Steering Wheel
LED Guide

For plugin version 7.2.7 and above | Published 7 October 2026

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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 TrackThirtyTwo plugin, sign in, and have your wheel plugged in. The **SimHub Plugin Installation Guide** covers all three. Then open SimHub, click **TrackThirtyTwo** 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 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 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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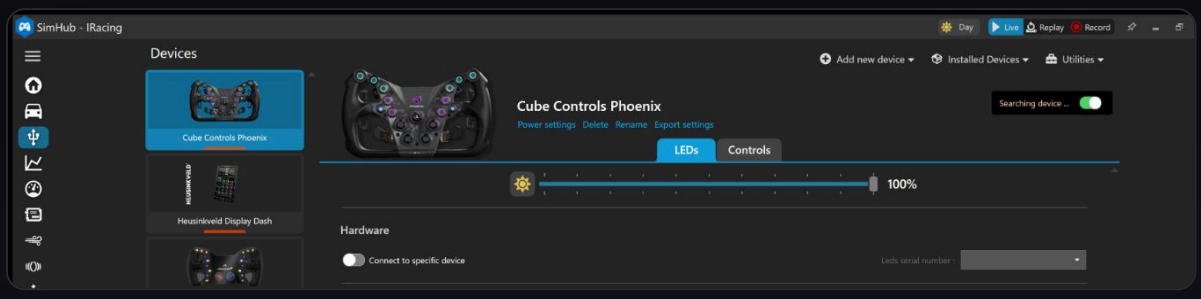
Adding your wheel in SimHub

SimHub owns the connection to your hardware. Until SimHub can see it, nothing in the TrackThirtyTwo 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.

TrackThirtyTwo 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 TrackThirtyTwo 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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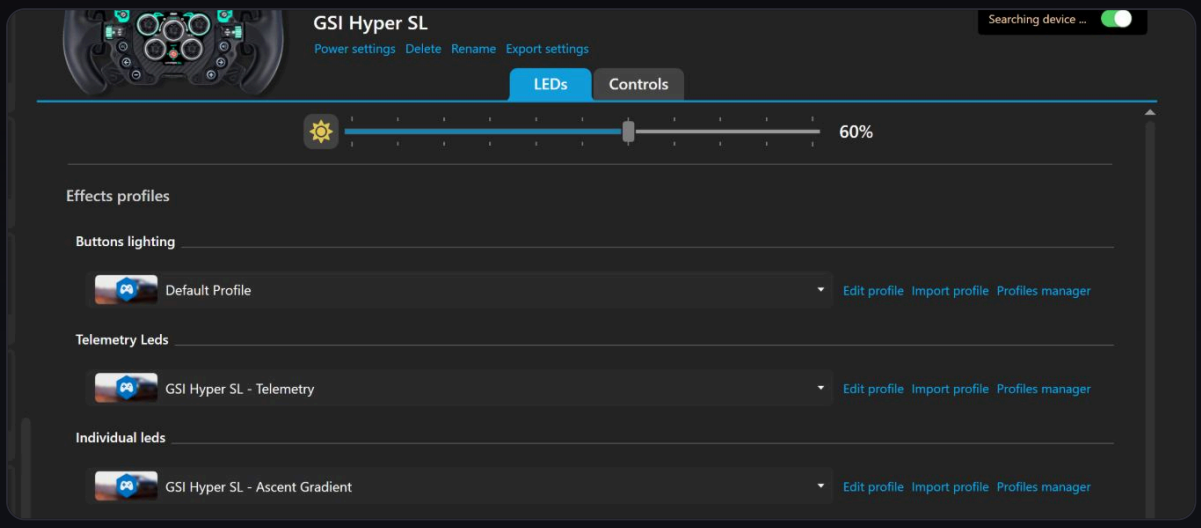
Where the profile goes

Select your device in the list and open its **LEDs** tab. This is the page a TrackThirtyTwo 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 TrackThirtyTwo then does, so if your lights are dimmer than you expect, look here before blaming a TrackThirtyTwo setting.

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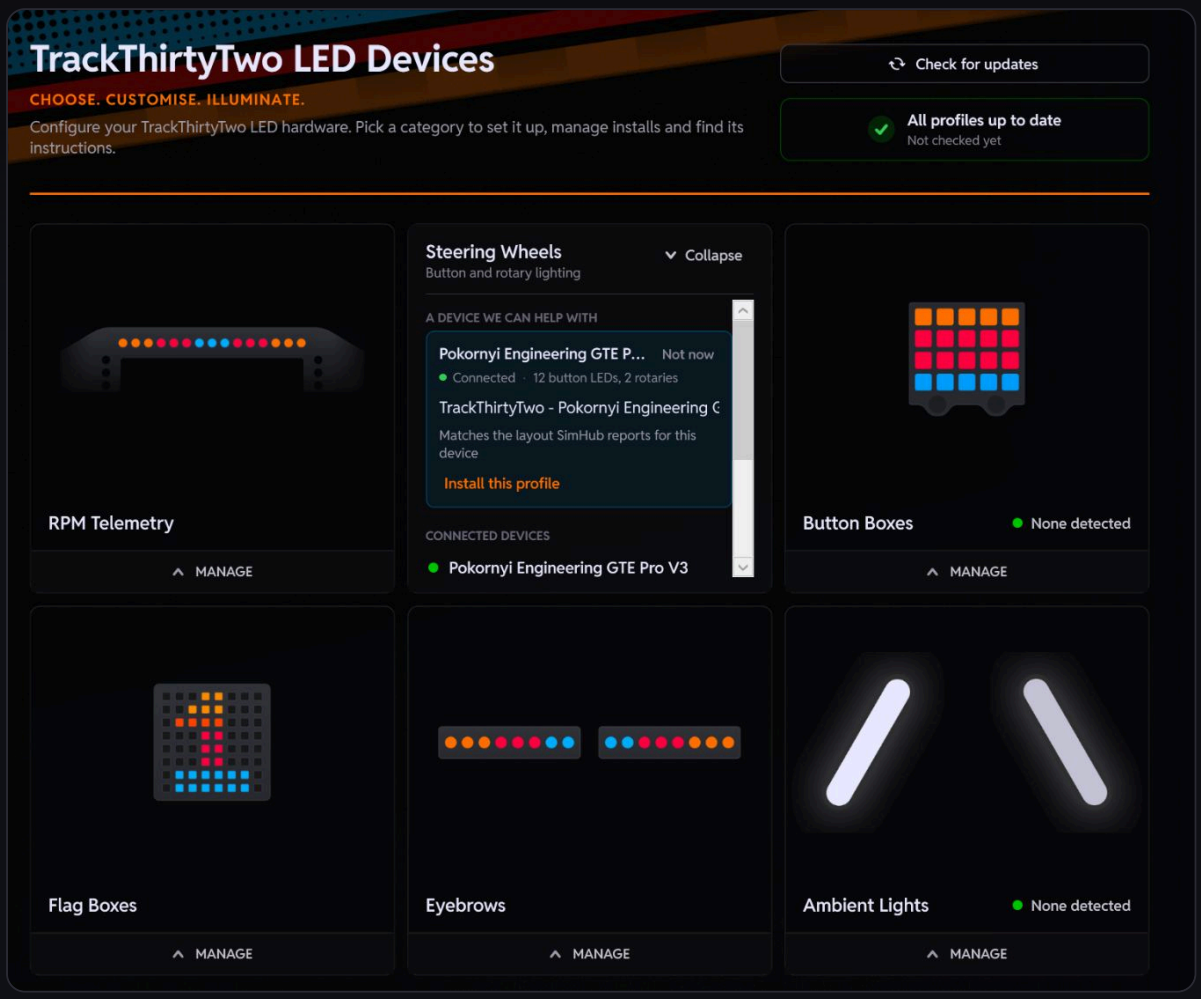
Getting your wheel lit

Before any setting in this guide does anything, your wheel needs a TrackThirtyTwo 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 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 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 YOUR WHEEL, AND THE PAGE FILLS IN AROUND IT

1

Press Change Device

The card at the top left is headed **CURRENT WHEEL** and names the wheel everything below it is set up for. Press **Change Device** on that card and a panel opens, headed **Select Your Wheel**: every supported wheel in one list, in alphabetical order, with a **Search wheels...** box at the top. Type part of the name and click your wheel. The page redraws as a picture of it, and from then on you set the lights by clicking the inputs in that picture. **Collapse** closes the panel without changing anything.

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Choosing your wheel (continued)

2

Check the row under the cards

The wheel's name sits in large type with • **Connected** or • **Disconnected** beside it, then its diameter and weight. Connected means the plugin has found the wheel over USB and is talking to it. Partner makes also show an **Official Partner** header in the middle of that row, with the maker's logo and small icons that open their website and social channels. **Brightness** is at the right hand end, and is covered under Brightness and Hotkeys.

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 If something is not right, near the end of this guide.

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** picks up whichever one you have fitted. It is on the **General** tab of **SETTINGS**, then **DEVICE SETTINGS**, and it is on out of the box:

"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**. It names the one you are editing, with a star if it is a favourite, and the game it belongs to or **Any game**.

1

Open Change Preset

Change Preset on that card opens the **Presets** panel: one card per preset, with **+ New preset**, **Import** and a **Search presets...** box above them. Each card has **Set favourite**, **Edit**, **Duplicate**, **Export** and **Delete**. Click a card to switch to it.

2

Any game, or one game

The card of the preset you are using carries 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.

3

Let it switch on its own

Auto Switch Preset is on the **General** tab of **SETTINGS**, then **DEVICE SETTINGS**. With it on, launching a game selects that game's preset without you touching anything. If more than one preset belongs to the same game, the favourite wins.

"Mark this preset as the favourite for its linked game. The favourite always wins over the default fallback."

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.

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Presets, and one wheel per game (continued)

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 the ERS colours are right
Oval	The sim you run ovals in

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The tabs on the wheel page

Two tabs do most of the work, one for each moment: **Idle & Menu** for when no session is live, and **Game** for when you are in the car. The others appear only on the wheels that need them.

TAB	WHAT IT IS FOR	SHOWN ON
Idle & Menu	The wheel on the desktop and in the game's menus: its theme, its idle animation, and what a press looks like there	Every wheel
Game	The wheel in the car: its theme, what each button and rotary does, and the six race effects	Every wheel
Matrix	The screen in the middle of the wheel	GSI Interlock
Multi Positional	Names for the positions of a switch the picture does not show	Six wheels, listed under Multi Positional switches
Control Mapper	Position names for your dashboard, using SimHub's Control Mapper	Wheels with no multi positional switch
Hotkeys	Buttons for presets, themes, the idle animation and brightness	Every wheel

The page opens on **Game**. A wheel whose picture shows its multi positional switch has neither of the last two optional tabs: you click the switch in the picture instead, as Multi Positional switches explains.

One way of working on both tabs

A line above the picture asks you to click any input below it to change its settings, and that is the whole method. Click a button, rotary or encoder in the picture and a popup opens for that input alone, over a dimmed page. The cross, the Esc key or a click outside it closes it. On **Idle & Menu** the popup holds the input's idle colour. On **Game** it holds the game colour and what the input does.

Universal Theme switched on? Then the wheel wears the shared theme, the theme bar is greyed out, and a box above the picture says so. Its **Open Device settings** button takes you to where it is turned off.

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Idle & Menu: the wheel when you are parked

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



IDLE & MENU. THE THEME BAR, YOUR WHEEL, AND THE TWO CARDS UNDER IT

1

Pick a colour theme

The bar across the top is a **COLOUR THEME** selector showing the theme in use. Click it and a grid of 31 themes opens: **Custom**, our own **TrackThirtyTwo** and **Heritage**, twenty ready made sets that spread several colours across the wheel, and eight single colours. Choosing one colours the whole wheel at once. The full list is under Picking a colour, and the theme list.

2

Or switch it off

Idle Theme, the switch at the right hand end of the bar, is on out of the box. Turn it off and the wheel goes dark on the desktop and in menus, and the theme selector hides until you turn it back on.

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Idle & Menu: the wheel when you are parked (continued)

3

Change single buttons on Custom

A colour per button belongs to the **Custom** theme. Pick Custom, then click any button in the picture and set its colour in the popup. On any other theme the popup reads **Per-button colour is locked. Select the Custom theme to edit it.**, because the theme decides every button. Making your own theme shows how to start a Custom theme quickly.

The picture is live. It wears your idle theme and plays your idle animation, so what you see on the page is what the wheel will do.

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Idle Animation, and presses in the menus

Two cards sit under the picture on Idle & Menu. One makes the idle theme move. The other decides what a button press looks like while you are not driving.

Idle Animation

"Makes your Idle Theme move while no game is running. It only changes how bright each button is, so the wheel always shows the colours of the Idle Theme you chose above."

SETTING	CHOICES
OFF / ON	Off out of the box
Style	**Breathe**, **Wave**, **Ripple**, **Twinkle**, **Bounce**, **Orbit**, **Theatre Chase**, **Alternate**, **Wipe** and **Rain**. Breathe is what you get when you first switch it on
Speed	**Slow**, **Normal** or **Fast**
Unlit buttons	**Dimmed** keeps a faint glow on the buttons the animation is not on. **Off** leaves them dark

A wheel with a screen, the GSI Interlock, adds two more styles, **Blocks** and **Worm**, and a switch for **The screen in the middle joins in**, which is on out of the box.

> Ran **Breathing** on an older plugin? It carried over as **Breathe**, switched on. There is nothing to redo.

Input Effect Animations, in the menus

"How a press behaves on the desktop and in menus, and whether it happens at all. Independent of the Game tab."

It is on out of the box, and its **Style** is one of **Flash to black** (the default), **Flash to white**, **Hold lit**, **Hold dim** or **Ripple**. The Game tab has a card of the same name with its own switch and style, so a press can flash in the menus and stay quiet in the car, or the other way round.

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Game: the wheel when you are driving

The Game tab is the wheel once the session is live and you are in the car: the colour your buttons sit at, what each one does when you press it, and the race effects that draw over them.



STEERING WHEELS, GAME. EACH LIGHT SHOWS ITS EFFECT, AND THE SIX RACE EFFECTS SIT UNDERNEATH

1

Pick the theme you drive with

The same **COLOUR THEME** selector and the same 31 themes as Idle & Menu, set separately. Each light in the picture carries a small mark for what that input does, and **NONE** means it simply holds the theme colour.

2

Leave the effects switch on

Effects for <theme> Theme, at the right hand end of the bar, decides whether your buttons and rotaries do their own thing under this theme: the behaviour you give each button and the effect you give each rotary. Turn it off and they hold the theme colours, and the picture shows **Individual Effects are Disabled for this Theme** in red.

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Game: the wheel when you are driving (continued)

Each theme remembers its own switch, except that **Custom**, **TrackThirtyTwo** and the thirteen themes from **Bubblegum** to **Velvet** share one between them.

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 & Menu, and something plain and dim for Game.

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Making your own theme

Choose **Custom** on either tab and a **Theme Tools** button appears at the right of the bar. It is there so you can build a livery across the whole wheel without colouring twenty buttons one at a time.

IN THEME TOOLS	WHAT IT DOES
NUMBER OF COLOURS	One, two or three
COLOURS	A picker for each of them
Fill colour or **Create Gradient**	Paints every light on this tab in your one colour, or blends your two or three across the wheel
Copy Custom Menu to Game	On Idle & Menu, under **Custom Theme Helper**: copies this Custom theme to the Game tab, sets Game to Custom and takes you there
Copy Custom Game to Menu	The same the other way, from the Game tab. It also switches Idle Theme on

Every one of these writes over the colours you have. If you are fond of a Custom theme, export the preset first, from its card under Change Preset.

Then finish it by hand

Once the generator has laid the colours down, click any single button in the picture and change it. That is how you pick out the radio button or the pit limiter in a colour of its own.

Match a real car, and keep one colour spare. Two or three colours from the livery, made into a gradient, gets you a wheel that matches the car; save it as a preset named after it. Leave one strong colour out 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
TRACKTHIRTYTWO 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 in the grid

GROUP	WHAT IS IN IT
Yours	**Custom**, the only theme that lets you colour single buttons
Ours	**TrackThirtyTwo** and **Heritage**
Made up sets	**Racing**, **Arctic**, **Sunset**, **Rainbow**, **Citrus**, **Tokyo**, **Gulf Oil**, **Bubblegum**, **Neon**, **Retro**, **Octane**, **Aurora**, **Nebula**, **Peacock**, **Candycane**, **Solstice**, **Tricolore**, **Sakura**, **Cyber**, **Velvet**
Single colours	**Red**, **Blue**, **Green**, **Yellow**, **Orange**, **Purple**, **Pink**, **White**

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Picking a colour, and the theme list (continued)

A wheel with a lit logo

On the VPG Mission Sim the logos have lights of their own, and clicking one in the picture opens a popup with a picker per light: **LED 1** to **LED 5** for the Mission Sim logo, and **LED 1** and **LED 2** for the VPG logo. They are set separately for Idle & Menu and for Game like the rest of the theme, and only while that tab's theme is **Custom**.

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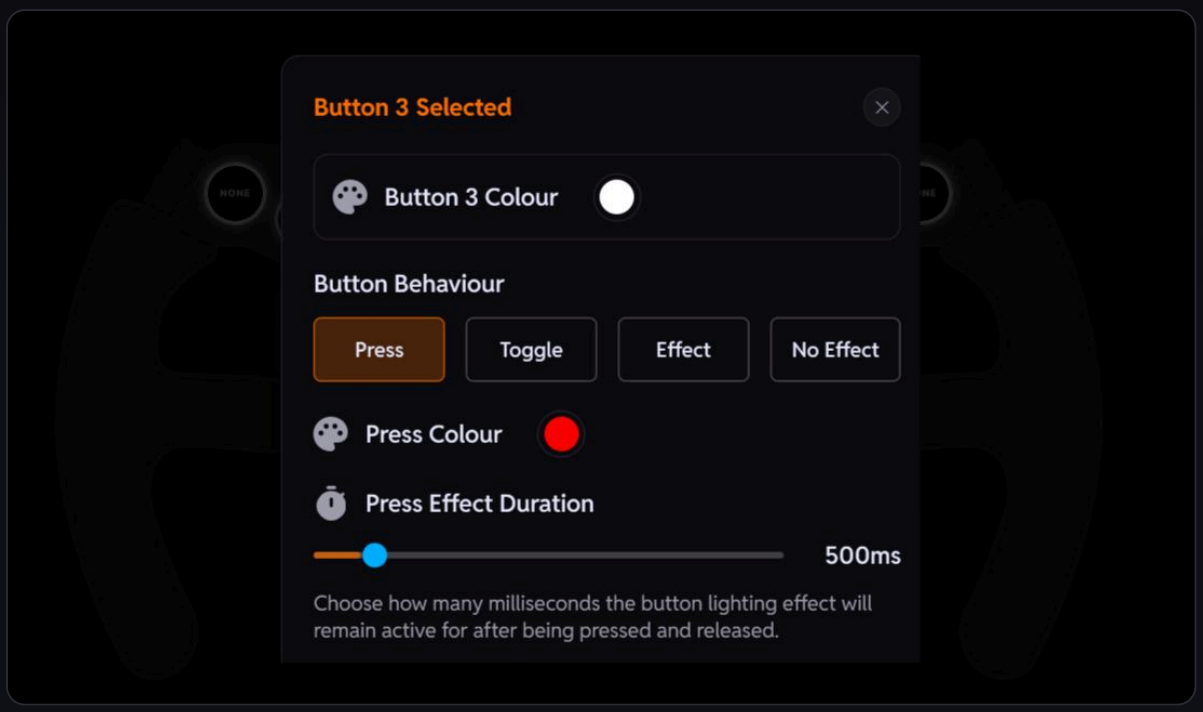
Clicking a button: colour and behaviour

On the Game tab, clicking a button in the picture opens a popup headed with its number, for example **Button 3 Selected**. It holds that button's colour and what the button does when you press it.



A BUTTON'S POPUP. ITS COLOUR ON TOP, THEN WHAT IT DOES

BUTTON BEHAVIOUR	WHAT THE BUTTON DOES
Press	Lights in **Press Colour** while you hold it, and for **Press Effect Duration** after you let go
Toggle	Each press swaps it between **Toggle Colour OFF** and **Toggle Colour ON**, and it stays where you left it
Effect	Follows something the car is doing, chosen under **Button Effect**, rather than your finger
No Effect	Holds its theme colour. Every button starts here

Press Effect Duration runs from 0 to 5000 milliseconds in steps of 100: “Choose how many milliseconds the button lighting effect will remain active for after being pressed and released.” **Toggle Colour OFF** and **Press Colour** are one setting, so changing one changes the other.

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Clicking a button: colour and behaviour (continued)

What Button Effect can follow

GROUP	BUTTON EFFECT
Lights	Headlights, Flasher, Headlights and Flasher, Rain Light, Left Indicator, Right Indicator, Hazard Lights, Wipers
Starting the car	Ignition, Engine Start, Ignition and Engine Start Combined
Power and aids	DRS, KERS and ERS Lap Deploy Limit, Push to pass, ERS Mode, TC Active, ABS Active
The pits and fuel	Pit Limiter, Low Fuel Alarm
Everything else	Value Increase, Value Decrease, TDM Toggle
iRacing only	Pass Left, Pass Right, Auto Fuel, Windshield Tear Off, Fast Repair

The colour row needs Custom. On any other theme the top of the popup says the colour is locked, and only the behaviour can be changed. On Idle & Menu the popup has the colour alone, because behaviours belong to the car.

Toggle suits anything with a real on and off: lights, wipers. **Effect** is better still where there is one, because it follows the car rather than counting your presses, so it cannot get out of step. **Press** is for momentary things: radio, flash, overtake.

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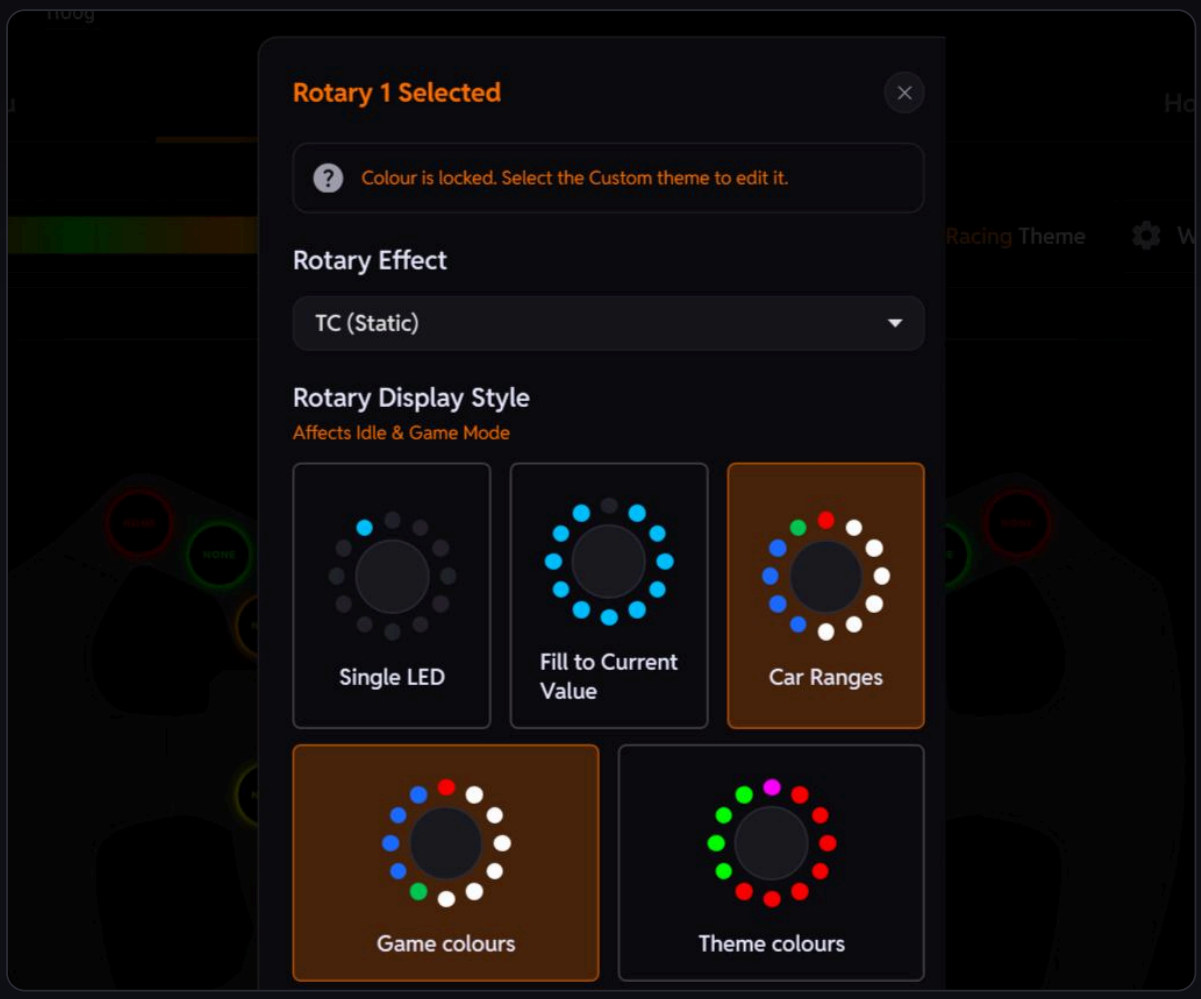
Rotaries and encoders

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. Click it in the picture and its popup opens, headed **Rotary 1 Selected** or similar.



A ROTARY'S POPUP. ITS COLOURS, ITS EFFECT, AND HOW THE RING DRAWS IT

Its colours

SETTING	WHAT IT COLOURS
Rotary 1 Colour	The ring itself. On the VPG Porsche 911 Cup it reads **Outer Sectors Colour**
Active Colour	The lit LEDs marking where the dial is now
Label Colour	On a wheel whose rotaries carry a lit label, that label
Position Colour	On a wheel with a multi positional rotary, the colour it shows its position in

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Rotaries and encoders (continued)

Not every wheel has all four, and the plugin shows only the ones yours can use. Like a button, they can be changed only while that tab's theme is **Custom**. Idle & Menu sets the idle colours, and Game sets the game colours and everything below.

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Rotaries and encoders (continued)

How the ring reads

ROTARY DISPLAY STYLE	SHOWS
Single LED	One lit LED marking the current position
Fill to Current Value	Fills from the start of the dial to where it sits now, like a gauge
Car Ranges	The car's own map of that aid, with your setting marked. TC and ABS only, and it has a chapter of its own next

Each style is a small moving card in the popup, so you can see it before you pick it. The caption above them says how far the choice reaches: **Affects Idle & Game Mode** on most wheels, or **Affects Game Mode** on a wheel that only shows a position while you are driving. For **Brake Balance** and **ERS Mode** the cards give way to a single fully lit dial captioned **Whole dial lit**, because those two always use the whole ring.

> **No Rotary Display Style in the popup?** Then that rotary's ring has no choice to make. Some rings can only show a level, and on those **Position Tracking** is listed as **No Effect** and the ring simply wears its colour.

An encoder is clicked the same way, and its popup is headed **Encoder 1 Selected**. It has a colour and an **Encoder Effect** with the same choices as a rotary.

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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.

On the **Game** tab, click the rotary in the picture and choose from **Rotary Effect**. An encoder 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
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, in your ERS colours
TC Cut (Static)	The TC Cut setting, held steady
TC Cut (Blinking when Active)	The TC Cut setting, flashing while it is active

Under the display styles a line tells you which colour the ring is shown in and where that colour is set. For TC, ABS, Engine Map and the rest it is the matching colour on the **Colours** tab of **SETTINGS**, then **DEVICE SETTINGS**, shared by every device on your rig.

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.

A blinking choice and its static twin show the same value. The difference 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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Wheel Settings: the rotary rules for the whole wheel

Three settings belong to every rotary at once rather than to one. On a wheel whose rotaries have display styles, a **Wheel Settings** button sits at the right hand end of the Game tab's theme bar, and it opens them 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.

No Wheel Settings button on the Game tab? Then your wheel's rotaries have no display styles, and these three have nothing to change on it.

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Car Ranges: the car's own settings on the ring

Most cars do not use every TC or ABS position the same way. Some positions are meant for dry tyres, some for wet, and one may switch the aid off. Car Ranges paints that onto the ring, so you can see where you are in the car's own range.

"Shows the dry, wet and off positions of your car, or the game's own scale in Assetto Corsa Competizione. Cars with neither show Single LED."

1

Give the rotary a TC or ABS effect

On the **Game** tab, click the rotary and set **Rotary Effect** to any of the four TC or ABS choices. Car Ranges is offered for those and nothing else. Change the effect to something else later and the ring goes back to **Single LED** on its own.

2

Pick the Car Ranges card

It is the third **Rotary Display Style**. Its moving preview plays a sample car: off at twelve, dry from one to six, wet from seven to eleven.

3

Choose its colours

Game colours, the default, uses the colours the sims use for these ranges. **Theme colours** uses your wheel theme's paint instead. On Custom, that is the rotary's Active Colour and a dimmer shade of it.

What the colours mean

The popup draws a key from your own colours. With Game colours it reads:

ON THE RING	MEANS
The marker	The setting you're on
Red	Aid switched off
Unlit	Not a setting on this car

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Car Ranges: the car's own settings on the ring (continued)

ON THE RING	MEANS
White	iRacing and Le Mans Ultimate: settings for dry tyres
Blue	iRacing and Le Mans Ultimate: settings for wet tyres
The aid's colour, dimmed	iRacing and Le Mans Ultimate: a setting on this car, with no dry or wet advice from the game
A bar of colours	Assetto Corsa Competizione: TC runs from dry to wet, ABS from new tyres to worn

A car with no ranges shows Single LED. So does a wheel still on an older LED profile, until its profile updates. Neither is a fault.

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Multi Positional switches

A multi positional switch is a rotary with named positions, so position four reads as "Wet" rather than as four. Where you set one up depends on whether your wheel's picture shows it.



THE MULTI POSITIONAL TAB. A NAME BOX FOR EVERY POSITION

The switch is in the picture

On the Bavarian Simtec Alpha, Delta and Omega V2, the Pokornyi F499 and FGT, the 21R-P1X and the VPG Mission Sim and Mustang, click the switch in the picture, on either tab. A **Multi Positional** popup opens with:

SETTING	WHAT IT DOES
Active Position Colour and a colour per position	How the switch's lights look. Custom theme only, idle colours from Idle & Menu and game colours from Game
A name box per position	Up to eight characters each
Dashboard Multi Positional Labels	Shows the active position's name, and a pop up as you turn it, on compatible TrackThirtyTwo dashboards

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Multi Positional switches (continued)

SETTING	WHAT IT DOES
Custom Colour for Labels on Dashboards	On the Game tab with a Custom theme: the colour those labels take on the dashboard

The switch is not in the picture

The Ascher Artura GT4, PRO and ULTIMATE, the Murico Raiden X, the PSE ES Pro and the VPG Porsche 911 Cup have a **Multi Positional** tab instead. It has the name boxes, twelve per dial, and the **Dashboard Multi Positional Labels** switch. There are no colours to set on these.

> There is one list of names per wheel. Control Mapper, at the foot of the same popup or tab, edits the same names, so a name typed in either place is the one your wheel and your dashboard both use.

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Control Mapper: labels on your dash

SimHub's Control Mapper watches your inputs, and the plugin uses it to name the position a switch is in on your dashboard, even on a wheel with no multi positional switch of its own.



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

It is a tab of its own on a wheel without a multi positional switch, and sits at the foot of the Multi Positional popup or tab on a wheel with one, headed **Control Mapper Multi Positional**.

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Control Mapper: labels on your dash (continued)

SETTING	WHAT IT DOES
Use Control Mapper Multi Positional for TrackThirtyTwo Dashboards	“Use SimHub’s Control Mapper feature to implement Multi Positional Behaviour on your TrackThirtyTwo 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 TrackThirtyTwo Dashboards.”

Turn the first switch on and the rest appears: the second switch, and two dials of twelve positions with a box for each name, up to eight characters. **Read the bracket in the first setting before you do:** on a wheel with twelve positions of its own, it replaces them.

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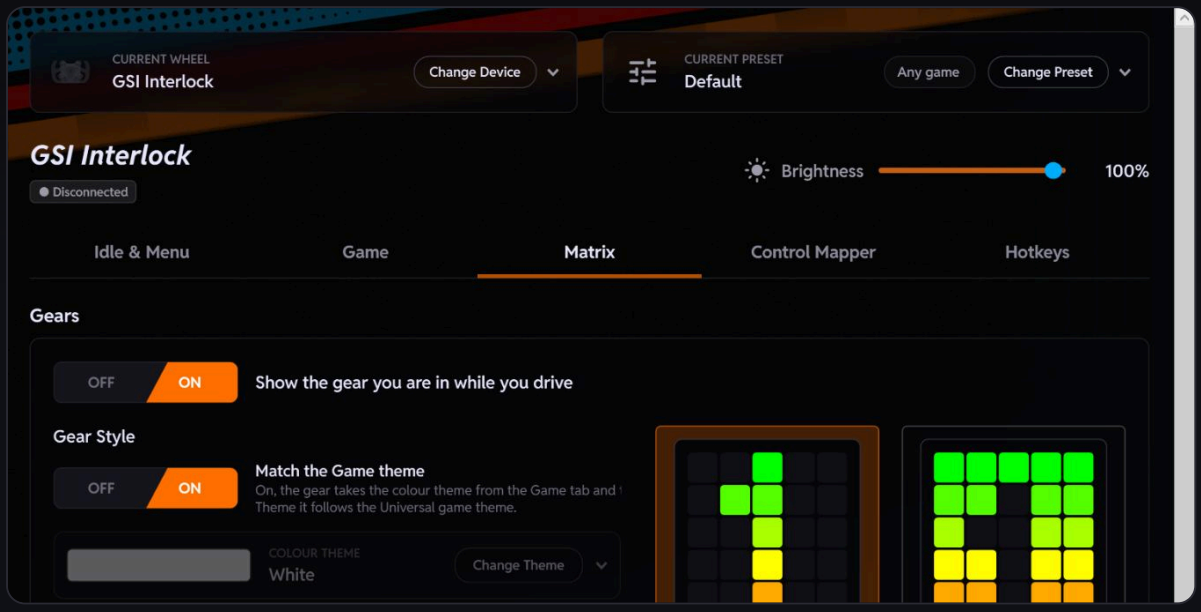
The Matrix screen on the GSI Interlock

The GSI Interlock has a grid of 35 lights in the middle of the wheel. Its **Matrix** tab decides what that grid shows: your gear, a few race effects that may interrupt it, and a setting the moment you change it.



STEERING WHEELS, MATRIX. WHAT THE SCREEN IN THE MIDDLE OF THE WHEEL SHOWS

Gears

Show the gear you are in while you drive is on out of the box. Under **Gear Style**, **Match the Game theme** takes the gear's colours from the Game tab, and while it is on the theme picker below it is locked. Turn it off to give the gear a theme of its own, or choose **Custom** and set **Your colours, first gear to last** with three pickers. **Normal** or **Inverted** decides whether the number is lit or cut out of a lit screen.

Effects

Thirty five lights have no room for two things at once, so each of these is a switch deciding whether it may interrupt the gear. All are on out of the box.

EFFECT	WHAT THE SCREEN SHOWS
Spotter	“An arrow travels towards the car alongside you, at your Spotter speeds.” Its **Speed and colour** link opens the shared spotter settings
Flags	“The whole screen takes the colour of the flag.”

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The Matrix screen on the GSI Interlock (continued)

EFFECT	WHAT THE SCREEN SHOWS
Pit limiter	“Bands down the screen, over everything else.”
Engine start	“While the engine is firing up.”
Pit countdown	“The count into your pit box.”
Low fuel	“When the fuel is getting low.”
Temperature	“Water or oil running too hot.”

Car settings

Write a setting on the screen the moment you change it, on out of the box, shows the new value whenever you turn one of these, for **How long it stays on the screen**: one to five seconds, two out of the box. Each has its own switch and **Colour**: **ABS**, **TC**, **TC Cut**, **Engine Map**, **Front ARB**, **Rear ARB**, **Brake Migration** and **TC Slip**. Those colours are the shared ones from the Colours tab of Device settings, so the dashboards and your Control Deck agree with the wheel.

Which flags the screen shows

Eleven switches, all on out of the box: Checkered, Green, Blue, Orange (Meatball), Yellow, Debris, Safety Car, White Final Lap, White Slow Car, Black and Red. They are greyed out while the Flags effect above is off.

Idle, the screen joins the wheel. Clicking the screen in the picture on Idle & Menu opens **The screen**. On the Custom idle theme it fades from a **Top** colour to a **Bottom** one; on any other theme it wears the theme like the rest of the wheel.

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Race effects: the six cards

Six cards sit in a row under the picture on the Game tab, and they are where the wheel stops being decoration. Each effect has its own switch, so you can run only the ones you want.

Every card is built the same way, top to bottom:

ON THE CARD	WHAT IT DOES
The title and ?	Rest the pointer on the question mark for what the effect does
OFF / ON	Whether this wheel shows the effect at all
Style	On three of the cards: which version of the animation this wheel plays
Preview	Plays the effect on the picture, in your own colours, from the start. It reads **Stop** while it plays, and only one plays at a time
Settings	On five of the cards: opens that effect's colours and timings in a popup over the page

The six

CARD	OUT OF THE BOX	STYLE	SETTINGS OPENS
Marshall Flag Animations	Off	None	Edit Universal Flags Settings
Proximity Spotter Animations	Off	None	Edit Universal Spotter Settings
Pit Lane Animations	On	Alternating bands, Walking light (the default), Flash together, Checker, Bounce	Edit Universal Pit Limiter Settings
Redline Flash Animation	Off	None	Edit Redline Flash Settings
Engine Startup Animation	On	Spark shower (the default), Fill up, From the centre, Pulse	Edit Universal Engine Start Settings

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Race effects: the six cards (continued)

CARD	OUT OF THE BOX	STYLE	SETTINGS OPENS
Input Effect Animations	On	Flash to black (the default), Flash to white, Hold lit, Hold dim, Ripple	No Settings button

A style belongs to this wheel; the timing is shared. Your wheel can sweep up from the centre while your RPM strip fills, and both still start and finish together.

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Race effects: what each one does

Marshall Flag Animations

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

The card decides whether flags show on this wheel. **Which** flags exist, and how they behave, is shared by every device, and What the flag settings actually are lists it.

Proximity Spotter Animations

"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. When a flag and the spotter both want the wheel at once, **Flags Priority** in the flag settings decides which one you see.

Pit Lane Animations

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

Its Settings hold **Pit lane colours**, the two colours the animation moves between. Whether flags still show in the pit lane is a flag setting: **Flags in Pit Lane**.

Redline Flash Animation

"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."

Its Settings hold **Redline flash colour**, red out of the box. Unlike the other four, this one belongs to this wheel alone, so its popup has no **Applies to all Devices** badge.

Engine Startup Animation

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

Input Effect Animations

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

What a press looks like in the car. It is separate from the card of the same name on Idle & Menu.

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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. Give a button the **ERS Mode** Button Effect, or a rotary the **ERS Mode** Rotary Effect, and it shows the mode in its own colour.

The colours are not set on the wheel page. They are the **ERS Colours** card on the **Colours** tab of **SETTINGS**, then **DEVICE SETTINGS**, shared with every TrackThirtyTwo device on the rig, so setting them there sets them everywhere.

ERS COLOURS	THE MODE IT COLOURS
ERS Deploy Colour	Deploying
ERS Regen Colour	Recovering
ERS No Deploy Colour	Not deploying
ERS Qualify Colour	Qualifying mode
ERS Attack Colour	Attack mode
ERS Balanced Colour	Balanced mode
ERS Build Colour	Building charge
ERS Low Colour	Low charge
ERS Wet Colour	Wet mode

Give No Deploy and the mode you race in the two least alike colours you can. Those are the two you most need to tell apart with a glance, so leave the near misses to the modes you rarely use.

A rotary set to ERS Mode shows its preview in your ERS Balanced colour. On the wheel itself, each mode wears its own.

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Device settings, and who wins

This is the part worth reading twice, because it explains most of the "why is nothing happening" questions we get. Some settings belong to this wheel. Others are shared by every TrackThirtyTwo device you own, so the rig behaves as one thing.

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
A card's **Settings** popup, badged **Applies to all Devices**	**How** flags, the spotter, the pit lane and engine start behave: which flags exist, priorities, timings and their colours
This wheel's Game tab	**Whether** this wheel shows each effect at all, and in which style

So a flag has to be switched on in the flag settings **and** Marshall Flag Animations has to be on for the wheel. Turning Checkered off 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 the card on this wheel first, then the setting inside its Settings popup.

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 wheel's preset. You edit them from the wheel for convenience, but switching the Device settings preset switches all of them.

> Anywhere you see **Applies to all Devices**, you are looking at a shared setting shown on a device page for convenience. Changing it there changes it everywhere.

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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.

Press **Settings** on the **Marshall Flag Animations** card and **Edit Universal Flags Settings** opens without leaving the page. 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**
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**

Yellow sector scope is the one worth thinking about. Whole track is safest and busiest. Current sector only lights the wheel when the yellow matters to you, and stays quiet when the incident is a mile behind.

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Spotter and engine start settings

The two other shared popups behind the cards. 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 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 it is how you know the rig is actually connected to the car. One colour and one duration means your wheel, strip, brows, flag box and room all fire together as the engine catches.

Low fuel

Low fuel has no card on the wheel page. Its warning and its settings belong to the RPM strip, the ambient lights and the flag box, and their guides cover them.

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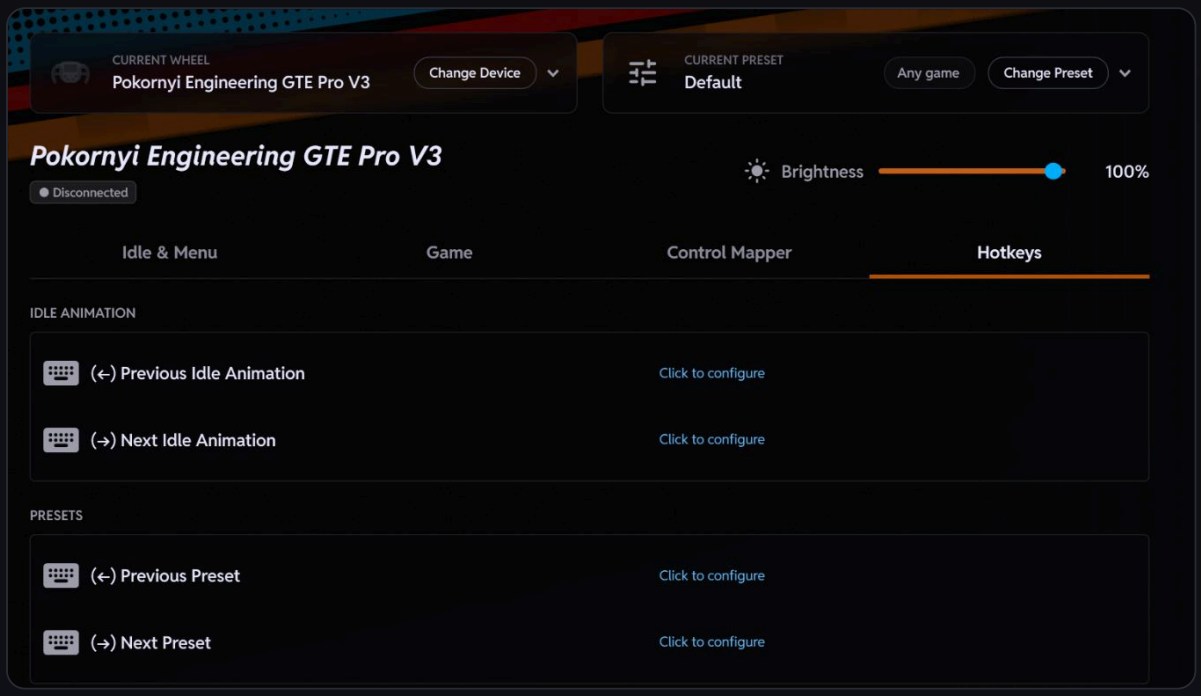
Brightness and Hotkeys

Brightness sits at the top right of the wheel page and applies to this wheel. **Global Brightness**, on the **Brightness** tab of **SETTINGS**, then **DEVICE SETTINGS**, scales every device at once.

The two multiply. With Global Brightness below 100, a line in green under this wheel's slider gives you the result: this slider at 80% with the global at 50% lights the wheel at 40%. To go brighter than that, raise Global Brightness.



STEERING WHEELS, HOTKEYS. IDLE ANIMATION, PRESETS, THEMES 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
IDLE ANIMATION	(←) Previous Idle Animation, (→) Next Idle Animation. Steps through the styles your wheel offers, and switches the animation on if it was off
PRESETS	(←) Previous Preset, (→) Next Preset
MENU THEME	(←) Previous Colour, (→) Next Colour, stepping the Idle & Menu theme one theme at a time

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Brightness and Hotkeys (continued)

GROUP	ACTIONS
GAME THEME	(←) Previous Colour, (→) Next Colour, the same for the Game theme
BRIGHTNESS	(-) Decrease Brightness, (+) Increase Brightness, 5% a press

To bind one, click the field beside an action, which reads **Click to configure** until it is bound, and press the button or key you want to use. It is recorded straight away.

> 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 beside the wheel name reads Connected. If not, replug the wheel and restart SimHub
Flags do nothing	Two switches: **Marshall Flag Animations** on this wheel's Game tab, then that flag's own switch under the card's **Settings**. Both have to be on
Buttons ignore their behaviour, or rotaries their effect	**Effects for <theme> Theme** is off for the Game theme you are on. Turn it on at the right hand end of the Game tab's theme bar
Wrong colours in game, right in menus	You set Idle & Menu, not Game. They are set separately and on purpose
A button's colour cannot be changed	Colours per button need the **Custom** theme on that tab. Pick Custom, then click the button
The theme bar is greyed out	Universal Theme is on in **SETTINGS**, then **DEVICE SETTINGS**. Turn it off there to theme this wheel on its own
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, on its card under Change Preset. Set it to the game you want, or to Any game. If two presets share a game, make the one you want the favourite
No flags in the pit lane	Expected if **Flags in Pit Lane** is set to **Flags Deactivated in the Pit Lane**

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If something is not right (continued)

WHAT YOU SEE	WHAT TO DO
Too bright at night	Brightness on this page, or Global Brightness for everything. Bind the hotkeys
No Multi Positional tab	On a wheel whose picture shows the switch, click the switch in the picture instead
A new wheel is not offered	Update the plugin. New wheels arrive with plugin versions
A rotary ring shows the wrong thing	Check its **Rotary Effect** on the Game tab: Position Tracking follows the knob, every other choice follows the car. If it reads one step out, check **Top Position** under Wheel Settings

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Questions and support

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

> Tell us the 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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