DANIEL NEWMAN RACING

Steering Wheel
LED Guide

SET IT UP · MAKE IT YOURS · RACE WITH IT

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What your wheel LEDs do

Your wheel's button LEDs are not decoration. Once the plugin is driving them they tell you what the car and the session are doing, without you looking away from the road.

THEY SHOW	WHICH MEANS
A colour per button	Which button is which, so you can find one in the dark
A flash on press	Confirmation the input registered
Marshal flags	Every button turns the flag's colour
The spotter	The buttons on the side a car is alongside light up
Redline	A flash at the shift point, for a rig with no dash
ERS and energy	Which deployment mode the car is in
Pit limiter	A moving animation while the limiter is on
Rotary position	Where a dial is set, without reading a label

Before you start

Install the DNR plugin, sign in, and have your wheel plugged in. The **SimHub Plugin Installation Guide** covers all three. Then open SimHub, click **Daniel Newman Racing** in the left menu, and choose **LED Devices**, then **Steering Wheels**.

> **Everything in this guide is per device and per preset. Nothing you change here can break another device, and nothing is permanent.**

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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 Steering Wheel LEDs

Steering Wheel LEDs needs **Pit Crew** or above. If the page is behind a padlock, that is what it is telling you. Check the **MEMBERSHIP STATUS** card on the plugin's home page: it names the tier the plugin is currently unlocking against.

A locked page shows one card where the wheel should be, and it reads “Pit Crew tier or above unlocks this page.” Its heading and its button change to match you: **Sign in to unlock this page** with **Go to Home** if you are not signed in yet, **Membership required** with **Become a Member** if you are signed in without a membership, and **Upgrade required** with **Upgrade** if you already pay for a tier below Pit Crew.

Where to find it

LED DEVICES in the rail down the left, then **Steering Wheels**.

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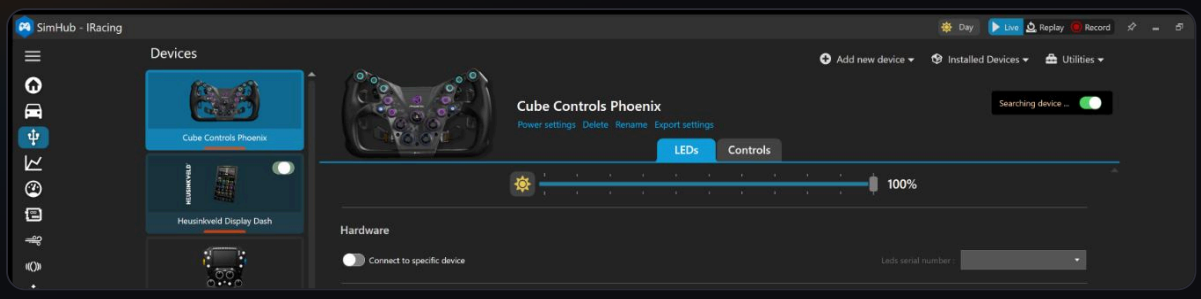
Adding your wheel in SimHub

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

Not in the list? SimHub does not carry every maker. An unlisted device is usually a custom Arduino RGB build, set up in SimHub's **Arduino** section instead. If your maker supplied a device file, use **Import device from file**.

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If your wheel 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 how many LEDs are on which pin. SimHub's own wiki covers the sketch 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. Your board appears there with its LED sections underneath.

3

Find the LED section for your lights

Telemetry LEDs is the one that carries a DNR profile. Press **Profiles manager** beside it and the same profile list opens as on a supported device.

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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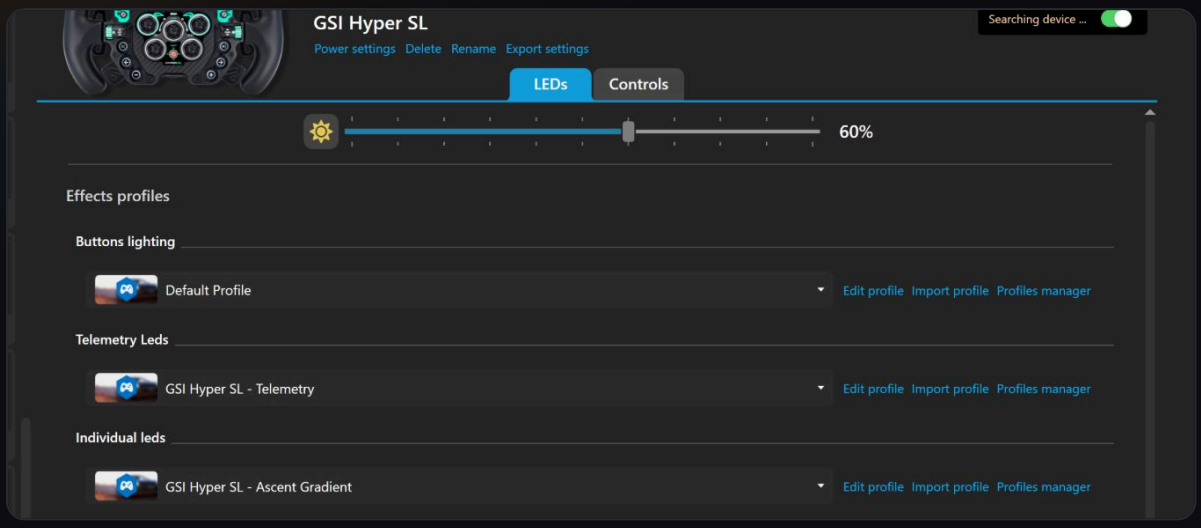
Where the profile goes

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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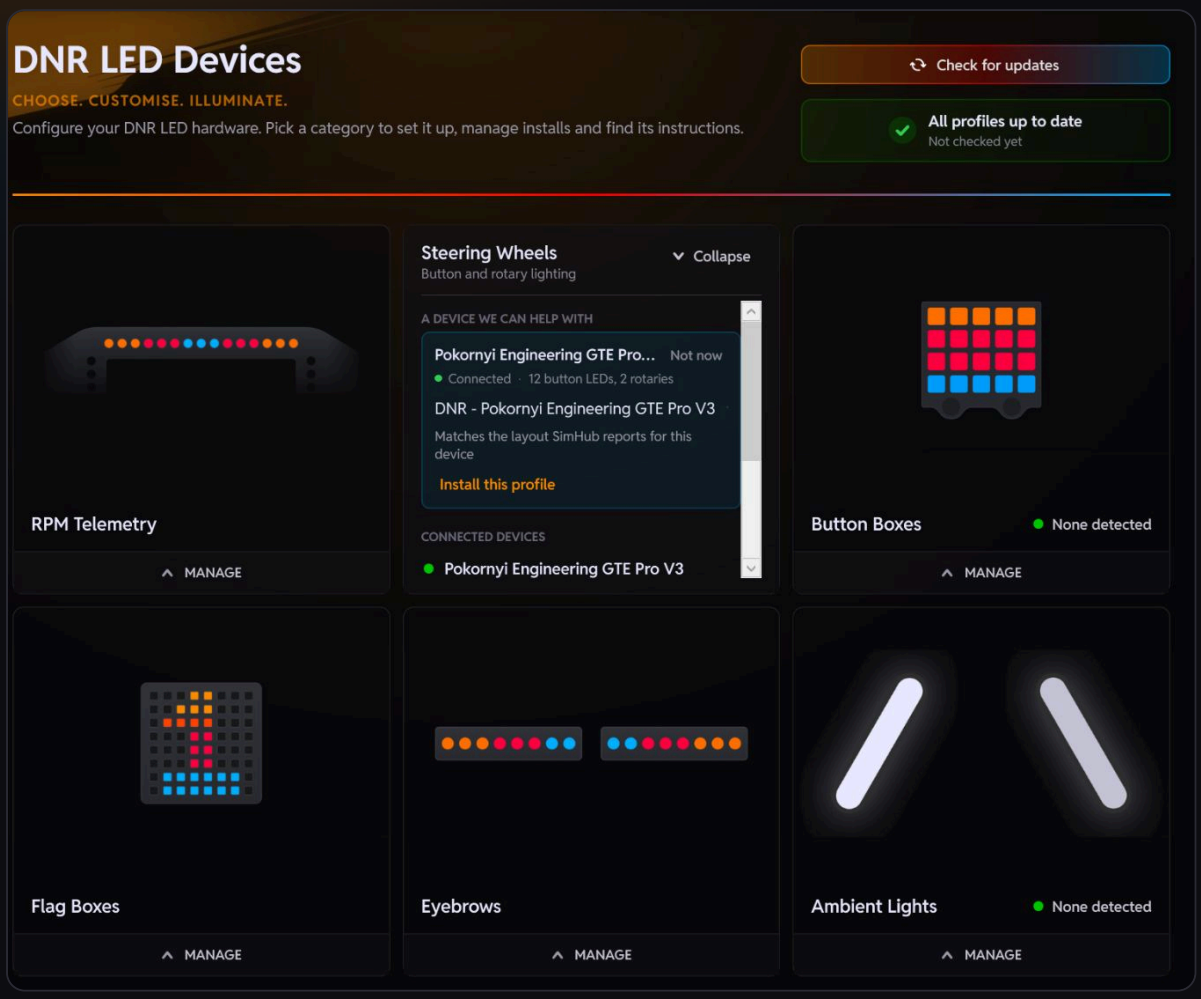
Getting your wheel lit

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



LED DEVICES, WITH STEERING WHEELS OPENED: THE WHEEL FOUND, AND THE PROFILE BUILT FOR IT

1 **Add the wheel in SimHub first**

SimHub owns the connection, so the wheel must exist there first. Set it up in SimHub and check its lights respond.

2 **Open LED Devices, press MANAGE on Steering Wheels**

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

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Getting your wheel 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 import the `.ledsprofile` you downloaded. 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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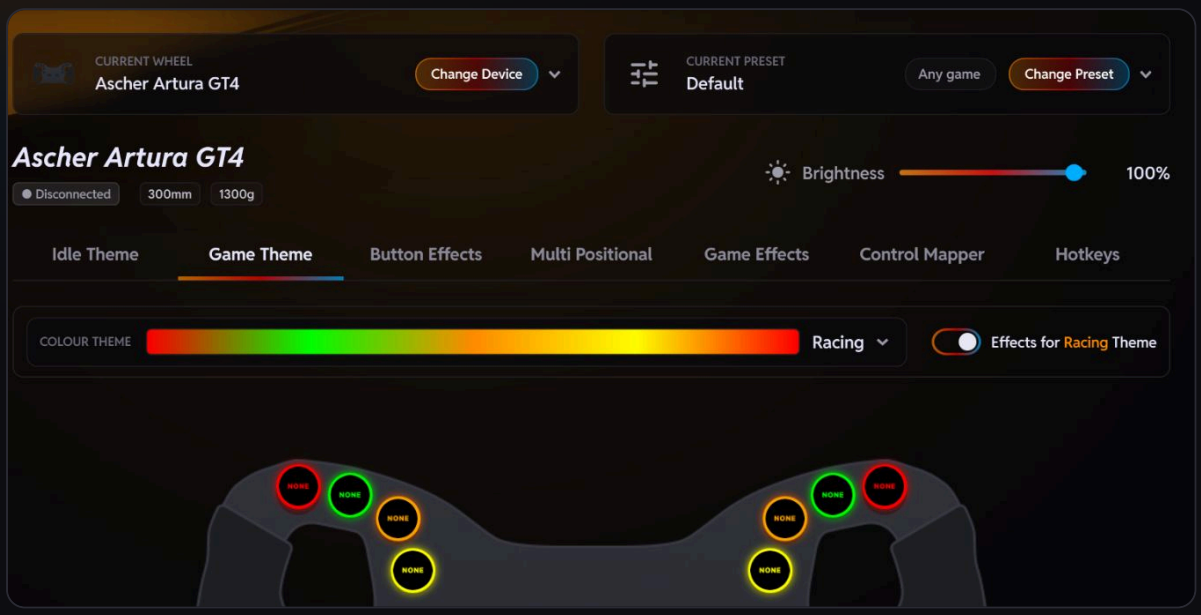
Choosing your wheel

The plugin has to know which wheel you own, because the buttons, the rotaries and the LED layout are different on every one.



STEERING WHEELS. PICK THE MAKER, THEN THE MODEL, AND THE PAGE FILLS IN AROUND IT

1 **Press Change Device**

The card at the top left of the page is headed **CURRENT WHEEL** and names the wheel everything below it is set up for. Press **Change Device** on that card and pick your make and model. The page redraws as a picture of your actual wheel, and from then on you set the lights by clicking the buttons in that picture.

2 **Check the badge underneath**

Under the wheel's name you get its diameter and weight, and either • **Connected** or • **Disconnected**. Connected means the plugin has found the wheel over USB and is talking to it. Some makes also show an **Official Partner** strip across the top of the page, carrying the maker's own logo and small icons that open their website and social channels in your browser.

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Choosing your wheel (continued)

> **Disconnected is not a fault on its own.** You can set a wheel up with it unplugged, and the settings wait for it. If it should be connected and is not, see page 30.

More than one wheel

Swap wheels often and you do not have to do any of this twice. Each wheel keeps its own settings, and **Auto Select Devices** in Universal Settings picks up whichever one you have fitted:

"When a new device is connected or during startup, enabling this setting will automatically select the Steering Wheel or Button Box and apply the corresponding settings. Restart SimHub if you change this setting."

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Presets, and one wheel per game

A preset is a complete set of wheel settings under a name. The card at the top right is headed **CURRENT PRESET** and names the one you are editing. **Change Preset** on that card is where you switch between them, rename them and make new ones.

1

Any game, or one game

Beside Change Preset is a game selector. Leave it on **Any game** and the preset is used everywhere. Set it to a single game and it is used only there, which is how you give iRacing one look and Le Mans Ultimate another.

2

Let it switch on its own

Auto Switch Preset lives in Universal Settings, on the **General** tab. With it on, launching a game selects that game's preset without you touching anything.

"Enables per-game preset selection. When enabled, you can set presets in each configuration tab that auto-switch based on the selected game."

Build one preset you like, then duplicate it and change the few things that differ per game. It is much quicker than starting each one from nothing.

A sensible way to organise them

PRESET	SET ITS GAME TO
Default	Any game. Your everyday look and the fallback
Endurance	Any game, switched by hand for long races
Formula	The sim you drive open wheelers in, so ERS colours are right
Oval	The sim you run ovals in

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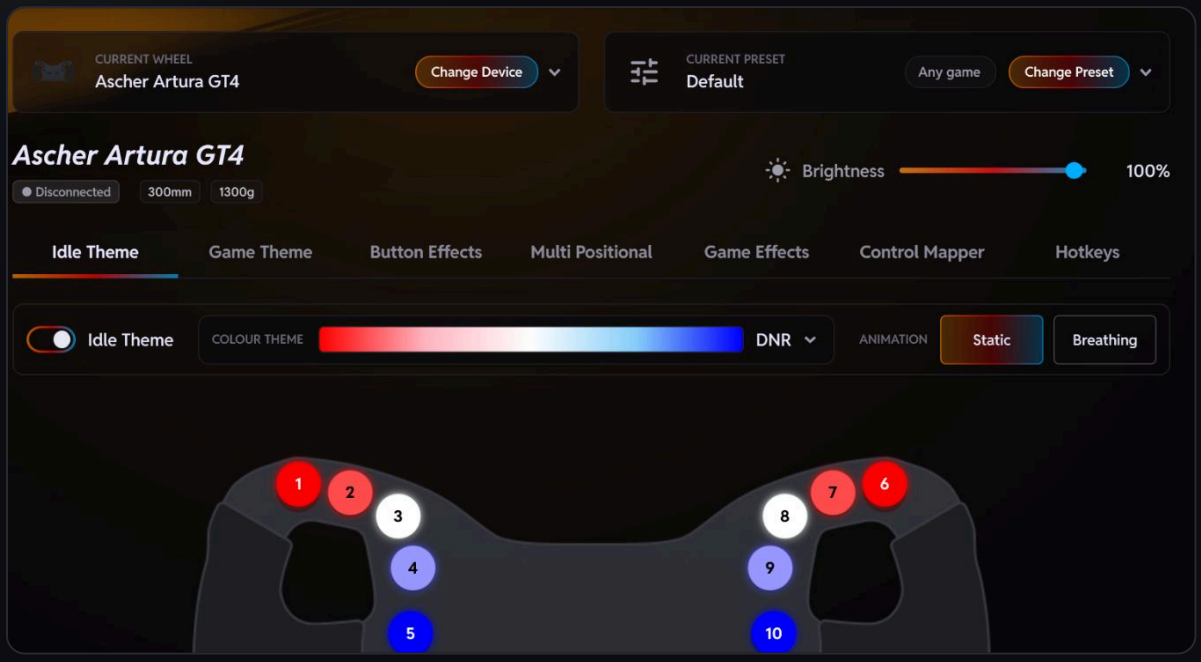
Idle Theme: the wheel when you are parked

Idle Theme is what the wheel looks like with SimHub running but no session live: on the desktop, and in the game's menus. Game Theme, next page, takes over once you are in the car.



IDLE THEME. CLICK A BUTTON ON THE WHEEL TO SET ITS COLOUR

1

Pick a colour theme

The bar across the top is headed **COLOUR THEME**, and it holds the ready made themes: **Racing**, **Rainbow**, **DNR**, **Gulf Oil**, **Tokyo**, **Sunset**, **Citrus** and **Artic** spread several colours across the wheel, eight plain single colours sit under them, and **Custom** is one of your own. Choosing any of them colours the whole wheel at once. The full list is on page 16.

2

Then change individual buttons

Click any button in the picture and set its colour on its own. The theme is a starting point, not a cage.

Animation is either **Static**, holding the colours steady, or **Breathing**, fading them gently in and out. Breathing is the one most people leave on for idle.

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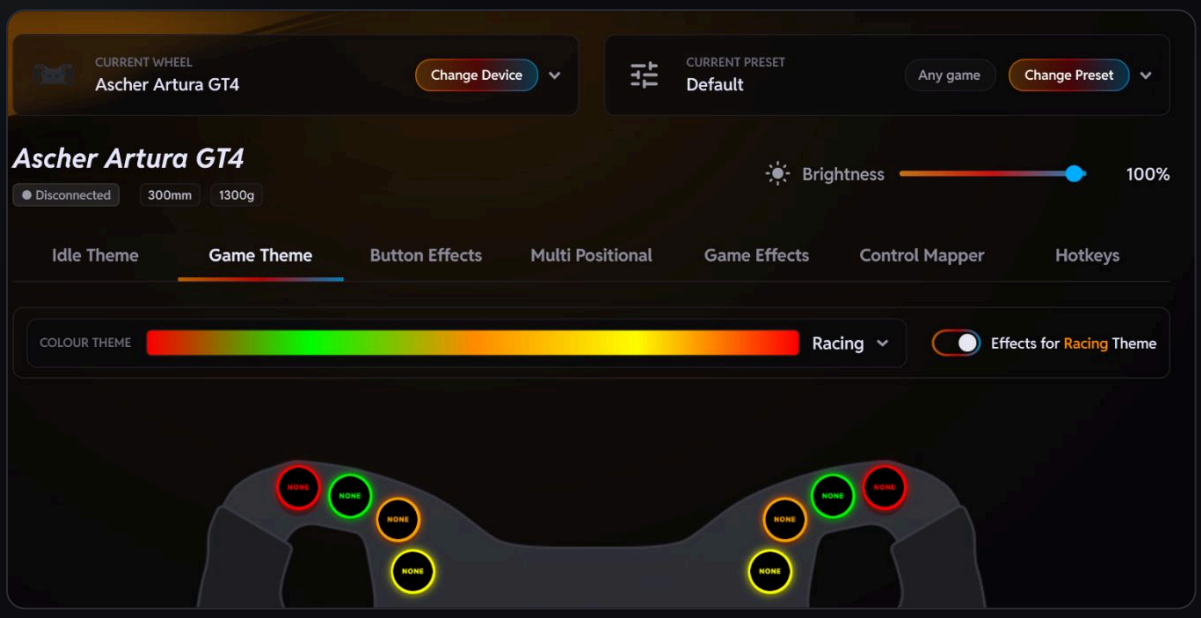
Game Theme: the wheel when you are driving

Game Theme is the same set of controls as Idle Theme, applied to a different moment: the game session is live and you are in the car. It is the colour your buttons sit at between everything else the wheel is doing.



STEERING WHEELS, GAME THEME. WHAT THE BUTTONS LOOK LIKE ONCE A SESSION IS RUNNING

1 **Set it up exactly as you did Idle**

Theme bar, per button colours, Static or Breathing. Nothing new to learn.

2 **Then turn the switch beside it on**

Effects for <theme> Theme, to the right of the theme bar, is what lets the race effects draw over this theme. With it off the wheel holds the theme colours and ignores flags, spotter and the rest.

This is the single most common reason someone reports that "flags are not working". The flags are on, but the theme is not letting anything draw over it. Check this switch first.

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Game Theme: the wheel when you are driving (continued)

Why have two themes at all

Because the two moments want different things. Idle wants to look good and help you find a button in a dark room. Game wants to stay quiet, so that when a flag or the spotter fires it is unmistakable. A busy rainbow in the car makes every warning harder to read.

> A good starting point: something colourful for Idle, and something plain and dim for Game, with **Effects for** switched on.

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Making your own theme

Choose **Custom** on the theme bar and the **Theme Tools** open. They are there so you can build a livery across the whole wheel without colouring twenty buttons one at a time.

CONTROL	WHAT IT DOES
Number of colours	How many colours the theme cycles through across the wheel
Palette	The colours themselves. Click one to change it
Opacity	How strong each colour sits, so you can mute one without removing it
Generator	Builds a spread from the colours you have chosen
Custom Theme Helper	Walks you through the above in order

DNR Colours

Every colour picker in the plugin carries a **DNR COLOURS** row beside the freeform picker. Those are the brand colours, and they are the same colours the dashboards and overlays use. Picking from that row is what makes a rig look like one system rather than several. The picker itself is on page 16.

1

Match a real car

Two or three colours from the livery, set as your palette, gets you a wheel that matches the car you are driving. Save it as a preset named after the car.

2

Keep one colour spare

Leave one strong colour out of the theme entirely and it stays meaningful when an effect uses it. A wheel with red already on it makes a red flag less obvious.

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Picking a colour, and the theme list

Every colour on the wheel page opens the same picker, so learning it once covers buttons, rotaries, logos and every effect colour in the plugin.

IN THE PICKER	WHAT IT IS
CHOOSE COLOUR	The heading. The small cross beside it closes the picker, keeping the colour you landed on
The large square	Drag inside it to set how strong and how bright the colour is
The narrow strip	The hue. Drag along it for the colour itself, then go back to the square
OPACITY	How solid the colour is, read as a percentage on the right. The plugin treats a fully clear colour as transparent, not as black, so the LED goes to nothing rather than to a dark dot
The hex box	Type or paste an exact value, for matching a livery or a team colour you already have the code for
DNR COLOURS	Our own colours, the same ones the dashboards and overlays use. Rest the pointer on a swatch and it names it
PALETTE	A general set of ready made colours for everything else

Every theme on the bar

GROUP	WHAT IS IN IT
Yours	**Custom**, which opens the Theme Tools on page 15
Ours	**DNR**
Made up sets	**Racing**, **Artic**, **Sunset**, **Rainbow**, **Citrus**, **Tokyo**, **Gulf Oil**
Single colours	**Red**, **Blue**, **Green**, **Yellow**, **Orange**, **Purple**, **Pink**, **White**

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Picking a colour, and the theme list (continued)

Wheels with a lit logo

If your wheel has LEDs behind its logo, clicking the logo in the picture opens a popup of its own, with one picker per light: **LED 1**, **LED 2**, **LED 3**, **LED 4** and **LED 5** on a five light logo, and **LED 1** and **LED 2** on a two light one. They are set separately for Idle and for Game like the rest of the theme, and they show only while that theme is **Custom**.

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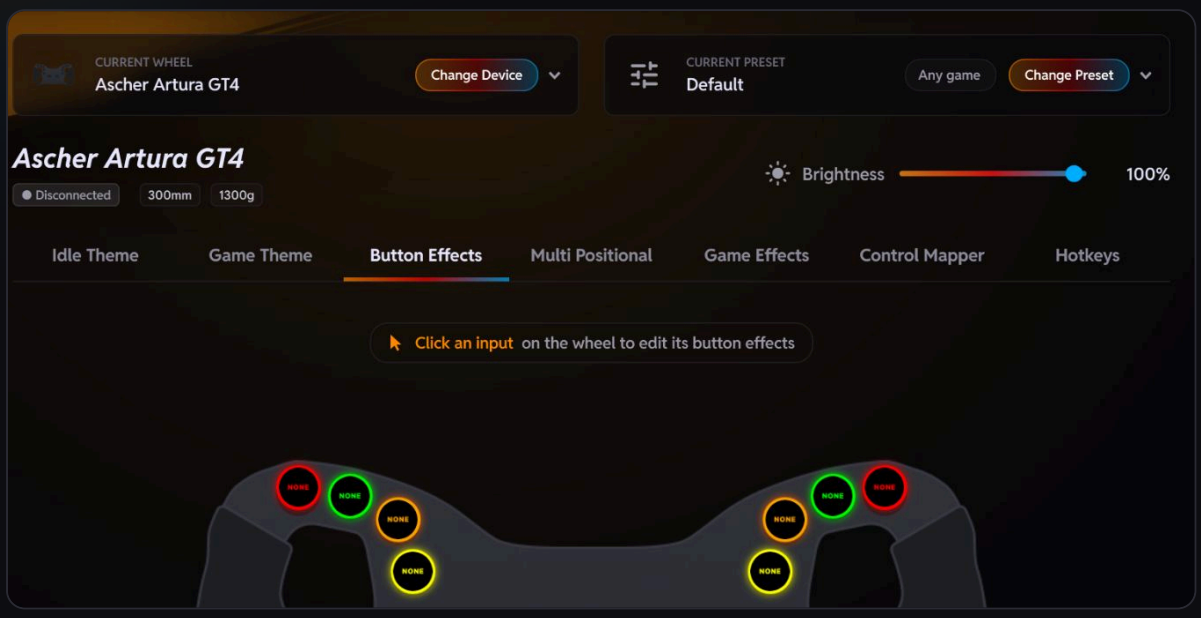
Button Effects: what a press looks like

This tab is about the moment you push a button. The hint above the wheel says **Click an input on the wheel to edit its button effects**, and that is the whole method: click a button in the picture, and a popup opens for that button alone.



BUTTON EFFECTS. EACH BUTTON GETS ITS OWN BEHAVIOUR, COLOUR AND DURATION

SETTING	WHAT IT DOES
Button Behaviour	**Press** lights while held. **Toggle** changes state and stays there
Press Colour	The colour shown while the button is pressed
Toggle Colour ON	For a toggle: the colour it holds while it is on
Toggle Colour OFF	For a toggle: the colour it holds while it is off
Press Effect Duration	“Choose how many milliseconds the button lighting effect will remain active for after being pressed and released.”
Button Effect	The animation the press plays, or **No Effect**

The two toggle colours appear only once **Button Behaviour** is set to **Toggle**. Settings that are not about one button, including everything to do with rotaries, live behind the **Wheel Settings** button beside that hint, and they are on page 20.

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Button Effects: what a press looks like (continued)

Toggle is for anything with a real on and off: pit limiter, lights, wipers. **Press** is for momentary things: radio, flash, overtake.

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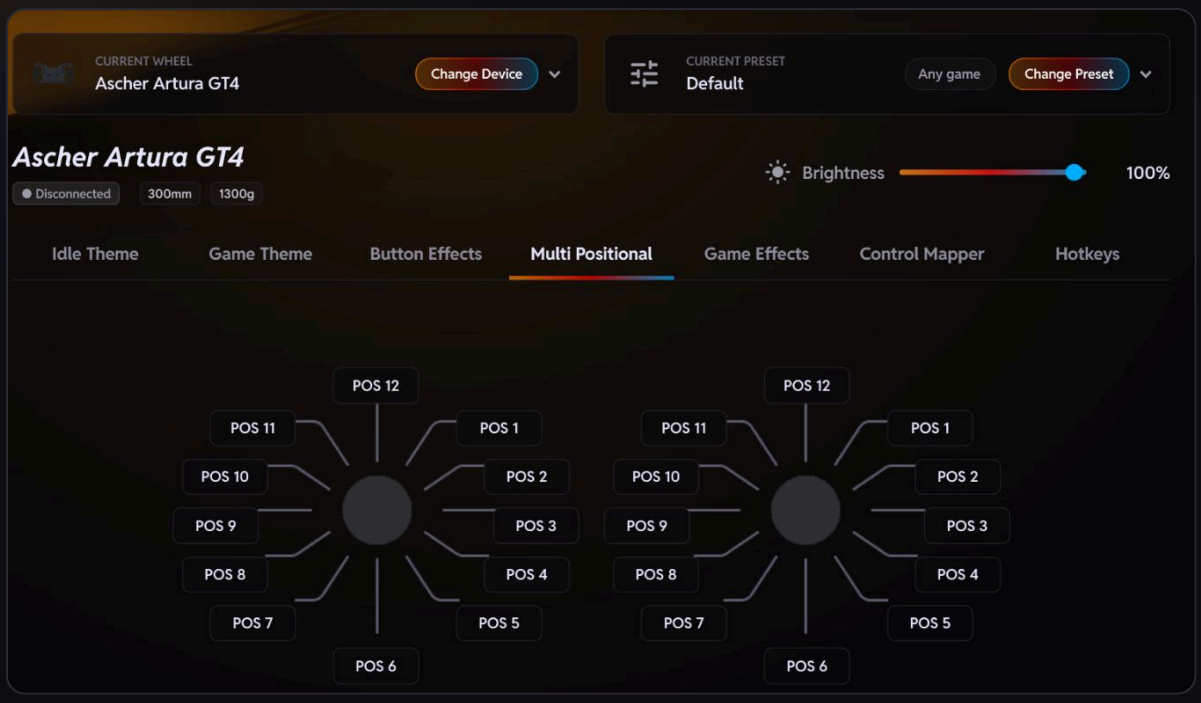
Rotaries and Multi Positional

A rotary with a ring of LEDs can show you where it is set, so you know your brake bias position without taking your eyes off the track.



STEERING WHEELS, MULTI POSITIONAL. NAMING EACH POSITION OF A ROTARY

How the ring reads

ROTARY DISPLAY STYLE	SHOWS
Single LED	One lit LED marking the current position
Whole dial lit	Every LED up to the current position, like a gauge
Fill to Current Value	Fills from the start of the dial to where it sits now

Rotary Display Style sits on the **Button Effects** tab, and the caption under it tells you how far it reaches: **Affects Idle & Game Mode** on most wheels, or **Affects Game Mode** on a wheel that only indicates a position while you are driving. Some effects light the whole ring, and for those the choice would change nothing, so the plugin hides it rather than offer it.

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Rotaries and Multi Positional (continued)

Multi Positional

A multi positional switch is a rotary with named positions. The **Multi Positional** tab, which appears only on wheels that have one, is where you name them and colour them, so position four reads as "Wet" rather than as four.

> There is one list of names per wheel. The **Control Mapper** tab on page 21 edits the same names, and it is also where you choose whether your dashboard shows them.

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What a rotary can be told to show

A ring of LEDs around a dial can follow the knob in your hand, or it can ignore the knob and show you a value the car is reporting instead.

Open the **Button Effects** tab, click the rotary in the picture of your wheel, and choose from **Rotary Effect**. If your wheel has separate encoders, clicking one of those offers the same list under **Encoder Effect**.

ROTARY EFFECT AND ENCODER EFFECT	THE RING FOLLOWS
Position Tracking	Where the knob is physically set, and nothing else
TC (Static)	The traction control setting, held steady
TC (Blinking when Active)	The traction control setting, flashing while it is active
ABS (Static)	The ABS setting, held steady
ABS (Blinking when Active)	The ABS setting, flashing while it is active
TC Cut (Static)	The TC Cut setting, held steady
TC Cut (Blinking when Active)	The TC Cut setting, flashing while it is active
Engine Map	The engine map the car is on
Brake Balance	The brake balance the car is set to
ERS Mode	The deployment mode the car is in

Position Tracking is not the rotary switched off. It is the choice that follows your hand rather than the car, and it is the right one for a dial your sim reports no value for. It is also the one where the display style on page 18 matters most.

A blinking choice and its static twin show the same value. The difference between them is only whether the ring flashes while that system is active, which is worth having on the one you most want to feel rather than read.

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Rotary colours, and Wheel Settings

A rotary's colours are set on the theme tabs rather than with its effect, because a colour belongs to Idle or to Game. All of them need that theme set to **Custom**.

SETTING	WHAT IT DOES
Active Colour	The colour of the lit LEDs on the ring, the ones marking where the dial is now
Label Colour	On a wheel whose rotaries carry a lit label, the colour that label is held at
Position Colour	On a wheel with a multi positional rotary, the colour that rotary shows its position in

Not every wheel has all three. The plugin shows only the ones yours can use, so a control you have read about and cannot find is usually one your wheel does not have.

Wheel Settings

On a wheel with a rotary ring the plugin can drive, a **Wheel Settings** button sits at the right hand end of the click hint on the **Button Effects** tab. It holds what is not set per button, under the heading **Global Rotary Settings**.

SETTING	WHAT IT DOES
Top Position	"Choose whether the rotary top LED stays OFF (value 1 sits one step clockwise) or shows value 1." The choices are **Top position = OFF** and **Top position = 1**
Dim Effect	"Dim the Rotary Encoders when the TC, ABS, MAP or TC Cut value is 0 to signify them being off."
Rotary Global Colour	"Use Global Colours for Effect background colour instead of theme colours."

> **Top Position is what to check when a ring reads one step out.** It decides whether the LED at the top of the dial is value 1 or is left dark with value 1 one step clockwise of it, and the right answer is whichever matches the printing on your wheel.

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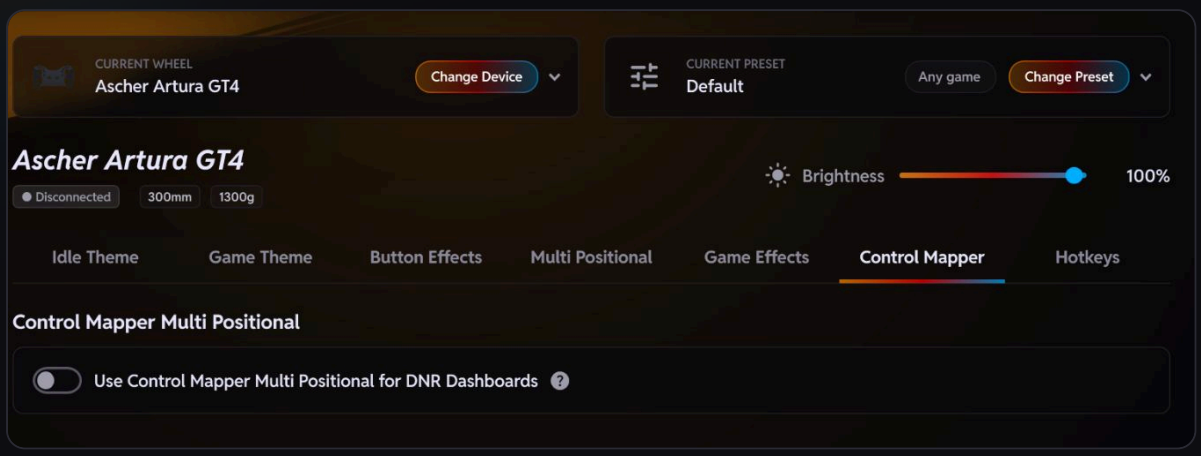
Control Mapper: labels on your dash

SimHub has a feature called Control Mapper that watches your inputs. The **Control Mapper** tab puts it to work, so the position your switch is in can be named on your dashboard as well as on the wheel.



STEERING WHEELS, CONTROL MAPPER. TWELVE POSITIONS, EACH WITH A NAME YOU TYPE

Control Mapper Multi Positional

SETTING	WHAT IT DOES
Use Control Mapper Multi Positional for DNR Dashboards	"Use SimHub's Control Mapper feature to implement Multi Positional Behaviour on your DNR Dashboards (If used on wheels with existing 12 positions, it will replace them)."
Dashboard Multi Positional Labels	"When enabled, the wheels ACTIVE Multi Positional label state and on screen pop-ups will be displayed on compatible DNR Dashboards."

The second only appears once the first is on. Under them is a dial with twelve boxes set around it. Type the name of each position into the box beside it, up to eight characters. These are the same names as the **Multi Positional** tab on page 18, so a name typed on either tab is the name your wheel and your dashboard both use.

Read the bracket in the first setting before you switch it on. On a wheel that already carries twelve positions of its own, turning this on replaces them.

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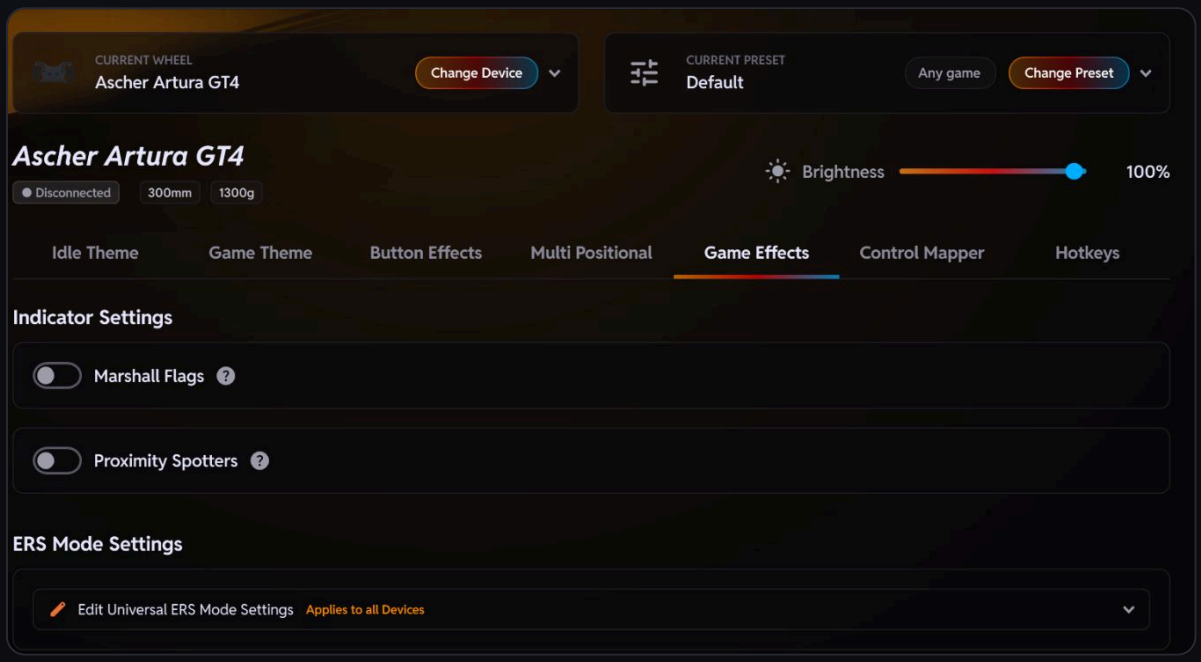
Game Effects: flags and the spotter

The largest tab on the page, and where the wheel stops being decoration. Each effect has its own switch, so you can run only the ones you want.

It comes in three blocks. **Indicator Settings** at the top holds the two effects that fire at something outside your car. **ERS Mode Settings** is next, and is on page 24. **Other Settings** at the foot holds the four driven by your own car: Input Effects, Pit Lane Effects, Engine Startup Animation and Redline Flash.



GAME EFFECTS. EVERY EFFECT HAS ITS OWN SWITCH AND ITS OWN COLOUR

Marshall Flags

"Enable or disable in-game Marshal Flag animations on Steering Wheel buttons, lighting all buttons in the flag's colour."

The wheel switch decides whether flags show at all. **Which** flags show is set once in Universal Settings, and that is explained on page 26.

Proximity Spotters

"Enable or disable Spotter animations for nearby cars on Steering Wheel buttons lighting all buttons on the corresponding wheel side."

A car alongside on your left lights the left of the wheel. The closer it gets, the faster it pulses.

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Game Effects: flags and the spotter (continued)

Flags and the spotter can both want the wheel at once. **Flags Priority** decides which one you see: **Flags take priority over Spotter**, or **Spotter takes priority over Flags.**

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Game Effects: the rest of the race

Redline Flash

"Enable or disable a button flash animation on your steering wheel at redline to signal gear changes, ideal for users without a dashboard or DDU."

Pit Lane Effects

"Enable or disable the Speed/Pit Limiter animation on Steering Wheel buttons."

Flags in Pit Lane sits beside it. Most drivers turn **Flags Deactivated in the Pit Lane** on, so a yellow being waved out on track does not light the wheel while you are stopped and reading your delta.

Engine Startup Animation

"Enable or disable a white 'needle sweep style' animation on Steering Wheel buttons during engine start."

ERS and energy

ERS Mode Settings gives every deployment mode its own colour, so a glance at the wheel tells you which one the car is in. The seven colours are on page 24.

Input Effects

"Enable or disable button press animations on the Steering Wheel."

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ERS and energy colours

In a car with a hybrid system, the wheel can tell you which deployment mode you are in without you reading it off a dash. **ERS Mode Settings**, the middle block of the Game Effects tab, is where each mode gets its colour.

Press **Edit Universal ERS Mode Settings** to open them. The badge beside it reads **Applies to all Devices**, and it means it: these seven colours are shared with every DNR device on the rig, so setting them here sets them everywhere.

SETTING	WHAT IT COLOURS
ERS No Deploy Colour	“Colour Selection for the ERS No Deploy animation.”
ERS Low Colour	“Colour Selection for the ERS Low animation.”
ERS Charging/Build Colour	“Colour Selection for the ERS Charging/Build animation.”
ERS Medium/Balanced Colour	“Colour Selection for the ERS Medium/Balanced animation.”
ERS High/Hotlap/Attack Colour	“Colour Selection for the ERS High/Hotlap/Attack animation.”
ERS Max/Overtake/Qualify Colour	“Colour Selection for the ERS Max/Overtake/Qualify animation.”
ERS Wet/Rain Colour	“Colour Selection for the ERS Wet/Rain animation.”

Give No Deploy and Max the two least alike colours you can. Those are the two ends of the range and the two you most need to tell apart with a glance, so leave the near misses to the modes in the middle.

A rotary can show the same thing. Set its **Rotary Effect** to **ERS Mode**, on page 19, and the ring follows the mode as you change it.

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Universal Settings, and who wins

This is the part worth reading twice, because 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, what colour every status and ERS mode is, spotter distance and timing, global brightness
This wheel's Game Effects tab	**Whether** this wheel shows them at all

So a flag has to be switched on in Universal **and** flags have to be enabled on the wheel. Turning Checkered off in Universal turns it off everywhere, on every device you own. That is deliberate: it is what keeps a rig behaving as one thing.

> **Two switches, in order.** If an effect is not showing, check Universal first and the device second. Nine times out of ten it is Universal.

Getting there quickly

You do not have to leave the wheel page. **Edit Universal Flags Settings**, **Edit Universal Spotter Settings**, **Edit Universal ERS Mode Settings** and **Edit Universal Engine Start Settings** sit next to the matching switches on the Game Effects tab and take you straight there.

> Anywhere you see **Applies to all Devices** or "Universal colour setting applied across all DNR devices", you are looking at a Universal setting shown on a device page for convenience. Changing it there changes it everywhere.

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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.

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

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	Two choices: **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**
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.

Proximity spotters

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

How close a car has to be before the spotter fires at all is **Spotter Detection Distance**, and that one is on the Universal Settings page itself rather than in this expander.

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	Dismisses the warning for this stint once you have seen it, so it stops repeating
Low Fuel Colour	The warning colour
Low Fuel Alarm	The threshold the warning fires at

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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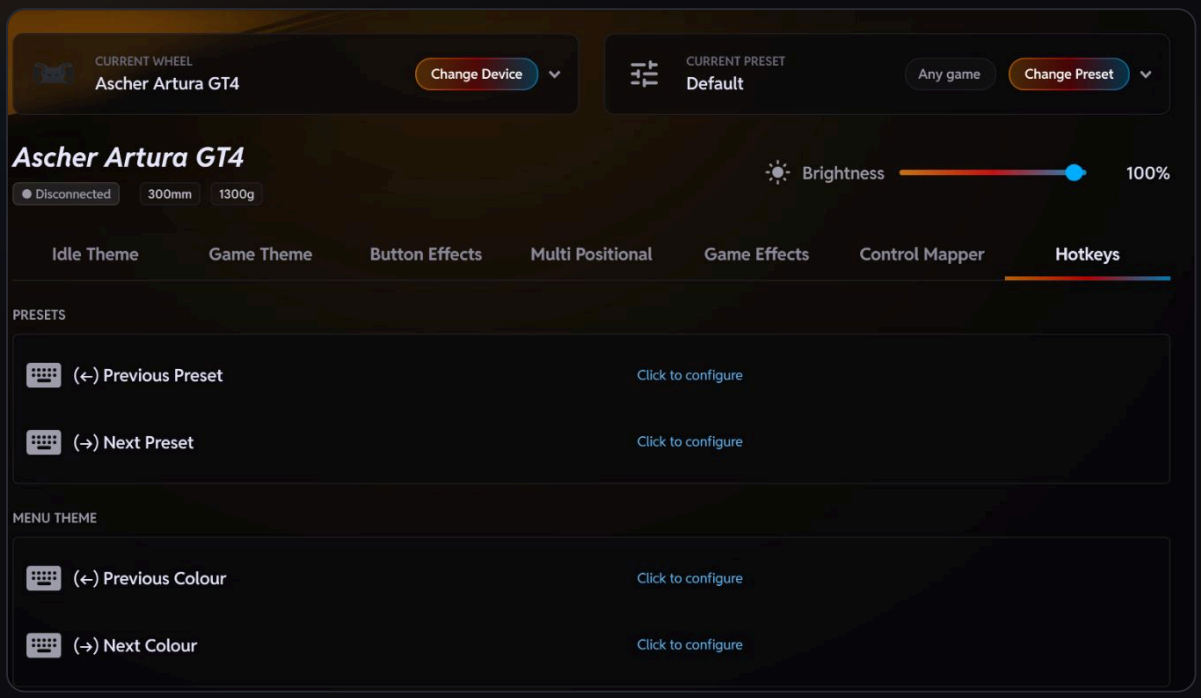
Brightness and Hotkeys

Brightness sits top right of the wheel page and applies to this wheel. Global Brightness, on the Universal Settings Brightness tab, scales everything at once.



STEERING WHEELS, HOTKEYS. PRESETS, COLOURS AND BRIGHTNESS, ON A BUTTON

What you can bind

The **Hotkeys** tab binds a wheel button, a keyboard key or a button box input to an action, so you can change things mid stint without leaving the car.

GROUP	ACTIONS
PRESETS	(←) Previous Preset, (→) Next Preset
MENU THEME	(←) Previous Colour, (→) Next Colour, stepping along the Idle Theme bar
GAME THEME	(←) Previous Colour, (→) Next Colour, stepping along the Game Theme bar
BRIGHTNESS	(+) Increase Brightness, (-) Decrease Brightness

To bind one, click the field beside an action and press the button or key you want to use. It is recorded straight away.

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Brightness and Hotkeys (continued)

Bind the two brightness hotkeys first. Night and midday want very different wheels, and doing it from the wheel beats pausing to find the slider.

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If something is not right

In order. Most of these take under a minute, and the first two solve the majority of it.

WHAT YOU SEE	WHAT TO DO
No lights at all	Check the badge under the wheel name reads Connected. If not, replug the wheel and restart SimHub
Flags do nothing	Two switches: the flag itself in Universal Settings, then Marshal Flags on this wheel. Then check **Effects for** is on beside the Game Theme bar
Lights, but no race effects	**Effects for <theme> Theme** is off. Nothing can draw over the theme until it is on
Wrong colours in game, right in menus	You are looking at Game Theme, not Idle Theme. They are set separately and on purpose
Settings revert when you swap wheels	Nothing is lost. Each wheel has its own settings; you are seeing the other wheel's
The wrong preset loads in a game	That preset's game selector. Set it to the game you want, or to Any game
Nothing happens in the pit lane	Expected if **Flags Deactivated in the Pit Lane** is on
Too bright at night	Brightness on this page, or Global Brightness for everything. Bind the hotkeys
A new wheel is not offered	Update the plugin. New wheels arrive with plugin versions
Rotary ring shows the wrong position	Check **Top Position**, which decides where the dial starts counting

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Questions and support

If page 30 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 wheels 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 wheel, the sim and what you expected to happen. "Checkered does nothing on my GTE Pro in iRacing" gets a straight answer. "The lights are broken" costs us both a day.

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