



Track Rivals Guide

For plugin version 7.2.7 and above | Published 7 October 2026

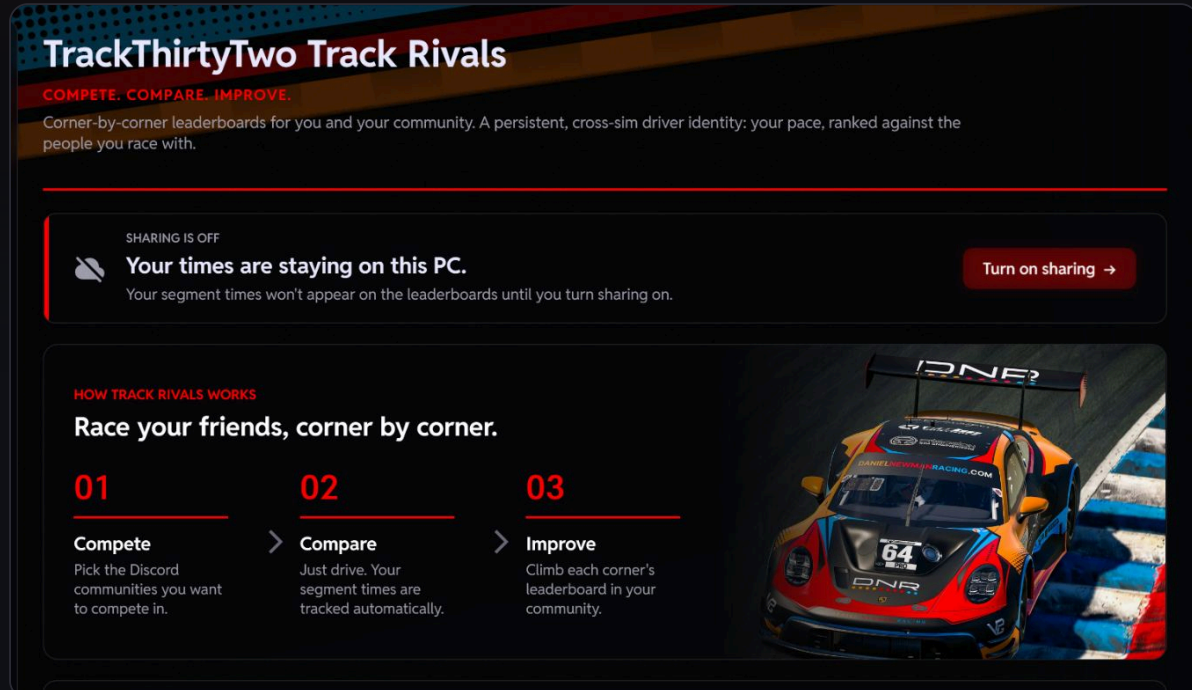
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What Track Rivals is

A lap time hides where you are quick. Track Rivals does not.



TRACK RIVALS, THE FIRST PAGE. COMPETE, COMPARE, IMPROVE, AND YOUR RECENT ACTIVITY UNDERNEATH

"Corner by corner leaderboards for you and your community. A persistent, cross sim driver identity: your pace, ranked against the people you race with."

A lap time is one number for four miles of track, and it hides almost everything. Track Rivals takes the *corners* instead. Every corner you drive becomes its own leaderboard inside your community, so you can see the two you are losing rather than guessing at the lap.

The band at the top of the page

The first thing on **TRACK RIVALS** is a panel headed **HOW TRACK RIVALS WORKS**, under the line "*Race your friends, corner by corner.*" It is the whole product in three numbered steps, and they are the order this guide follows.

STEP	WHAT THE PLUGIN SAYS
01 Compete	"Pick the Discord communities you want to compete in."
02 Compare	"Just drive. Your segment times are tracked automatically."
03 Improve	"Climb each corner's leaderboard in your community."

I What Track Rivals is (continued)

Underneath sits your driver profile, and under that **Recent activity**: your latest corners, one line each, under **CORNER, TRACK, CAR, TEMP, STATE, WIND** and **TIME**. Every line stands on its own here. However much two lines happen to have in common, the feed never lifts it into a heading above them, because a heading over a running list reads as though everything below it belongs to that one session.

Where a line beat your own previous best, the time it took off is printed in green under the time itself, with how long ago it was set under that. There is no **IMPROVED** column on the feed: that heading belongs to the lists on your profile, later in this guide.

I 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 Track Rivals

PIT CREW

Track Rivals 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

TRACK RIVALS in the rail down the left. It opens into five pages: **Communities**, **Leaderboards**, **Your Rival**, **Achievements** and **Settings**.

There is a fourth thing, and it catches everyone: Discord. Leaderboards are per Discord community, so you need your Discord account linked to your TrackThirtyTwo account on the website, and you need to be in a participating server. Neither happens inside the plugin. The next page covers it.

I Before you start (continued)

A locked page still says what is behind it. Without Pit Crew, the page shows a padlock and a **WHAT YOU GET** card carrying those three steps, plus a **Learn more** button that opens the product page in your browser.

Joining a community

"Choose which of your Discord servers you want to take part in." This is the first step, and the one people skip.

Communities

Your leaderboards are scoped to a community: a Discord server you share with friends. Choose which servers your times appear on. You'll compare against them on the Leaderboards page.

HOW COMMUNITIES WORK

01

Join

Choose which of your Discord servers you want to take part in.

02

Compare

Head to Leaderboards to see how a community ranks, corner by corner.

03

Climb

Set faster times, climb the board, and beat the people you race with.



 No Discord servers found

Link your Discord account on the TrackThirtyTwo website and join a participating server to appear on its community leaderboards. Once you're in a server it shows up here automatically.

TRACK RIVALS, COMMUNITIES. EVERY DISCORD SERVER YOU ARE IN THAT RUNS BOARDS, AND WHETHER YOU APPEAR ON EACH

1 Link Discord on the TrackThirtyTwo website

Sign in at danielnewmanracing.com and connect your Discord account under your profile. This is how the plugin knows which servers are yours.

2 Join a participating server

In Discord, as you would any other. "Once you're in a server it shows up here automatically." The refresh button re-checks without restarting SimHub.

3 Choose where you appear

Each server has an **APPEAR** switch: "green means you appear on that server's leaderboards, red means you're hidden." **All on** and **All off** do the lot.

I Joining a community (continued)

The rest of the page

Above the list, a band headed **HOW COMMUNITIES WORK** puts the same three steps in this page's own words. **Join**, *"Choose which of your Discord servers you want to take part in."* Then **Compare**, *"Head to Leaderboards to see how a community ranks, corner by corner."* Then **Climb**, *"Set faster times, climb the board, and beat the people you race with."*

The list itself is headed **Your servers**, with a column for **SERVER**, one for **MEMBERS**, and the **APPEAR** switch. **Sort** beside it reorders the list three ways: **A to Z**, which is how it starts, **Z to A**, or **Members** to put the busiest servers first. While the plugin is still fetching them the page reads **Loading your communities**.

I Two switches, not one

Recording, sharing and appearing are three different things. That is deliberate, and it is where the confusion lives.

It is worth being precise about this, because it is the most common "why am I not on the board" question. There are two separate switches, and they both have to be on.

THE SWITCH	WHERE IT LIVES	WHAT IT CONTROLS
Share my lap times online	Track Rivals Settings	Whether <i>any</i> of your times go up at all. Off by default
Appear, per community	Communities	Which servers you are visible on

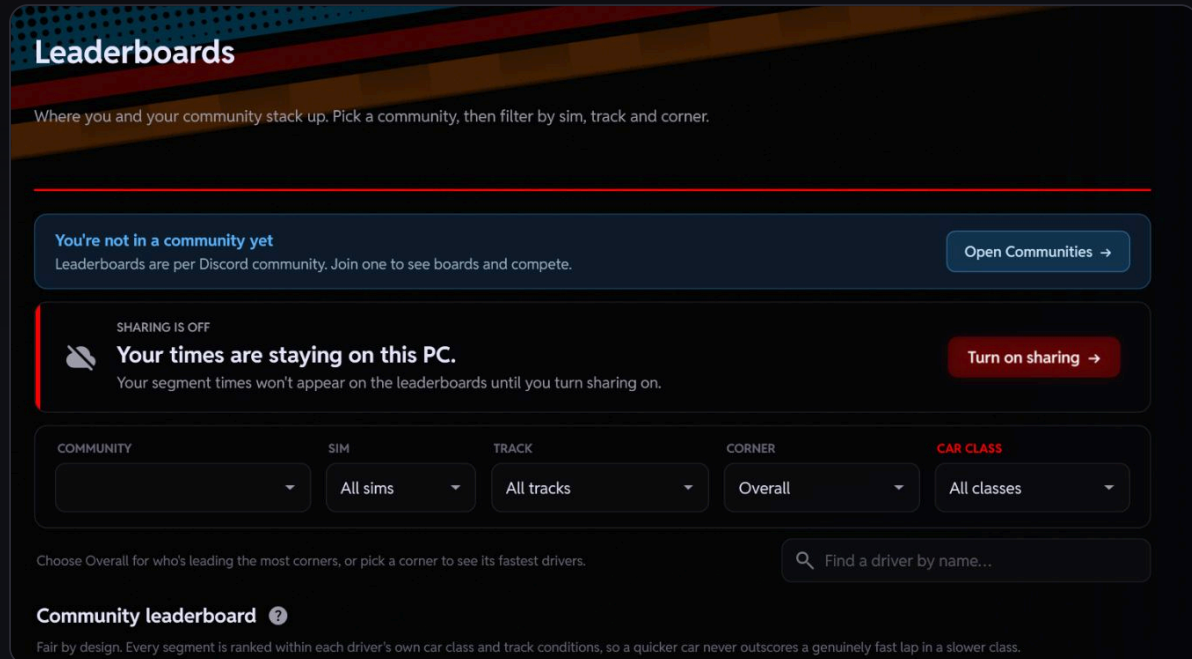
"The master 'Share my lap times online' switch on the Track Rivals Settings page must be on for any of this to apply."

You can record without sharing. Record my laps on this PC is a third, separate switch, and it is on by default: "Times your corners locally for your personal records and the live segment readout." Turn sharing off and you still get your own records, your own personal bests and the live segment read-out. You simply do not appear on anybody's board.

Live deltas while you drive are on your dash, not in this window. The plugin says so plainly. Track Rivals in the plugin is for looking at afterwards; the corner by corner comparison while you are actually driving comes out on your dashboard or overlay.

The leaderboard

Where you and your community stack up. Pick a community, then filter by sim, track and corner.



The screenshot shows the 'Leaderboards' section of the Track Thirty Two website. At the top, there's a header 'Leaderboards' with a sub-header 'Where you and your community stack up. Pick a community, then filter by sim, track and corner.' Below this, there are two main sections. The first is a blue banner that says 'You're not in a community yet' with a sub-text 'Leaderboards are per Discord community. Join one to see boards and compete.' and a button 'Open Communities →'. The second is a red banner that says 'SHARING IS OFF' and 'Your times are staying on this PC.' with a sub-text 'Your segment times won't appear on the leaderboards until you turn sharing on.' and a button 'Turn on sharing →'. Below these banners, there are five filter buttons: 'COMMUNITY' (with a dropdown arrow), 'SIM' (with a dropdown arrow and 'All sims' selected), 'TRACK' (with a dropdown arrow and 'All tracks' selected), 'CORNER' (with a dropdown arrow and 'Overall' selected), and 'CAR CLASS' (with a dropdown arrow and 'All classes' selected). Below the filters, there's a search bar with a magnifying glass icon and the text 'Find a driver by name...'. At the bottom, there's a section titled 'Community leaderboard' with a question mark icon and a sub-text 'Fair by design. Every segment is ranked within each driver's own car class and track conditions, so a quicker car never outscores a genuinely fast lap in a slower class.'

TRACK RIVALS, LEADERBOARDS. FILTERS ACROSS THE TOP, THEN EVERY DRIVER IN THE COMMUNITY

Across the top: **Community**, **Sim**, **Track**, **Corner** and **Car class**. The corner filter is the one that changes what the board means.

"Choose Overall for who's leading the most corners, or pick a corner to see its fastest drivers."

If you are in no community, the board says so before it says anything else. A blue banner reads *You're not in a community yet*, with *"Leaderboards are per Discord community. Join one to see boards and compete."* The **Open Communities button beside it jumps straight to the Communities page, which is where that gets fixed.**

I Reading the columns

Ten columns on the standings board, and six of them are the same three counts twice: once wet, once dry.

Ten headings run across the standings board. **RANK** and **DRIVER** come first, and then, on **Overall**, every driver gets the same three counts twice: once in blue for the wet, then again in white for the dry, the colour the dashboards use for dry tyres. Each of those eight count headings carries a small round help mark, and hovering it gives you the plugin's own description, which is what this table quotes. **RANK** and **DRIVER** have no help mark beside them: their wording sits on the heading itself, so hover the word instead.

COLUMN	WHAT THE PLUGIN SAYS
RANK	"Standing in this community, ranked by COMBINED dry + wet corners led. The all-round skill measure"
DRIVER	"Community member. Click a row to see the corners they lead"
WET SEG	"Corners this driver has a recorded wet-weather time on (their wet breadth)"
WET POD	"Corners where this driver is top-3 fastest in their car class, in the wet"
WET LED	"Corners where this driver holds the class best (fastest) in the wet"
DRY SEG	"Corners this driver has a recorded dry time on (their dry breadth)"
DRY POD	"Corners where this driver is top-3 fastest in their car class, in the dry"
DRY LED	"Corners where this driver holds the class best (fastest) in the dry"
OVERALL LED	"The driver's combined dry + wet corners led. This is the number the community RANK is based on"
ACHIEVEMENTS	"Milestone, dedication and loyalty achievements this driver has unlocked"

RANK rewards all round skill, on purpose. "Community RANK is on the combined dry + wet corners led, so it rewards all round skill." A driver who is quick in the dry and nowhere in the wet will not top the board on pace alone.

I Reading the columns (continued)

Breadth and pace are different achievements. A driver with a time on every corner has covered the track; a driver leading ten corners is quick at those ten. The board shows both because they are worth different things.

The board opens on the first ten drivers. At the foot of the list, **See more** reveals the rest of it and **See less** puts it back. They belong to the standings list and nothing else. On a community big enough to run past one page you get **< Prev, Next >** and **Jump to** instead, and the board is paged rather than expanded.

I Why a slower car cannot outscore you

Fairness is not a nice thought here, it is the ranking rule.

"Fair by design. Every segment is ranked within each driver's own car class and track conditions, so a quicker car never outscores a genuinely fast lap in a slower class."

This is worth understanding, because it is the difference between a board that means something and a board that just lists whoever drives the fastest car.

JUDGED AGAINST	WHICH MEANS
Your own car class	A GT3 time is never measured against an LMP2 time
The same conditions	A dry lap is never measured against a wet one
The same corner	Not the lap. Every corner is its own contest

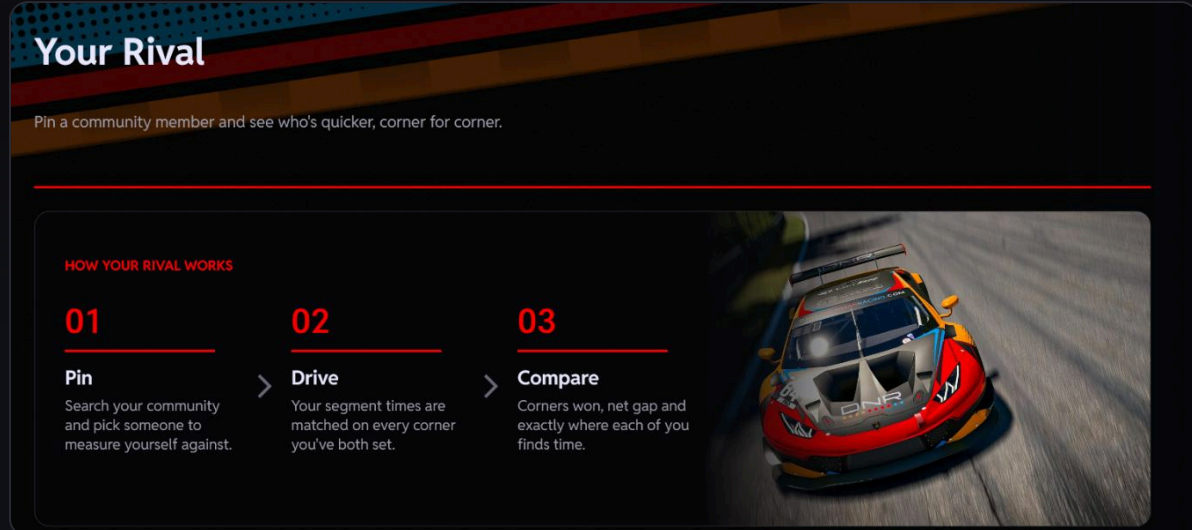
Picking one corner

Choose a corner from the filter and the board changes shape. You get the drivers who have set a time there, fastest first, with each driver's best **DRY TIME** and best **WET TIME** side by side, and the car their fastest lap there was set in. A blank means they have no lap in those conditions.

Find a driver by name, above the list, takes you to a specific person. Clicking their row opens a panel over the whole page showing the corners that driver leads, and you close it with the cross in its top corner. That panel is headed **CORNERS LED**, and for a driver who leads nothing on the board you are looking at it reads *"No corners led on the current board yet. Each corner goes to its fastest driver."* A corner row also carries **STATE** and **TEMP**: the track state and temperature the time was set in, so a comparison is honest.

Your Rival

The leaderboard tells you where you sit in a crowd. Your Rival tells you where you sit against one person, which is usually more useful.



TRACK RIVALS, YOUR RIVAL. CORNERS WON, NET GAP, AND EVERY CORNER YOU HAVE BOTH DRIVEN

"Pin a community member and see who's quicker, corner for corner."

The page opens on a band headed **HOW YOUR RIVAL WORKS**, three steps again. **Pin**, "Search your community and pick someone to measure yourself against." Then **Drive**, "Your segment times are matched on every corner you've both set." Then **Compare**, "Corners won, net gap and exactly where each of you finds time."

Pin somebody

With nobody pinned the page shows **Choose your rival** and a **Search drivers by name** box. Type two letters or more of a name from your community and pick them out of the results. Later on, **Add rival** on the switch strip opens the same search.

Switch between them

Every rival you pick is kept under **YOUR RIVALS · TAP TO SWITCH**, so you can move between them in one tap. Until you have picked one it reads "Pick a rival above and they'll be saved here for quick switching next time." The ✕ on a chip removes it, and **Change rival** under the score reopens the search.

I Your Rival (continued)

3

Read the head to head

Corners won, the net gap, and exactly where each of you finds time. While the plugin is fetching it, the page reads **Loading your head-to-head.**

I Reading the head to head

Six numbers along the top, and they answer different questions.

FIGURE	WHAT IT MEANS
4 – 3	Corners won, you against them, out of the corners you have both driven
NET GAP (ALL SHARED)	Add up every shared corner. The total time between you
AVG PER CORNER	That net gap divided by the shared corners
COMMUNITY RANK	Where each of you sits on the community board
UNCONTESTED (YOU / THEM)	Corners only one of you has driven. Not a win for either
SHARED / TIED	How many corners you have both set, and how many are level

Corner by corner

"Every corner you've both set a time on. Green = you're quicker, red = they are."

Underneath, the same comparison split **By sim**, captioned *"Corners won, you vs your rival"*, with a row per sim carrying **YOU**, **RIVAL**, **SHARED** and **TIED**. A rival you only ever meet in one title does not muddy the rest.

A big uncontested count is not a loss. It means one of you has driven somewhere the other has not. It is the number to look at when the head to head seems close but the net gap does not.

I Finding one corner in the list

The head to head is only useful when you can get down to one corner. That is what these are for.

Two long tables sit under the score, and both take the same three controls above them: a sim, a track and a search box. Set those once and the table below shows only what you asked for.

CONTROL	WHAT IT DOES
The sim dropdown	Every sim in the list, plus All sims , which is where it starts
The track dropdown	Every track in the list, plus All tracks
Search a track or corner	Type part of a name to cut the list down to it
Prev, Next, Jump to	Twelve rows to a page, so a long list is paged rather than endless

The two tables

The first is **Corner by corner**: **CORNER**, **YOU**, **RIVAL** and **DELTA** for every corner you have both set a time on. The second is **Rival's times**, every time they have set across all tracks, whether you have driven there or not. That is the one to read when you want to know where they have been quick that you have not tried yet.

WHAT YOU SEE	WHAT IT MEANS
No corners match your filters.	The filters are narrower than the data. Put the sim and the track back to All
No times match your filters.	The same thing, on the Rival's times table
No shared corners yet	Neither of you has driven a corner the other has. Drive the same tracks and it fills in on its own

Your Driver Profile

The page other drivers see when they click your name on a board, and the one place your whole record sits together.

"Your profile builds automatically as you drive with lap-time sharing switched on."

Every driver on a board has a profile, yours included. It is the cross sim picture of who you are as a driver, and it is the thing other members see when they click your name.

CARD	WHAT IT SHOWS
TrackThirtyTwo TRACK RIVALS DRIVER	Your name, your membership tier and your standing
RANKED IN	Which communities you appear in
SEGMENTS TRACKED	How many corners you have a time on. Your breadth
SEGMENTS LED	How many you hold the class best on. Your pace
SEGMENT PBS	Your personal bests. The By Sim card below carries a plain PBS figure per sim, which is a different count
By Sim	The same figures split per sim, with This sim only to narrow it
RECENT	Your recent personal bests
NOTABLE	"Your standout corners show up here as you set segment times"

There is nothing to fill in. "Builds automatically as you drive each sim with lap-time sharing on." An empty profile means sharing is off, or you have not driven yet. It does not mean something needs setting up.

It is a cross sim identity, which is unusual. Most leaderboards live inside one title. Your Track Rivals profile carries across every sim you drive, so a driver who is quick in three of them looks quick in three of them rather than starting again each time.

I Reading your profile

Your record in six numbers, then the same record cut finer: per sim, then corner by corner.

Under your name sits one strip carrying your whole record. Six figures, and they answer different questions.

FIGURE	WHAT IT IS
COMMUNITY RANK	Where you sit on whichever community is picked in RANKED IN
SEGMENTS TRACKED	How many corners you have a time on
SEGMENT PBS	How many personal bests you have set
SEGMENTS LED	How many corners you hold the class best on
SIMS	How many different sims you have driven
TRACKS	How many different tracks

By Sim, and the detail behind each card

Under the strip, one card per sim, each carrying **TRACKS**, **SEGMENTS** and **PBS** with **View detail** underneath the name. That **PBS** is the card's own label for the figure the strip above calls **SEGMENT PBS**, counted for that one sim rather than for everything you drive. Click a card and that sim opens on its own, marked **This sim only**, with **RECENT** for your latest personal bests there and **NOTABLE** for your standout corners. Click the same card again to close it.

This is where the IMPROVED column lives. When every line in one of these lists was set on the same track, in the same car and in the same conditions, the plugin states that once in a caption above the list and the columns close up to **CORNER**, **IMPROVED**, **SET** and **TIME**. Hovering that heading gives you its own description: *"How much time you took off your own previous best on this corner. Hidden when no row here has one."* Where the lines differ, the list keeps the full set of columns instead and the improvement sits under the time, as it does on the hub feed.

By Sim appears once there are two sims to compare. With one sim its three figures are the ones the strip above already carries, so the plugin does not print them twice.

Reading your profile (continued)

Notable segments

At the foot of the profile, **Notable segments** lists your standout corners across every sim at once, in the same columns the leaderboard uses.

I Reading your profile (continued)

WHAT YOU SEE	WHAT IT MEANS
A strip of zeros, and no By Sim section at all	A profile with nothing in it yet. The line at the foot of the page is the whole of it: "Your profile builds automatically as you drive with lap-time sharing switched on"
No segments yet	"Your standout corners show up here as you set segment times"
No recent personal bests for this sim yet.	That sim's RECENT list, before it has anything in it
No standout segments for this sim yet.	The same, for that sim's NOTABLE list

Achievements

"Build your trophy cabinet." The part of Track Rivals that rewards turning up.

Achievements

Medals you earn as you drive, climb your community, and stick with it over time.

Build your trophy cabinet

45 medals to collect across four tiers. Drive far and wide, beat your own times, climb your community's boards, and earn loyalty rewards as the seasons roll on.

9
of 45

MEDALS UNLOCKED

TRACK RIVALS, ACHIEVEMENTS. THE MEDALS, AND WHETHER TRACKING IS RUNNING

"Medals you earn as you drive, climb your community, and stick with it over time."

Achievements are earned for what you do over a season rather than for one quick lap. On the leaderboard, the **ACHIEVEMENTS** column is described as *"milestone, dedication and loyalty achievements this driver has unlocked."* On this page they are filed under four headings, each of which opens and closes in place.

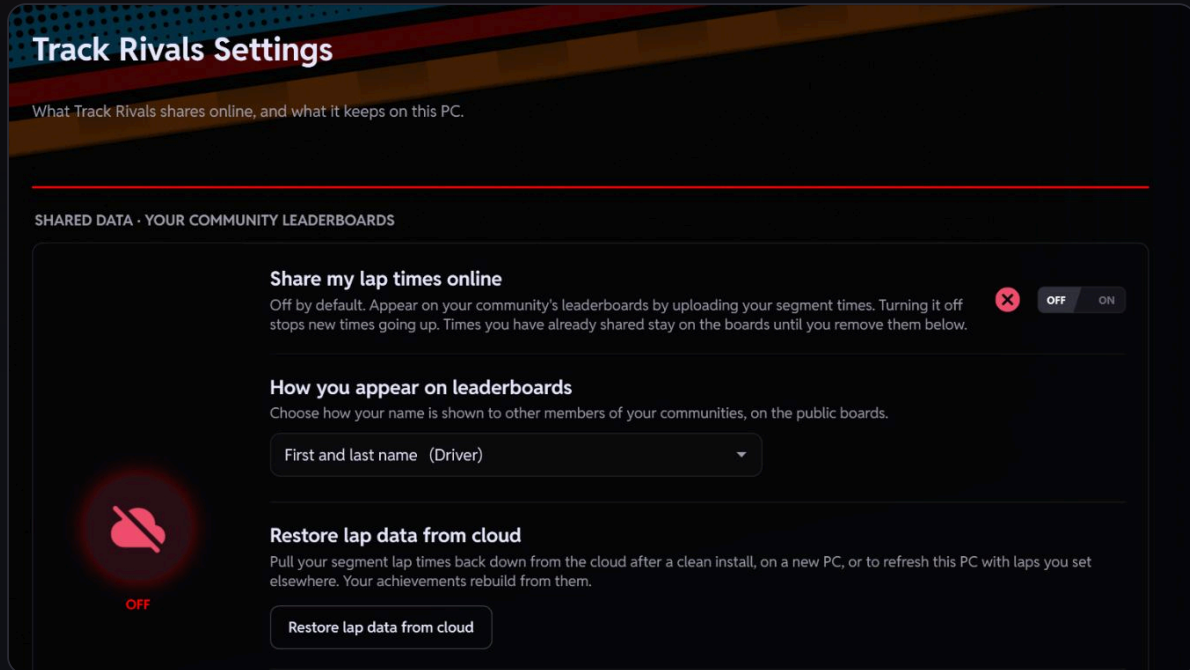
SECTION	WHAT EARNS ONE
Milestones	"Rack up segments, tracks and sims as you drive"
Dedication	"Keep beating your own times"
Community	"Climb your community's boards and lead corners"
Anniversaries	"Loyalty rewards for sharing over time"

The ring at the top of the page is all four together, labelled **MEDALS UNLOCKED**: how many you hold out of how many there are, with each of the four drawn as its own coloured quarter. The three settings behind all this live on the Track Rivals Settings page, later in this guide.

If the page reads **Achievement tracking is paused**, the medals shown are frozen and will not update as you drive. Turn tracking back on in Track Rivals Settings.

What is shared, and what is not

"What Track Rivals shares online, and what it keeps on this PC."



TRACK RIVALS, SETTINGS. SHARED DATA FIRST, THEN LOCAL DATA, THEN ACHIEVEMENTS

The page runs in three bands, and the order is deliberate. **SHARED DATA · YOUR COMMUNITY LEADERBOARDS** comes first, because that is the half that leaves your PC. Then **LOCAL DATA · STORED ON THIS PC**. Then **ACHIEVEMENTS · MEDALS & PERSONAL RECORDS**. Nothing crosses between them by accident.

Each band carries a panel down its left side reading the state that band is in: **ONLINE** or **OFF** for sharing, **RECORDING** or **OFF** for the local record, **TRACKING** or **PAUSED** for medals. It is the fastest way to see where you stand without reading a single switch.

I The shared band

Four settings, and one of them decides what your name looks like to everybody else.

SHARED DATA	WHAT IT DOES
Share my lap times online	Off by default. "Appear on your community's leaderboards by uploading your segment times"
How you appear on leaderboards	"Choose how your name is shown to other members of your communities, on the public boards"
Restore lap data from cloud	Pull your times back down after a clean install or on a new PC. "Your achievements rebuild from them"
Remove my shared records	Come off the boards. "Your local data and account are untouched". Marked <i>Permanent. This cannot be undone</i>

How you appear on leaderboards

This is the one setting on the page other people read, so it is worth a moment. The dropdown offers four styles and previews each one using your own signed in name, so you can see exactly what a community member will see. For a driver called Alex Turner:

STYLE	SHOWS AS
First name + last initial	Alex T.
First initial + last name	A. Turner
First and last name	Alex Turner
Discord username	The username on the Discord account linked to your TrackThirtyTwo account

Turning sharing off does not remove what is already up. "Turning it off stops new times going up. Times you have already shared stay on the boards until you remove them below." If you want off the boards, that is **Remove my shared records**.

I The local and achievements bands

Six settings, and the warning lines under three of them are worth reading twice.

LOCAL DATA	WHAT IT DOES
Record my laps on this PC	On by default. "Times your corners locally for your personal records and the live segment readout. Off = nothing is recorded or written"
Back up lap data to a file	An offline copy of your segment times on this PC. Back up to file writes it, Restore from file puts it back
Reset local Track Rivals data	The full wipe of this PC: personal records, personal bests and track calibration. "Your online leaderboards are untouched". Marked <i>Permanent. This cannot be undone</i>
ACHIEVEMENTS	WHAT IT DOES
Record achievements	On by default. "Earn medals as you drive, beat your own times and climb your community". Off pauses tracking, and your records and leaderboards stay as they are
Restore achievements from cloud	"Rebuild your medals from your cloud record." It is the same cloud copy as Restore lap data above
Reset achievements	Re-locks your medals and starts your progress over from now. Marked <i>This re-locks your earned medals</i>

Three buttons carry a warning line, and they do not all mean the same thing. **Remove my shared records** and **Reset local Track Rivals data** both read *Permanent. This cannot be undone*. **Reset achievements** reads *This re-locks your earned medals*, which is the milder one: nothing is deleted, the medals simply have to be earned again.

Resetting achievements does not cost you anything else. The plugin is specific: "Your personal records, personal bests, track calibration and online leaderboards are all kept, and your medals re-earn as you make new progress. Podium and Champion always reflect your live community standing."

I Moving to a new PC

Three steps, and the middle one is the whole of it.

Your Track Rivals data is not covered by Cloud Backup, because it is recorded data rather than a setting. It has its own way back, and it is on this page.

1

Install the plugin and sign in

The **SimHub Plugin Installation Guide** covers both. Your account is what carries everything across.

2

Restore lap data from cloud

"Pull your segment lap times back down from the cloud after a clean install, on a new PC, or to refresh this PC with laps you set elsewhere."

3

Let achievements rebuild

They come from your lap times, so restoring the laps restores them. If they look wrong, **Restore achievements from cloud** does it explicitly, and it is the same cloud copy.

Only shared times are in the cloud. If you have never turned **Share my lap times online on**, there is nothing up there to pull down. That is what **Back up lap data to a file** is for: a copy you hold, that does not depend on sharing.

I If something is not right

The first four cover nearly all of it, and three of them are Discord rather than TrackThirtyTwo.

WHAT YOU SEE	WHAT TO DO
You're not in a community yet	Link Discord on the website, then join a participating server. It appears here on its own
No Discord servers found	Your Discord is not linked, or you are in no participating servers. Use the refresh button after joining one
The board is waiting for a race	"Standings fill in as members set segment times with lap-time sharing on." Yours could be the first
My times are not on the board	Two switches: Share my lap times online , then Appear for that community
I appear on one server but not another	The per community Appear switch. Green is shown, red is hidden
No activity yet	Drive. Segment times record automatically once Record my laps on this PC is on
A corner I lead shows nothing	Check whether you are looking at the dry or the wet count. They are separate records
Times look wrong for a car	Boards are per car class. Check the car class filter
No live delta while driving	That is on your dash or overlay, not in this window. The plugin says so
Achievements disappeared	Restore achievements from cloud , if you have moved PC
My medals are not moving	Achievement tracking is paused. Turn Record achievements back on
I want off the boards	Remove my shared records . Reset local data is separate, and permanent

I 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 community, the sim, the track and the car class. Boards are split by all four, and most surprises turn out to be a board you were not looking at.