Ambient Lighting Guide

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What ambient lighting does

Ambient lights are the lamps and strips around your rig. They put the session into your peripheral vision, which is a surprisingly large part of feeling like you are there.

IT DOES	WHICH MEANS
Matches your screen	The room takes its colour from what you are looking at
Marshal flags	The whole room turns the flag colour
The spotter	The lamp on the side a car is alongside
Pit lane	Limiter status, speeding, and the limiter animation
Engine start	A sweep across the lights as the engine fires
Day and night	A different look once you switch to Dark Mode

> Ambient lighting is the one TrackThirtyTwo product that is as much about the room as the car. It is worth setting up last, once your wheel and strip are doing what you want, so you can judge it against them.

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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 Ambient Lights

Ambient Lights needs **Team Driver** 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

LED DEVICES in the rail down the left, then **Ambient Lights**.

Ambient lighting takes more setting up in SimHub than any other TrackThirtyTwo product, and none of it is on the Devices page. SimHub ships the feature switched off, and the lights themselves are added a different way for every brand. The next three pages are that job. Do them first and the TrackThirtyTwo side is one press.

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Before you start (continued)

A padlock card above the tabs means the page is locked. The tabs stay on screen behind it, dimmed and inert, and the card's second line always names the tier: "Team Driver tier or above unlocks this page." Its heading tells you which step is yours. **Sign in to unlock this page** if you have not signed in, with a **Go to Home** button. **Membership required** if you are signed in with no membership, with **Become a Member**. **Upgrade required** if you are a member on a lower tier, with **Upgrade**.

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Turning ambient lighting on in SimHub

Ambient lighting is the one TrackThirtyTwo product that does not start on SimHub's **Devices** page. It is a SimHub feature that ships switched off, so the first job is switching it on.

1

Open SimHub's settings

The cog at the bottom left of the SimHub window, then **Add/Remove features**.

2

Enable Ambient lights

Find **Ambient lights** in the list and switch it on. SimHub marks it experimental, which is its own label rather than a warning about TrackThirtyTwo. Press **Ok**.

3

Open the new Ambient lights page

It now has its own entry in SimHub's left menu, with tabs across the top: **Bluetooth/Hue/Govee lights**, **Adalight**, **Controls** and **Capture**.

This is why ambient lighting is not on the Devices page. Ambient lights are not wired to your PC the way a wheel is: most of them are on your network or on Bluetooth, so SimHub reaches them a different way and gives them their own page. Nothing you do here involves **Add new device** on Devices.

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Adding your lights

Adding the lights themselves is done by brand, and it is SimHub's part of the job rather than ours. This is what it needs from you.

On the **Ambient lights** page, the right hand column is your hardware. **Add new device** there offers one entry per kind of light SimHub supports.

SIMHUB SUPPORTS	WHAT TO KNOW
Adalight	A serial device. The standard DIY route, and the most direct
Bluetooth flood lights	The inexpensive ones driven by the Happy Lighting app. Your PC needs Bluetooth LE, and nothing else may be connected to the lights
Govee	Must be a "dreamview" compatible model, with **LAN control** enabled in the Govee app and the light on your wifi
Philips Hue	Through a bridge. Set up an entertainment area in the Hue app first, then pair the bridge with SimHub
Razer Chroma	Chroma Link devices, driven through Razer's own software

The hardware side is SimHub's, and its wiki is the authority on it. Each of these has its own quirks: Govee allows ten independent segments whatever the app shows, Hue caps an entertainment area at twelve lights, Chroma always presents five areas however many lights you own. Follow SimHub's instructions for your brand, then come back.

Turn off every other app that controls the lights. The Govee app, Alexa, a phone still connected over Bluetooth: any of them fighting SimHub shows up as flickering.

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The two settings that make it work

Use effects and *position 1*. These two are behind nearly every "I installed it and nothing happened" report on ambient lighting.

Once your lights are added, one SimHub tab decides whether TrackThirtyTwo can drive them at all. Get these two wrong and everything installs correctly and nothing lights up.

1 **Open Colour effects**

A tab on the Ambient lights page. It lists every light group SimHub found.

2 **Switch Use effects ON for every group**

Each row has a **Use effects** toggle. All of them green. A group left off is a light TrackThirtyTwo cannot reach.

3 **Set the lighting position to 1 on every light**

Beside each toggle is a position. **Set it to 1 for all of them.** Position is what TrackThirtyTwo controls from inside the plugin, so leaving SimHub to spread them out fights the profile rather than helping it.

How many groups you should expect depends on the brand. A Philips Hue light usually shows as one group. A Govee bar often shows as three, and every three groups there is one physical device. Count the groups, not the lights, when you are checking you have them all.

Only this page matters for effects. SimHub's own screen capture settings on the **Capture** tab are about SimHub's ambient colour, not about TrackThirtyTwo. Matching your screen is covered later in this guide, in the plugin, where it belongs.

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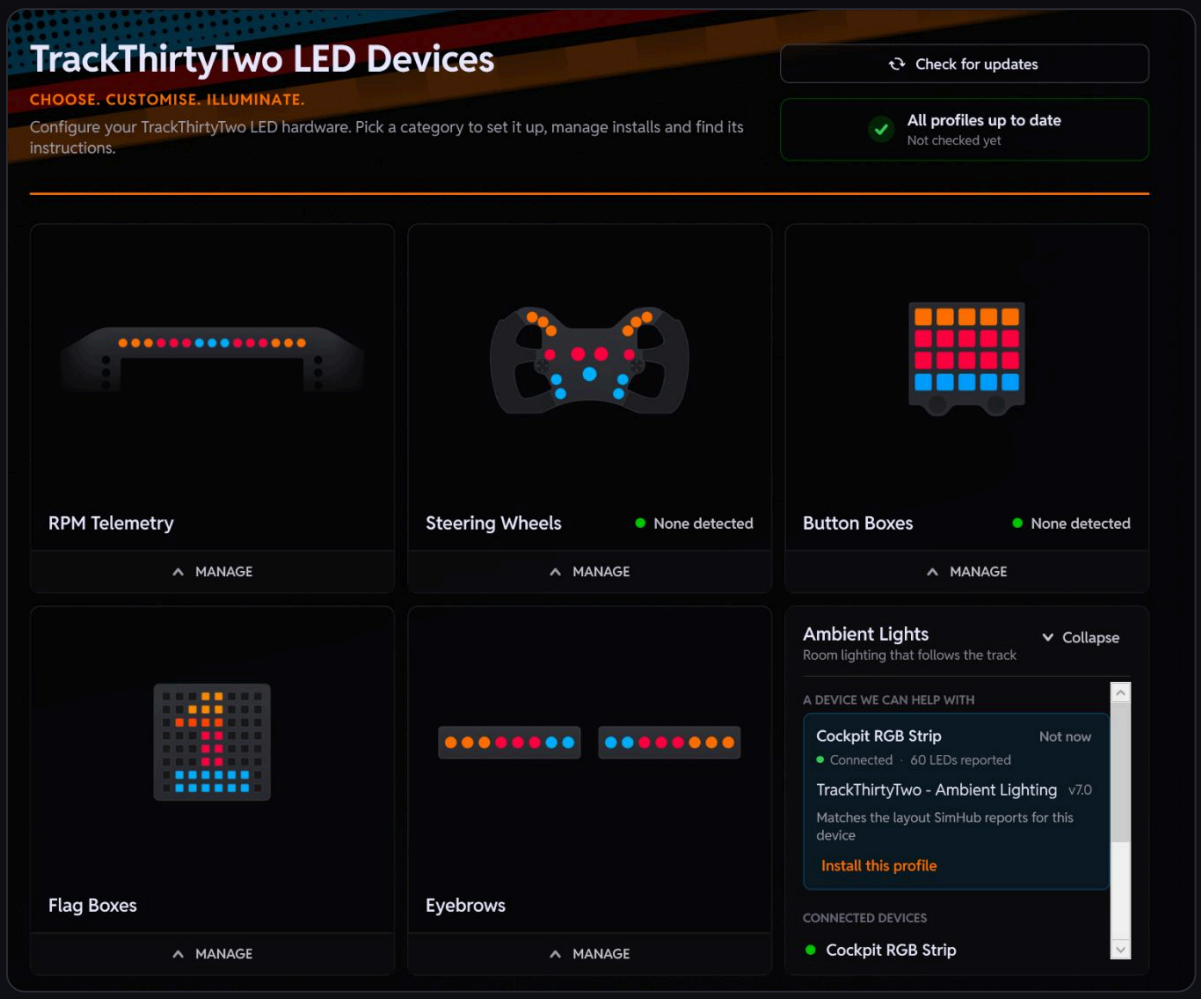
Getting your lights lit

Before any setting in this guide does anything, your device needs a TrackThirtyTwo LED profile.



LED DEVICES, WITH AMBIENT LIGHTS OPENED: THE DEVICE FOUND, AND THE PROFILE BUILT FOR IT

1 **Do the SimHub side first**

Ambient lights enabled, your lights added, and **Use effects** on with every position set to 1. Covered on the previous three pages.

2 **Open LED Devices, press MANAGE on Ambient Lights**

Your device appears under **Connected Devices**, and above it **A DEVICE WE CAN HELP WITH** names the profile we build for it, marked **SUGGESTED**.

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Getting your lights lit (continued)

3

Press Install this profile

One press installs it into SimHub. Nothing to download or unzip. Where several profiles fit, pick one first: they are alternatives, not additions.

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Stop SimHub switching your profile

One SimHub setting, and it is behind more "my lights stopped working" reports than any TrackThirtyTwo setting is.

SimHub remembers a profile per game and changes it for you. That is useful if you run several sets of lights and a nuisance if you run one, because starting a different sim can leave your TrackThirtyTwo profile switched off with nothing on screen to say why.

1 Open Profiles manager

On the LED section your TrackThirtyTwo profile is installed in, the same list you installed from.

2 Choose how SimHub is allowed to switch

Automatic profile switching sits on the right of that window:

SETTING	WHAT IT DOES
Disabled	SimHub never switches for you. The profile you picked is the profile you get
Last selected profile, per game	Remembers your choice for each sim, and honours it
Automatic	Switches on its own, by the profile's own game matching

3 Make sure the TrackThirtyTwo profile is the enabled one

Each profile in the list has an enable button on its right. Check the TrackThirtyTwo one is on. If you have old profiles you will never use again, deleting them removes the thing SimHub could switch to.

If your lights go dead the moment you change sim, this is why, nine times out of ten. Nothing has broken and nothing needs reinstalling.

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Installing a profile by hand

The plugin installs profiles for you, and that is the route to use. This page is the fallback, for a device the plugin cannot offer one for, or a machine that cannot reach us.

1

Download it from your account

Sign in at danielnewmanracing.com and go to **Downloads**. Profiles come as a `.ledsprofile` file. What you can download is set by your membership.

2

Import it in SimHub

In SimHub, open the LED section for your device and use **Import profile** on the slot it belongs to. SimHub owns the profile list; the plugin reads it.

3

Tell the plugin to look again

Back in **LED Devices**, press **Check for updates**. The profile you imported appears under your device, and **Set active** chooses it.

A profile installed by hand still updates itself afterwards. The plugin recognises it as ours and keeps it current with the rest.

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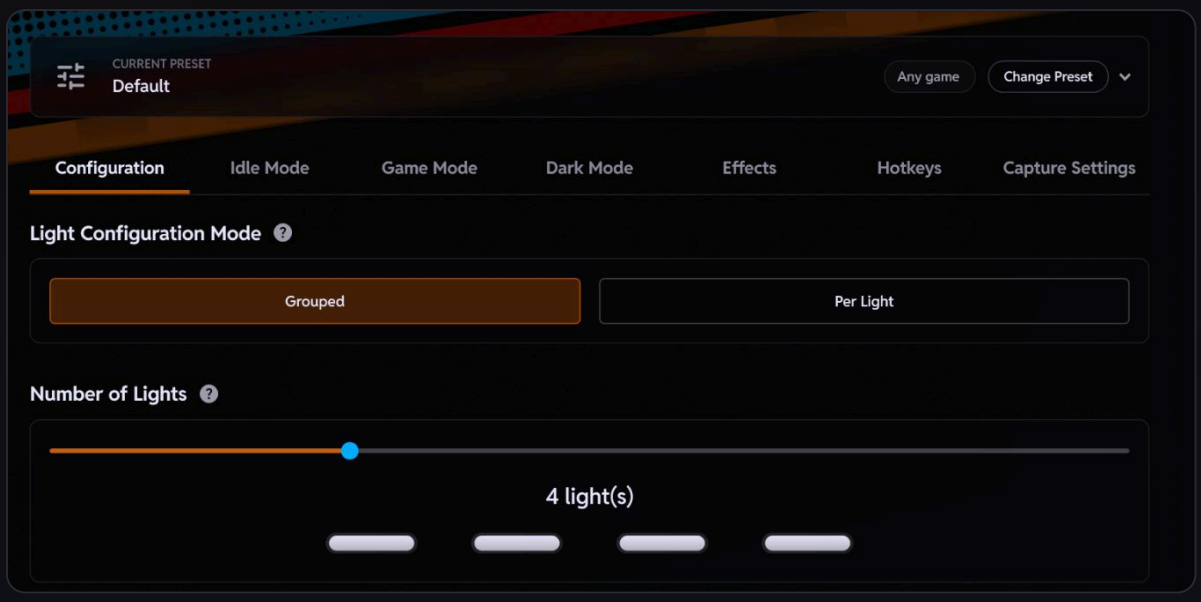
How many lights, and how they are grouped

The **Configuration** tab is where you tell the plugin what is fitted to your room.



CONFIGURATION. HOW MANY LIGHTS, AND WHETHER THEY SHARE SETTINGS

Number of Lights and **Light Configuration Mode** are the two controls on this tab, and everything else in the guide depends on them.

"Set the number of ambient lights connected to your setup (1-8)."

Twelve is the real maximum, not eight. The help text beside the slider still reads "(1-8)" and is out of date: the slider itself goes to **12**, and the plugin carries twelve lights internally. If you run more than eight, set what you actually have.

"Grouped: Same settings for all lights. Per Light: Configure each light individually."

MODE	USE IT WHEN
Grouped	Every light does the same thing. Simple, and right for a single strip behind a screen
Per Light	Lights are in different places and should show different things

The spotter needs Per Light. The page says so plainly: "Spotter behaviour is disabled during grouped use". A spotter warning has to come from one side, and in Grouped every light is the same light.

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Which light you are editing

In Per Light mode the same settings appear once per light, and one row of buttons decides which light you are looking at.

In **Per Light** mode a row of buttons appears across the top of the **Idle Mode**, **Game Mode**, **Dark Mode** and **Effects** tabs. Everything below that row belongs to the button you have pressed, and a small orange marker sits under it so you can see which one that is.

The buttons are named for the lights in order: **Light 1**, **Light 2**, **Light 3**, **Light 4**, **Light 5**, **Light 6**, **Light 7**, **Light 8**, **Light 9**, **Light 10**, **Light 11** and **Light 12**. Only as many appear as you set with **Number of Lights**, so a four light rig shows four buttons.

> **The row is not on the page at all in Grouped mode.** There is nothing to choose between when every light is the same light, so if you are looking for it, set **Light Configuration Mode** to **Per Light** on the **Configuration** tab first.

> **The four rows share one choice.** Pick **Light 3** on **Game Mode**, move to **Effects**, and you are still on **Light 3**. That is worth knowing in both directions: it saves you picking the light again on every tab, and it means a change you thought you were making to the room was made to whichever light you last touched.

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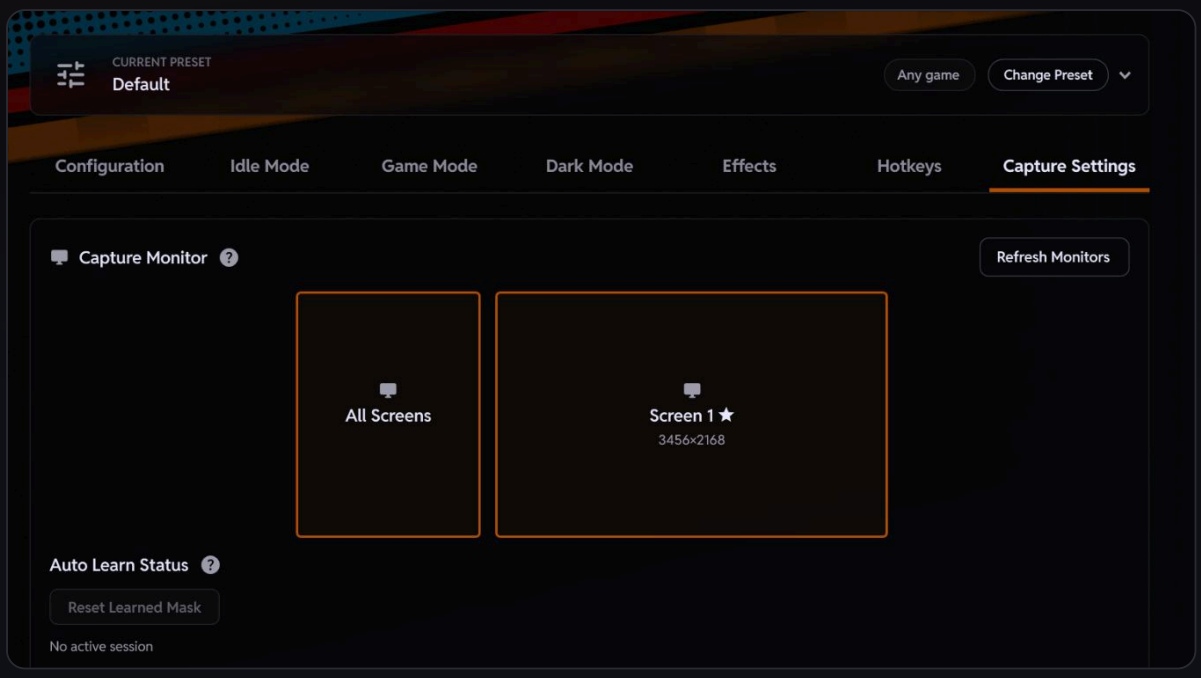
Matching your screen

Capture Settings is where ambient lighting stops being decoration.



AMBIENT LIGHTS, CAPTURE SETTINGS. WHICH CAPTURE, AND WHICH PART OF THE SCREEN EACH LIGHT SAMPLES

The most striking thing ambient lighting does is take its colour from the screen. Two settings control it, and the difference between them is the one people get wrong.

Which capture

"TrackThirtyTwo Auto Learn uses TrackThirtyTwo's own capture for this light. SimHub Default mirrors the matching box from SimHub's Ambient tab. Set per light in individual mode."

"When selected, the plugin learns which part of the screen is cockpit and which is sky/track, then samples that area to drive this light."

Which part of the screen

> **This is a region of the IMAGE, not a position in your room.** The page is explicit: "Pick the part of your SCREEN this light samples — this maps to a region of the on-screen image, NOT where the light is physically mounted in your room."

You then match the two up yourself: "a lamp to the left of your monitor should use Left or Left Outer; a lamp directly behind the screen should use Global."

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Track or cockpit: what the light is actually looking at

Two ways to sample the screen, and the difference is the single biggest choice in ambient lighting.

"Choose what this light samples. Track follows the moving game view (vivid, but reacts slightly early to upcoming light changes). Cockpit samples the light reflected on your dashboard/interior — a more natural match for the light actually entering the car, and it never reacts early."

CAPTURE SOURCE	WHAT IT SAMPLES	SUITS
Track (default)	"The moving track/sky through your windows — the most vivid, colourful effect"	A room that feels like the circuit
Cockpit	"The light reflected on your car's dashboard/interior"	A room that feels like the inside of the car

Track reacts early, and that is not a fault. The plugin explains why: "Because the top of the screen shows the road ahead, light changes can appear slightly before the car reaches them." If you have wondered why the room goes dark a beat before you enter the tunnel, that is this.

Cockpit never reacts early, because it reads light that has already arrived on the dashboard. It needs a cockpit view: it "automatically falls back to Track if no dashboard is visible (e.g. bonnet/chase cam or menus)", so there is nothing to switch when you change camera.

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The cockpit mask

The part of ambient lighting that does something genuinely clever, and the part worth understanding when it does not behave.

"TrackThirtyTwo analyses your screen to build a cockpit mask — it identifies which pixels are static cockpit (wheel, dashboard) and which show the sky and track through your windows. Drive for a few seconds after loading a session and the mask builds itself automatically. It is saved per game and car so the next session loads instantly with no relearning needed."

This is what makes **TrackThirtyTwo Auto Learn** different from sampling the raw screen. A capture that includes your steering wheel and dashboard is mostly a picture of your steering wheel and dashboard, and the room ends up the colour of your cockpit trim. The mask throws that away and keeps the track.

SETTING	WHAT IT DOES
Mask state	"Green bar = mask ready and sampling. Red bar = still learning"
Reset Learned Mask	"Deletes only the mask for the current car and game — all others are untouched"
Auto-Relearn	Watches for a significant change (seat position, FOV, hardware) and rebuilds the mask on its own
Mask Threshold	How readily the plugin decides part of the screen is scenery rather than cockpit trim
Mask file	Where the learned mask for this game and car is stored

It is saved per game AND per car. A new car in a sim you already use will learn again, which is right: a GT3 cockpit and a formula car show completely different amounts of sky.

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Tuning the mask

One slider, and it moves in the opposite direction to the one most people expect.

"How easily the plugin decides a part of the screen is 'real scenery' vs cockpit trim. Lower = more of the screen gets included (try this if your lights barely react). Higher = only the most obviously changing areas count (try this if your cockpit trim is being incorrectly picked up). Changing this triggers a fresh learning session."

YOUR SYMPTOM	MOVE MASK THRESHOLD
The lights barely react to anything	**Lower.** More of the screen counts as scenery
The room is the colour of my dashboard	**Higher.** Only the obviously changing areas count
It was fine and now it is not	Neither. **Reset Learned Mask**, then drive a few seconds

Changing the threshold throws the learned mask away. The plugin says so: "Changing this triggers a fresh learning session." So does changing the capture monitor or the capture source. Drive for a few seconds afterwards and it rebuilds itself.

Try Reset before you try the threshold. A mask learned while you sat in the garage looking at a wall is a bad mask, and resetting it on track costs five seconds. The threshold is for when a correctly learned mask is still not what you want.

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Dynamics: what happens to the colour after it is sampled

Gain, saturation, focus and smoothing. None of them changes *what* is sampled, only what is done with it.

Four settings under **Dynamics** shape the sampled colour before it reaches a lamp. They are global: "per preset, applies to ALL lights and ALL modes".

SETTING	WHAT IT DOES
Gain	"Boosts the output brightness by multiplying the signal from zero. At 1× the captured colour is used directly. At 2× or 3× all channels are amplified, making dim scenes more visible"
Colour	"Controls colour saturation. At 100% the light reflects the full sampled colour. At 0% it outputs pure brightness with no colour tint"
Zone Focus	"At 0% the entire zone is used. Increasing this cuts away the central area, so the lights react to what is happening at the edges of the screen rather than being washed out by the large static area in the middle"
Response Smoothing	"At 0% the light reacts instantly. Higher values slow the transition, preventing strobing from rapidly flickering shadows"

Response Smoothing is the one to reach for first. A tree lined circuit in low sun makes an unsmoothed room strobe, which is unpleasant rather than immersive. A little smoothing costs you nothing you would notice.

Colour at 0% is a real choice, not a broken setting. "Useful if you don't want track or foliage colours casting on your room": you keep the light and shade of the circuit without your walls turning green through a forest section.

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How hard the lights swing

The setting behind "the lights barely change" and behind "it is far too much".

"How hard the lights swing between dark and bright. The plugin learns the brightness range your cockpit actually sees and stretches it to the full range, so shade reads dark and sun reads bright. 100% (default) is full range; lower is calmer; higher over-drives the effect. 0% sends the raw brightness with no expansion."

This explains a complaint that sounds like a fault. A sim cockpit does not span the full brightness range a room can produce: the difference between shade and sun on screen is often quite small. Left raw, the room barely changes. The plugin measures the range your cockpit actually produces and stretches it, so what you see in the room matches what you feel on track.

VALUE	WHAT YOU GET
0%	The raw brightness, with no expansion. Usually very flat
100%	The default. The range your cockpit actually sees, stretched out
Above 100%	Over-driven. More dramatic, less faithful

If somebody says ambient lighting "does nothing", check this before anything else. A rig left at 0% is working perfectly and looks like it is not.

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Which screen, and proving it is working

The rest of Capture Settings: where the picture comes from, and how to prove it is arriving.

Capture method, and which screen

Capture method is the choice between **TrackThirtyTwo Auto Learn** and **SimHub Default**, covered earlier.

SETTING	WHAT IT DOES
Capture Monitor	"Which screen the plugin samples. Pick All Screens for the whole desktop, or a single screen for one monitor" (★ marks your primary)
Capture Target	"Which screen to sample for this light. Select the monitor your sim runs on"
Refresh Monitors	Re-reads your displays after you plug one in

The plugin rides SimHub's single capture. That is its own wording, and it matters on a triple screen rig: this chooses which monitor SimHub grabs rather than adding a second capture of its own. Changing it resets the learned mask for that mode, which is expected and rebuilds in a few seconds of driving.

Show Diagnostics

READ-OUT	WHAT IT TELLS YOU
Frame feed	Whether frames are arriving at all
Speed seen	How fast they are arriving
Auto Learn Status	Whether the mask is learning, ready, or has failed
Live output per light	What each light is being sent, right now

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Which screen, and proving it is working (continued)

Open this before you write to support. It answers the first question we would ask: is the plugin receiving a picture at all, and if so, what is it doing with it. A frame feed of nothing is a SimHub capture problem rather than a TrackThirtyTwo one, and that is a different fix.

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Putting the capture tuning back

Everything under this heading reaches further than the light you are looking at, and one button puts all of them back.

The controls on the lower half of **Capture Settings** sit under a heading that tells you how far they reach:

"SETTINGS — per preset, applies to ALL lights and ALL modes"

All seven sit under it, six sliders and one switch: **Mask Threshold**, **Zone Focus**, **Colour**, **Dynamics**, **Gain**, **Response Smoothing** and **Auto-Relearn**. None of them is set per light and none of them is set per mode. Move one and you have moved it for every light in the preset, in Idle, Game and Dark Mode alike. If you want two different settings, you want two presets.

Reset to Default

The button on the right of that heading reads **Reset to Default**, and it asks before it does anything:

"Reset the capture tuning (Mask Threshold, Zone Focus, Colour, Sensitivity, Gain, Response Smoothing, Auto-Relearn) to defaults for this preset? Your lights, colours, zones and capture target are not affected."

The confirmation calls one of them **Sensitivity**. On screen that slider is labelled **Dynamics**. They are the same slider, and the word Sensitivity appears nowhere on the tab, so do not go hunting for it.

The last sentence is the reason to use it. An evening of slider fiddling goes back to standard in one press, and how many lights you have, what colour they show, which part of the screen each one samples and which monitor is captured all stay exactly as you left them.

The heading carries a warning of its own: “Changing any of these settings will reset the learned cockpit mask and begin a new learning session.” So does the reset itself. Drive for a few seconds afterwards and the mask rebuilds.

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Which part of the screen each light takes

Ten zones, and every one of them names a part of the picture rather than a part of your room.

A zone is a region of the IMAGE, not a position in your room. The page is explicit: "Pick the part of your SCREEN this light samples — this maps to a region of the on-screen image, NOT where the light is physically mounted in your room."

You match the two up yourself. A lamp to the left of your monitor wants **Left Side** or **Far Left**; a lamp directly behind the screen wants **Whole Screen**.

ZONE	SAMPLES
Whole Screen	"The entire captured screen with no left/right/top/bottom split — best for a single light meant to reflect the whole screen at once"
Far Left / Left Side	The outer left of the image, and the left
Center	The middle of the view
Right Side / Far Right	The right, and the outer right
Top / Bottom	The top and bottom of the view
Bottom Left / Bottom Right	The lower corners

Start with Whole Screen on every light and live with it for a session. Split them out only once you know which lamp is in the wrong place. Splitting first, before you know how the room reads, is how people end up with a lamp reacting to something behind them.

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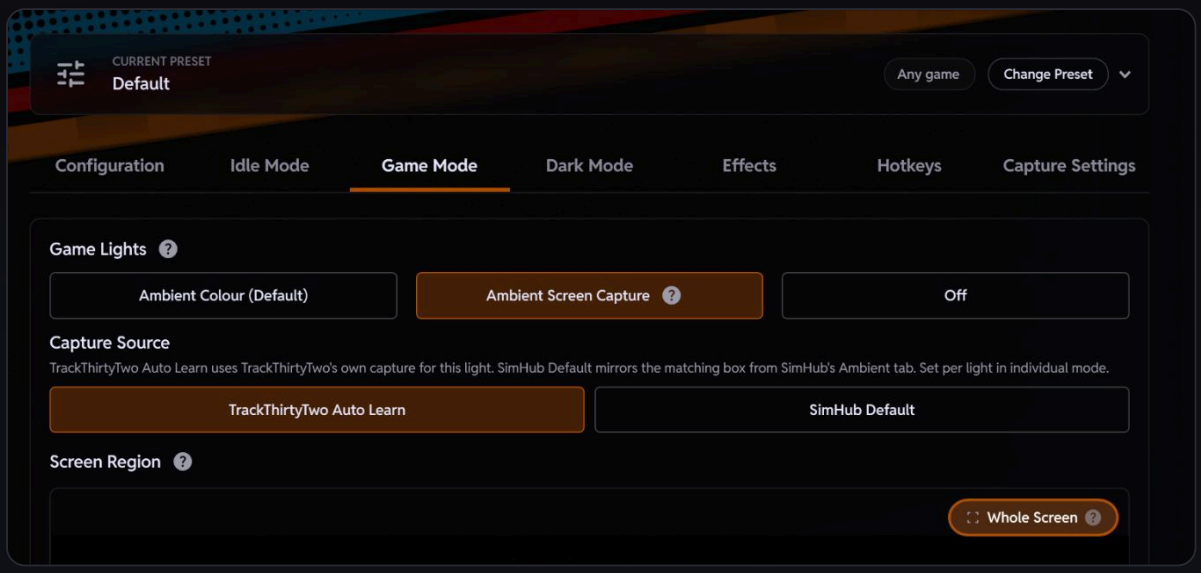
Idle, game and dark mode

Three states, each with its own colour and its own brightness. This is the part worth spending time on: a rig that is right in daylight is usually wrong at midnight.



AMBIENT LIGHTS, GAME MODE. THE LOOK WHILE A SESSION IS RUNNING IN DAYLIGHT

Idle Mode

"This setting controls the behaviour of your Ambient Lights when SimHub is open but no game is running (e.g. menus, desktop)."

It carries its own brightness: "Select the brightness level of the Ambient lighting when SimHub is open but no game is running".

Game Mode

"This setting controls the behaviour of your Ambient Lights when SimHub is open and a game session is running during normal daylight mode (i.e Dark Mode is turned OFF)."

Dark Mode

"This setting allows you to select the colour of Ambient Light uses when SimHub is open and a game session is running during night time mode (i.e Dark Mode is turned ON)."

STATE	WHEN IT APPLIES
Idle	SimHub running, no session
Game	Session running, Dark Mode off

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Idle, game and dark mode (continued)

STATE	WHEN IT APPLIES
Dark	Session running, Dark Mode on

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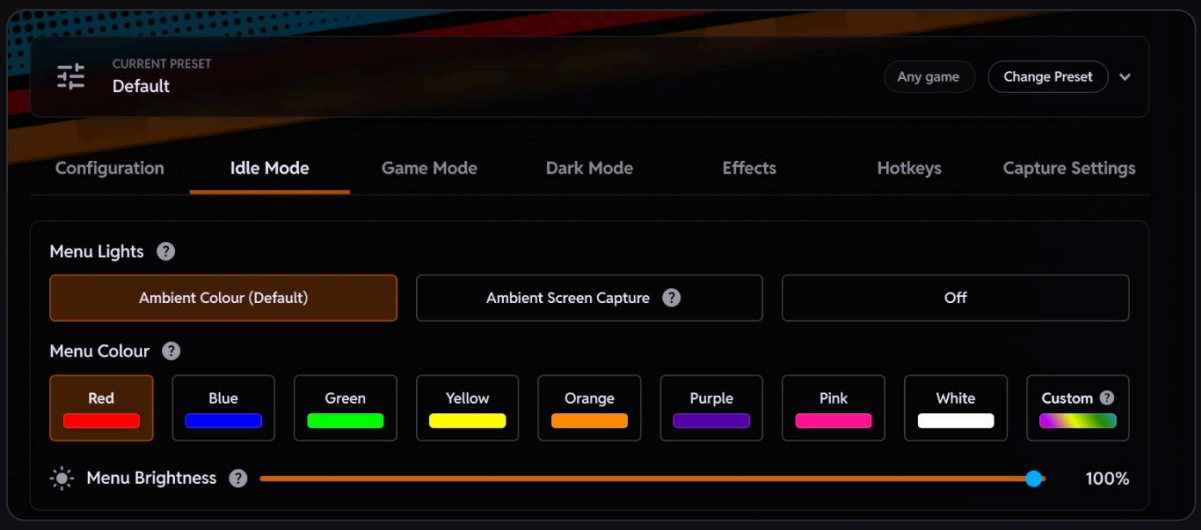
Every setting in a mode

Idle, Game and Dark Mode are the same four controls three times over.



AMBIENT LIGHTS, IDLE MODE. THE SAME FOUR CONTROLS EVERY MODE CARRIES

All three modes carry the same four controls, named for the mode they belong to. Learn them once and you know all three.

CONTROL	WHAT IT DOES
… Lights	Whether the lights are on at all in this mode. **Menu Lights**, **Game Lights**, **Game Lights · Dark Mode**
… Colour	What they show: a fixed **Ambient Colour**, or **Ambient Screen Capture**
… Brightness	How bright, in this mode only
Screen Region + Capture Source	Shown when the mode is set to screen capture. Per light in Per Light mode

The colour choice

OPTION	WHAT IT MEANS
Ambient Colour (Default)	A fixed colour. "Sets the colour Ambient Light uses when the Ambient Menu Colour setting above is set to Ambient Colour"
Ambient Screen Capture	Take the colour from the screen, using everything in Capture Settings

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Every setting in a mode (continued)

Picking a fixed colour opens a palette: the **TrackThirtyTwo COLOURS** set, a full **PALETTE** with **OPACITY**, and **Custom** for a colour of your own.

> **Screen capture is only worth it in Game Mode for most people.** A fixed colour for Idle keeps the room calm on the desktop, and a fixed colour for Dark Mode keeps a night session from flickering. There is nothing wrong with capture in all three; it is simply rarely what people want once they have tried it.

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What each mode calls its settings

Three states, nine names, and a set of starting values chosen so a new rig is usable before you change anything.

The three controls are the same in all three modes, and the plugin gives each one a different name per mode. Knowing which name belongs to which state saves a lot of hunting.

TAB	ITS THREE CONTROLS
Idle Mode	**Menu Lights**, **Menu Colour**, **Menu Brightness**
Game Mode	**Game Lights**, **Game Colour**, **Game Brightness**
Dark Mode	**Game Lights - Dark Mode**, **Game Colour - Dark Mode**, **Game Brightness - Dark Mode**

"Select the brightness level of the Ambient lighting when SimHub is open but no game is running (e.g., menus, desktop)."

That is **Menu Brightness**, and it is the one people go looking for first, because a room at full brightness while you sit on the SimHub desktop at night is the first thing anybody notices.

Where a new preset starts

SETTING	OUT OF THE BOX
Menu Colour and **Menu Brightness**	Red, at 100
Game Colour and **Game Brightness**	White, at 75
Game Colour - Dark Mode and its brightness	**Dark Mode Colour**, at 50
Effects Brightness (Game) and **(Dark Mode)**	100 and 75
Every effect switch	On

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Picking a fixed colour

Nine colours, a hex box, and one slider that does not do what its neighbours do.

Set **Menu Lights** or **Game Lights** to **Ambient Colour (Default)** and a row of nine choices appears underneath, each with a small picture of what the room looks like: **Red**, **Blue**, **Green**, **Yellow**, **Orange**, **Purple**, **Pink**, **White** and **Custom**.

"Options for the custom theme will appear below if selected."

That note sits beside **Custom**, and it is literal. Pick any of the other eight and there is nothing more to set. Pick **Custom** and a **Custom Color** box opens under the row with one swatch in it.

CHOOSE COLOUR

Clicking that swatch, or any other colour swatch in the plugin, opens the same small panel headed **CHOOSE COLOUR**. There are four ways to land on a colour in it, and you can use whichever suits.

IN THE PANEL	WHAT IT IS FOR
The spectrum	Finding a colour by eye
The # box	Typing an exact value, for matching a team colour or a livery
TrackThirtyTwo COLOURS	Our own set, in one click
PALETTE	A general set of swatches

OPACITY is transparency, not brightness. The slider runs over a checkerboard for exactly that reason. Turning it down does not dim the lamp, it makes the colour partly see through, and a colour at zero is not black, it is nothing at all. To make the room dimmer, use the mode's own brightness slider instead.

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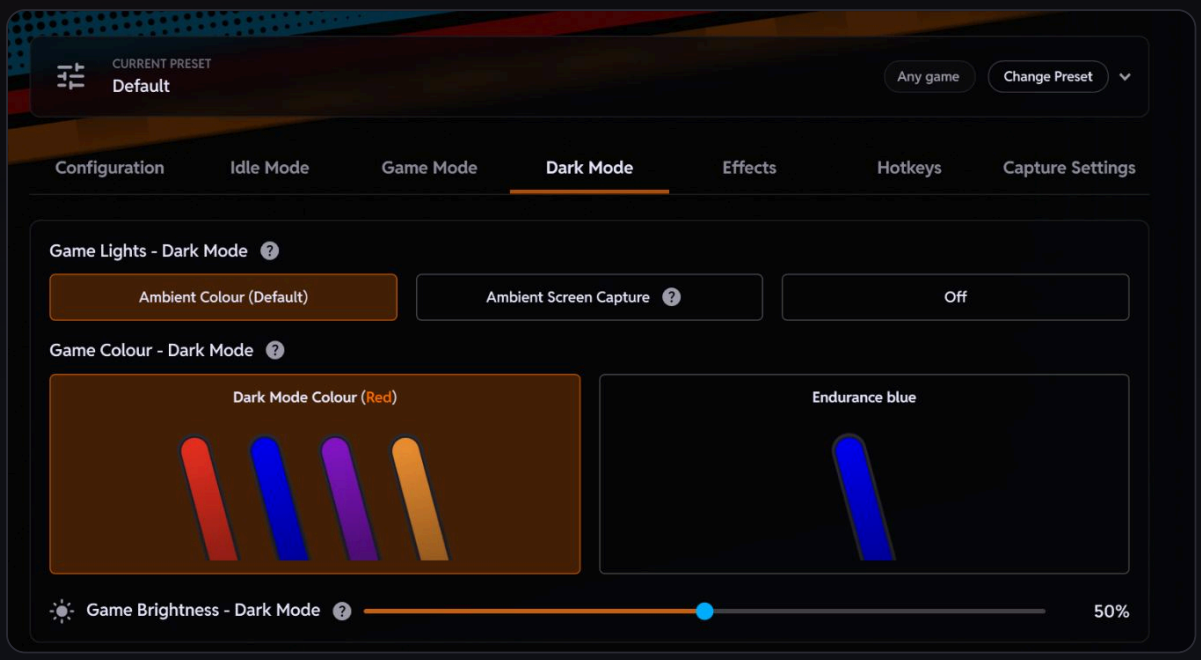
Dark Mode has two looks, not nine

The night time tab is shaped differently from its two neighbours, and it catches people out.



AMBIENT LIGHTS, DARK MODE. THE NIGHT TIME LOOK, WITH ITS OWN COLOUR AND ITS OWN BRIGHTNESS

Game Colour - Dark Mode does not offer the nine colours the other two tabs offer. It offers two, each with a picture of the result.

OPTION	WHAT YOU GET
Dark Mode Colour	Whichever colour the whole rig uses for Dark Mode. The tab prints the current one in brackets beside the name, so you can see what you are choosing
Endurance blue	A blue of its own, with nothing further to set

Dark Mode Colour is not set on this page. It lives on the **Dark Mode** tab of **SETTINGS**, then **DEVICE SETTINGS**, under **Colours**, and the plugin is plain about how far it reaches: “Select the colour of Dark Mode for ALL TrackThirtyTwo compatible profiles.” Reading the row from the left, the choices there are **Custom**, **Red**, **Blue**, **Purple** and **Orange**, so Custom is the first tile rather than the last.

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Dark Mode has two looks, not nine (continued)

Endurance blue is how you let the room go its own way. Dark Mode Colour ties the room to every other TrackThirtyTwo device you own, which is usually what you want. Endurance blue does not, so the room can be blue at night while your wheel and strip stay on the colour you chose for them.

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Effects brightness, which is separate

Four brightness settings, not two, and the split is deliberate.

"This setting lets you adjust the brightness of Ambient Lighting effects (Spotters, Flags, Low Fuel, and Pit effects) when SimHub is open and a game session is running in normal daylight mode (Dark Mode OFF)."

This catches people out, so it is worth stating plainly: **the effects have their own brightness, separate from the mode brightness.**

SETTING	CONTROLS
Game Brightness	The ambient colour while you drive
Effects Brightness (Game)	Flags, spotters, low fuel and pit effects while you drive
Game Brightness · Dark Mode	The ambient colour at night
Effects Brightness (Dark Mode)	The same effects, at night

This is how you get a calm room with an unmissable yellow flag. Turn the ambient brightness down so the room is not distracting, and leave the effects brightness up so the things that matter still make you look. Turning one slider down and wondering why the flags are still blinding is the commonest mistake on this page.

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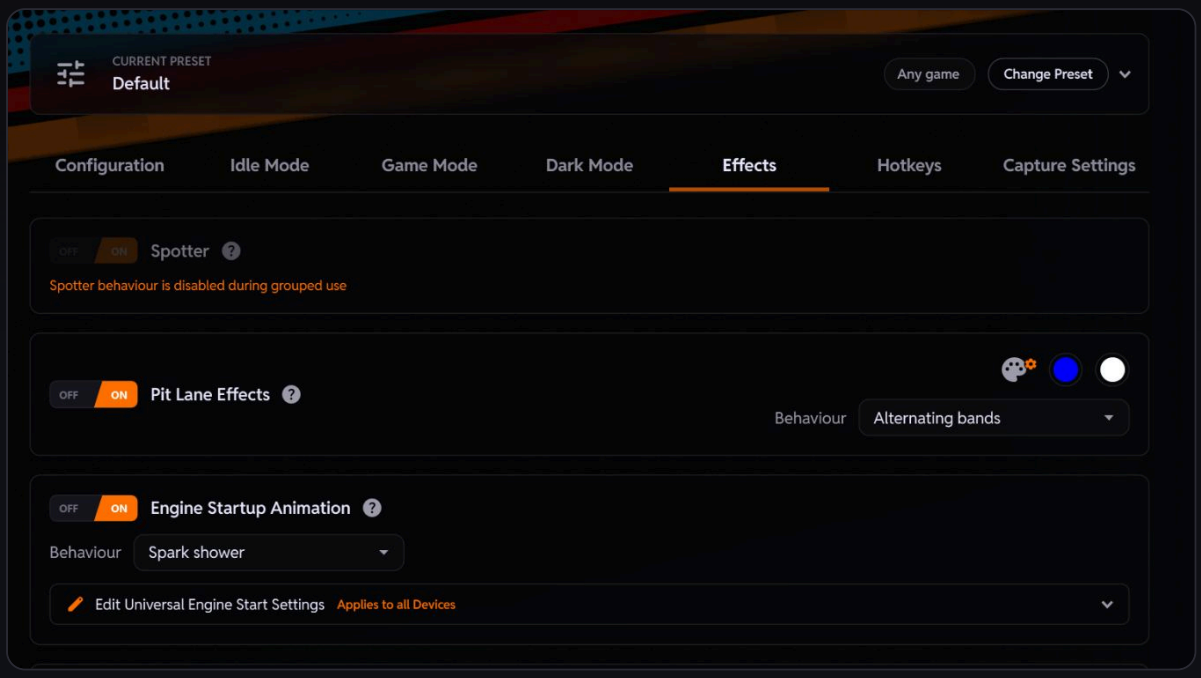
Effects

Each effect has its own switch, so the room can react to the things you want and ignore the rest.



AMBIENT LIGHTS, EFFECTS. ONE SWITCH PER THING THE ROOM CAN REACT TO

> **Dark Mode is not automatic dusk detection.** It is a mode you switch, with its own colour and its own brightness, so one rig can have a daytime look and a night time look and you choose between them.

Marshall Flags

"This setting lets you turn in-game Marshal Flag animations (Yellow, Green, Blue etc) ON/OFF on your Ambient Lighting."

A room that goes yellow is impossible to miss, which is the point. Which flags exist is set once, in **Edit Universal Flags Settings**.

Spotter

"This setting lets you turn in-game Spotter warning (warning of cars in close proximity either left or right) ON/OFF on your Ambient Lighting (when using more than a single lighting device)."

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Effects (continued)

It needs more than one light, and it needs **Per Light** mode. In Grouped, the page disables it.

Low Fuel

"This setting allows you turn ON/OFF an animation indicating low fuel levels, reminding you to pit soon to avoid running out."

It arrives on, so a new rig warns you by default. What it does not decide here is the colour, or which sessions it fires in. Open **Edit Universal Low Fuel Settings** under the switch for **Low Fuel Colour**, the three session switches **Low Fuel Practice**, **Low Fuel Qualify** and **Low Fuel Hotlap**, and a **Low Fuel Acknowledge** hotkey that lets you put the warning away once you have seen it. There is no level to set: the plugin decides when to warn you. Those settings are covered later in this guide.

Pit Lane Effects and Engine Startup Animation are the other two switches on this tab. That is five in all, every one of them on out of the box. Those two have a page of their own next.

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Flags and the spotter, as a room sees them

The switch on the Effects tab turns the spotter on. These are the settings that decide what it actually does.

Two flag choices worth making for a room

Both live inside **Edit Universal Flags Settings** on the **Effects** tab, and both matter more to a room than they do to a wheel, because a room is the one thing you cannot look away from.

SETTING	THE TWO OPTIONS
Flags Visible Yellow Sector	**Show Yellow Sector Flag from whole track (Default)**, or **Show Yellow Sector Flag only in current sector**
Flags in Pit Lane	**Always Visible (Default)**, or **Flags Deactivated in the Pit Lane**

Flags Deactivated in the Pit Lane is the one ambient owners reach for. A yellow filling the room while you sit still in the pit box, watching a stop you cannot affect, is the one place the effect works against you. The setting is universal, so it switches those flags off on your wheel and brows at the same time. Decide that deliberately rather than by accident.

Telling the spotter which side is which

With **Spotter** on, two tiles sit under it: **Left** and **Right**. They are set per light, and each light picks one side or the other, never both. That is how a lamp is told which side of the car it speaks for. Pick **Right** on the lamps to your right, and the plugin clears **Left** on that lamp for you.

Every light starts on Left. So on a fresh preset every lamp you own is set to the left side of the car, including the ones on your right. Work along the row of light buttons and pick **Right** on each lamp that sits to your right. One press per lamp is the whole job, because picking a side puts the other one away.

The colour comes from **Spotter Colour**, inside **Edit Universal Spotter Settings**, described there as the “Colour Selection for the Spotter LED animation”. Like everything in that expander it is shared with your wheel, brows and flag box.

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Pit lane and engine start

The two effects that are about the car rather than about the race.

Pit lane

"This setting lets you turn ON/OFF all of the Pit Lane effects on your Ambient Lighting that include: Flashing blue or red for speed limiter status / Flashing red for exceeding the speed limit / Flashing red or green for activating or deactivating the speed limiter / The traditional blue and white speed/pit limiter animation."

One switch covers all four of those. If you find the pit lane busy in your peripheral vision, this is the switch rather than four of them.

With it on, two colour swatches appear on the right of the row. They are the two pit limiter colours, and the paint pot icon beside them says what they are:

"Universal colour setting applied across all TrackThirtyTwo devices"

So they are not ambient settings sitting on an ambient page. Change one here and the pit lane changes colour on your wheel, your strip and your brows as well.

Engine start

"This setting turns ON/OFF a 'sweep' animation across your Ambient Lights that signals an engine start, matching the Engine Startup effect on your other TrackThirtyTwo devices. Uses the shared Engine Start colour."

"Shared" is the important word. Engine start uses the same colour across every TrackThirtyTwo device, so changing it here changes it on your wheel and your strip too. It is edited in **Edit Universal Engine Start Settings**, covered a few pages on.

Engine start is the one effect worth leaving on even if you turn everything else off. It is a single sweep at a moment nothing else is happening, and it is how you know the room is actually connected to the car.

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Presets

A saved set of everything on this page, switchable by hand, by hotkey, or by which sim you started.

CURRENT PRESET sits across the top of the page with **Change Preset** beside it and a game selector reading **Any game**. A preset is a complete set of these settings under a name, and you can hold several.

WHAT	WHICH MEANS
Change Preset	Switch to another set of settings, rename, duplicate or delete one
Any game	Bind this preset to one sim, so it is chosen for you when that sim starts

Per game presets need Auto Switch Preset on. It lives on the **General** tab of **SETTINGS**, then **DEVICE SETTINGS**: "Enables per-game preset selection. When enabled, you can set presets in each configuration tab that auto-switch based on the selected game." Leave it off and the game selector on this page does nothing.

Presets are the answer to "I want it different at night". Rather than rebuilding the page twice, build it once, duplicate it, change what you want and switch between them with a hotkey.

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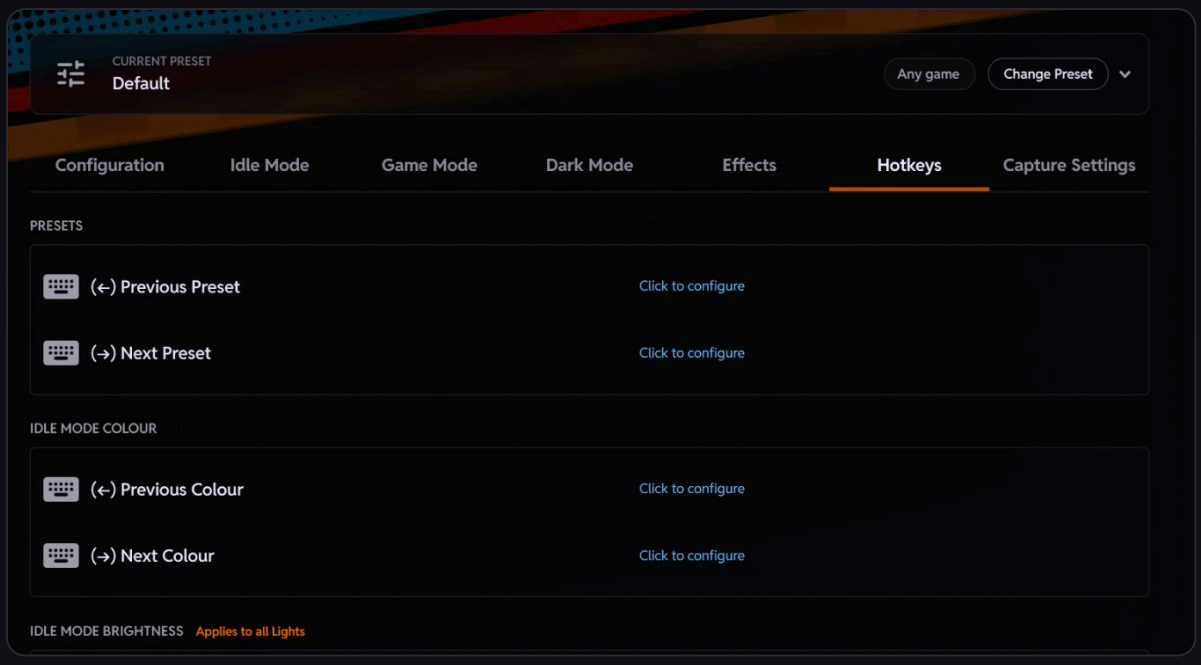
Hotkeys

A button for the settings you change mid session, so you never have to stop and open the plugin.



AMBIENT LIGHTS, HOTKEYS. EVERY BINDING, AND ALL OF THEM APPLY TO EVERY LIGHT

The **Hotkeys** tab binds a button on your wheel or keyboard to a change, so you can make it without leaving the car. Most of the groups carry an **Applies to all Lights** badge: a hotkey is never per light.

GROUP	BINDABLE
PRESETS	Next preset, previous preset
IDLE MODE COLOUR / DAY TIME COLOUR	Next colour, previous colour
IDLE MODE BRIGHTNESS	Increase, decrease
DAY TIME BRIGHTNESS / DARK MODE BRIGHTNESS	Increase, decrease
EFFECTS BRIGHTNESS (GAME) / (DARK MODE)	Increase, decrease
SCREEN CAPTURE	**Reset Learned Mask**

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Hotkeys (continued)

Reset Learned Mask on a wheel button is the one worth binding. It is the fix for a mask learned at the wrong moment, and needing it means you are in the car rather than at the keyboard.

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What a hotkey press changes

The bindings move in steps, and the brightness ones never move only one light.

Every brightness, colour and preset group on the **Hotkeys** tab holds two rows, and the row names say which way the binding moves things. The brightness groups read **(+) Increase Brightness** and **(-) Decrease Brightness**; the colour groups read **Next Colour** and **Previous Colour**; the preset group at the top reads **Next Preset** and **Previous Preset**.

SCREEN CAPTURE, the group at the bottom, is the exception. It holds one row, **Reset Learned Mask**, for rebuilding the mask from the rig without leaving the car. There is no second binding in it to go looking for.

PRESS	WHAT HAPPENS
(+) Increase Brightness	Five more, and it stops at 100
(-) Decrease Brightness	Five less, and it stops at 0

A brightness hotkey always moves every light. There is no way to see which light is selected from inside the car, so a binding that moved only one of them would be a gamble. That is what the **Applies to all Lights** badge on the group is telling you.

Twenty presses cover the whole range. Five at a time is deliberately small, so a brightness binding is for taking the room down a little mid stint rather than for jumping between a daytime and a night time setting. For that, build the two as presets and bind **Next Preset** instead.

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Device settings, and who wins

Read this page twice. It explains most of the "why is nothing happening" questions we get.

The rule

SET WHERE	DECIDES
SETTINGS, then **DEVICE SETTINGS**	The theme every device wears while Universal Theme is on, every status, input and ERS colour, and Global Brightness
The **Edit Universal** expanders, badged **Applies to all Devices**	**How** flags, the spotter, low fuel and engine start behave: which flags exist, priorities, timings and their colours
Your ambient lights' **Effects** tab	**Whether** the room shows each effect at all

Both have to be on. Switching a flag off in the flag settings switches it off on every device you own, which is the point: it keeps a rig behaving as one thing rather than five.

> **Two switches, in order.** If an effect is not showing, check its switch on this page first, then the setting inside its expander.

They belong to a preset too

The shared settings are stored in the preset shown at the top of the Device settings page, not in this page's preset. Switching the Device settings preset switches all of them.

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What the flag settings actually are

The flag settings are shared, so they are set once and every device obeys them.

Edit Universal Flags Settings, an expander on the **Effects** tab, opens them without leaving the page. It is badged **Applies to all Devices**, and it means it: everything here applies to *every* TrackThirtyTwo device at once.

SETTING	WHAT IT DOES
Flags Priority	Whether **Flags take priority over Spotter** (the default) or **Spotter takes priority over Flags**. A yellow while a car is alongside is a real situation, and one light cannot show both
Flags selection	Which flags exist at all, each with its own switch, all on out of the box: **Checkered**, **Safety Car**, **Green**, **White Final Lap**, **Blue**, **White Slow Car**, **Orange (Meatball)**, **Black**, **Yellow**, **Red** and **Debris**
Toggle Blue Flag and **Toggle White Slow Car Flag**	Hotkeys, under Blue and White Slow Car, to switch those two on and off from a button while you drive
Flags Visible Yellow Sector	**Show Yellow Sector Flag from whole track (Default)**, or **Show Yellow Sector Flag only in current sector**. Whole track is safest and busiest; current sector only lights the room when the yellow matters to you
Flags Blink Frequency	“Set the flashing speed of the Flag Animations.” 100 to 3000 milliseconds
White Flag Final Lap Duration	How many seconds the final lap white flag shows, 1 to 60
Checkered Flag Duration	The same for the chequered flag
Flags in Pit Lane	**Always Visible (Default)**, or **Flags Deactivated in the Pit Lane**

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Spotter, low fuel and engine start settings

The other shared expanders on the **Effects** tab. Like the flags, they are set once and obeyed everywhere.

Edit Universal Spotter Settings

SETTING	WHAT IT DOES
Spotter Colour	“Colour Selection for the Spotter LED animation”
Spotter Frequency Far	“Select the speed in ms for how fast the Spotter animation is for cars at maximum distance.” 100 to 3000
Spotter Frequency Close	“Select the speed in ms for how fast the Spotter animation is for cars at minimum distance.” 100 to 3000
Spotter Distance Far	“Select the distance in meters for when the Spotter animation will change frequency.” 1 to 50

Edit Universal Low Fuel Settings

On the **Effects** tab.

SETTING	WHAT IT DOES
Low Fuel Colour	The warning colour
Low Fuel Practice, Low Fuel Qualify, Low Fuel Hotlap	One switch per session type, all on out of the box
Low Fuel Acknowledge	A hotkey that silences the warning for the rest of the lap once you have seen it

Turning low fuel off in qualifying is the usual choice. A qualifying run on fumes is deliberate, and a warning you meant to trigger is just noise.

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Spotter, low fuel and engine start settings (continued)

Edit Universal Engine Start Settings

SETTING	WHAT IT DOES
Engine Start Colour	The shared colour for the start animation on every device
Animation Duration (ms)	How long it takes, 500 to 10000. Two seconds out of the box

Engine start is the one effect worth leaving on even if you turn everything else off. It plays once, at a moment nothing else is happening, and one colour and one duration means your wheel, strip, brows and room all fire together as the engine catches.

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If something is not right

In order. The first three cover nearly every ambient question we get.

WHAT YOU SEE	WHAT TO DO
The spotter does nothing	It needs more than one light and **Per Light** mode. Grouped disables it
The wrong lamp reacts to the wrong side	The zone is a region of the SCREEN, not a place in the room. Match them yourself
Colours look nothing like the screen	Check which capture the light uses: TrackThirtyTwo Auto Learn, or SimHub Default
One light is out of step	You are in Per Light mode. Check which of **Light 1** to **Light 12** the row at the top has selected
Fine by day, blinding at night	Dark Mode has its own brightness. Set it, then switch modes
The room is bright on the desktop	**Menu Brightness**, which is separate from the race
The night colour is not one you picked here	**Game Colour - Dark Mode** follows the rig wide **Dark Mode Colour**. Choose **Endurance blue** to break the link
The spotter warns on the wrong side	Every light starts on **Left**. Pick **Right** on the lamps to your right, one press each
Flags do nothing	Two switches: **Marshall Flags** here, then that flag's own switch in **Edit Universal Flags Settings**
Engine start colour changed elsewhere	It is the shared Engine Start colour, by design
Nothing lights at all	Check SimHub sees the device, and that its own brightness limiter is not at zero

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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. 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 how many lights, whether you are in Grouped or Per Light, and which capture each one uses. That is usually enough to answer in one reply.

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