



TrackThirtyTwo Overlays Guide

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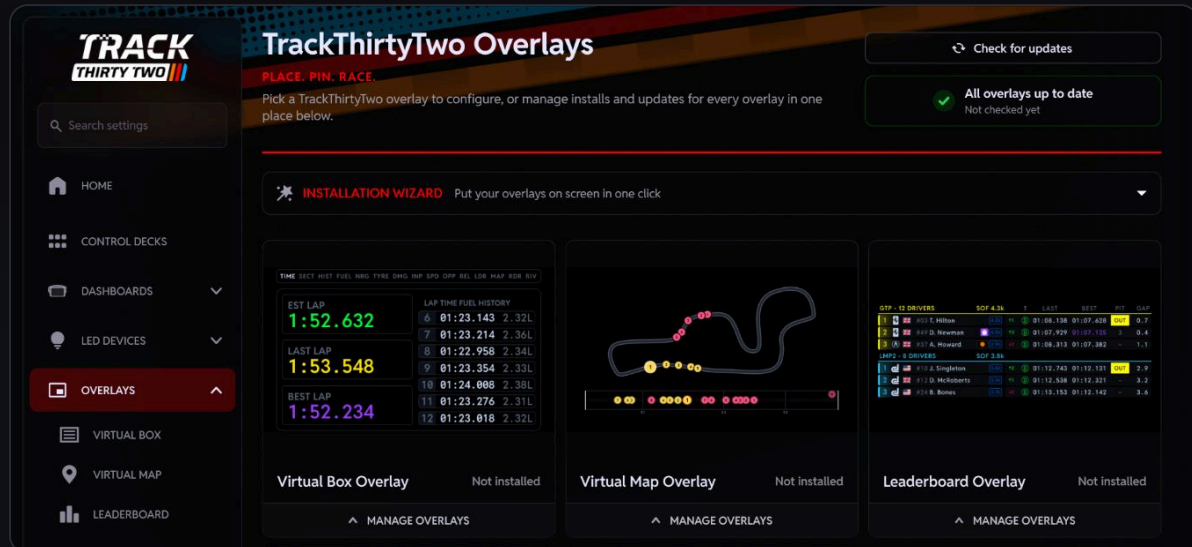
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What the overlays are

Overlays are for single screen racers, and for anybody who wants one number in the corner of the picture rather than a second display.



OVERLAYS. THE HUB, WHERE EVERY OVERLAY HAS ITS OWN PREVIEW, INSTALL STATE AND MANAGE BUTTON

"Standalone TrackThirtyTwo overlay windows that sit above your sim. Place them where you want them, pin them so they stay put, and read your live timing, flags, fuel and tyres without leaving the car."

An overlay is a small TrackThirtyTwo window drawn on top of the game. If you race on one screen and have nowhere to put a dashboard, this is how you get the same information without alt-tabbing.

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 Overlays

TEAM DRIVER

Overlays needs **Team Driver** 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

OVERLAYS in the rail down the left. It opens into the five overlays: **Virtual Box**, **Virtual Map**, **Leaderboard**, **Virtual Brows** and **Virtual Flags**.

Overlays are files, so they install rather than just switch on. The hub page marks each one **Not installed** until you have taken it, and the plugin fetches it for you. You never download one by hand.

I Before you start (continued)

Without the tier, the hub is replaced by one card. A **WHAT YOU GET** panel walks through Place, Pin and Race, so you can read what the product does before paying for it. **Learn more** opens the Overlays page on danielnewmanracing.com in your browser, and the button beside it is whichever step is yours: **Go to Home to sign in**, **Become a member** or **Upgrade membership**. The five overlay entries under **OVERLAYS** in the rail stay hidden until the plugin can see Team Driver on your account.

I The five overlays

Five overlays, and one of them is much bigger than the other four.

OVERLAY	WHAT IT PUTS ON SCREEN
Virtual Box	The big one: sixteen screens of timing, fuel, tyres, damage, inputs, opponents and more, in one window you page through
Virtual Map	The circuit with every car on it, as a full map or one that follows you
Leaderboard	The field, split by class, with gaps, last and best laps and pit state
Virtual Brows	The eyebrow LEDs, drawn on screen. Flags, spotters, TC and ABS, without the hardware
Virtual Flags	A large, unmissable flag panel

Virtual Brows and Virtual Flags are for rigs without the hardware. If you have real eyebrow LEDs or a real flag box, you do not need them, though there is nothing stopping you running both.

Everything is live. "Ticking an overlay puts it on screen, and position or size changes apply straight away while the overlays are shown. Your choices are remembered." There is no apply button and nothing to restart.

I Getting them on screen

The wizard is the whole setup. It exists because doing this in SimHub's Dash Studio by hand is a job, and it should not be.

"Put your overlays on screen in one click. Tick the overlays you want and choose where each one sits. No Dash Studio steps needed."

1 Open the Installation Wizard

It sits across the top of the Overlays hub, and it opens onto a single card called **Quick setup**. This is the short route: once an overlay is installed from its tile, Quick setup places it and puts it on screen in one pass. Installing is the one thing the card does not do, so on a fresh install it reads "No TrackThirtyTwo overlays are installed yet. Install one from the tiles below and it will appear here", and you take one from a tile lower down the page first. **Rescan** makes Quick setup read your SimHub folder again without leaving the page.

2 Tick the overlays you want

Each one gets a **Position**, one of nine anchors from **Top left** to **Bottom right**, and a **Size** from 50 to 200 per cent. **Display** sits at the foot of the card and applies to all of them at once. It appears whenever there is more than one place to put them: a second monitor, or the **Display 1 centre screen** and **Display 1 full width** pair the plugin offers on a Surround or Eyefinity triple that Windows reports as a single display. An overlay you have not installed is listed greyed out with a **Not installed** badge, which is how you see what else is in the range.

3 Press SHOW OVERLAYS

Top right of the Quick setup card. It writes the layout and hands it to SimHub, and the button then reads **HIDE OVERLAYS** to take them down again. With **Always show** off it answers "Overlays are ready. They appear as soon as a game is running", so a desktop that looks no different is that switch rather than a fault.

I Getting them on screen (continued)

4

Fine tune where they sit

Fine tune positions "opens SimHub's on screen edit mode so you can drag and resize each overlay. Press again to finish." This is the part that is far easier with the sim running. The overlays have to be up first: press it too early and it answers "Show the overlays first, then use Fine tune to drag them around."

Or do it the long way, per overlay. Each tile has **Manage overlays** underneath it, with **Choose a size to install or update**. The wizard just saves you doing that five times.

Custom is not something you pick. Drag an overlay in Fine tune and only that overlay is pinned to the exact rectangle you left it in, and its **Position** dropdown changes to **Custom** to tell you so. Choosing a real anchor again snaps it back to the grid. Picking Custom from the list yourself does nothing: it is there to report where an overlay is, not to put it there.

When they appear, and when they do not

Three switches at the top of the hub decide when an overlay is on your screen.

SETTING	WHAT IT DOES
Start with the game	"SimHub starts these overlays by itself every time a game connects"
Always show	"Keep the overlays on screen even when no game is running"
Keep visible in menus and pauses	They stay up when the sim is not in the car

Start with the game is the one you want on. Without it you are opening overlays by hand every session, which is exactly the friction these are meant to remove.

Always show is for setting them up, mostly. Turn it on while you are positioning things so you can see what you are dragging, then decide whether you want them there on the desktop as well.

Keeping them current

Check for updates at the top right of the hub loads each overlay's versions and tells you whether you are behind. When everything is current it reads **All overlays up to date**. When it is not, the card under that button counts what is waiting and offers **UPDATE ALL**, which takes every overlay on the page in one pass. With only one overlay behind, the same button reads **UPDATE**.

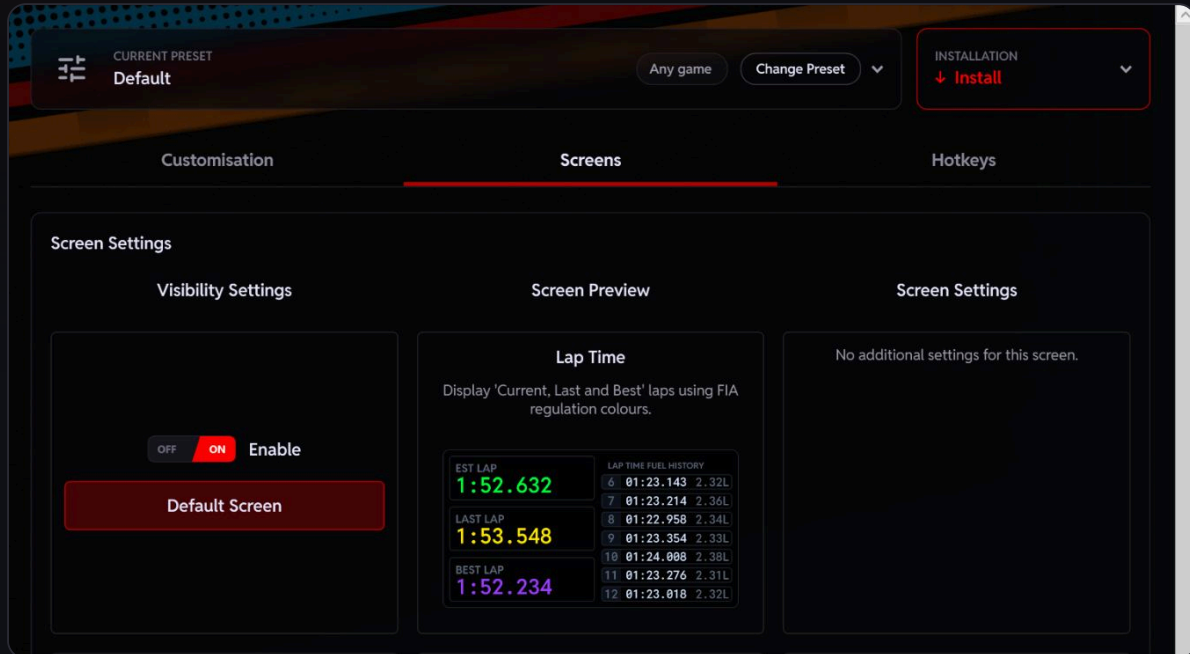
One overlay at a time, the same job sits inside its **Manage overlays** panel: a full width **Update all** button above the list of sizes, which is only there while that overlay has something waiting. **Collapse**, the chevron at the panel's top right, slides the panel back down and gives you the tile's preview again.

I When they appear, and when they do not (continued)

An update replaces the installed folder. The plugin asks before it does, and it is blunt about why: "Anything you have changed in SimHub's dashboard editor will be replaced, and there is no backup to restore from." If you have reworked a TrackThirtyTwo overlay in SimHub's editor, take your own copy of the folder before you press Update.

I Virtual Box: sixteen screens in one window

The biggest of the five, and the one worth setting up properly.



OVERLAYS, VIRTUAL BOX, SCREENS. EVERY SCREEN WITH A LIVE PREVIEW AND ITS OWN SETTINGS

Virtual Box is one window with a row of tabs along the top: **TIME SECT HIST FUEL NRG TYRE DMG INP SPD OPP REL LDR MAP RDR RIV**. Each is a screen you can turn on or off, and one of them is the one it opens on.

I Every Virtual Box screen

Sixteen screens. Turn off the ones you will never look at, and the tab row gets shorter.

SCREEN	WHAT IT SHOWS
Lap Time	Current, last and best laps, using FIA regulation colours
Sectors	Your sector times against your best and the session best
Lap History	A rolling history of your recent lap times
Fuel	Remaining fuel, consumption and laps left in the tank
Virtual Energy	Virtual energy usage and remaining energy for the stint
Tyres	Tyre temperatures, pressures and wear
Pit Config	iRacing only. Your current pit selection, so you can pit knowing what the crew will do
Damage	Current bodywork and component damage at a glance
SCREEN	WHAT IT SHOWS
Inputs	Throttle, brake and clutch on a live graph, with a brake limit zone you can set
Speedo	A clean speedometer with gear and key driving data
Opponents	Your on track opponents across the entire field
Relative	Your on track opponents as they race around your position
Leaderboard	The driver ahead and the driver behind
Track Map	A full track map, or a scaleable dynamic one that follows your car
Radar	A proximity radar showing cars around you, to avoid contact
Track Rivals	Your segment performance against your community rivals

I Setting up a screen

Three columns per screen, and most screens only need the first two.

On the **Screens** tab, every screen gets the same three columns: **Visibility settings**, a live **Screen preview**, and **Screen settings** for anything that screen alone can be told.

CONTROL	WHAT IT DOES
Enable	Whether this screen is in the tab row at all
Default Screen	The one Virtual Box opens on. Only one screen can hold it
Screen settings	Per screen, where there are any. Most read "No additional settings for this screen"

The screens that do have settings

SCREEN	WHAT YOU CAN SET
Lap History	Fuel Target shows a fuel per lap target column, and Fuel Target Value sets it
Tyres	Preferred primary and secondary data : wear, pressure, average temperature or temperature
Inputs	Show Brake Limit Zone and Brake Limit Zone Value , plus Show Clutch and Show Handbrake for whether those two are shown on it
Track Map	Static or dynamic map, and the zoom level on the dynamic one

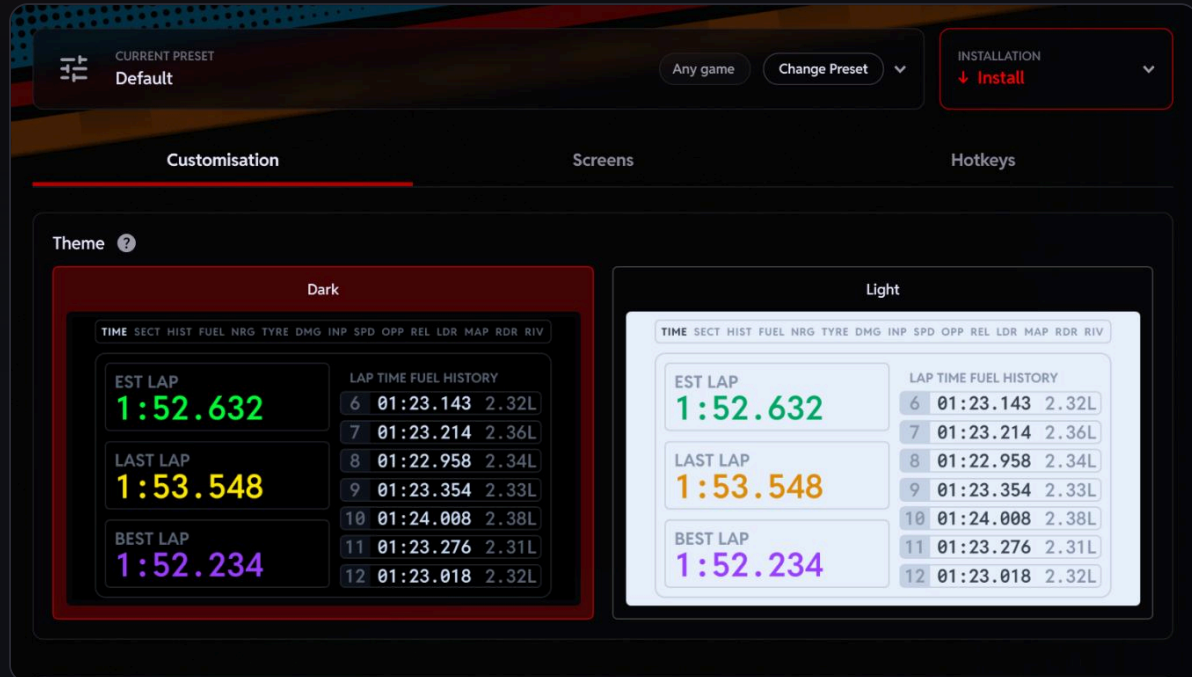
Tyre data falls back on its own. "If the current game does not expose it, the overlay falls back automatically in this order: Wear, Pressure, Temperature Avg, Temperature", and the secondary value always skips whatever the primary is showing.

I Setting up a screen (continued)

Brake Limit Zone Value is the line you are asking yourself to stay under. Show Brake Limit Zone does what its own help says: "Display a virtual brake zone, that acts as a visual reference for your braking limit." The slider directly beneath it is where that reference sits, from 0 to 100, starting at 80, and it stays greyed out until the switch above it is on. This is a coaching aid rather than a readout. The Inputs screen exists so you can "set a user configurable Limit Zone to train your braking ability", so the number worth setting is the one you are currently just missing.

Making it look right

Six settings, and two of them decide whether the overlay helps or gets in the way.



OVERLAYS, VIRTUAL BOX, CUSTOMISATION. THE THEME, THE TWO OPACITIES, AND THE TAB ROW

The **Customisation** tab is the same for the whole overlay rather than per screen.

SETTING	WHAT IT DOES
Theme	Dark or Light, previewed side by side
Theme colour	Your favourite overlay accent colour
Overlay background opacity	0 is fully transparent, 100 is fully solid
Overlay content opacity	The text and widgets. Minimum 10, so it stays readable
Overlay show tab list	Show or hide the row of tabs along the top
Dark Mode Colour - Overlay	"Turn ON/OFF Dark Mode Colours on the Overlay." It starts switched on

I Making it look right (continued)

Background opacity is the setting that makes an overlay usable. Turn it down and you can see the track through the panel, which matters when the only place to put it is somewhere you are looking. Content opacity has a floor of 10 on purpose: an overlay you cannot read is not a setting anybody wants by accident.

Dark Mode itself is set up elsewhere, on the Dark Mode tab of SETTINGS, then DEVICE SETTINGS. What sits here is only whether Virtual Box joins in when Dark Mode comes on. Leave it on unless you would rather the overlay held its normal colours while the rest of your TrackThirtyTwo kit switches over.

I Timing, gaps and names

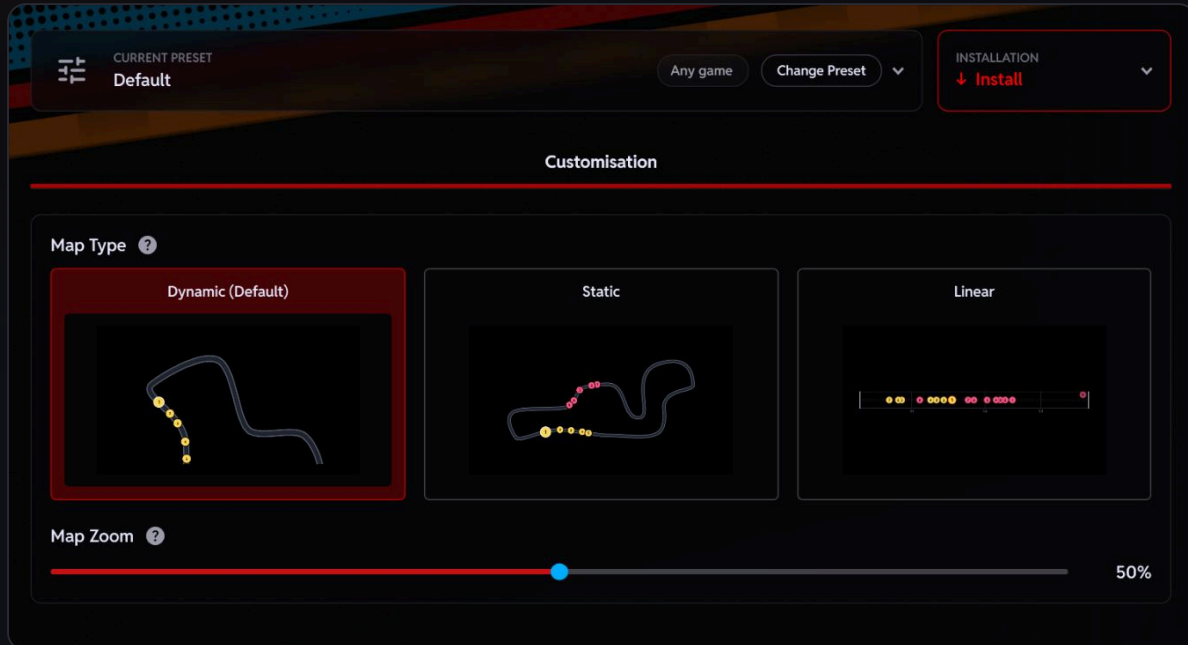
The rest of Customisation: how numbers are written and how people are named.

SETTING	WHAT IT DOES
Preferred delta reference	Vs Last, Vs My Best or Vs All-Time Best. "If unavailable in the current session, the overlay falls back automatically in this order: Vs My Best, Vs All-Time Best, Vs Last"
Delta decimals	2 or 3. "The overlay automatically reduces precision as the value grows to avoid overflow"
Preferred Delta V reference	The same choice for virtual energy
Gap display	1 or 2 decimals, and whether to show the sign. "With the sign shown, + is the car ahead and - the car behind"
Driver name format	F. LAST, FIRST. L or FIRST LAST
Use team name when available	Shows the team instead of the driver where the game exposes it, falling back to the name format above
Brand logos	Coloured manufacturer logos, or the flat TrackThirtyTwo monochrome set that follows the theme

Team names are worth turning on for endurance. In a race where cars change drivers, the team name on the leaderboard stays constant and the driver name does not.

Each overlay's own settings

Virtual Box has chapters of its own. These three are one or two settings each.



OVERLAYS, VIRTUAL MAP. DYNAMIC, STATIC OR LINEAR, AND HOW FAR THE DYNAMIC MAP SEES

Three of the five overlays carry one or two settings of their own, on top of everything on the shared Customisation tab.

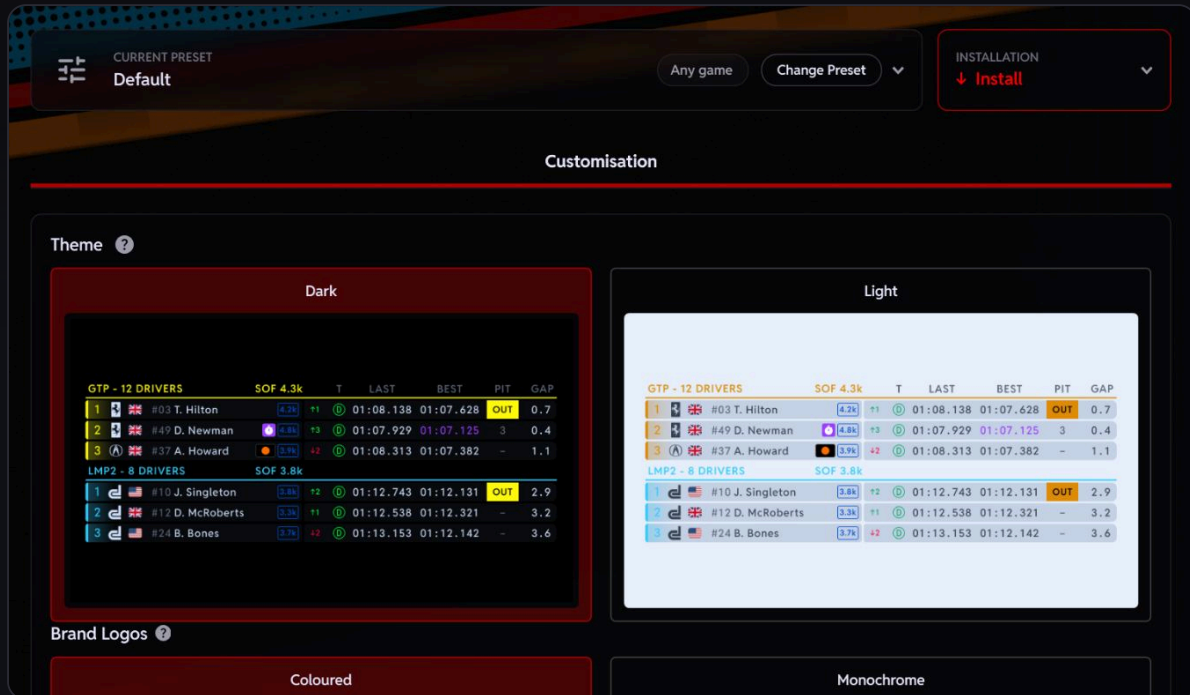
VIRTUAL BROWS	WHAT IT DOES
Overlay Scale	"Set your preferred overlay scale. The preview below updates in real time"
VIRTUAL FLAGS	WHAT IT DOES
Show Flag Animation	"Overlays a subtle animated shading on top of the flags. Turn OFF for a flat, static flag"
With Car Class and Position	Adds your class and position to the flag panel
VIRTUAL MAP	WHAT IT DOES
Map Type	"Dynamic follows your car and can be zoomed; Static shows the whole track; Linear draws it as a straight line"
Map Zoom	"The higher the number, the more area you can see." Dynamic only

I Each overlay's own settings (continued)

Linear is worth trying on a narrow screen. A circuit outline needs space to be legible; a straight line showing who is where relative to you does not, and for judging a gap it is arguably clearer anyway.

The Leaderboard overlay

The most configurable of the four, because a leaderboard is the overlay most affected by what kind of race you are in.



OVERLAYS, LEADERBOARD. THE COLUMNS, AND HOW MANY ROWS EACH CLASS GETS

SETTING	WHAT IT DOES
Columns	"Choose which columns are shown on the leaderboard and in which order. Drag a column to reorder it. The preview below updates in real time"
Max Drivers In My Class	"Upper limit on the rows shown for your own class (5 to 17)"
Drivers Per Other Class	"How many leading drivers to show for each other class (1 to 3)"
Show other classes	"Turn OFF to only show your own class"
Theme colour	The overlay accent colour
Content opacity	"Minimum 10 so it stays readable"

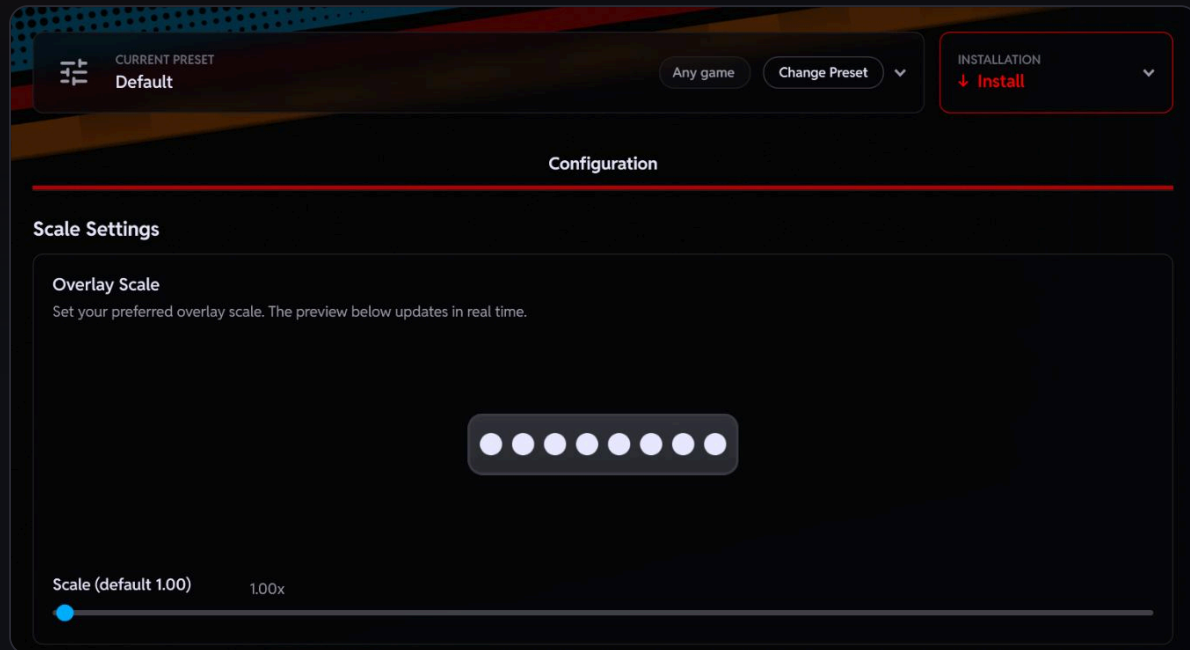
I The Leaderboard overlay (continued)

Max Drivers In My Class is a ceiling, not a count. The plugin is precise: "when other classes are shown, the space they take is removed first, so the actual count can be lower. Your own row always stays visible." You will sometimes see fewer rows than the number you set, and that is the setting working rather than failing.

With many classes on track it shows fewer per class, "so your own class keeps at least 5 rows". A multi class endurance grid is exactly where a leaderboard overlay would otherwise become useless.

Virtual Brows and Virtual Map in detail

Two pages with one card each, and the numbers behind their sliders.



OVERLAYS, VIRTUAL BROWS, CONFIGURATION. SCALE SETTINGS, WITH A LIVE PREVIEW OF THE BROWS

Virtual Brows: Scale Settings

Press **VIRTUAL BROWS** in the rail. The page carries one tab, **Configuration**, and one card on it, headed **Scale Settings**. Inside sits **Overlay Scale**, and the plugin gives you the instruction itself: "Set your preferred overlay scale. The preview below updates in real time."

The slider is labelled **Scale (default 1.00)**, runs from 1.00 to 3.00 in steps of 0.10, and prints the figure you are on beside it as 1.00x, 1.50x and so on. 1.00 is the size the overlay was drawn at, and the black panel above the slider redraws as you move it, so you can size it without starting a session.

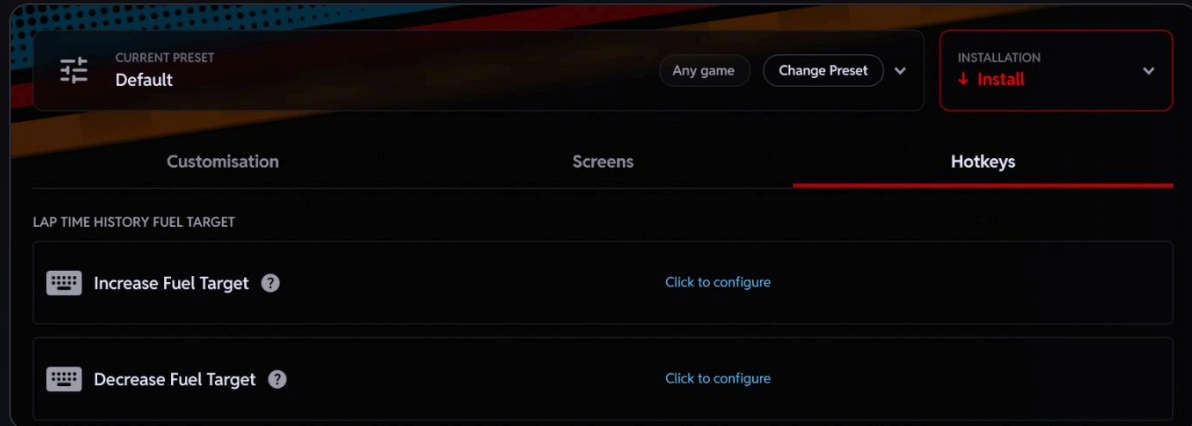
Virtual Map: Map Type

VIRTUAL MAP has a **Customisation** tab, and **Map Type** is the first thing on it: three picture tiles showing you what you are choosing between. They are **Dynamic (Default)**, **Static** and **Linear**, and the plugin sums the three up as "Dynamic follows your car and can be zoomed; Static shows the whole track; Linear draws it as a straight line."

Map Zoom, underneath, greys out on the other two because it has nothing to do there. The plugin is explicit: "Adjust the zoom level on the Dynamic map. The higher the number, the more area you can see. (Dynamic map ONLY)". It starts at 50, halfway along.

Hotkeys

Two hotkeys, and the preset row that sits above every page.



OVERLAYS, VIRTUAL BOX, HOTKEYS. THE FUEL TARGET BINDINGS

The **Hotkeys** tab binds overlay actions to a button on your wheel or keyboard, so you can change something without taking your hands off the car.

HOTKEY	WHAT IT DOES
Fuel target +	"Increases the Lap Time History fuel target by 0.01. Hold to change faster the longer you hold"
Fuel target –	The same, downward

Hold rather than tap. Both fuel target hotkeys accelerate the longer you hold them, so getting from 2.30 to 3.10 is one press rather than eighty.

Presets

At the top of every overlay page sits **CURRENT PRESET** with **Change preset** beside it, and an **Any game** selector. Overlays use the same preset system as the rest of the plugin: a set of choices you can switch between, and optionally bind to a particular sim.

I If something is not right

The first three are about installing, and the next three are about where it sits.

WHAT YOU SEE	WHAT TO DO
Not installed	Press Manage overlays on that tile and choose a size, or run the Installation Wizard
Sign in on the Home page to install or update	The plugin is not signed in. Overlays are a Team Driver feature and it needs to know your tier
Use Check for updates to load this overlay's versions	Press it. The version list is fetched rather than shipped
Nothing appears when I race	Start with the game , on the Overlays hub
They vanish in the menus	Keep visible in menus and pauses
I cannot see the track through it	Overlay background opacity . Turn it down
I cannot read it	Overlay content opacity . Its floor is 10
I cannot drag one	Fine tune positions opens SimHub's edit mode. Press it again to finish
A screen is missing from the tabs	Its Enable switch, on the Screens tab
It opens on the wrong screen	Default Screen . Only one screen holds it
Pit Config shows nothing	It is iRacing only, and the page says so
A tyre value is not what I picked	That sim does not expose it. The overlay falls back rather than showing nothing
Tick at least one overlay to put on screen	SHOW OVERLAYS was pressed with nothing ticked in Quick setup

I If something is not right (continued)

WHAT YOU SEE	WHAT TO DO
Overlays are ready. They appear as soon as a game is running	They did start. Always show is off, so either start the sim or turn it on
Show the overlays first, then use Fine tune to drag them around	Press SHOW OVERLAYS , then Fine tune positions
Quick setup lists nothing to tick	It reads what is in your SimHub folder. Install one from a tile, then press Rescan
The whole hub is one card asking me to join	Overlays need Team Driver. Learn more on that card opens the product page in your browser
My own edits to an overlay have gone	Updating replaces the installed folder, and says so before it runs. There is no backup to restore from

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 which overlay, which sim, and whether it is installed, hidden or in the wrong place. Those are three different problems with three different fixes.