DANIEL NEWMAN RACING

Button Box
LED Guide

SET IT UP · FIND EVERY SWITCH · IN THE DARK

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What your button box LEDs do

A button box in a dark room is a grid of identical switches. Lit, it is a control panel you can read without taking your eyes off the track.

THEY SHOW	WHICH MEANS
A colour per button	Which switch is which, without looking
A press	Confirmation the input registered
A toggle state	Whether something is on or off, at a glance
A dim button	A control you have not used yet
The session	Flags, the spotter, ERS and the pit limiter, on the whole box at once

> **The page is a picture of your real box, and you set the lights by clicking the switches in that picture. Five tabs run across the top of it, six if your box has a multi positional switch, and the first three are where nearly all of your time goes.**

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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 DNR 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. DNR uses new SimHub features as they land, so an old SimHub holds things back.

2

The DNR 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 Button Box LEDs

Button Box LEDs needs **Pit Crew** 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, carries a badge naming the tier the plugin is currently unlocking against.

Where to find it

LED DEVICES in the rail down the left, then **Button Boxes**.

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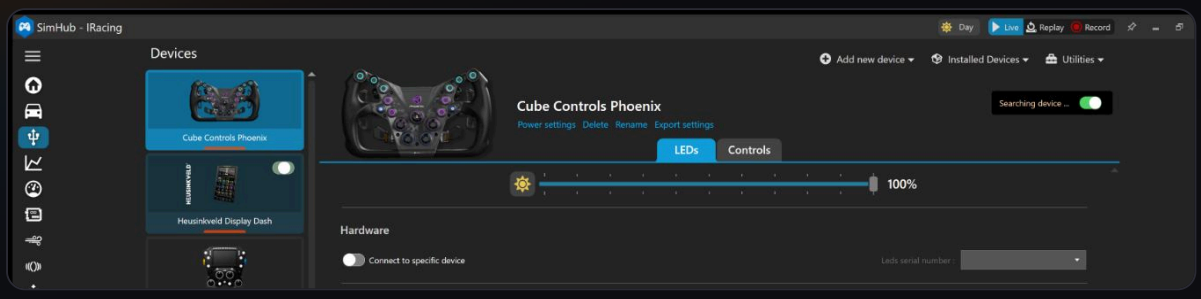
Adding your button box in SimHub

SimHub owns the connection to your hardware. Until SimHub can see it, nothing in the DNR plugin can. This is the step people get stuck on, so take it slowly.



SIMHUB, DEVICES. YOUR HARDWARE DOWN THE LEFT, ITS SETTINGS ON THE RIGHT

1 Open SimHub and go to Devices

It is in the icon rail down the far left. With nothing set up yet the page reads **No devices configured yet !**

2 Press Add new device

Top right, or the **+** at the foot of the device list. SimHub opens **Pick a supported device**: what it has already found on your system at the top, a full list by brand underneath. Find yours and press **Ok**.

Not in the list? SimHub does not carry every maker, and it does not carry home built hardware at all. An unlisted device is almost always an **Arduino** build, and it lives on SimHub's own **Arduino** page rather than on Devices. The next page covers that route. If your maker supplied a device file, use **Import device from file** instead.

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If your button box is an Arduino build

SimHub's **Devices** page only lists hardware whose maker ships a SimHub definition for it. A home built device is never on it, and that is not a fault.

DNR profiles run on home built hardware just as well as on a brand name device. The route through SimHub is different, and you take it when your device is not in the **Pick a supported device** list.

1

Set the board up first, with the maker's instructions

Whoever built it owns that part: the sketch, the wiring, and what is enabled in the sketch setup. SimHub's own wiki covers it under **Arduino · Setup**. Come back here once SimHub is talking to the board.

2

Open the Arduino page in SimHub

It is its own entry in SimHub's left menu, not part of **Devices**. Every Arduino on the rig shares that one page.

3

Open the RGB Leds section

SimHub gives an Arduino its own LED sections rather than the **Telemetry Leds** slot a Devices-list device has. The three are **RGB Leds**, **TM1638 Leds** and **RGB Matrix**, and **RGB Leds** is the one for your button box. **Profiles manager** beside it opens the same profile list.

Several boards behave as one device. SimHub aggregates multiple Arduinos into a single device with one LED numbering, so a rig with two boards still has one profile and one set of positions. Give each board a distinct name when you upload its sketch, or telling them apart later is guesswork.

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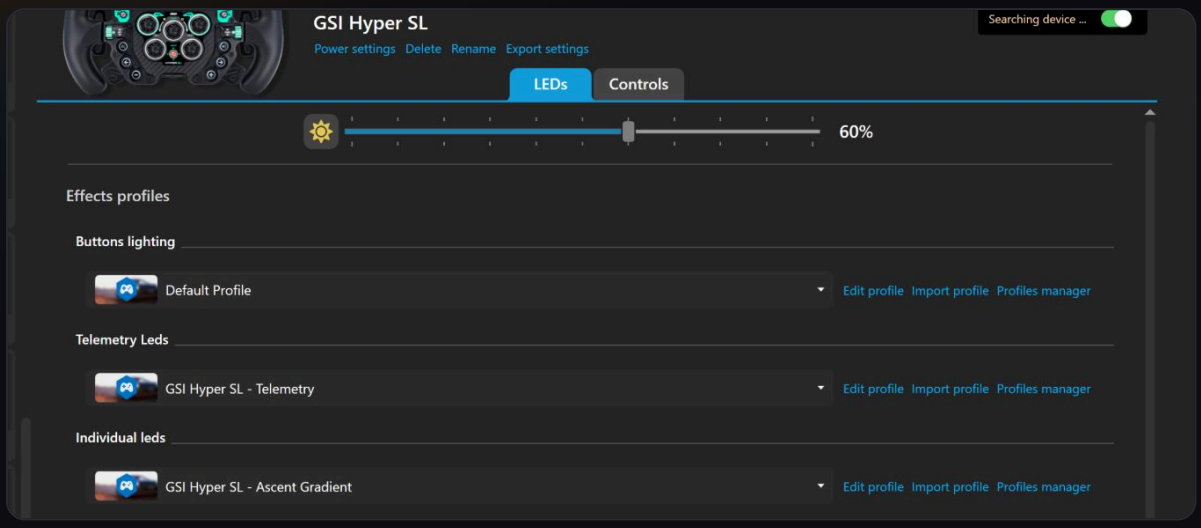
Where the profile goes

Select your device in the list and open its **LEDs** tab. This is the page a DNR profile lands on, so it is worth knowing even though the plugin fills it in for you.



A DEVICE'S LEDS TAB. THREE SLOTS, EACH HOLDING ONE PROFILE

SLOT	HOLDS
Buttons lighting	What your buttons and encoders look like
Telemetry Leds	The rev lights and everything the session drives
Individual leds	Anything drawn across the whole device at once

Each slot has **Edit profile**, **Import profile** and **Profiles manager** beside it. **Import profile** is the one that matters here: it is where a profile you downloaded by hand goes.

> The brightness slider at the top, and **Brightness limiter and balance** underneath, belong to SimHub rather than to us. They cap everything DNR then does, so if your lights are dimmer than you expect, look here before blaming a DNR setting.

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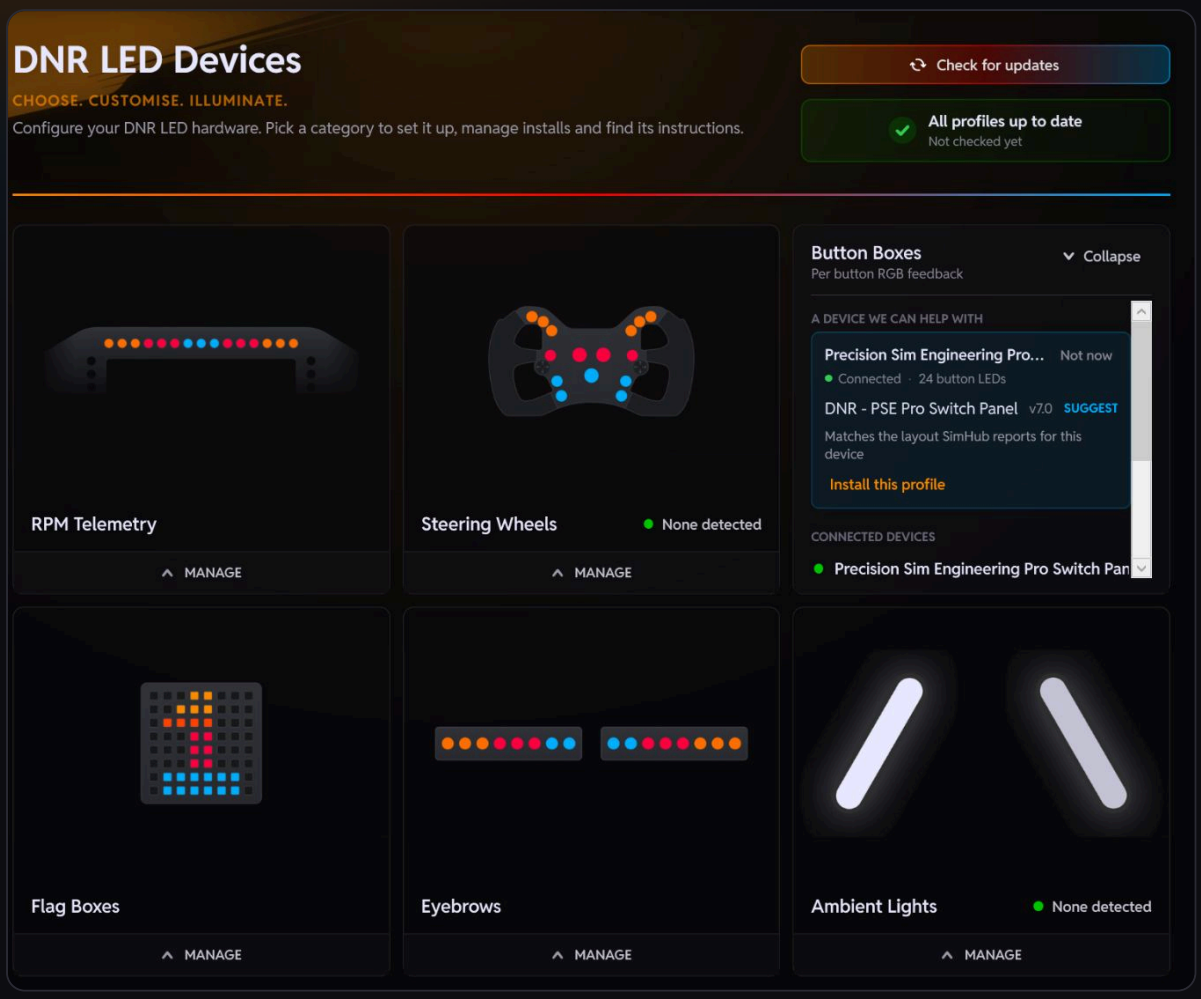
Getting your box lit

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



LED DEVICES, WITH BUTTON BOXES OPENED: THE DEVICE FOUND, AND THE PROFILE BUILT FOR IT

1 **Add the device in SimHub first**

Covered on the previous pages. Until SimHub sees it, the plugin cannot.

2 **Open LED Devices, press MANAGE on Button Boxes**

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 box 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 DNR 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 DNR profile switched off with nothing on screen to say why.

1 Open Profiles manager

On the LED section your DNR 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 DNR profile is the enabled one

Each profile in the list has an enable button on its right. Check the DNR 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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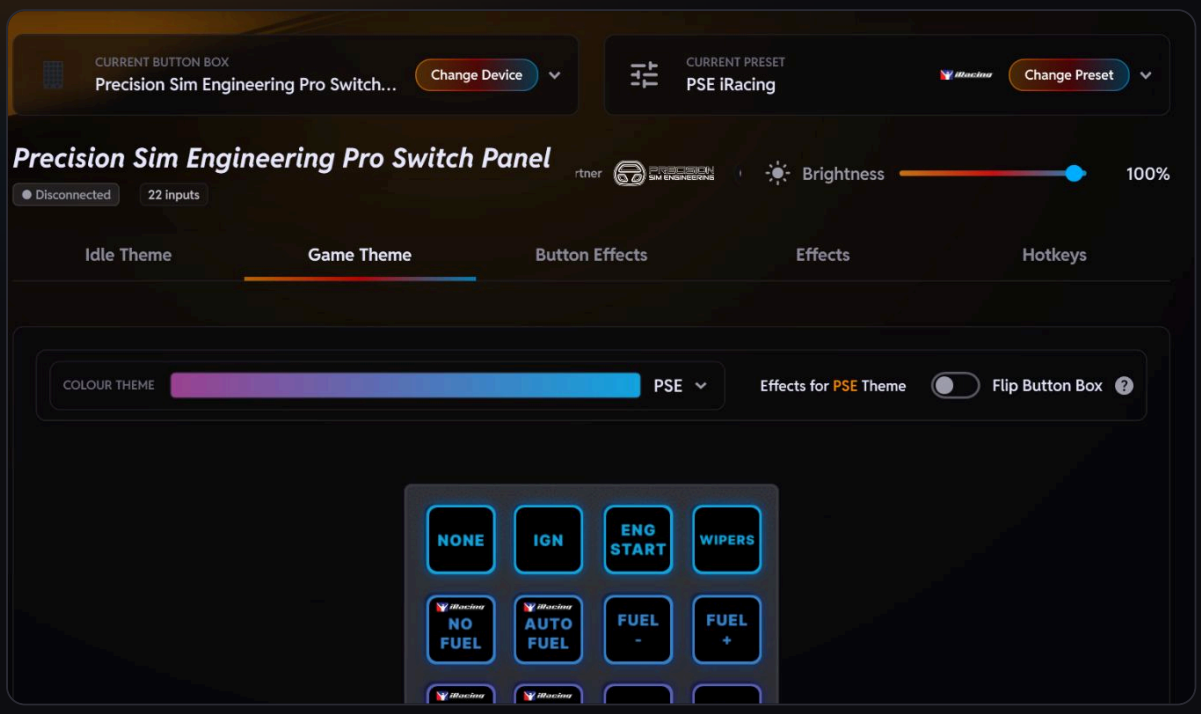
Choosing your box, and presets

The plugin has to know which box you own: the switch layout differs on every one.



BUTTON BOXES. YOUR BOX DRAWN AS IT REALLY IS, WITH EACH SWITCH CLICKABLE

1

Press Change Device

Top left. The tile is headed **CURRENT BUTTON BOX** and names the make and model the plugin is set to, with **Change Device** at its right hand end. Press anywhere on the tile, pick your make and model, and the page redraws as a picture of your actual box. From then on you set the lights by clicking the switches in that picture.

2

Check the badge underneath

- **Connected** means the plugin has found it. Disconnected is not a fault on its own: you can set a box up unplugged and the settings wait for it.

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Choosing your box, and presets (continued)

3 **Choose a preset**

Top right. That tile is headed **CURRENT PRESET** and names the preset you are editing, with a star on it if you have marked it a favourite and, beside that, the game it is tied to. **Change Preset** at its right hand end opens the list. A preset holds a full set of settings under a name, and can be tied to one game or left on **Any game**.

Official Partner

Between the box name and the brightness slider the plugin shows **Official Partner** with the maker's logo and small links to their website and Instagram. It appears only for a box whose maker is a DNR partner, and of the button boxes the plugin carries that is the **Precision Sim Engineering Pro Switch Panel**. On every other box that space is simply empty.

If the whole page is greyed out, a band across the top says which of three things is wrong. Not signed in reads **Sign in to unlock this page**, and the button on the right is **Go to Home**. Signed in but not paying reads **Membership required**, and the button is **Become a Member**. Paying for a lower tier reads **Upgrade required**, and the button is **Upgrade**. Under all three sits "Pit Crew tier or above unlocks this page." Everything stays drawn so you can see what you would be getting, but nothing can be changed.

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The tabs across the page

Two jobs, split across the tabs. The first three are the switches themselves. The last two are the session and your hotkeys.

The first three tabs draw the same picture of your box, and what changes is what a click on a switch edits. The last two are settings pages with no picture.

TAB	WHAT A CLICK ON A SWITCH SETS
Idle Theme	The colour that switch rests at when you are not in a session
Game Theme	The colour it rests at once a session is running
Button Effects	How it behaves when you press it: behaviour, colours, effect and duration
Multi Positional	A multi positional switch, position by position. The plugin shows this tab for the Bavarian SimTec Control Center
Effects	Nothing per switch. Flags, spotter, ERS, engine start and the pit limiter, for the whole box
Hotkeys	Nothing per switch. Real buttons bound to preset, theme and brightness changes

"Click an input to edit its button effects"

The bar above the picture

CONTROL	WHAT IT DOES
Menu Theme	On the Idle Theme tab, the switch that turns the idle colours on at all. Off, the rest of the bar goes with it
COLOUR THEME	A ready made set of colours for the whole box. In the order the picker lists them: **Custom**, **DNR**, **Racing**, **Artic**, **Sunset**, **Rainbow**, **Citrus**, **Tokyo**, **Gulf Oil**, then eight single colours. A Pro Switch Panel is offered one more, **PSE**, its maker's own, and it sits first
Theme Tools	Shown on **Custom** only. A **Generator** that fills the box from a **NUMBER OF COLOURS** with **Fill colour** or **Create Gradient**, and a **Custom Theme Helper** that copies your custom Idle theme over to Game, or the other way round
Flip Button Box	Right hand end of the bar, on a Pro Switch Panel only. Portrait or landscape

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The tabs across the page (continued)

"Flip your Button Box to switch between Portrait and Landscape mode."

> **Individual switches are editable on Custom, and not on the other themes.** Click a switch while a ready made theme is selected and the plugin tells you so rather than taking a colour a theme is about to paint over. The same is true while **Universal Theme** is on.

"This button box is using Universal Theme colours. Edit them in Universal Settings, or turn Universal Theme off to customise this button box individually."

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Display, if your box has a screen

Skip this page unless you own a DisplayDash. Nothing on it applies to a button box without a screen.

One button box in the plugin has a screen as well as lights, the **Heusinkveld DisplayDash**, and picking it adds a pair of tabs above everything else on the page.

TAB	WHAT IS UNDER IT
Display	The screen. Its own **Idle & Menu**, **Dashboard**, **Display Effects**, **Customisation** and **Advanced** tabs
LEDs	The LED tabs on the previous page, unchanged

> **One preset covers both sides.** The **CURRENT PRESET** tile at the top of the page owns the screen and the lights together, so there is no second preset to keep in step.

Every other button box goes straight to the LED tabs, because there is no screen to set. If you own a DisplayDash, the **Dashboards Guide** covers the screen side in full.

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What each switch does

Click a switch in the picture and set how it behaves on its own. Everything here is per switch and per preset.

On the **Button Effects** tab, click a switch and a panel opens for that switch alone. **Button Behaviour** is the first choice and it decides what the rest of the panel offers.

BUTTON BEHAVIOUR	WHAT IT MEANS, AND WHAT IT THEN ASKS FOR
Press	Lights on the press, and stays lit for as long as you set. Asks for **Press Colour** and **Press Effect Duration**
Toggle	Changes state and stays there. Asks for **Toggle Colour OFF** and **Toggle Colour ON**
Effect	The switch is a named car control. Asks for **Button Effect**
No Effect	The switch is left alone. Nothing else to set

SETTING	WHAT IT DOES
Press Colour	The colour the switch shows once it is pressed
Press Effect Duration	A slider from 0 to 5000 milliseconds, in steps of 100
Toggle Colour OFF	The colour the switch sits at in its off state
Toggle Colour ON	The colour it sits at in its on state
Button Effect	Names what this switch is on the car. **Headlights**, **Flasher**, **Rain Light**, **Wipers**, **Ignition**, **Engine Start**, **DRS**, **KERS**, **Push to pass**, **Pit Limiter**, **Hazard Lights**, **Parking Brake**, the brake bias, ABS, TC, engine map and fuel steps, and more

"Choose how many milliseconds the button lighting effect will remain active for after being pressed and released."

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What each switch does (continued)

Toggle is for anything with a real on and off: pit limiter, lights, wipers, ignition. **Press** is for momentary things: radio, flash, overtake, horn. **Effect** is for the switch you want named rather than coloured by hand.

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Setting a colour

One panel, used by every colour setting on the box. Worth reading once.

Every colour on this page is set the same way. The round swatch beside a setting opens a panel headed **CHOOSE COLOUR**, and that panel is identical wherever you meet it.

PART OF THE PANEL	WHAT IT IS FOR
The square, and the strip under it	Pick by eye. Drag in the square for shade, along the strip for hue
OPACITY	How solid the colour is, read out as a percentage
The hex box	Type an exact value, up to eight characters so opacity can be typed in with it
DNR COLOURS	Three house colours: DNR Orange, DNR Red and DNR Blue
PALETTE	Sixteen general colours, black and white through to Hot Pink. Rest on one to read its name

OPACITY is transparency, not brightness. A colour at 0 per cent is transparent, so the light shows whatever is underneath it rather than turning black. That is why the slider and the preview swatch sit on a checkerboard: the panel shows a see through choice as see through. If you want the box dimmer, use **Brightness** instead.

A colour box with a small paint icon beside it is a universal colour, shared with the rest of your rig. The plugin marks those wherever they appear: "Universal colour setting applied across all DNR devices".

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Effects: the session

A button box does react to the session. There is no telemetry tab on the page, so all of it lives here.

The **Effects** tab is the whole box reacting to the race rather than to your hands. Most of it is a single switch with a help icon beside it, carrying the plugin's own description.

Indicator Settings

SETTING	WHAT IT DOES
Marshall Flags	Turns in game flag animations on or off for this box
Proximity Spotters	Turns the close car warning on or off for this box

"This setting lets you turn in-game Marshal Flag animations (Yellow, Green, Blue etc) ON/OFF on your Button Box Buttons. Typically a Flag will illuminate ALL buttons on the Button Box in the colour of the Flag."

"This setting lets you turn in-game Spotter animations (warning of cars in close proximity either left or right) ON/OFF on your Button Box Buttons."

ERS Mode Settings

One expander, **Edit Universal ERS Mode Settings**. The ERS colours themselves are universal, so the box has nothing of its own to set here.

Other Settings

SETTING	WHAT IT DOES
Engine Startup Animation	The white sweep as the engine catches
Pit Lane Effects	The limiter animation, with its two universal colours beside the switch

"This setting allows you to turn ON/OFF a white 'needle sweep' animation that signals an engine start on the Button Box Buttons."

"This setting allows you to turn ON/OFF the traditional blue and white Speed/Pit Limiter animation on their Button Box Buttons."

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Effects: the session (continued)

Flags, **Spotter** and **Engine Start** each open an **Edit Universal** expander under the switch once you turn it on, and Engine Start's is badged **Applies to all Devices**. **ERS Mode** is an expander on its own with no switch at all, because the ERS colours are universal and the box has nothing of its own to set. **Pit Lane Effects** has no expander either; its two universal colours sit beside the switch itself, behind the paint icon. Where there is a switch, it decides whether your box joins in. What the effect looks like is set once, for everything you own, and the next few pages go through it.

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Brightness, and hotkeys

Two things worth setting once the colours are done.

Brightness

The slider at the top right of the page applies to this box. **Global Brightness**, on the Universal Settings **Brightness** tab, scales everything you own at once. SimHub's own brightness limiter caps both.

Hotkeys

The box has its own **Hotkeys** tab, and each row takes a real button, pedal or key pressed into it. Bind them to switches on the box itself and you can change how the rig looks without leaving the wheel.

GROUP	THE TWO ROWS IN IT
PRESETS	**(→) Next Preset, (←) Previous Preset**
MENU THEME	**(→) Next Colour, (←) Previous Colour**
GAME THEME	The same two again, for the game theme
BRIGHTNESS	**(+) Increase Brightness, (-) Decrease Brightness**

> Button box inputs make good hotkeys for your *other* devices too. A wheel's or a strip's **Hotkeys** tab takes a switch on the box just as happily, and a switch is easier to find mid stint than a wheel button you are also using to drive.

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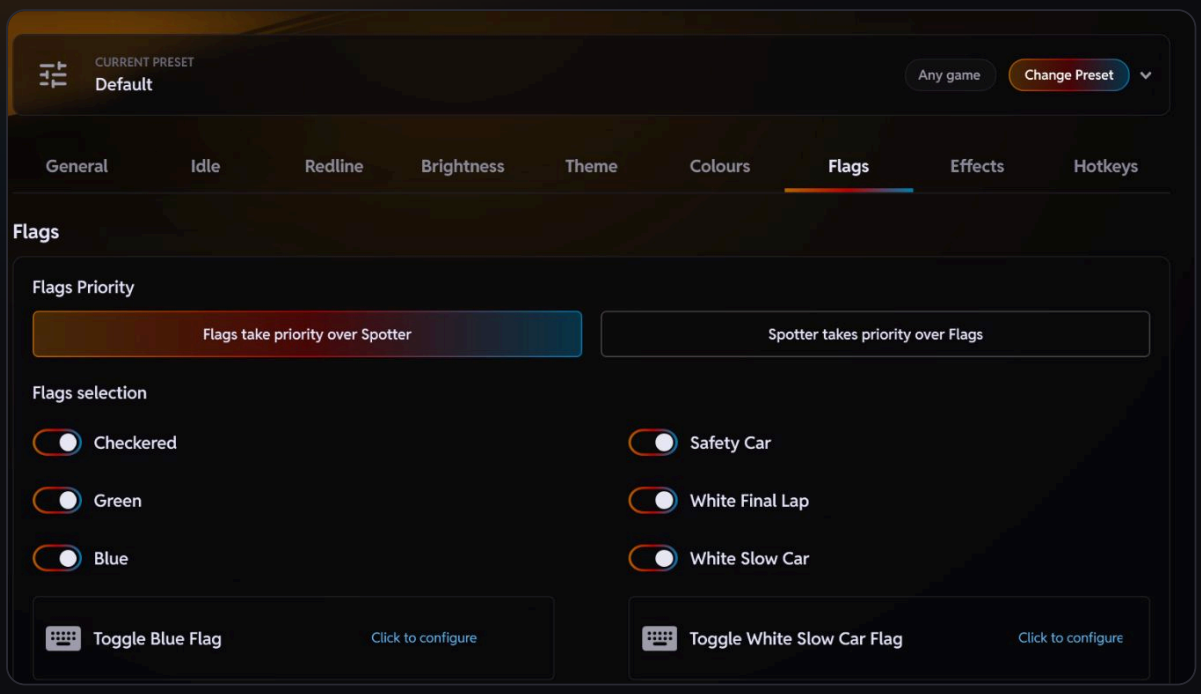
What the flag settings actually are

Every flag setting lives in Universal Settings, so it is set once and every device obeys it.



UNIVERSAL SETTINGS, FLAGS. WHICH FLAGS EXIST, AND HOW THEY BEHAVE

Edit Universal Flags Settings opens these without leaving the page you are on. Everything here applies to *every* DNR device at once.

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What the flag settings actually are (continued)

SETTING	WHAT IT DOES
Flags selection	Which flags exist at all, each with its own switch: **Toggle Blue Flag**, **Toggle White Slow Car Flag**, **White Final Lap**, **Safety Car**, **Black**, **Orange (Meatball)**, **Debris** and **Checkered**
Flags Blink Frequency	"Set the flashing speed of the Flag Animations"
Flags Priority	Whether **Flags take priority over Spotter** or **Spotter takes priority over Flags** when both fire at once
Flags Visible Yellow Sector	"Show Yellow Sector Flag from whole track" (the default) or "only in current sector"
Flags in Pit Lane	**Always Visible**, the default, or **Flags Deactivated in the Pit Lane**
Checkered Flag Duration	The maximum seconds the chequered flag is shown, across every device
White Flag Final Lap Duration	The same for the final lap white flag
Clear Pit Flags (iRacing)	iRacing only

Yellow sector scope is the one worth thinking about. Whole track means you see a yellow anywhere on the circuit, which is safest and busiest. Current sector only means the room goes yellow when it matters to you, and stays quiet when the incident is a mile behind. Neither is wrong; they suit different racing.

Priority exists because both can be true at once. A yellow flag while a car is alongside you is a real situation, and one light cannot show both. Decide which one you would rather be told about with a glance.

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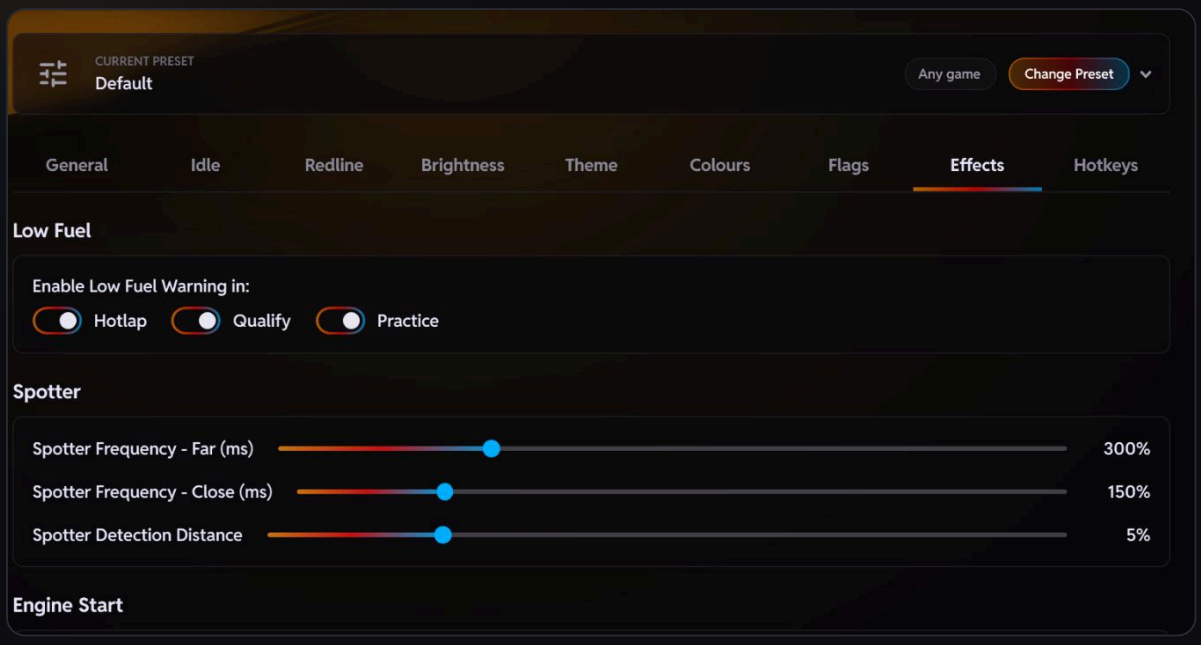
Spotter, low fuel and engine start

Two of the three remaining expanders on a device's Effects tab. Like the flags, all of it is set once and obeyed everywhere.



UNIVERSAL SETTINGS, EFFECTS. THE SPOTTER, LOW FUEL AND ENGINE START, SET ONCE

Spotter

SETTING	WHAT IT DOES
Spotter Detection Distance	How close a car has to be before the spotter fires at all
Spotter Distance Far	Where the far band ends, so the flash can slow down as a car drops back
Spotter Frequency — Close (ms)	How fast it flashes when the car is right there
Spotter Frequency — Far (ms)	How fast it flashes at the edge of the detection distance
Spotter Colour	The colour of the spotter animation

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Spotter, low fuel and engine start (continued)

Low fuel

SETTING	WHAT IT DOES
Enable Low Fuel Warning in:	Three switches, one per session type: **Low Fuel Practice**, **Low Fuel Qualify**, **Low Fuel Hotlap**
Low Fuel Acknowledge	A hotkey. "Set a hotkey to disable the warning during the lap. This allows you to acknowlege the warning has been seen, but then disable it so it does not cause a distraction."
Low Fuel Colour	The warning colour

> **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. The plugin splits it by session type so you do not have to choose between all and nothing.

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Engine start

The last of the four expanders, and the only effect on a DNR rig that is meant to happen on every device at the same instant.

SETTING	WHAT IT DOES
Engine Startup Animation	Whether the sweep plays at all, per device
Engine Start Colour	The shared colour for the start sweep on every device
Engine Start Animation Duration (ms)	How long the sweep takes
Ignition and Engine Start Combined	Whether ignition and start are one animation or two

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 rig is actually connected to the car.

It is shared on purpose. One colour and one duration means your wheel, strip, brows, flag box and room all fire together as the engine catches, rather than five things doing five different animations at once.

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Universal Settings, and who wins

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

"The universal DNR lighting profile: one set of colours, effects and flag behaviour applied across everything you own, so your wheel, button boxes and brows all react to the session together."

The rule

SET WHERE	DECIDES
Universal Settings	**Which** flags exist, every status and ERS colour, spotter distance and timing, global brightness
this button box's Effects tab	**Whether** this device shows them at all

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

> **Check Universal first, the device second.** Nine times in ten it is Universal.

Getting there quickly

You do not have to leave this page. **Edit Universal Flags Settings**, **Edit Universal Spotter Settings**, **Edit Universal ERS Mode Settings**, **Edit Universal Engine Start Settings** sit beside the matching switches.

> Wherever you read **Applies to all Devices** or "Universal setting applied across all DNR devices", changing it there changes it everywhere.

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If something is not right

In order. The first four cover most of it.

WHAT YOU SEE	WHAT TO DO
The whole page is greyed out	The band at the top says which of three: Sign in to unlock this page, Membership required or Upgrade required. Sign in on the Home page, or take Pit Crew
No lights at all	Check the badge reads Connected. If not, replug the box and restart SimHub
Some buttons lit, some not	An unlit switch is set to No Effect, or its colour is black. Click it and check
Clicking a switch will not let you change its colour	The COLOUR THEME is not on Custom, or Universal Theme is on. The page says which above the picture
A toggle never changes colour	Its behaviour is set to Press. Switch it to Toggle
The press colour stays too long	Press Effect Duration. Lower it
A colour looks washed out or dead	OPACITY in the colour panel. It is transparency, so check it is at 100 per cent
The box is drawn the wrong way up	On a Pro Switch Panel, Flip Button Box at the right hand end of the bar above the picture. No other box is offered it
Idle colours are right, race colours are not	Two tabs. Idle Theme and Game Theme each hold their own set
Flags do nothing	Two switches: the flag in Universal Settings, then Marshall Flags on the Effects tab
Settings look wrong after swapping boxes	Each box keeps its own settings. Check Change Device at the top left
The wrong preset loads in a game	That preset's game selector. Set it to the game you want, or to Any game

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If something is not right (continued)

Too bright at night	Brightness on this page, or Global Brightness for everything
A new box is not offered	Update the plugin. New devices arrive with plugin versions

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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 the box, the sim and which switch. "The toggle on my PSE panel never goes green" gets a straight answer.

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