Corner by corner leaderboards in your Discord communities
Universal Settings	The settings that apply across every device at once
Dark Mode	The moon icon. A night look for the whole rig
Enterprise	Fleet, branding and kiosk, for venues running several rigs

Each LED device has its own guide, covering setting the device up in SimHub and installing its profile. This guide stops at the plugin; the device guides take it from there.

Search settings at the top of the rail searches every setting in the plugin by name and takes you straight to the page and tab it is on. It is faster than remembering where anything lives.

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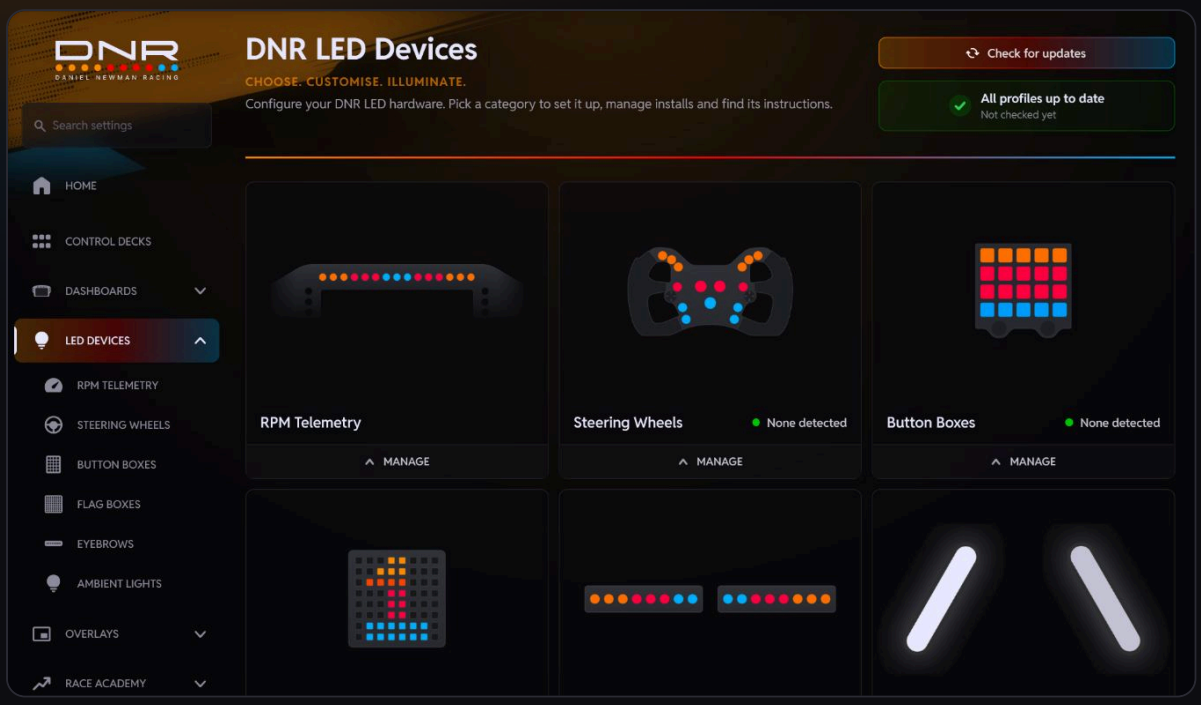
The LED Devices hub

Every LED device you own passes through this page once, when you install its profile.



LED DEVICES. SIX CATEGORIES, EACH WITH WHAT IS CONNECTED AND WHAT WE CAN OFFER FOR IT

"DNR LED profiles for your wheel, button boxes, brows and ambient lighting. One import per device, then the lights follow the race on their own: flags, limiter, fuel and tyres."

Six categories, each collapsed behind a **MANAGE** button: **RPM Telemetry** for shift lights and rev indicators, **Steering Wheels** for button and rotary lighting, **Button Boxes** for per button RGB feedback, **Flag Boxes** for track flag colour signals, **Eyebrows** for top of wheel accent strips, and **Ambient Lights** for room lighting that follows the track. Opening one shows what is plugged in, what DNR can offer for it, and what is already installed.

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Reading a category

Nine things on a category card, and one of them is the button that does the work.

WHAT YOU SEE	WHAT IT MEANS
CONNECTED DEVICES	What SimHub can see in this category right now
None detected.	Nothing plugged in, or SimHub has not been told about it yet
A DEVICE WE CAN HELP WITH	We build a profile for this device
SUGGESTED	The profile we think fits, with why underneath it
Install this profile	One press. It installs into SimHub with nothing to download
PROFILE UPDATES	"Open a category to review and install its updates"
Active / Set active	Which installed profile the device is currently using
Remove profile	Takes one off the device
SETUP INSTRUCTIONS	A link to that device's own guide

Where several profiles fit, they are alternatives rather than additions. Pick one, install it, and use **Set active** to choose between them later.

"No DNR profiles detected on your devices in this category yet." If you imported one by hand in SimHub, press **Check for updates** and the plugin will find it. It recognises our profiles wherever they came from.

"Auto Select is off, so DNR will not pick the matching brand for a device you plug in." That is **Auto Select Devices** in Universal Settings, and it needs a SimHub restart after you change it.

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Staying up to date

You install the plugin once. After that it keeps itself current, and so does your content.

1

The plugin updates itself

When a new version is out, the home page offers it. Accept, and the plugin downloads it, closes SimHub, installs, and reopens, on its own. When it is finished the header reads **Up to date** with a green tick.

2

Your profiles, dashboards and overlays follow

Updated files arrive the same way, from the page for that product. You never download a file by hand. Each has its own switch in Universal Settings, and each keeps a copy of what it replaced so you can undo it.

3

Your setup is backed up

Your settings are saved to your account, so a reinstall or a new PC does not cost you your setup. When this PC has never sent a backup but your account already holds one, the home page puts up a band reading **Your setup is already saved**, with **Restore my setup** and **Not now** on it. That is a reinstall or a new rig, so it is a banner most people see once. Take any waiting plugin update first: a restore will not accept a backup written by a newer plugin than the one running.

An update will never interrupt you. "It will never install while a game is open", and it waits for SimHub to start or close, or for the rig to sit unused for a while.

Keep SimHub current as well. A plugin update can depend on a SimHub feature, and an old SimHub is the most common reason something new does not appear.

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The changelog

"What shipped in this version." Worth two minutes after an update, and it is where "did you fix that yet" is usually answered.

The plugin carries its own change log. After an update it shows you what arrived, and a row near the top of the home page keeps the way back to it: it counts the changes, for example *One change since you last looked*, and **Read them** opens the same list. The row retires itself once you have opened it. **Changelogs** under **Help & Support** opens the full history on the website instead.

MARK	MEANS
Blue	Something new
Orange	A fix

A fix usually carries a second line saying what it used to do wrong. That is the fastest way to tell whether the thing that was annoying you has been dealt with, without reading the whole entry.

The version you are actually running is highlighted, so you can see at a glance how far behind you are. The same change log is published at danielnewmanracing.com/change-logs, so you can read it without opening SimHub.

If you are chasing a specific problem rather than browsing, ask us instead. Known issues with a current release are tracked separately from the change log, and the answer will be more direct.

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The Help and Support card

Five ways to get help, gathered into one card at the foot of the home page. This is where to start when something is not doing what this guide says it should.

Across the top of the card is a banner reading **Stuck on something?**, and under it "The support hub has the setup guides, and the team answers there". Pressing anywhere on it opens **Support Hub** at danielnewmanracing.com/support. The four entries below it each carry a second line saying what they are for.

ENTRY	ITS SECOND LINE, AND WHERE IT GOES
Community Discord	"Thousands of DNR drivers". Opens discord.gg/danielnewmanracing in your browser
Changelogs	"What shipped in this version". Opens danielnewmanracing.com/change-logs in your browser
Manage plugin data	"Back up or move your presets". Opens a window inside the plugin
Diagnostics	"Health check and support bundle". Runs inside the plugin

Two of these four leave SimHub and two do not. The Discord and the change log open in your browser; Manage plugin data and Diagnostics stay in the plugin, and both are covered on the next page.

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Diagnostics, and managing your data

Two buttons under Help & Support that between them answer most of what we would ask you.

Diagnostics

"Everything the usual support questions cover, checked in one pass. Send it straight to support and we will reply in your account, or copy it if you would rather ask in Discord."

BUTTON	WHAT IT DOES
Run again	Re-runs the health check
Send to support	Sends the bundle to us. We reply in your account
Copy support bundle	Copies it, for pasting into Discord

> **Run this before you write in.** It collects which SimHub you are on, which plugin version, which devices are connected and what the plugin has been doing, into one file. Attaching it turns most tickets into one reply rather than five.

Manage plugin data

Beside Diagnostics. **Export Settings** writes every setting and preset to a single `.json` file, and **Browse & Import** loads one back. It is free on every plan, works with no internet, and is covered fully in the **Backup and Moving PC Guide**.

> **Import replaces ALL of your current presets,** not just the ones in the file. Export what you have first.

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The rest of the home page

Three things on the home page that are easy to walk past and worth ten seconds each.

Email preferences

"Ten seconds on the website, and off is a perfectly good answer. Until you choose, we send you nothing at all."

Choose which emails you get opens that choice on the website. Worth knowing that the default is nothing rather than everything.

The Discord

"Thousands of DNR drivers, setup help from people running the same wheel as you, and every profile drop and beta announced there first."

Join the DNR Discord opens it. It is free, and it does not need a membership: "Not ready to join yet? The Discord is free."

Sign out

At the top of the page, beside your tier. Signing out returns the plugin to its unauthenticated state and leaves the free content working. You can also revoke a machine from your dashboard on the website, which is the one to use when you have sold the PC.

> **Partners and creators are named, and trademarks are theirs.** The plugin carries the notice itself: those names are shown for identification only, and their use "does not imply endorsement".

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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 and run a health check. It collects which SimHub you are on, which plugin version, which devices are connected and what the plugin has been doing, into one file. Attaching it turns most tickets into one reply rather than five.

> **Tell us which SimHub version, which plugin version, and which membership the status line across the top of the home page names, beside the version. Better still, run Diagnostics and press Send to support: it answers all three before we ask.**

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