Device Settings Guide

For plugin version 7.2.7 and above | Published 7 October 2026

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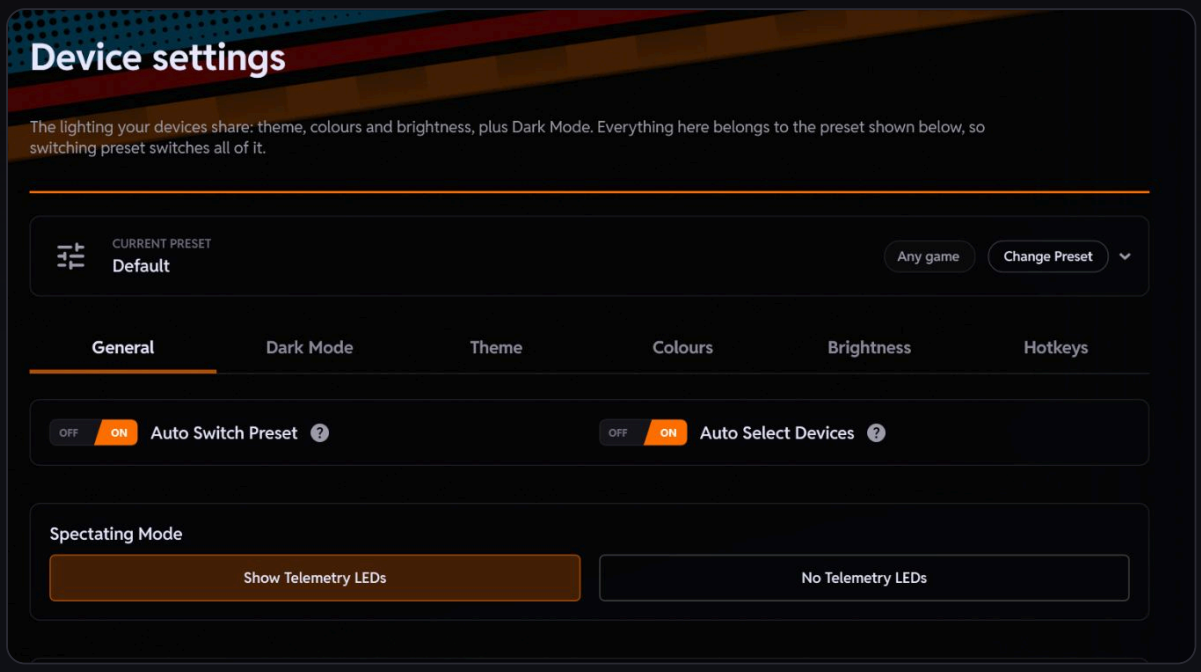
What Device settings is

Every TrackThirtyTwo device has its own page. This is the page above all of them, and it answers most "why is nothing happening" questions.



SETTINGS, THEN DEVICE SETTINGS. THE LIGHTING EVERY DEVICE SHARES, WITH ITS OWN TABS ACROSS THE TOP

The rule, in one line

SET WHERE	DECIDES
Device settings	The theme every device wears while Universal Theme is on, every status, input and ERS colour, Global Brightness, and Dark Mode
The **Edit Universal** expanders and popups on device pages	**How** flags, the spotter, low fuel, engine start, idle and redline behave, for every device at once
A device's own switches	**Whether** that device shows them at all

If an effect is not showing, check the device's own switch first, then the shared setting behind it. That one habit saves more time than anything else in this guide.

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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 Device settings

Device settings needs **Pit Crew** or above, and Dark Mode comes with it. If the page shows an offer instead of settings, that is what it is telling you. The status line at the top of the plugin's home page names the tier the plugin is unlocking against.

Where to find it

SETTINGS in the rail down the left, then **DEVICE SETTINGS** under it. The page is headed **Device settings** and has six tabs, in this order: **General**, **Dark Mode**, **Theme**, **Colours**, **Brightness** and **Hotkeys**. Above the tabs sits the **CURRENT PRESET** bar, the same as on a device page. Signed out, SETTINGS has nothing under it: DEVICE SETTINGS only appears once you are signed in.

> **Read this guide before the device guides, not after.** Nearly every setting here reaches every device you own, so an hour spent here is an hour you do not spend making the same change five times.

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General: devices, presets and spectating

The everyday settings, two of them side by side at the top of the tab.

Auto Switch Preset

"Enables per-game preset selection. When enabled, you can set presets in each configuration tab that auto-switch based on the selected game. To disable this feature completely, turn it off in all Universal Presets."

This is the master switch behind the game selector on every device's presets. With it on, launching a game switches every device to its favourite preset for that game, or to an **Any game** preset if none belongs to it. It is on out of the box.

Auto Select Devices

"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. This feature can be disabled if desired. Restart SimHub if you change this settings."

It sits beside Auto Switch Preset, and it is what picks the right wheel or button box page for the hardware you have fitted. It is on out of the box.

Spectating Mode

Two tiles, and you pick one: **Show Telemetry LEDs**, the default, or **No Telemetry LEDs**. If your lights run during a broadcast or a replay when you would rather they did not, this is it.

> **Looking for the update switches?** They moved to the **Updates** tab of **SETTINGS**, then **SYSTEM SETTINGS**, because they belong to the computer rather than to a preset. The **SimHub Plugin Installation Guide** covers them, with roll back and undo.

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General: controlling this PC from your phone

One switch, and it is the whole of the phone to rig link.

Further down the **General** tab is a card headed **Plugin Control**, with one switch in it, on out of the box.

"Change lighting, presets, effects and dash settings from the TrackThirtyTwo app on your phone while you race, without leaving the game. This PC only takes commands from your own account, and the switch applies to this PC rather than to a preset."

SETTING	WHAT IT DOES
Control this PC from your phone	Lets the TrackThirtyTwo app on your phone drive this machine

Two things worth knowing before you turn it on. First, "this PC only takes commands from your own account", so nobody else's app can reach it. Second, it "applies to this PC rather than to a preset", so it is not something a preset can switch on or off behind you.

Plugin Control comes with Team Driver and above. On a Pit Crew membership the card is not shown, and the phone cannot drive the PC. The app itself is on iOS and Android, signed in with the same TrackThirtyTwo account.

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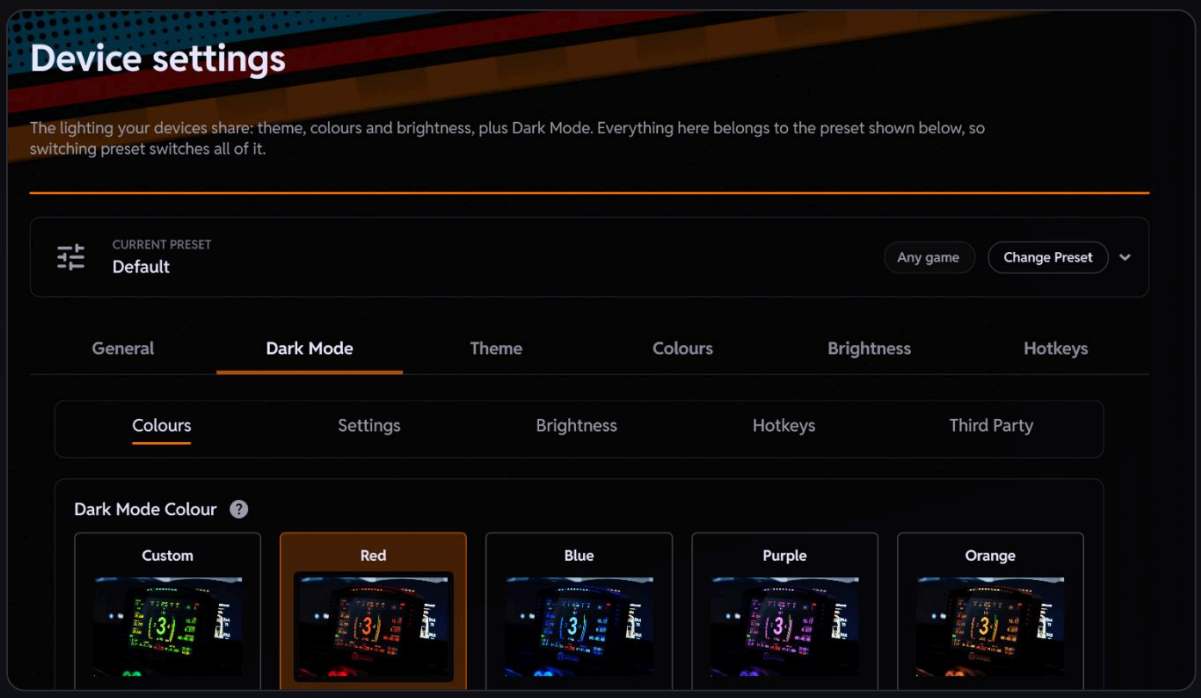
Dark Mode

A night look for the whole rig, switched rather than detected, on the second tab.



DEVICE SETTINGS, DARK MODE. ITS OWN ROW OF TABS, AND ITS OWN PRESETS

The **Dark Mode** tab has a smaller row of tabs of its own.

TAB	WHAT IS ON IT
Colours	The Dark Mode colour, and a custom pair
Settings	Whether it comes on by itself, and which device families obey it
Brightness	The dimming
Hotkeys	Toggle it, and step its colour and presets
Third Party	Syncing with another plugin

It has its own presets, and no on and off switch. While this tab is open the **CURRENT PRESET** bar switches the Dark Mode preset. Dark Mode itself comes on by itself in the sims that report the car's lights, and with the **Toggle Dark Mode** hotkey everywhere: bind that first.

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Dark Mode: what obeys it

One trigger, three families, and the dimming.

Settings

SETTING, TOP TO BOTTOM	WHAT IT DOES
Dark Mode Native	"While Native is enabled, Dark Mode will activate based on the cars in game light stages. When Native is disabled, Dark Mode will only activate based on a hotkey input." On out of the box, and marked **ACC and AMS2 ONLY**
Dark Mode Colour - TrackThirtyTwo Devices	Dark Mode on your peripherals' profiles: wheels, boxes, brows, flag boxes, ambient lights
Dark Mode Colour - TrackThirtyTwo RPMs	Dark Mode on your DDU and steering wheel telemetry profiles
Dark Mode Colour - TrackThirtyTwo Dashboards	Dark Mode on your TrackThirtyTwo dashboards

Brightness

SETTING	WHAT IT DOES
Dark Mode Dimming - TrackThirtyTwo Devices	A switch, on out of the box. "Turn ON/OFF a dimming feature on all compatible TrackThirtyTwo peripherals profiles."
Dark Mode Dimming - TrackThirtyTwo RPMs	The same switch for your telemetry profiles
Dark Mode Dimming - Brightness	A slider, 25 out of the box. "Set the brightness of Dark Mode (Night Mode in Lovely Dashboard). This will set the brightness of your profiles proportionately to their device brightness settings."

Proportionate, not absolute. Dark Mode dims relative to each device's own brightness, so a device you had set dim stays dim rather than jumping to a shared value.

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Dark Mode: colours, third party and hotkeys

Which colour the night is, one sync, and the hotkey that makes it usable.

Colours

SETTING	WHAT IT DOES
Dark Mode Colour	“Select the colour of Dark Mode for ALL TrackThirtyTwo compatible profiles.” Five tiles: **Custom**, **Red** (the default), **Blue**, **Purple** and **Orange**
Custom Dark Mode Colours	Shown once Custom is chosen. “Set a custom primary and secondary colour for Dark Mode.” **Main Colour** and **Alternative Colour**

Third Party

"Sync your TrackThirtyTwo devices with the Lovely Sim Racing SimHub Plugin to automatically match LED peripheral states and colours automatically. Enabling this will control both the TDM colour and dimming state from within the Lovely Sim Racing SimHub plugin."

True Dark Mode - Lovely Dashboard Behaviour, off out of the box, hands control of the Dark Mode colour and dimming to that plugin, so a rig running both stays in step rather than fighting. The plugin carries its own note on this: "References to Lovely Dashboard are for informational purposes only and do not imply endorsement or affiliation."

Hotkeys

GROUP, TOP TO BOTTOM	BINDABLE
PRESETS	(←) Previous Preset, (→) Next Preset, for the Dark Mode presets
TOGGLE DARK MODE	On and off
DARK MODE COLOUR	(←) Previous Colour, (→) Next Colour

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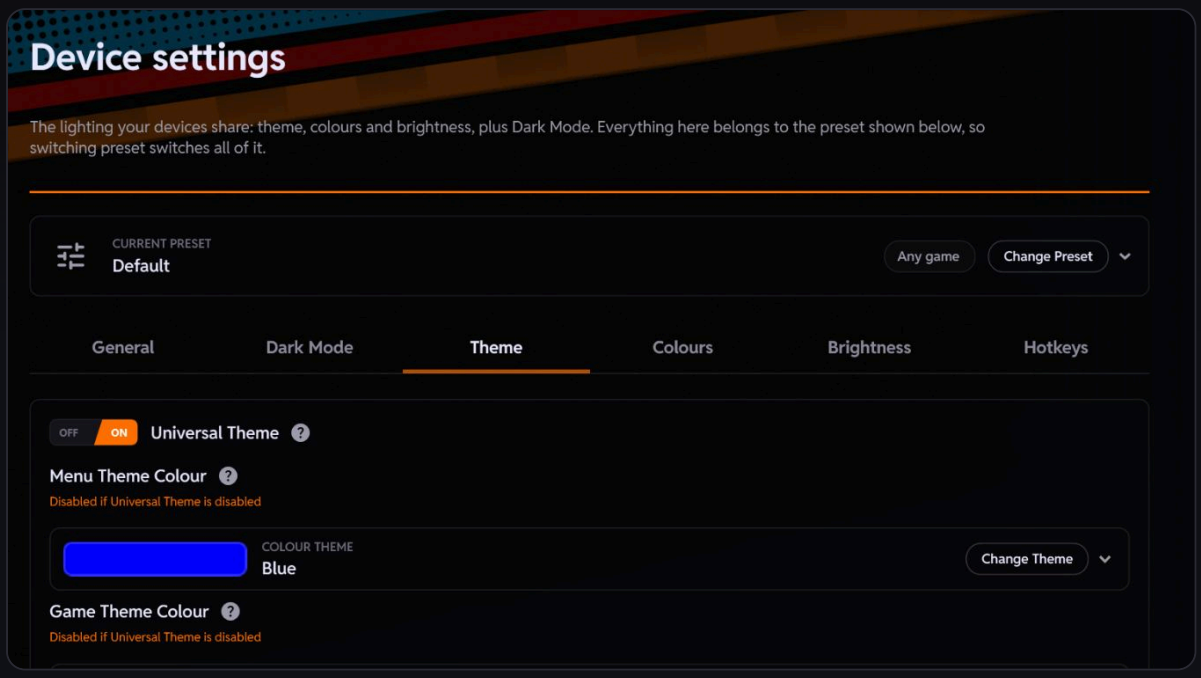
Theme: one colour for the whole rig

The single biggest lever on this page. One switch decides whether your rig has one colour or five.



DEVICE SETTINGS, THEME. UNIVERSAL THEME ON, AND THE TWO COLOURS EVERY DEVICE FOLLOWS

"Override the Theme Colours in the individual settings tabs, and select a universal Theme Colour to display across all devices in synchronisation."

SETTING	WHAT IT DOES
Universal Theme	The master switch, off out of the box. On, every device follows the two colours below and ignores its own
Menu Theme Colour	The colour every device shows when SimHub is running but you are not in a session. **TrackThirtyTwo** out of the box
Game Theme Colour	The colour every device shows once the game session has been launched. **Racing** out of the box

With Universal Theme off, both colours are hidden, which is correct: they only matter while it is on. With it on, device pages grey their own theme out and say "Disabled if Universal Theme is enabled"; the wheel and button box pages add an **Open Device settings** button that brings you back here.

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The themes

Thirty themes, set twice: once for the desktop, once for the track.

Each of the two colours is one wide button: a swatch of the theme you are on, the caption **COLOUR THEME** with the theme's name under it, and a **Change Theme** pill. Click it and a grid of thirty opens underneath. The same thirty are offered for both, and you set the two independently.

THE THIRTY, IN THE ORDER THEY APPEAR	
TrackThirtyTwo · Heritage	Our colours, then the red, white and blue we used to wear
Racing · Arctic · Sunset · Rainbow · Citrus · Tokyo · Gulf Oil	The classic sets
Bubblegum · Neon · Retro · Octane · Aurora · Nebula · Peacock	The newer sets
Candycane · Solstice · Tricolore · Sakura · Cyber · Velvet	The rest of the newer sets
Red · Blue · Green · Yellow · Orange · Purple · Pink · White	Plain colours

There is no Custom here, and that is deliberate. A colour of your own is a per device setting, picked on that device's own page, which is exactly what **Universal Theme** overrules when you turn it on.

Menu and game are separate on purpose. A rig that is one colour on the desktop and another on track tells you at a glance whether the sim has actually connected.

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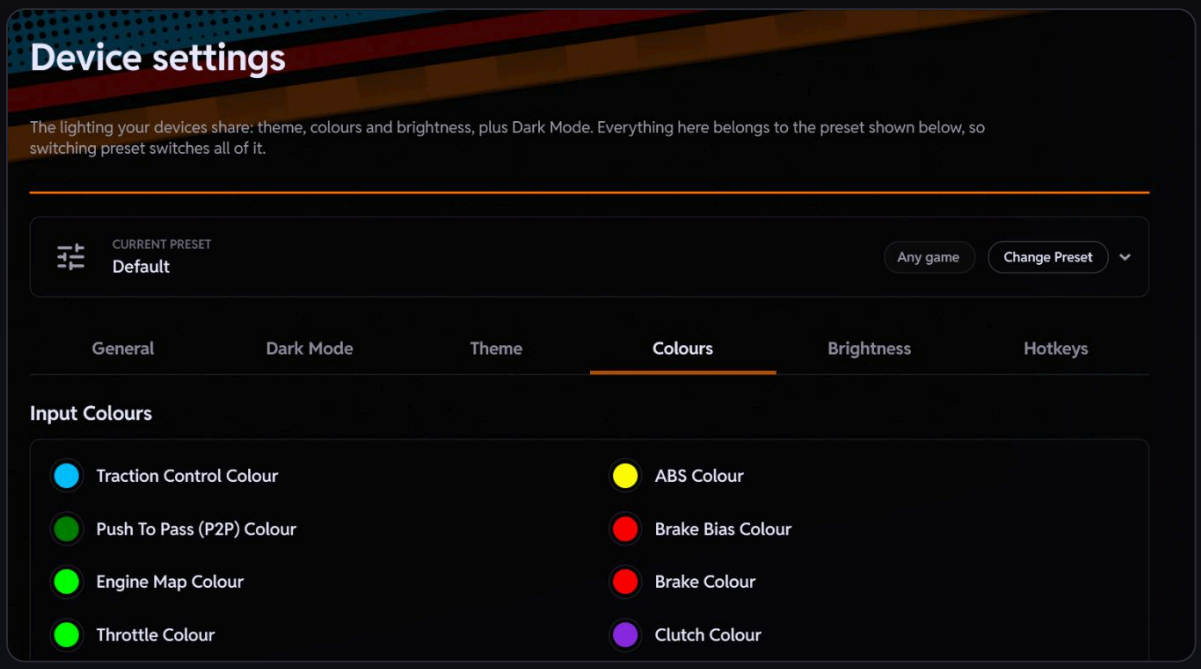
Colours: the input colours

These are the colours TrackThirtyTwo uses to mean things, and every device that shows a value takes them from here. Sixteen of the thirty three are in this first card.



DEVICE SETTINGS, COLOURS. EVERY INPUT, STATUS AND ERS COLOUR, SET ONCE FOR THE WHOLE RIG

The **Colours** tab holds thirty three colour boxes in three cards. The first is **Input Colours**, two to a row.

INPUT COLOURS	THE COLOUR USED FOR
Traction Control and **ABS**	TC and ABS levels
Push To Pass (P2P) and **Brake Bias**	Push to pass, and brake bias
Engine Map and **Brake**	Engine map, and brake pressure
Throttle and **Clutch**	Throttle application, and the clutch
Flasher and **Lift and Coast**	Headlight flash, and lift and coast
Turn Indicator and **TC Cut**	Indicators, on the cars that have them, and TC cut
TC Slip and **Brake Migration**	TC slip, and brake migration
Front ARB and **Rear ARB**	The anti roll bars

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Colours: the input colours (continued)

Every box is labelled with the name and the word Colour, for example **TC Cut Colour**. The last five are the in car settings the GSI Interlock's screen writes up as you change them, and your dashboards and Control Deck use the same colours.

> **Every colour box works the same way: TRACKTHIRTYTWO COLOURS** for quick picks, a **PALETTE**, an **OPACITY** slider, and a hex box for an exact value, under the heading **CHOOSE COLOUR**.

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Colours: the status colours

Eight boxes, and the last two are a pair rather than two separate choices.

The second card on the **Colours** tab is headed **Status Colours**. Where the input colours follow something you are doing, these follow the state the car or the session is in.

STATUS COLOURS	THE COLOUR USED FOR	OUT OF THE BOX
Engine Off Colour	Engine not running	Orange red
Ignition On Colour	Ignition on without the engine running	Yellow
Engine On Colour	Engine running	Green
Engine Start Colour	The shared start animation	Orange red
Low Fuel Colour	The low fuel warning	Red
Spotter Colour	The spotter animation	Deep pink
Pit Limiter Colour 1	The first half of the limiter animation	Blue
Pit Limiter Colour 2	The second half of the limiter animation	White

Pit Limiter Colour 2 is the one people miss. The limiter is an animation that moves between the two colours, so both have to be set for it to look right. Out of the box it runs blue and white. Set them both to the same value and the limiter becomes a solid light, which is a legitimate choice if you find the movement distracting.

The spotter, low fuel, engine start and pit lane colours are also inside the matching **Edit Universal** expanders and popups on the device pages, beside the settings that fire them. They are the same setting in every place: change it in one and the others follow.

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Colours: ERS

Nine colours, because a hybrid car has nine things worth telling apart at a glance.

The third card on the **Colours** tab is headed **ERS Colours**. A hybrid car changes what it is doing with its electrical energy several times a lap, and these are nine colours so you can tell those apart at a glance.

ERS COLOURS	THE MODE IT COLOURS	OUT OF THE BOX
ERS Deploy Colour	Deploying	Blue
ERS Regen Colour	Recovering	Deep pink
ERS No Deploy Colour	Not deploying	White
ERS Qualify Colour	Qualifying mode	Indigo
ERS Attack Colour	Attack mode	Red
ERS Balanced Colour	Balanced mode	Green
ERS Build Colour	Building charge	Deep pink
ERS Low Colour	Low charge	Yellow
ERS Wet Colour	Wet mode	Sky blue

Which of the nine you actually see is decided by the car and the sim, not by this page. Balanced is the race mode colour, so set it first: in a normal race stint it is the one you will look at most.

Two of them ship the same colour. ERS Regen and **ERS Build** are both deep pink out of the box. If you want to tell recovering from building apart, change one of the two; nothing else on this card overlaps.

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Brightness, and where idle and redline went

One slider on its own tab, and two settings that used to have tabs here.

Global Brightness

SETTING	WHAT IT DOES
Global Brightness	Scales every TrackThirtyTwo device at once. A percentage slider, 0 to 100, at 100 out of the box

Each device's own brightness is multiplied by it: a wheel at 80% with Global Brightness at 50% lights at 40%. Below 100, each device page prints a line under its own slider giving you the result, so you are never left wondering why a slider at 100 looks dim.

> **SimHub has its own brightness on top of this.** Each device in SimHub has a **Brightness limiter and balance**, and that caps whatever TrackThirtyTwo then does. If your lights are dimmer than this page suggests, look there.

Idle and redline are on the device pages now

SETTING	WHERE IT IS
Idle Animation Total Time	“Set the speed of the Idle Animations.” 2500 to 10000 milliseconds, 5000 out of the box. On **EYEBROWS**, **Idle Mode** tab, and **RPM TELEMETRY**, **Idle RPMs** tab, once that page's idle animation is on
Last Gear Redline	“Enable or Disable the Redline flashing when in the last gear.” On out of the box. On **RPM TELEMETRY**, **RPMs** tab, and in **Edit Universal Redline Settings** on **FLAG BOXES** (**Gears** tab) and **CONTROL DECKS**

Both are still shared by every device: each is badged as a universal setting wherever it appears. **Redline Behaviour**, the choice between **TrackThirtyTwo Redline Values (Default)** and **SimHub per Car Settings values**, sits beside Last Gear Redline in the same expander.

> **Last gear is a real choice, not a detail.** In top gear there is nothing to shift to, so the flash is telling you something you cannot act on. Some drivers want it as a rev limit warning; others find it noise on a long straight.

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Where the flag and effect settings live

Flags, the spotter, low fuel and engine start are still shared by every device. They are set from the device pages now, so you change them where you are looking at them.

SHARED SETTINGS	OPENED FROM
Edit Universal Flags Settings	The **Effects** tab of EYEBROWS, AMBIENT LIGHTS, FLAG BOXES and RPM TELEMETRY; the CONTROL DECKS page; and the **Settings** button on the Marshall Flag Animations card of STEERING WHEELS and BUTTON BOXES
Edit Universal Spotter Settings	The same places, plus the **Matrix** tab on a wheel with a screen
Edit Universal Low Fuel Settings	The **Effects** tab of AMBIENT LIGHTS and RPM TELEMETRY, and the **Warnings** tab of FLAG BOXES
Edit Universal Engine Start Settings	The **Effects** tab of EYEBROWS, AMBIENT LIGHTS and RPM TELEMETRY; the CONTROL DECKS page; and the Engine Startup Animation card of STEERING WHEELS and BUTTON BOXES
Edit Universal Pit Limiter Settings	The Pit Lane Animations card of STEERING WHEELS and BUTTON BOXES

Every one is badged Applies to all Devices, and it means it. Open the flag settings from your brows or from your wheel and you are changing the same thing. They are stored in the Device settings preset, so switching that preset switches all of them.

The flag settings

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**

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Where the flag and effect settings live (continued)

SETTING	WHAT IT DOES
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 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

The two choices people change most are on the next page.

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Flags: the two choices, by their exact names

Four buttons, two decisions, and the plugin marks which side it starts on.

Most of **Edit Universal Flags Settings** is switches and sliders. Two parts are pairs of buttons where you pick one side or the other, and because both pairs mark their default in brackets they are easy to skim past. These are their exact names on screen.

Flags Visible Yellow Sector

BUTTON	WHAT YOU GET
Show Yellow Sector Flag from whole track (Default)	A yellow anywhere on the circuit reaches your lights
Show Yellow Sector Flag only in current sector	Your lights go yellow only for the sector you are in

Whole track is safest and busiest. Current sector keeps the room quiet when the incident is a mile behind you and still warns you when it matters. If you find yourself ignoring the yellows, switch to current sector rather than turning the flag off.

Flags in Pit Lane

BUTTON	WHAT YOU GET
Always Visible (Default)	Flags keep running while you are in the pit lane
Flags Deactivated in the Pit Lane	Flags stop at the pit entry and come back at the exit

Turn them off in the pit lane if you run endurance. A long stop under a full course yellow means sitting in a flashing box for a minute, and every flag you would act on is one you cannot act on from a stationary car. In a sprint race, leave it on the default.

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Spotter, low fuel and engine start

The other shared settings. Like the flags, they are set once and obeyed everywhere.

Edit Universal Spotter Settings

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

Edit Universal Low Fuel Settings

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

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

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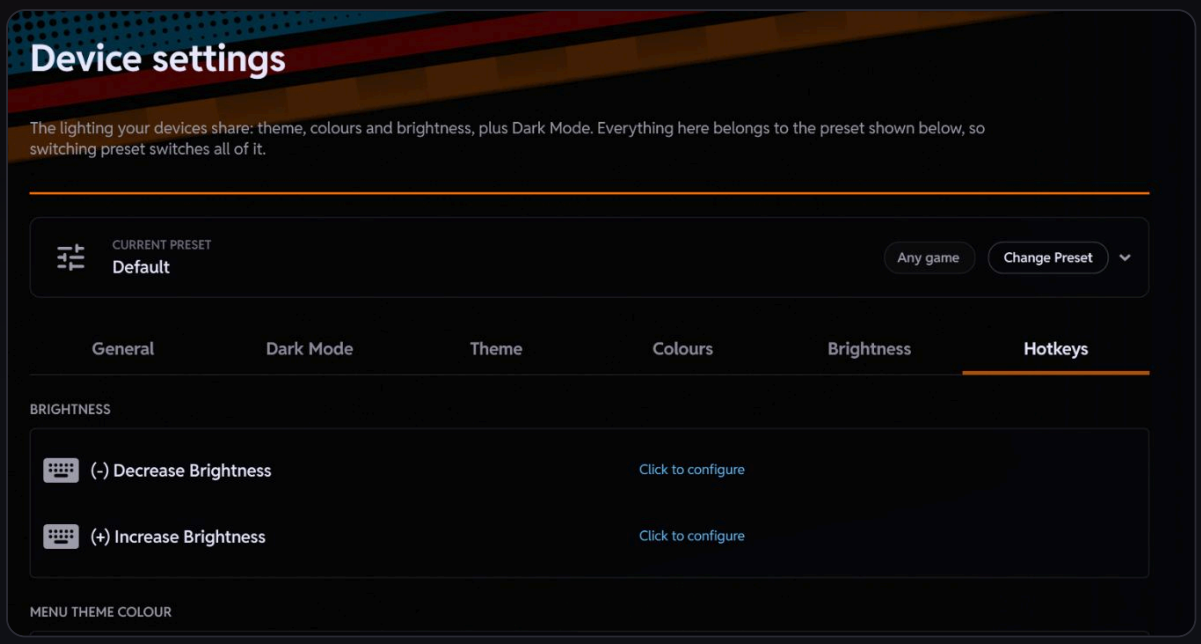
Hotkeys

Six bindings that reach everything you own.



DEVICE SETTINGS, HOTKEYS. THE BINDINGS THAT REACH EVERY DEVICE AT ONCE

Three groups, six bindings. Each one takes a key or a wheel button, reads **Click to configure** until it is bound, and reaches every TrackThirtyTwo device you own in a single press.

GROUP	BINDABLE
BRIGHTNESS	**(-) Decrease Brightness**, **(+) Increase Brightness**, 5% a press
MENU THEME COLOUR	**(←) Previous Colour**, **(→) Next Colour**
GAME THEME COLOUR	**(←) Previous Colour**, **(→) Next Colour**

Bind brightness first. It is the thing you actually want to change mid session. Menu and game colours step separately, in the plugin's own order of themes, and these six bindings belong to no preset.

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If the page shows an offer instead of the settings

A locked page in this plugin is a shop window, not a broken screen. Here is how to read it.

Open **SETTINGS** without a membership that includes Device settings and you will not see a greyed out screen full of switches. You get a product page instead, with a photograph and the headline **One profile, every device on your rig.** That is the plugin working correctly.

WHAT YOU ARE LOOKING AT	WHAT IT IS
WHAT YOU GET	The small grey caption over a card of three numbered steps
01 Set	"Choose your colours, effects and flag behaviour once."
02 Sync	"Every connected device picks up the same settings."
03 Race	"One language of light across the whole rig, every session."
Learn more	The second button. It opens our website in your browser, and it changes nothing on your rig

The big button says a different thing to each of us

IF YOU ARE	THE BAND READS	THE BUTTON SAYS
Not signed in	"Sign in on the Home page to get started. You can read what it does first."	**Go to Home to sign in**
Signed in, no membership	"Become a member to unlock it. You can read what it does first."	**Become a member**
Signed in, below Pit Crew	"Your current membership does not include it. Upgrading unlocks it straight away."	**Upgrade membership**

In all three cases the line above it reads "TrackThirtyTwo Universal needs a Pit Crew membership". TrackThirtyTwo Universal is the name of what this page unlocks, and Dark Mode unlocks with it.

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If something is not right

Most of what gets reported as a fault on this page is in the first five rows.

WHAT YOU SEE	WHAT TO DO
The page is a product page, not settings	That is the membership gate. It reads "TrackThirtyTwo Universal needs a Pit Crew membership" and the button tells you your next step
I cannot find DEVICE SETTINGS	Sign in. Until you do, SETTINGS has nothing under it
A device's theme bar is greyed out	**Universal Theme** is on, so it has been overruled. The device page says so
The Theme tab shows only one switch	**Universal Theme** is off. Both colour pickers are hidden until it is on
An effect does not show on one device	Two switches. The device decides *whether*, the shared settings decide *which* and *how*
I cannot find a custom theme	There is no Custom in this list. A colour of your own belongs on the device's page
I cannot find the Flags or Effects tab	They are on the device pages now. See Where the flag and effect settings live
A flag never appears	That flag's switch in **Edit Universal Flags Settings**, then the flags switch on the device
Yellows fire for the far side of the circuit	**Show Yellow Sector Flag only in current sector**
Flags flash all through a pit stop	**Flags Deactivated in the Pit Lane**
Low fuel never warns in qualifying	**Low Fuel Qualify** is off. It is per session type
The pit limiter is a solid light	**Pit Limiter Colour 1** and **Colour 2** are the same value
ERS is the wrong colour	Nine colours, and the car and sim pick which applies. Set **ERS Balanced Colour** first
My devices did not auto select	**Auto Select Devices**, and restart SimHub. The setting says so

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If something is not right (continued)

WHAT YOU SEE	WHAT TO DO
Per game presets do nothing	**Auto Switch Preset** is the master for the whole feature
Lights run while I spectate	**Spectating Mode**, set to **No Telemetry LEDs**
Everything is dim	**Global Brightness** here, then SimHub's own limiter per device
Dark Mode never comes on	Native is ACC and AMS2 only. Everywhere else it is the Toggle Dark Mode hotkey
Dark Mode is on the wrong things	Three switches on its Settings tab, one per family: devices, RPMs, dashboards
The update switches have gone	They are on the **Updates** tab of **SETTINGS**, then **SYSTEM SETTINGS**

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Questions and support

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

Where to go

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

Before you write in

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

> Tell us which setting you changed here and which device is not obeying it. Shared against device is the split behind almost every question on this page.

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