Button Box
LED Guide

For plugin version 7.2.7 and above | Published 7 October 2026

Copyright © 2026 TrackThirtyTwo

Summary

What your button box LEDs do — 3

Before you start — 4

Adding your button box in SimHub — 5

If your button box is an Arduino build — 6

Where the profile goes — 7

Getting your box lit — 8

Stop SimHub switching your profile — 10

Installing a profile by hand — 11

Choosing your box, and presets — 12

The tabs across the page — 14

Display, if your box has a screen — 16

Idle & Menu: the box when you are parked — 17

What each switch does — 18

Setting a colour — 20

Game: the box in the race — 21

Brightness, and hotkeys — 23

Device settings, and who wins — 24

What the flag settings actually are — 25

Spotter and engine start settings — 26

If something is not right — 27

Questions and support — 29

Copyright © 2026 TrackThirtyTwo

What your button box LEDs do

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

THEY SHOW	WHICH MEANS
A colour per button	Which switch is which, without looking
A press	Confirmation the input registered
A toggle state	Whether something is on or off, at a glance
The session	Flags, the spotter, the pit limiter, engine start and redline, on the whole box at once
A slow animation	Nothing urgent: the box is idle, on the desktop or in a menu

The page is a picture of your real box, and you set the lights by clicking the switches in that picture. Three tabs run across the top of it, Idle & Menu, Game and Hotkeys, and the first two are where nearly all of your time goes.

Copyright © 2026 TrackThirtyTwo

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 Button Box LEDs



Button Box LEDs needs **Pit Crew** or above. If the page is behind a padlock, that is what it is telling you. The status line at the top of the plugin's home page, beside the version, names the tier the plugin is currently unlocking against.

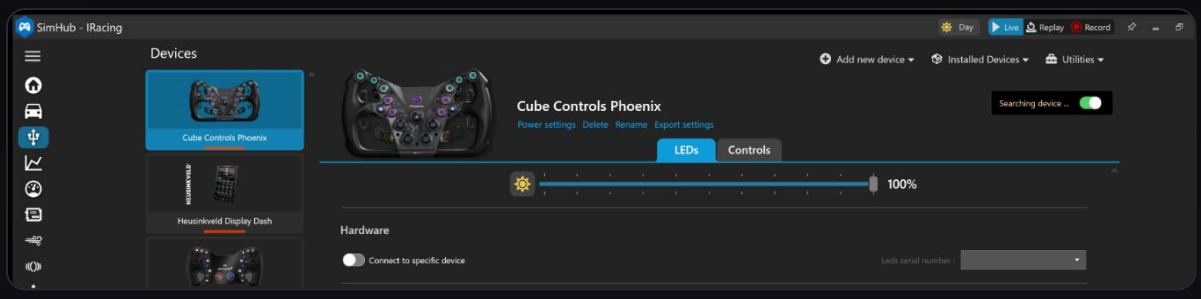
Where to find it

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

Copyright © 2026 TrackThirtyTwo

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

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

Copyright © 2026 TrackThirtyTwo

If your button box is an Arduino build

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

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 what is enabled in the sketch setup. SimHub's own wiki covers it under **Arduino · Setup**. Come back here once SimHub is talking to the board.

2

Open the Arduino page in SimHub

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

3

Open the RGB Leds section

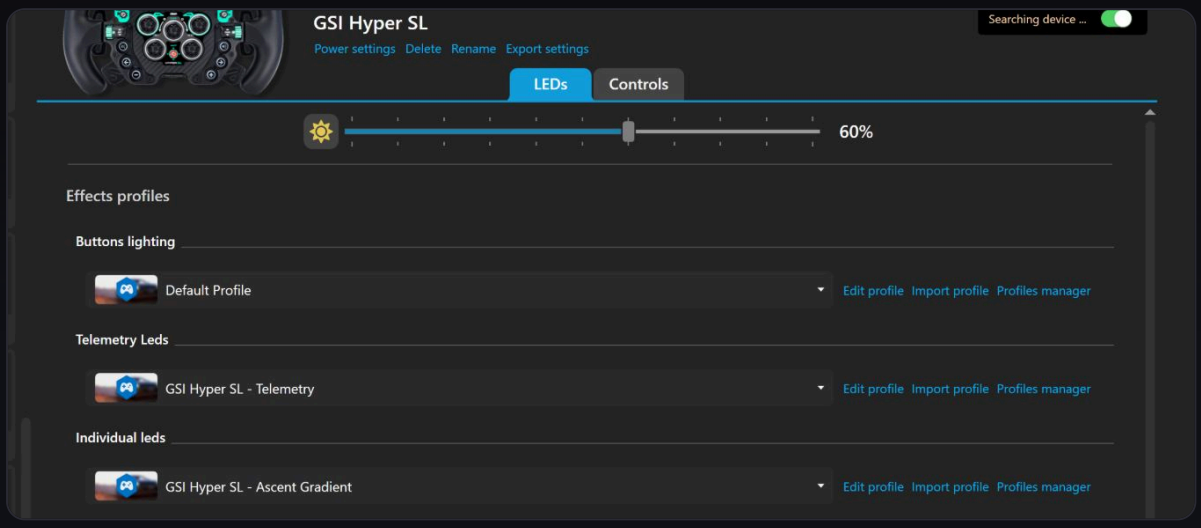
SimHub gives an Arduino its own LED sections rather than the **Telemetry Leds** slot a Devices-list device has. The three are **RGB Leds**, **TM1638 Leds** and **RGB Matrix**, and **RGB Leds** is the one for your button box. **Profiles manager** beside it opens the same profile list.

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

Copyright © 2026 TrackThirtyTwo

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

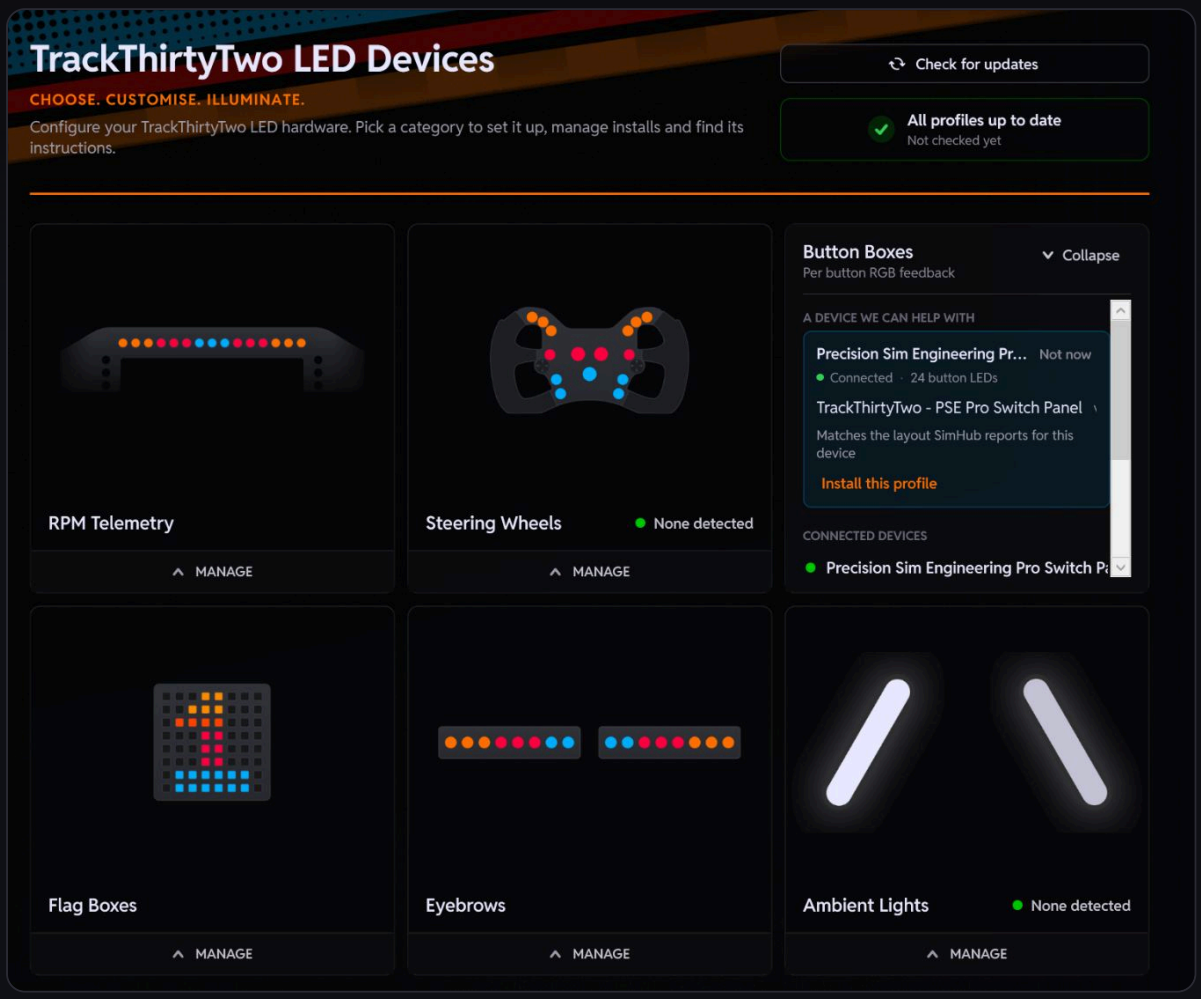
Each slot has **Edit profile**, **Import profile** and **Profiles manager** beside it. **Import profile** is the one that matters here: it is where a profile you downloaded by hand goes.

> 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.

Copyright © 2026 TrackThirtyTwo

Getting your box lit

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



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

1 **Add the device in SimHub first**

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

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

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

Copyright © 2026 TrackThirtyTwo

Getting your box lit (continued)

3

Press Install this profile

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

Copyright © 2026 TrackThirtyTwo

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.

Copyright © 2026 TrackThirtyTwo

Installing a profile by hand

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

1

Download it from your account

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

2

Import it in SimHub

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

3

Tell the plugin to look again

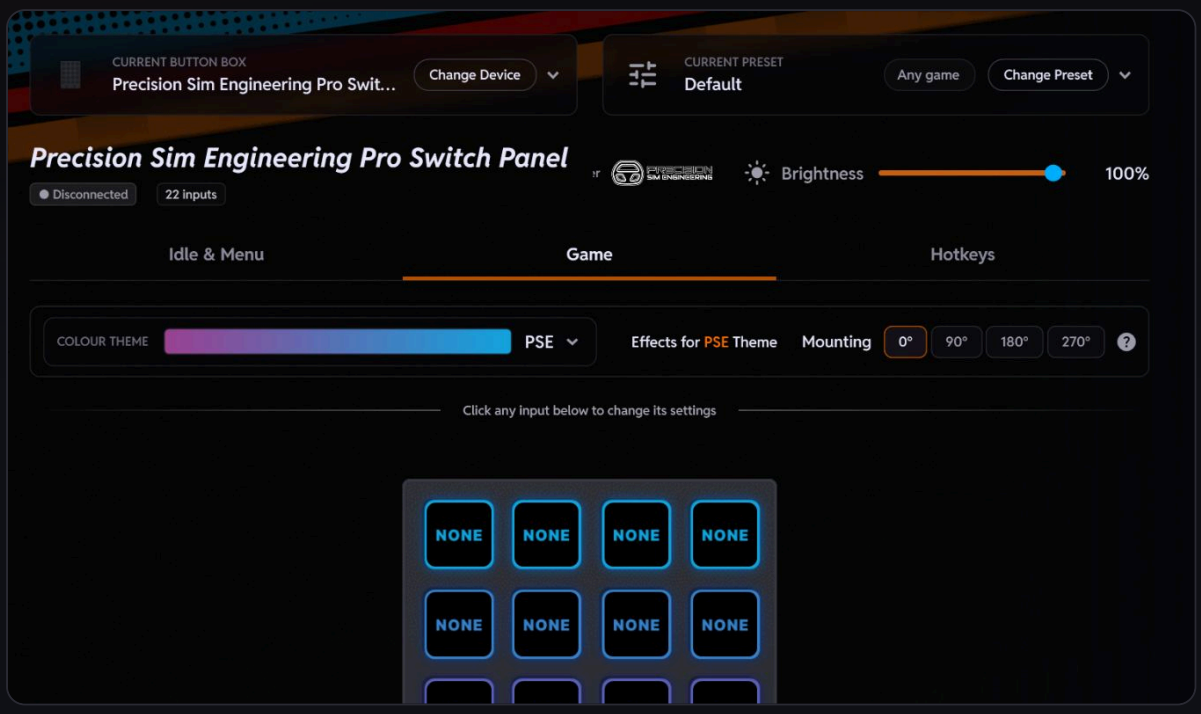
Back in **LED Devices**, press **Check for updates**. The profile you imported appears under your device, and **Set active** chooses it.

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

Copyright © 2026 TrackThirtyTwo

Choosing your box, and presets

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



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

1

Press Change Device

Top left. The tile is headed **CURRENT BUTTON BOX** and names the box the plugin is set to. Press **Change Device** and a panel opens, headed **Select Your Button Box**: every supported box in one list, with a **Search button boxes...** box above it. Click yours and the page redraws as a picture of it. From then on you set the lights by clicking the switches in that picture.

2

Check the badge beside the name

• **Connected** means the plugin has found it. Disconnected is not a fault on its own: you can set a box up unplugged and the settings wait for it. Beside the badge sit how many inputs the box has and, for some, its weight.

Copyright © 2026 TrackThirtyTwo

Choosing your box, and presets (continued)

3

Choose a preset

Top right. That tile is headed **CURRENT PRESET** and names the preset you are editing, with a star if it is a favourite and the game it belongs to, or **Any game**. **Change Preset** opens the **Presets** panel, where the card of the preset you are using carries its game selector, and each card has **Set favourite**, **Edit**, **Duplicate**, **Export** and **Delete**.

Official Partner

Between the box name and the brightness slider the plugin shows **Official Partner** with the maker's logo and small links to their website and social channels. Of the button boxes the plugin carries, it appears for the **Precision Sim Engineering Pro Switch Panel**, which also ships with a second preset, **PSE iRacing**.

If the whole page is greyed out, a band across the top says which of three things is wrong. Not signed in reads **Sign in to unlock this page**, and the button on the right is **Go to Home**. Signed in but not paying reads **Membership required**, and the button is **Become a Member**. Paying for a lower tier reads **Upgrade required**, and the button is **Upgrade**. Under all three sits "Pit Crew tier or above unlocks this page."

Copyright © 2026 TrackThirtyTwo

The tabs across the page

Three tabs: one for the box when you are parked, one for the box when you are driving, and your hotkeys.

TAB	WHAT IT IS FOR
Idle & Menu	The box on the desktop and in the game's menus: its theme, its idle animation, and what a press looks like there. A click on a switch sets its idle colour
Game	The box in the car: its theme, what each switch does when pressed, and six race effects. A click on a switch sets its game colour and its behaviour
Hotkeys	Real buttons bound to the idle animation, presets, themes and brightness

The page opens on **Game**. A line above the picture asks you to click any switch below it to change its settings, and a popup opens for that switch alone, over a dimmed page. The cross, the Esc key or a click outside closes it.

The bar above the picture

CONTROL	WHAT IT DOES
COLOUR THEME	A ready made set of colours for the whole box. Click it for a grid of 31: **Custom**, **TrackThirtyTwo**, **Heritage**, **Racing**, **Arctic**, **Sunset**, **Rainbow**, **Citrus**, **Tokyo**, **Gulf Oil**, **Bubblegum**, **Neon**, **Retro**, **Octane**, **Aurora**, **Nebula**, **Peacock**, **Candycane**, **Solstice**, **Tricolore**, **Sakura**, **Cyber**, **Velvet**, then eight single colours. A Pro Switch Panel is offered one more at the end, **PSE**, its maker's own
Menu Theme	On Idle & Menu: the switch that turns the idle colours on at all. Off, the box goes dark in menus and the theme selector hides
Effects for <theme> Theme	On Game: whether your switches do their own thing under this theme. Off, they hold the theme colours and the picture says **Individual Effects are Disabled for this Theme**. The PSE theme has no switch
Theme Tools	Shown on **Custom** only. **NUMBER OF COLOURS** and **COLOURS**, then **Fill colour** or **Create Gradient**, and **Copy Custom Menu to Game** or **Copy Custom Game to Menu** to copy your Custom theme across. Each writes over the colours you have

Copyright © 2026 TrackThirtyTwo

The tabs across the page (continued)

CONTROL	WHAT IT DOES
Mounting	**0°**, **90°**, **180°** or **270°**, at the right hand end. Every box except the DisplayDash

"Turn your Button Box to match how it is mounted on your rig, clockwise as you face it. Your buttons keep working exactly as they did - only the picture turns."

> **Single switches are coloured on Custom, and not on the other themes.** Click a switch while a ready made theme is chosen and its popup says **Per-button colour is locked. Select the Custom theme to edit it.** While **Universal Theme** is on, a box above the picture says the box is using the shared theme, and its **Open Device settings** button takes you to where it is turned off.

Copyright © 2026 TrackThirtyTwo

Display, if your box has a screen

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

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

TAB	WHAT IS UNDER IT
Display	The screen. Its own **Idle & Menu**, **Dashboard**, **Display Effects**, **Customisation** and **Advanced** tabs
LEDs	The lights: Idle & Menu, Game and Hotkeys, as on every other box

> **Two tabs called Idle & Menu.** The one under **Display** sets what the screen shows while you are parked. The one under **LEDs** sets the lights. They are separate on purpose.

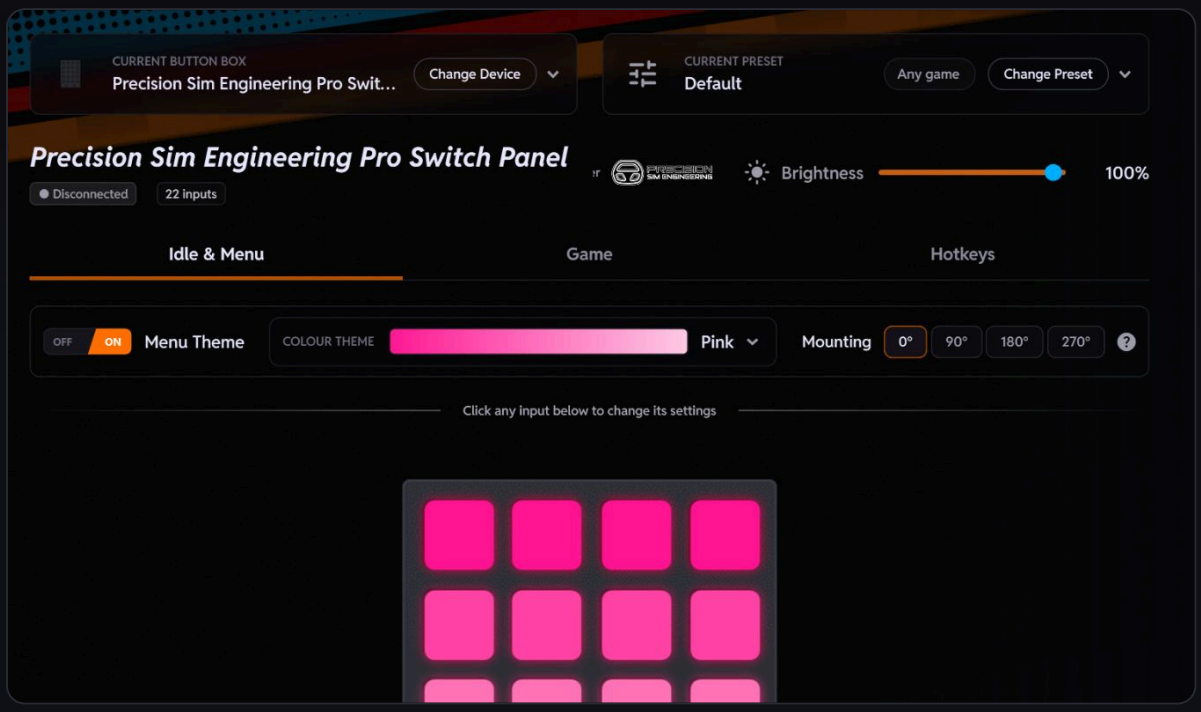
> **One preset covers both sides.** The **CURRENT PRESET** tile at the top of the page owns the screen and the lights together, so there is no second preset to keep in step.

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

Copyright © 2026 TrackThirtyTwo

Idle & Menu: the box when you are parked

What the box looks like with SimHub running but no session live: on the desktop, and in the game's menus.



BUTTON BOXES, IDLE & MENU. THE THEME BAR, YOUR BOX, AND THE TWO CARDS UNDER IT

Pick a **COLOUR THEME**, or switch **Menu Theme** off to leave the box dark. Under the picture sit two cards.

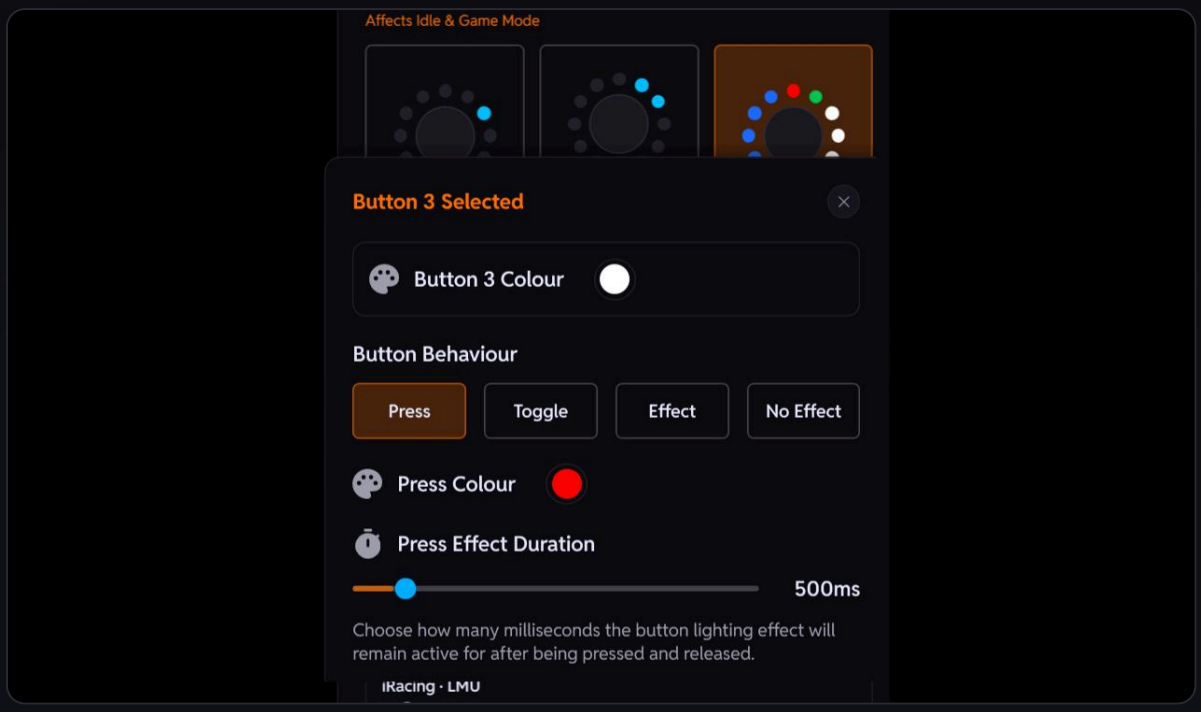
CARD	WHAT IT DOES
Input Effect Animations	"How a press behaves on the desktop and in menus, and whether it happens at all. Independent of the Game tab." On out of the box. Its **Style** is **Flash to black** (the default), **Flash to white**, **Hold lit**, **Hold dim** or **Ripple**
Idle Animation	Makes the idle theme move, changing only how bright each switch is. Off out of the box. **Style**: **Breathe** (the default), **Wave**, **Ripple**, **Twinkle**, **Bounce**, **Orbit**, **Theatre Chase**, **Alternate**, **Wipe** or **Blocks**. **Speed**: Slow, Normal or Fast. **Unlit buttons**: Dimmed keeps a faint glow on the switches it is not on, Off leaves them dark

The picture is live. While Menu Theme is on it plays your idle animation, so what you see on the page is what the box will do.

Copyright © 2026 TrackThirtyTwo

What each switch does

On the Game tab, click a switch in the picture and set how it behaves on its own. Everything here is per switch and per preset.



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

BUTTON BEHAVIOUR	WHAT IT MEANS, AND WHAT IT THEN ASKS FOR
Press	Lights on the press, and stays lit for as long as you set. Asks for **Press Colour** and **Press Effect Duration**, 0 to 5000 milliseconds in steps of 100
Toggle	Changes state and stays there. Asks for **Toggle Colour OFF** and **Toggle Colour ON**. Toggle Colour OFF and Press Colour are one setting
Effect	The switch follows a car control, chosen under **Button Effect**
No Effect	The switch holds its theme colour. Every switch starts here

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

Copyright © 2026 TrackThirtyTwo

What each switch does (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, Parking Brake
Power and aids	DRS, KERS, Push to pass, ERS Mode, and an Increase and a Decrease for TC, TC Cut, ABS, Engine Map, Brake Bias and Fuel Adjust
The pits and fuel	Pit Limiter, Low Fuel Alarm
Everything else	Kill LEDs, TDM Toggle
iRacing only	Refuel, No Refuel, Auto Fuel, New Tyres, No Tyres, New Tyres Left, New Tyres Right, each tyre on its own, Tyre Compound Dry and Wet, Windshield Tear Off, Fast Repair, Clear Pit Flags, Pass Left, Pass Right

Dials and multi positional switches. On the Pokornyi MCP modules the three rotary lights can be clicked like a switch. On the Bavarian SimTec Control Center, the two round **M** markers open its multi positional switch: on the Custom theme, its **BeamTec Active Colour**, **Bavarian Logo Colour** and a colour for each position.

Copyright © 2026 TrackThirtyTwo

Setting a colour

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

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

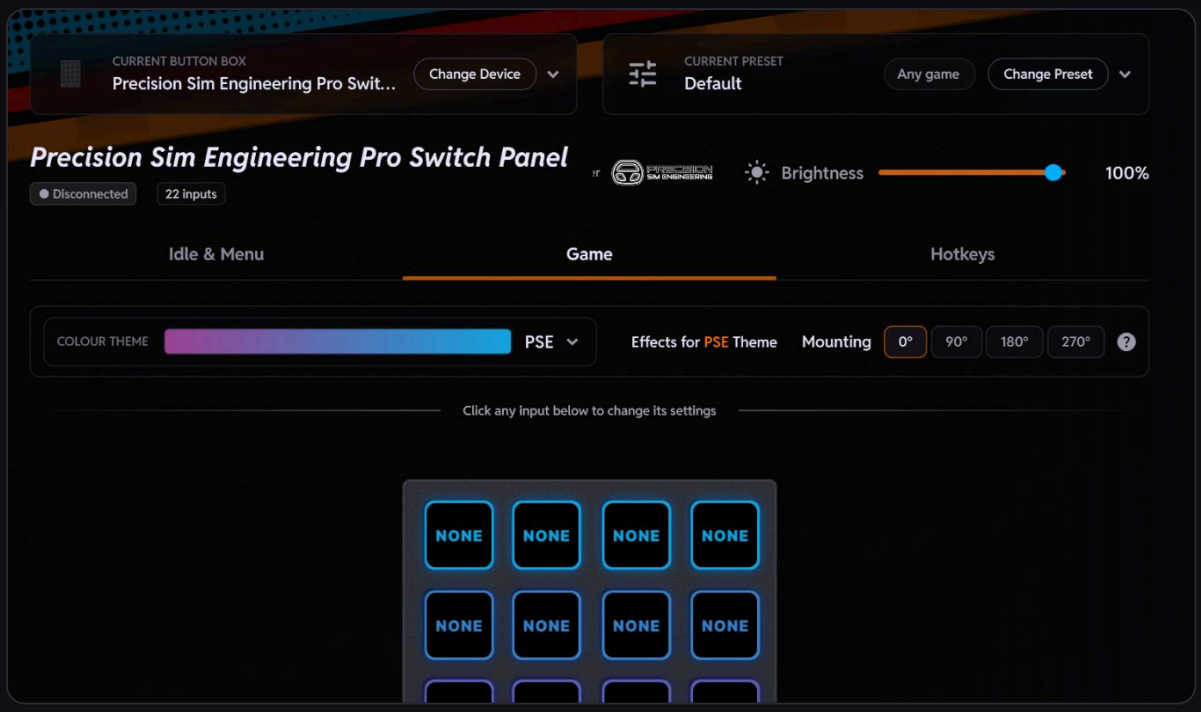
PART OF THE PANEL	WHAT IT IS FOR
The square, and the strip under it	Pick by eye. Drag in the square for shade, along the strip for hue
OPACITY	How solid the colour is, read out as a percentage
The hex box	Type an exact value, up to eight characters so opacity can be typed in with it
TRACKTHIRTYTWO COLOURS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

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

Copyright © 2026 TrackThirtyTwo

Game: the box in the race

A button box does react to the session. Six cards under the picture on the Game tab decide how.



BUTTON BOXES, GAME. EACH SWITCH SHOWS ITS EFFECT, AND THE SIX RACE EFFECTS SIT UNDERNEATH

Every card has the same parts: a title with a **?** for its help, an **OFF / ON** switch for this box, a **Style** on three of them, **Preview**, which plays the effect on the picture in your own colours, and on five of them a **Settings** button that opens its colours and timings.

CARD	OUT OF THE BOX	STYLE
Marshall Flag Animations	On	None
Proximity Spotter Animations	On	None
Pit Lane Animations	On	Alternating bands (the default), Walking light, Flash together, Checker, Bounce
Redline Flash Animation	Off	None. Its Settings hold **Redline flash colour**, this box's own, red out of the box
Engine Startup Animation	On	Spark shower (the default), Fill up, From the centre, Pulse

Copyright © 2026 TrackThirtyTwo

Game: the box in the race (continued)

CARD	OUT OF THE BOX	STYLE
Input Effect Animations	Off	Flash to black, Flash to white, Hold lit, Hold dim, Ripple. Separate from the card of the same name on Idle & Menu

"Enable or disable in-game Marshal Flag animations on Button Box buttons."

"Enable or disable Spotter animations for nearby cars on Button Box buttons."

"Enable or disable a button flash on your Button Box at redline to signal gear changes."

A style belongs to this box; the timing is shared. The box can flash together while your wheel walks a light along, and both still keep the same beat. The flags, spotter, pit lane and engine start settings behind the Settings buttons are shared by every device, and the next pages go through them.

Copyright © 2026 TrackThirtyTwo

Brightness, and hotkeys

Two things worth setting once the colours are done.

Brightness

The slider at the top right of the page applies to this box. **Global Brightness**, on the **Brightness** tab of **SETTINGS**, then **DEVICE SETTINGS**, scales everything you own at once. The two multiply, and with Global Brightness below 100 a line under this box's slider gives you the result. SimHub's own brightness limiter caps both.

Hotkeys

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

GROUP	THE TWO ROWS IN IT
IDLE ANIMATION	**(←) Previous Idle Animation**, **(→) Next Idle Animation**. They switch the animation on if it was off
PRESETS	**(←) Previous Preset**, **(→) Next Preset**
MENU THEME	**(←) Previous Colour**, **(→) Next Colour**
GAME THEME	The same two again, for the game theme
BRIGHTNESS	**(-) Decrease Brightness**, **(+) Increase Brightness**, 5% a press

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

Copyright © 2026 TrackThirtyTwo

Device settings, and who wins

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

The rule

SET WHERE	DECIDES
SETTINGS, then **DEVICE SETTINGS**	The theme every device wears while Universal Theme is on, every status, input and ERS colour, and Global Brightness
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 box's Game tab	**Whether** this box shows each effect at all, and in which style

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

> **Two switches, in order.** If an effect is not showing, check the card on this box 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 box's preset. Switching the Device settings preset switches all of them.

> Wherever you read **Applies to all Devices**, changing it there changes it everywhere.

Copyright © 2026 TrackThirtyTwo

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 box when the yellow matters to you, and stays quiet when the incident is a mile behind.

Copyright © 2026 TrackThirtyTwo

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, pit lane colours and ERS

Low fuel has no card on the box page: its warning belongs to the RPM strip, the ambient lights and the flag box. The pit lane card's Settings hold **Pit lane colours**, the two colours the animation moves between. ERS colours are on the **Colours** tab of Device settings, and a switch given the **ERS Mode** Button Effect shows them.

Copyright © 2026 TrackThirtyTwo

If something is not right

In order. The first four cover most of it.

WHAT YOU SEE	WHAT TO DO
The whole page is greyed out	The band at the top says which of three: Sign in to unlock this page, Membership required or Upgrade required. Sign in on the Home page, or take Pit Crew
No lights at all	Check the badge reads Connected. If not, replug the box and restart SimHub
Some switches lit, some not	On the Custom theme, an unlit switch has a black or fully transparent colour. Click it and check
Clicking a switch will not let you change its colour	The COLOUR THEME is not on Custom, or Universal Theme is on. The popup says which
A toggle never changes colour	Its behaviour is set to Press. Switch it to Toggle, on the Game tab
Switches ignore their behaviour	**Effects for <theme> Theme** is off for the Game theme you are on
The press colour stays too long	Press Effect Duration. Lower it
A colour looks washed out or dead	OPACITY in the colour panel. It is transparency, so check it is at 100 per cent
The box is drawn the wrong way round	**Mounting** at the right hand end of the bar above the picture. Pick the turn that matches your rig
Idle colours are right, race colours are not	Two tabs. Idle & Menu and Game each hold their own set
Flags do nothing	Two switches: **Marshall Flag Animations** on the Game tab, then that flag's own switch under the card's **Settings**

Copyright © 2026 TrackThirtyTwo

If something is not right (continued)

WHAT YOU SEE	WHAT TO DO
Settings look wrong after swapping boxes	Each box keeps its own settings. Check Change Device at the top left
The wrong preset loads in a game	That preset's game, on its card under Change Preset. Set it to the game you want, or to Any game
Too bright at night	Brightness on this page, or Global Brightness for everything
A new box is not offered	Update the plugin. New devices arrive with plugin versions

Copyright © 2026 TrackThirtyTwo

Questions and support

If the previous page did not cover it, we would rather hear from you than have you live with it.

Where to go

FOR	GO TO
Setup guides	danielnewmanracing.com/support/instructions
Common questions	danielnewmanracing.com/support/faq
Video walkthroughs	danielnewmanracing.com/support/tutorials
Which devices we support	danielnewmanracing.com/compatible-devices
The community	discord.gg/danielnewmanracing
Our team	support@danielnewmanracing.com

Before you write in

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

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

Copyright © 2026 TrackThirtyTwo