



Flag Box Guide

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I What a flag box does

A flag box is a matrix panel that shows you the session at a glance: the flag being waved, the gear you are in, and the warnings you would otherwise miss.

IT SHOWS	WHICH MEANS
Marshal flags	The whole panel turns the flag colour
The gear you are in	A large number, in a style you choose
Redline	The gear number flashes when it is time to shift
The spotter	A car alongside, on the side it is on
Low fuel	A warning when the fuel runs low, per session type
Oil and water temperature	A warning past a limit you set
Time penalties	A warning for as long as you choose
Pit lane	Limiter status and speeding
An idle screen	Your own artwork, or the TrackThirtyTwo logo, when nothing is happening

A flag box is the only TrackThirtyTwo device with a flag list of its own. Every other device shows the flags the shared flag settings choose; a flag box can set its own list per box, either narrowing what the shared list allows or showing a flag no other device does. The Which flags this box can show chapter explains how the two interact.

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 Flag Boxes

TEAM DRIVER

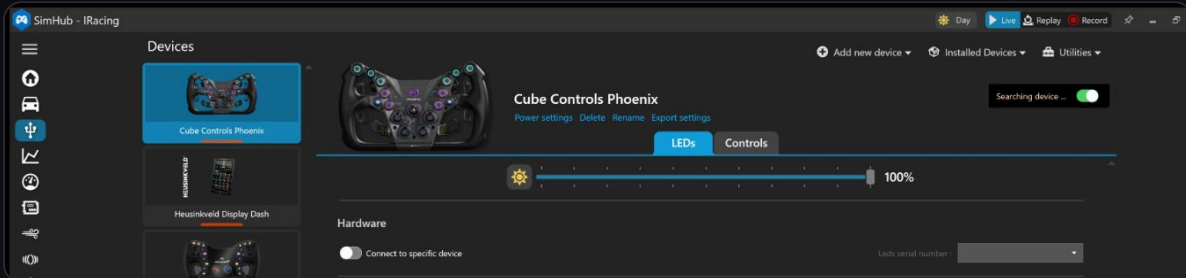
Flag Boxes needs **Team Driver** or above. If the page is behind a padlock, that is what it is telling you. The status line at the top of the plugin's home page, beside the version, names the tier the plugin is currently unlocking against.

Where to find it

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

I Adding your flag 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.

I If your flag 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.

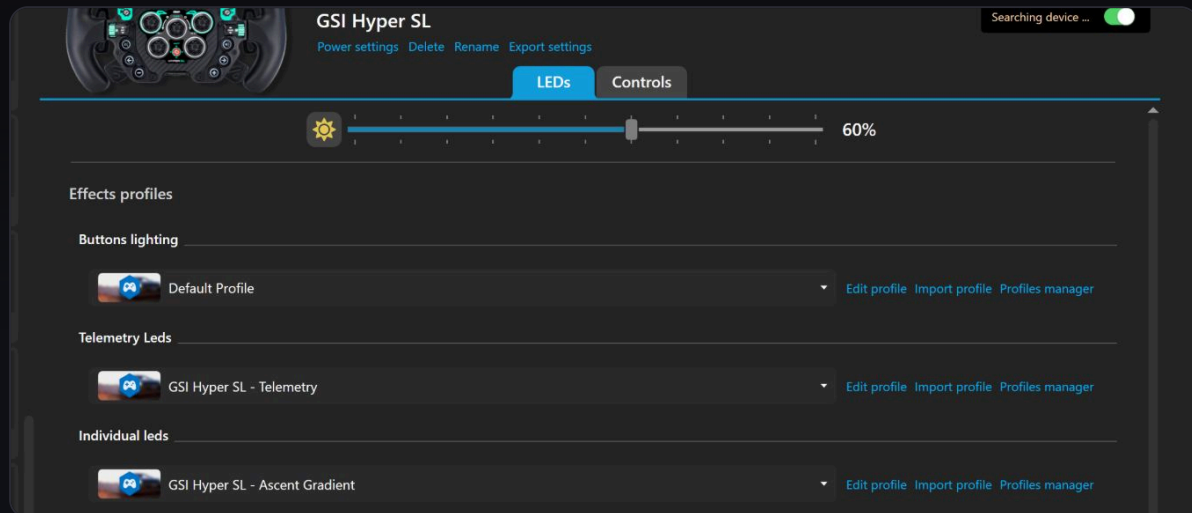
3 Open the RGB Matrix section

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 Matrix** is the one for your flag box. **Profiles manager** beside it opens the same profile list.

A flag box is an 8 by 8 RGB matrix, and the matrix is chosen in the sketch. SimHub's sketch setup offers a DM163 shield, the Sunfounder SH1.0-4P I2C panel, or a WS2812B matrix. Pick the one you actually built before anything appears under **RGB Matrix**. If the picture comes out scrambled, the panel is a serpentine layout and the sketch has an option for it.

I 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

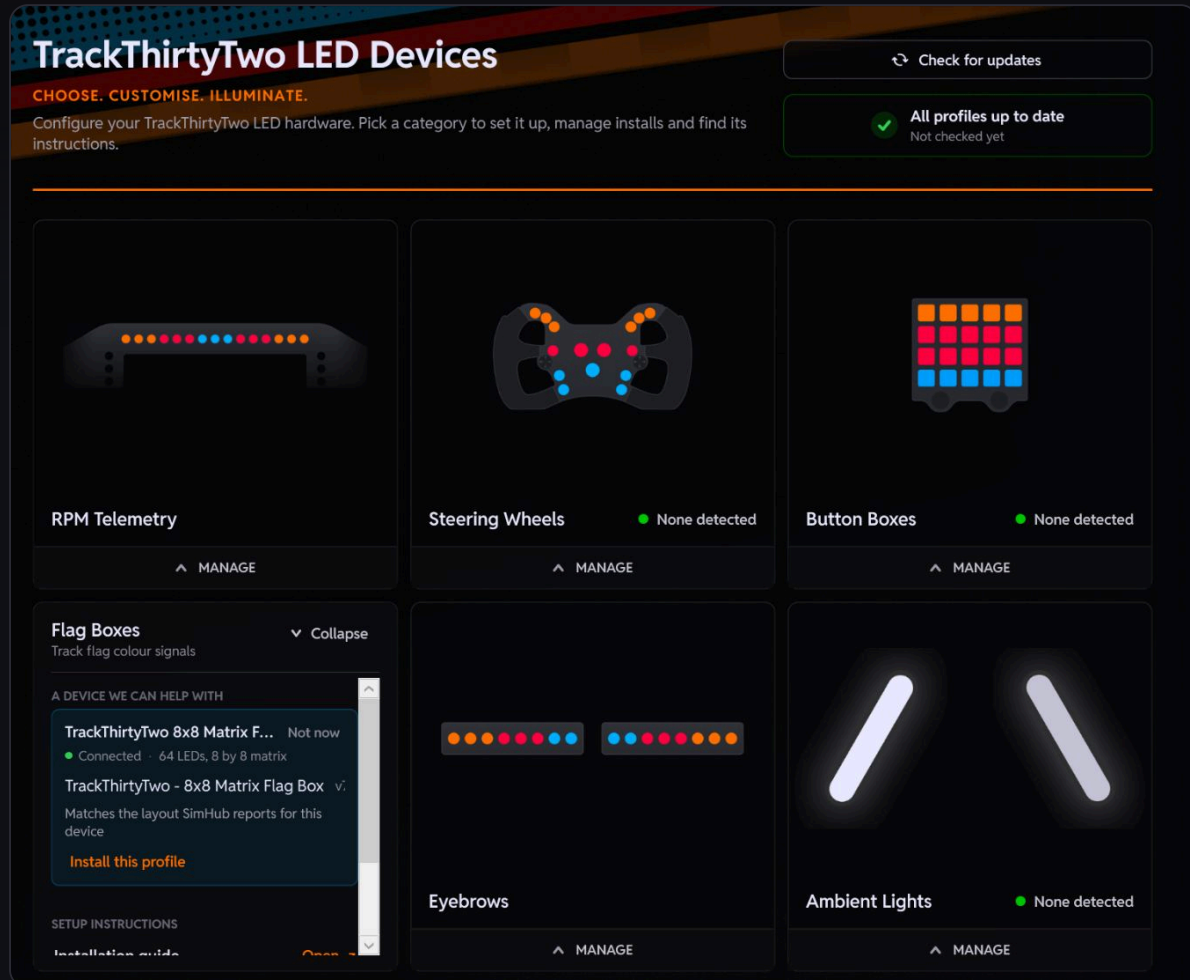
SLOT	HOLDS
Buttons lighting	What your buttons and encoders look like
Telemetry Leds	The rev lights and everything the session drives
Individual leds	Anything drawn across the whole device at once

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.

Getting your box lit

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



LED DEVICES, WITH FLAG 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 Flag 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**.

I 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.

I 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.

I 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.

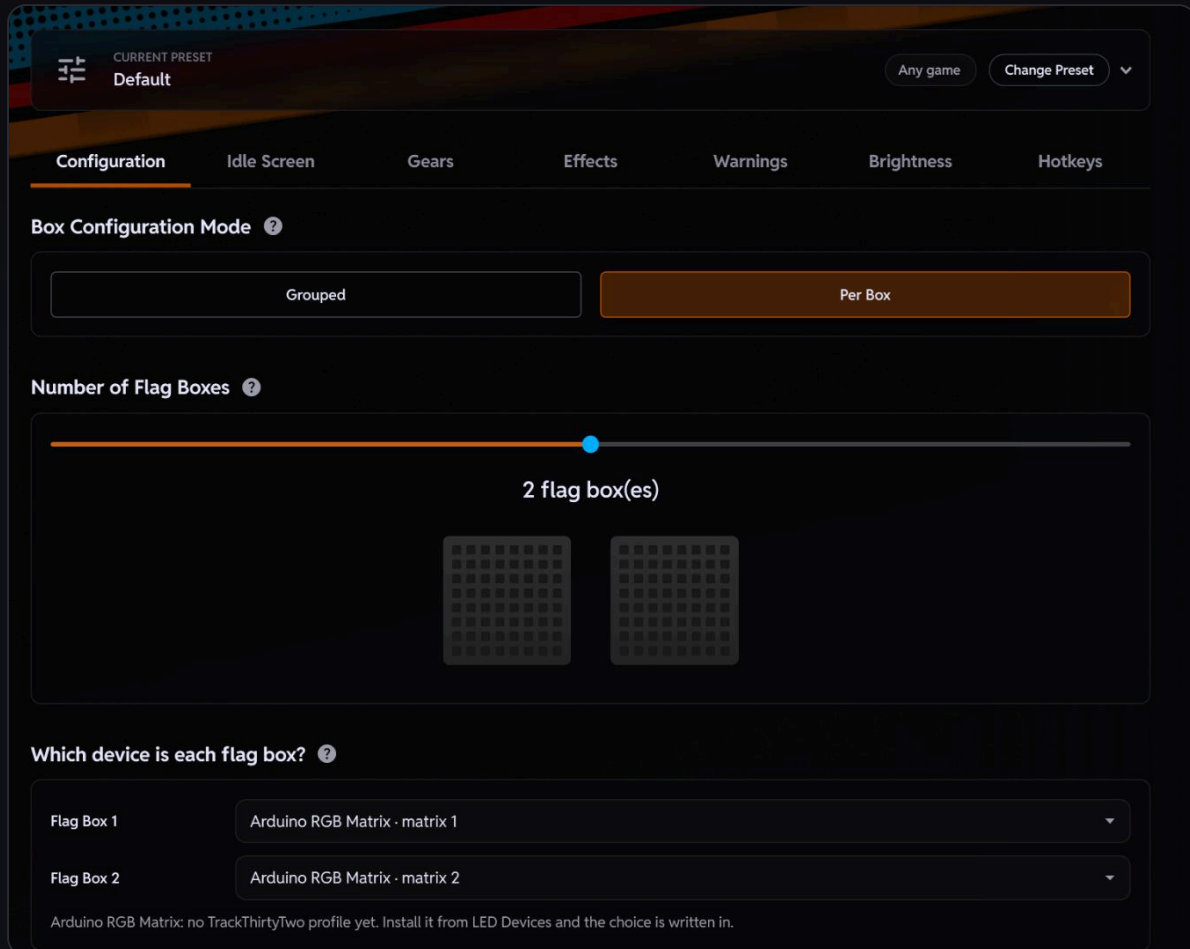
3 Tell the plugin to look again

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.

I Presets, and the bar above every tab

One saved set of everything in this guide, switchable by hand, by hotkey, or by the sim you started.



FLAG BOXES. CURRENT PRESET, CHANGE PRESET AND THE GAME BADGE SIT ABOVE EVERY TAB

Whichever tab you are on, the same bar sits above it. A preset is one complete set of everything in this guide, saved under a name, and you can hold as many as you like.

ON THE BAR

WHAT IT IS

CURRENT PRESET

The name of the set you are editing. Every tab below the bar belongs to it

Change Preset

Opens the preset panel underneath, where you switch, build and tidy them

Any game

The badge beside it, showing whether this preset is tied to a sim. It reads **Any game** until you pick one, and then shows that sim's logo instead

I Presets, and the bar above every tab (continued)

The preset panel

Change Preset slides a panel open under the bar, with a **Search presets...** box at the top and the same buttons against every preset in the list.

I Presets, and the bar above every tab (continued)

BUTTON	WHAT IT DOES
+ New preset	Starts a fresh set of flag box settings
Edit	Renames it
The game picker on its row	Ties that preset to one sim. Leave it and the preset stays on Any game
Duplicate	Copies it, which is how you make a night version of a preset you already like
Set favourite	Marks it as the one to load for its game. A preset already marked reads Favourite
Export and Import a preset from file	Moves a preset between rigs, or sends it to somebody else
Delete	Removes it

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

Tying a preset to a game does nothing on its own. It needs Auto Switch Preset, on the General tab of SETTINGS, then DEVICE SETTINGS: "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."

If the whole page is dimmed

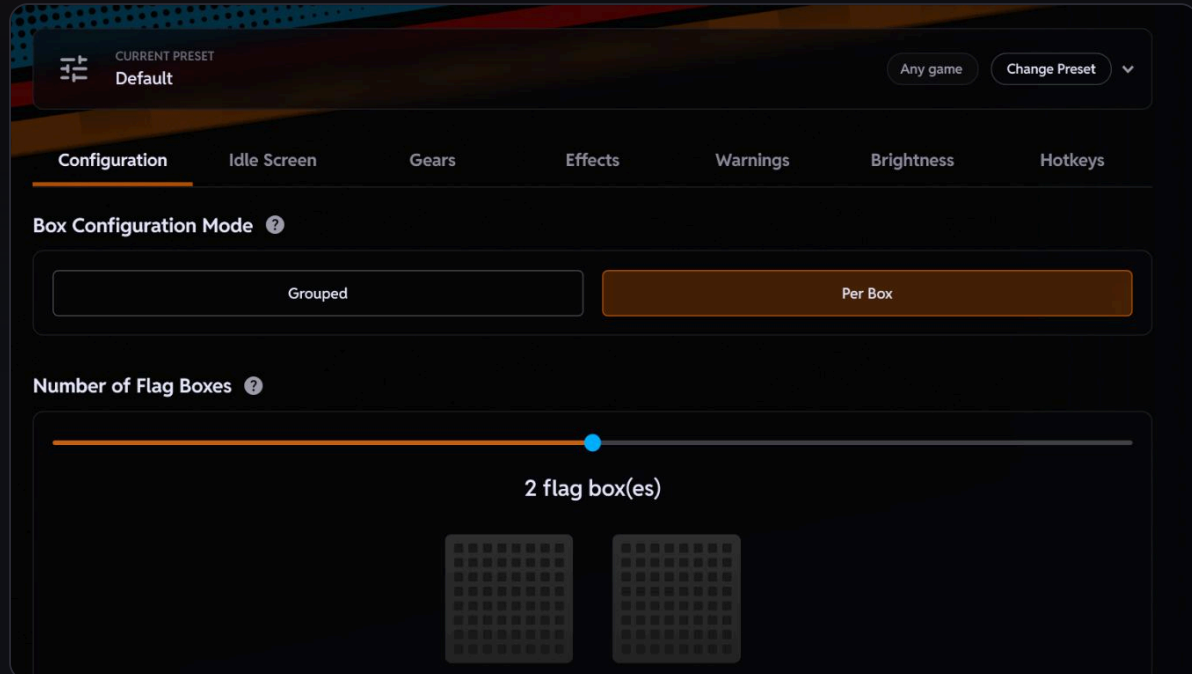
Flag Boxes need **Team Driver**. Without it a banner sits above the tabs and everything below is greyed out and will not respond. The banner says which of three things is wrong.

I Presets, and the bar above every tab (continued)

THE BANNER READS	WHAT IT MEANS
Sign in to unlock this page	"Sign in on the Home page to get started." The button is Go to Home
Membership required	"Already subscribed? Activate the plugin on the Home page." The button is Become a Member
Upgrade required	"Your current membership does not include it." The button is Upgrade

How many boxes, and which is which

The **Configuration** tab is where you tell the plugin about your hardware.



FLAG BOXES, CONFIGURATION. HOW MANY PANELS, AND WHICH DEVICE DRAWS EACH ONE

TrackThirtyTwo supports two kinds of panel, and they are configured separately because they are different shapes of hardware.

PANEL	WHAT IT IS
8x8 Flag Box	The default: a sixty four LED matrix
SimRep Multi LED Display	An MLD panel
SETTING	WHAT IT DOES
Number of Flag Boxes	How many 8x8 panels you want to set up separately, from none to four
Number of Multi LED Displays	The same count for MLD panels, also none to four
Box Configuration Mode	Grouped gives them all the same settings, Per Box lets each differ
Which device is each flag box?	Ties each 8x8 panel to the device it is drawn on

I How many boxes, and which is which (continued)

SETTING

WHAT IT DOES

Which device is each Multi LED Display?

The same, for your MLD panels

With more than one panel, **Per Box** is where flag boxes get interesting: one panel on flags, another on gears, a third on warnings. In **Grouped** they all do the same thing.

Telling the plugin which panel is which

Both pickers start on **Not set**. A flag box row lists every device SimHub has that carries an RGB matrix, then **Arduino RGB Matrix · matrix 1** through **matrix 4** for a home built panel. **Which device is each Multi LED Display?** is a separate picker because an MLD only ever arrives from SimHub's own device list, so it lists devices rather than matrix positions.

"Pick the device or Arduino matrix each box is drawn on, and the device each Multi LED Display is. The plugin writes the choice into the TrackThirtyTwo profile on that device, so it does not matter which way round you installed them. Works for a profile you imported by hand too."

The counts are how many panels you want to set up *separately*, not how many you own. The help icon beside **Number of Flag Boxes** says so: "How many flag boxes you want to set up separately. Four can each do a different job, which is the limit on separate content SimHub can send. You can still run more boxes than that and have them mirror one of these four."

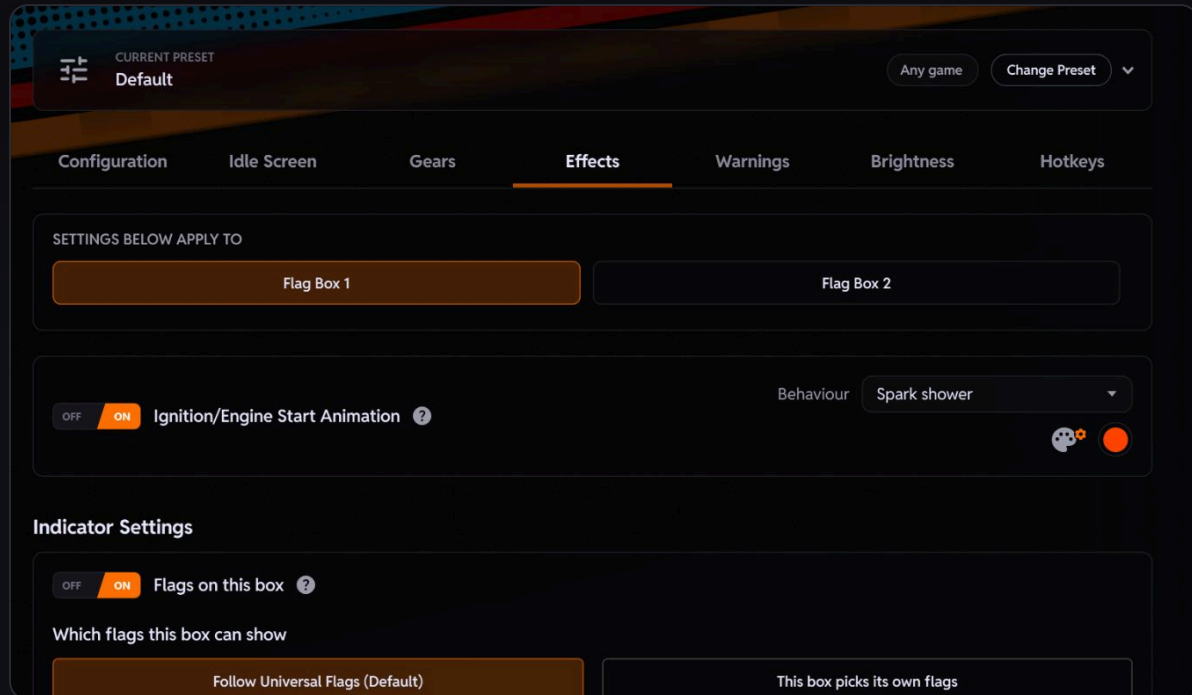
Push the slider all the way to four and a line appears on the card underneath it, which is the only point at which it is an answer to anything: "Four boxes can each do a different job. If you run more than four, open SimHub's Arduino settings and point the extra ones at any of these four. They will show whatever that box shows."

On the MLD count: "They take the same settings as a flag box, and in Custom idle mode they have a drawing of their own." An MLD is a different shape from an 8x8, which is the one place the two part company.

Throughout the rest of the page, **SETTINGS BELOW APPLY TO** tells you which panel you are editing. Check it before you change anything in Per Box mode.

Flags, and which box shows what

This is the page worth reading twice, because flag boxes work differently from everything else you own.



FLAG BOXES, EFFECTS. FOLLOW UNIVERSAL, OR LET THIS BOX PICK ITS OWN FLAGS

Every other TrackThirtyTwo device has one switch: show flags, or do not. Which flags they show comes from the shared flag settings. A flag box is the exception, and it has a mode of its own.

Flags on this box

The flag controls sit under the **Indicator Settings** heading, and **Flags on this box** is the master switch for the panel named in **SETTINGS BELOW APPLY TO**.

"Enable or disable every flag animation on this box. The switches below pick which flags it shows."

I Flags, and which box shows what (continued)

Where its flag list comes from

MODE	WHAT IT DOES
Follow Universal Flags (Default)	A flag shows on this box only when the same flag is also switched on under Edit Universal Flags Settings
This box picks its own flags	This box shows the flags ticked in Which flags this box can show , whatever Universal has switched on

The page prints the rule under the flag grid, and the line changes with the mode you are in. Whichever one you are reading is the one that applies.

"A flag shows on this box only when the same flag is also switched on under Edit Universal Flags Settings below."

"This box shows the flags picked above even when Universal Flags has them switched off for every other device."

The per box list is not only a way of taking flags away. On Follow Universal Flags (Default) it narrows what the shared list allows, so one panel can carry the flags you most need while another carries fewer. On This box picks its own flags it can add as well: a flag switched off in the shared flag settings still shows on this box, which is how one panel can carry a flag that appears nowhere else on the rig.

Only the box you set is independent. Every box left on Follow Universal Flags (Default) stays under the Universal list, so turning one panel loose changes nothing anywhere else.

Flags, and which box shows what (continued)

Flag behaviour

SETTING	WHAT IT DOES
Flags Blink Frequency	The flashing speed of the flag animations
Flags Priority	Flags over spotter, or spotter over flags, when both fire
Flags in Pit Lane	Always Visible (Default), or Flags Deactivated in the Pit Lane
Flags Visible Yellow Sector	Show Yellow Sector Flag from whole track (Default), or Show Yellow Sector Flag only in current sector
Checkered Flag Duration	How long the chequered flag holds
White Flag Final Lap Duration	How long the final lap flag holds

The spotter

"Enable or disable in-game Spotter animations for nearby cars on Flag Boxes."

Spotter Side chooses whether this panel shows both sides, left only or right only, which is how a pair of panels either side of a wheel can each watch their own side.

"Which side this box watches. Mount one box either side of the wheel and set one to Left Only and the other to Right Only, and each lights for the cars on its own side. A single box normally stays on Both Sides."

CHOICE	USE IT WHEN
Both Sides (Default)	You have one panel, or one panel is doing all the spotting
Left Only and Right Only	You have a panel each side, and you want the light to tell you which side the car is

The spotter colour is not set here. It is in the Universal spotter expander, labelled "Colour Selection for the Spotter LED animation", and it is the same colour on every device you own.

I Engine start, and the pit lane

The lower half of the Effects tab: the moment the engine catches, and everything that happens in the pit lane.

Two more groups sit on the **Effects** tab, under their own headings, and both take their colours from the shared settings so the rest of the rig matches.

Ignition/Engine Start Animation

"Enable or disable the Engine start animation on Matrix Flag boxes."

With it on, a colour swatch appears beside it, with a small paint icon next to the swatch whose tooltip reads **Universal colour setting applied across all TrackThirtyTwo devices**. Change it here and the engine start colour changes on your wheel, your brows and your room at the same time, which is the point of it.

Pit Lane Settings

"Enable or disable all Pit Lane effects on your Flag Box, including speed limiter status, speed limit warnings, activation/deactivation signals, and the pit limiter animation."

Pit Lane Effects is that one switch, and it covers the lot. Turn it on and two colour swatches appear for the pit limiter animation, behind the same paint icon, whose tooltip again reads **Universal colour setting applied across all TrackThirtyTwo devices**.

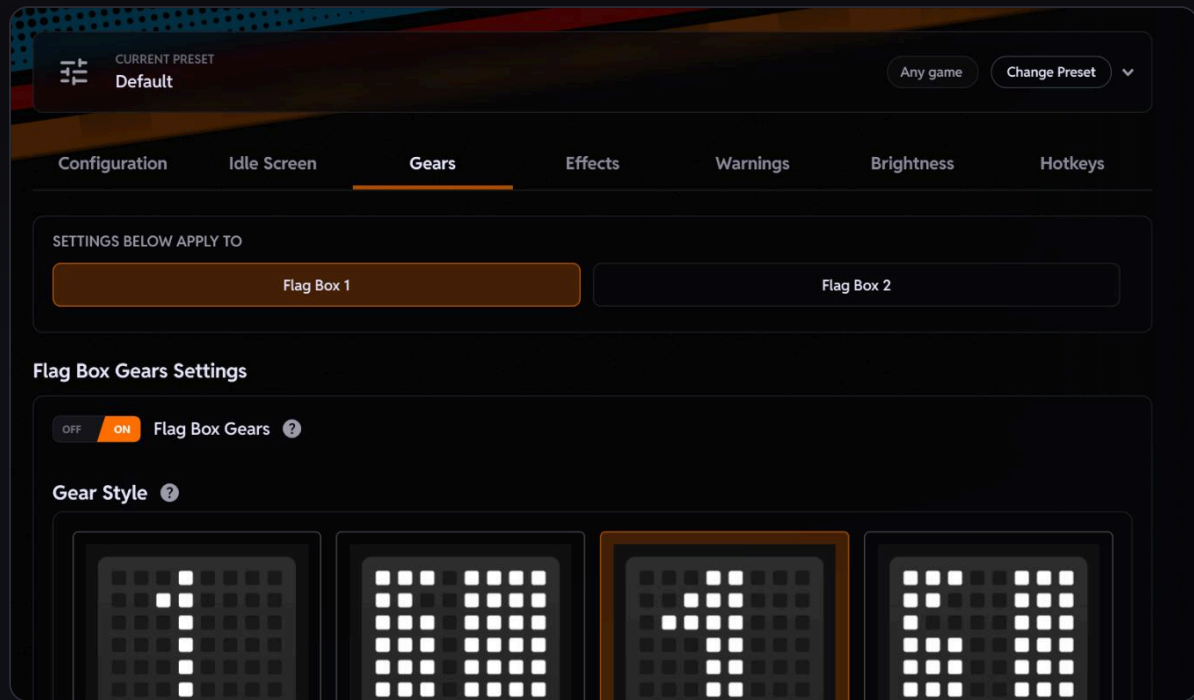
Pit Box Countdown

"(iRacing ONLY) Enable or disable a countdown animation (in seconds) to reaching your pit box. (The 3rd-party RomainRob SimHub Plugin is required)."

The switch itself is labelled only **Pit Box Countdown**. A warning icon sits beside it, and hovering that icon reads **iRacing ONLY**. The plugin it names is not ours and is not part of TrackThirtyTwo, and without it there is nothing for the countdown to read.

Gears

A flag box makes a very good gear display, because the panel is large enough to read a number from the corner of your eye.



FLAG BOXES, GEARS. THE NUMBER STYLE, ITS COLOURS, AND WHAT IT DOES AT THE REDLINE

"Enable or disable Gear Number animations on Flag Boxes."

Everything here sits under **Flag Box Gears Settings**, and **Flag Box Gears** is the master switch for the tab.

SETTING	WHAT IT DOES
Gear Style	Bold, Bold Inverted, Slim or Slim Inverted , each shown as a picture of the number
Gears Colour Theme	The colour of the number
Change Theme	The button on the theme card that opens the full list
Flag Box Redline Behaviour	Flashing (Default) or Static

"Choose the shape of the gear number this box draws. Inverted knocks the number out of a lit panel instead of drawing it on a dark one."

I Gears (continued)

Inverted draws the number as a hole in a lit panel rather than a lit number on a dark one. On a bright rig the inverted styles are usually easier to read.

The theme list

Change Theme opens all of them: **Custom**, **TrackThirtyTwo**, **Racing**, **Arctic**, **Sunset**, **Rainbow**, **Citrus**, **Tokyo** and **Gulf Oil**, then the plain single colours: **Red**, **Blue**, **Green**, **Yellow**, **Orange**, **Purple**, **Pink** and **White**.

"Set the colour of the Gear Number indicator animation. Redline colours will be automatically selected to match the theme chosen."

Gears Colour Theme is disabled when the Universal Theme is on, because the Universal Theme is then choosing the colour for every device at once. The page says so where it happens:

"Disabled if Universal Theme is enabled".

What counts as the redline

Flag Box Redline Behaviour decides what the number does at the shift point. Where the shift point *is* comes from the block below it, and that block is marked **Global Setting**, **applies to all compatible device profiles**: it is one choice for the whole rig, not one per box.

I Gears (continued)

SETTING	WHAT IT DOES
TrackThirtyTwo Redline Values (Default)	Shift points from our own database, per car
SimHub per Car Settings values	SimHub's own values, which you can edit yourself
Last Gear Redline	Whether the number still flashes once you are in top gear

"When enabled RPMs use preset Shift Values from a TrackThirtyTwo database. When disabled RPM values default to SimHub 'per car settings' allowing user customisation."

"Enable or Disable the Redline flashing when in the last gear."

Last Gear Redline is worth a thought rather than a default. In top gear there is nothing to shift into, so the flash is telling you something you cannot act on. Leave it on if you like the confirmation, turn it off if you would rather the panel stayed quiet.

I Custom gear colours, and how a colour box works

The one card that only appears when you ask for it, and the colour picker that sits behind every swatch on the page.

Set **Gears Colour Theme** to **Custom** and a **Gears Custom Colour** card opens under it, in two halves.

HALF	WHAT IT COLOURS
Custom Gears	The gear number as you drive
Custom Gears Redline	The same number once you are at the shift point

Each half asks **Number of colours** first, and offers **1 Colour**, **2 Colours** or **3 Colours**. Choose the count, set the swatches under it, and each half ends with its own **Preview** panel showing what you have built, so you can compare the driving colours and the redline colours side by side.

"The preview is given as an example. The render on your device may differ depending on the number of LEDs and the color management of the profile used."

The card is marked **Disabled** if **Universal Theme** is enabled. With the **Universal Theme** on, one colour is chosen for the whole rig and these swatches grey out.

Every colour box in the plugin

A colour swatch opens the same picker, headed **CHOOSE COLOUR**. It is worth knowing once, because the **Effects** and **Gears** tabs use it, and the **Warnings** tab reaches one inside **Edit Universal Low Fuel Settings**.

The **Idle Screen** tab has no swatch of its own. When you draw, the same picker is built into the drawing card with its header hidden, which is why the **CHOOSE COLOUR** line never appears there.

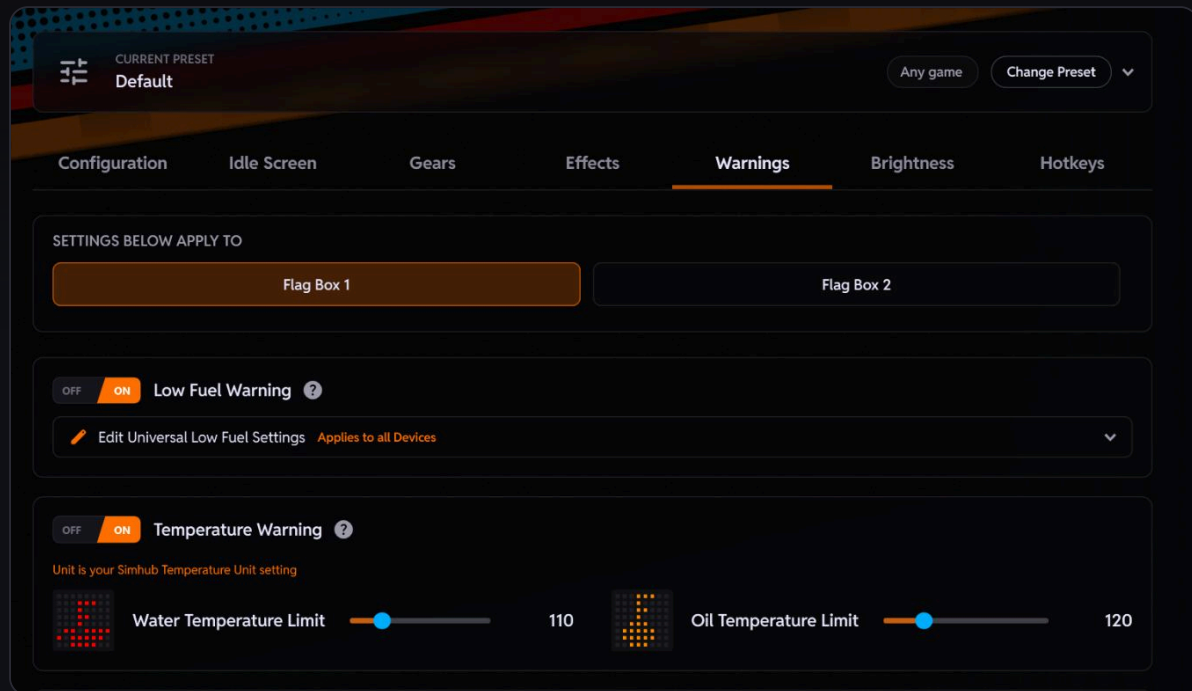
PART OF THE PICKER	WHAT IT IS FOR
The large square and the bar under it	Pick a colour by eye, shade first then hue
OPACITY	How solid the colour is, rather than how bright. A fully transparent colour leaves the LED showing nothing at all rather than showing black

I Custom gear colours, and how a colour box works (continued)

PART OF THE PICKER	WHAT IT IS FOR
The # box	Type an exact value, which is what you want when you are matching a team colour or a livery
TrackThirtyTwo COLOURS	Our own three: TrackThirtyTwo Orange, TrackThirtyTwo Red and TrackThirtyTwo Blue
PALETTE	Sixteen general colours, from Black and White through Amber, Teal and Hot Pink

Warnings

The **Warnings** tab is what makes a flag box more than a flag display. These are the things that end races.



FLAG BOXES, WARNINGS. TEMPERATURE, LOW FUEL AND TIME PENALTIES

Low fuel

What this tab adds is one switch: **Low Fuel Warning**, for the panel named in **SETTINGS BELOW APPLY TO**.

"This setting allows you turn ON/OFF an animation indicating low fuel levels, reminding you to pit soon to avoid running out."

Turn it on and **Edit Universal Low Fuel Settings** appears underneath, carrying an **Applies to all Devices** badge. Everything else about low fuel is in there, and none of it belongs to this panel: change one of these and you change low fuel on every TrackThirtyTwo device you own.

INSIDE EDIT UNIVERSAL LOW FUEL SETTINGS	WHAT IT DOES
Low Fuel Colour	The warning colour, on every device at once
Low Fuel Practice	Warn in practice
Low Fuel Qualify	Warn in qualifying

I Warnings (continued)

INSIDE EDIT UNIVERSAL LOW
FUEL SETTINGS

WHAT IT DOES

Low Fuel Hotlap

Warn on a hotlap

Low Fuel Acknowledge

A button binding, not a switch: "Set a hotkey to disable the warning during the lap. This allows you to acknowledge the warning has been seen, but then disable it so it does not cause a distraction."

The session switches are the part people expect to be per box, and they are not. Switching low fuel off in qualifying switches it off in qualifying on your wheel, your strip and your brows as well. The only per box decision here is whether this panel shows the warning at all.

Temperature

"Turn oil/water temperature warnings for supported Sims ON or OFF."

SETTING

WHAT IT DOES

Oil Temperature Limit

The oil temperature that triggers a warning

Water Temperature Limit

The water temperature that triggers a warning

The numbers follow SimHub, not the plugin: "Unit is your Simhub Temperature Unit setting". If they look wrong by a factor, check whether SimHub is in Celsius or Fahrenheit.

Penalties

"Set the maximum duration (in seconds) for time penalty warnings on Flag Boxes."

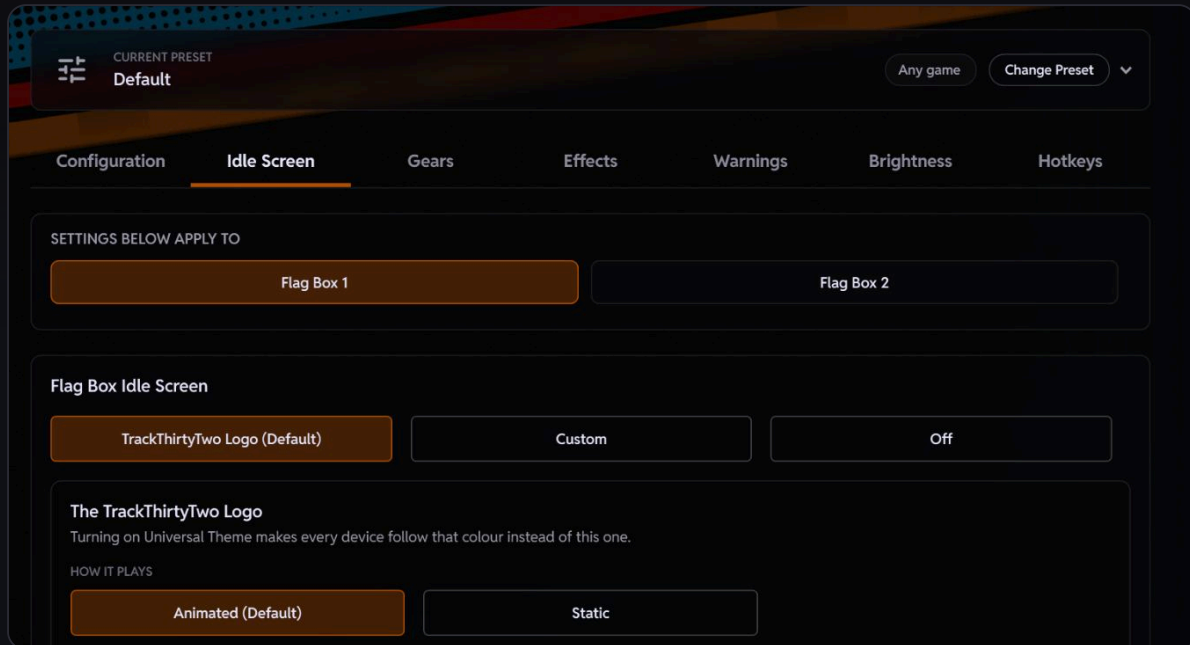
Penalty Warning Duration is the slider, and it runs from 1 second to 60. It is a maximum rather than a fixed hold, so set it to the longest you would want to be told about a penalty for, and no longer.

I Warnings (continued)

The **Low Fuel Colour** swatch is the only colour box this tab reaches, and it is inside **Edit Universal Low Fuel Settings** rather than on the tab itself. It opens the standard TrackThirtyTwo picker, with its **TrackThirtyTwo COLOURS** row, the full **PALETTE** and an **OPACITY** slider. It is a universal colour, so it is the low fuel colour on every device you own.

The idle screen

What the panel shows when you are sitting in the pits with the engine off, or before you have even started a session.



FLAG BOXES, IDLE SCREEN. WHAT THE PANEL SHOWS WHEN NOTHING IS HAPPENING

With SimHub running and no session live, a flag box can sit dark, show the TrackThirtyTwo logo, or show something you drew yourself. Everything on the tab sits under **Flag Box Idle Screen**, and the first row is the choice between the three.

CHOICE	WHAT THE PANEL DOES
TrackThirtyTwo Logo (Default)	Shows our logo, in a colour theme you pick
Custom	Shows a picture you draw yourself, on the next page of this guide
Off	Stays dark when nothing is happening

With both kinds of panel fitted and **Grouped mode** on, a second row appears reading **Flag boxes** and **MLD boxes**. A flag box is 8x8 and an MLD is a long strip, so one picture cannot serve both: this row says which kind the preview and the canvas below are showing.

I The idle screen (continued)

The TrackThirtyTwo Logo

HOW IT PLAYS chooses between **Animated (Default)** and **Static**. The **PREVIEW** beside it plays the real artwork rather than a mock up of it, so you can watch a theme before you settle on it.

Idle Animation Theme sets its colour. The card names the current **COLOUR THEME** and a **Change Theme** button opens the list: **TrackThirtyTwo**, **Racing**, **Arctic**, **Sunset**, **Rainbow**, **Citrus**, **Tokyo** and **Gulf Oil**, then the plain colours down through **Purple**, **Pink** and **White**.

"Turning on Universal Theme makes every device follow that colour instead of this one."

If the Universal Theme is on, the page tells you: "Universal Theme is on, so your Flag Box follows that colour". The animation still plays; the colour comes from Universal.

I Drawing your own idle screen

This is the part people enjoy most, and the only place in the plugin where you draw something.

"Draw what your Flag Box shows when no game is running. Left click paints, right click erases, and you can drag across the grid. Add frames to make it animate, then drag a frame onto another to reorder."

Choosing **Custom** opens **Your Idle Image**, which is the only place in the plugin where you draw something. The **CANVAS** takes the shape of the panel it is for: a square for a flag box, a long strip for a Multi LED Display.

1 Pick a colour

COLOUR beside the canvas is the standard TrackThirtyTwo picker, left open rather than hidden behind a swatch, because drawing means changing colour constantly.

2 Paint, and tidy up

THIS FRAME holds the tools that act on the picture in front of you: **Clear**, **Fill**, **Invert**, an erase mode, and **Reset To DN** to put our letters back.

3 Turn it the right way up

ORIENTATION (ALL FRAMES) carries **Rotate Left**, **Rotate Right**, **Flip Across** and **Flip Down**. They turn the artwork rather than the grid, which is what you want when the panel is mounted on its side.

4 Make it move

FRAMES (DRAG TO REORDER) is the strip of pictures with **Add Frame**, **Duplicate** and **Delete** under it, and you reorder by dragging one frame onto another. Each frame carries its own **Frame Duration** slider, anywhere from 50 ms to 5000 ms, so a long hold and a quick flick can sit in the same animation.

I Drawing your own idle screen (continued)

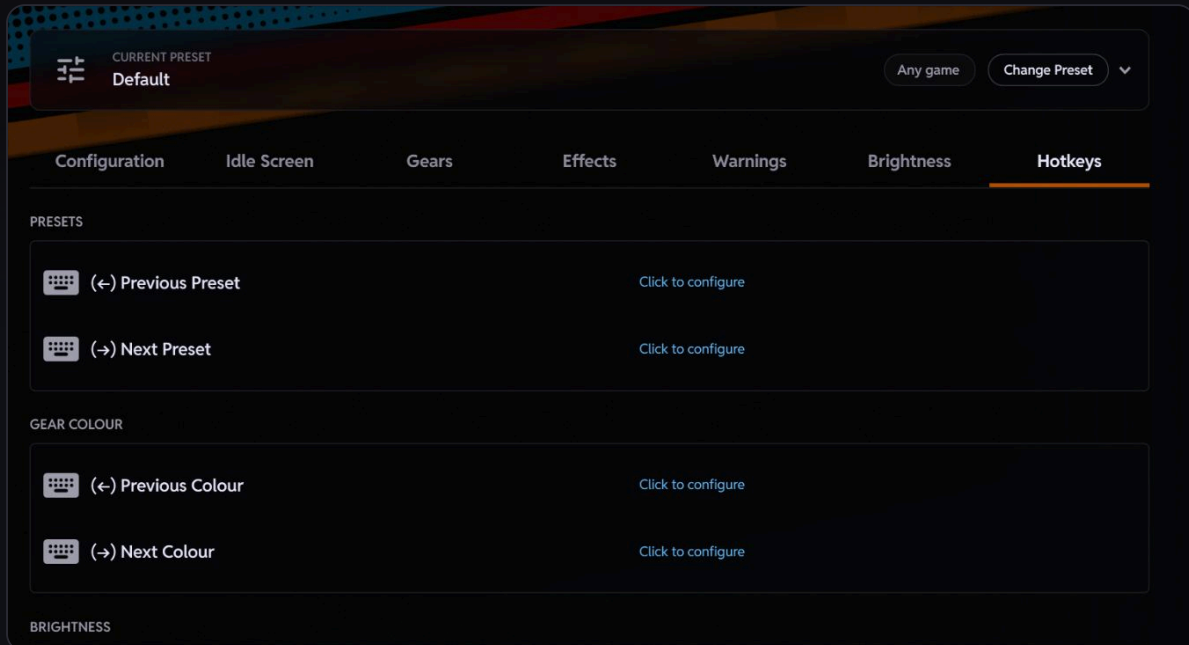
Keeping it, and sharing it

CONTROL	WHAT IT DOES
SAVED DESIGNS	Your library, listed with a picture of each drawing. "Saved as you draw. Switch design whenever you like and your work stays where you left it"
New, Duplicate, Rename, Delete	The buttons that change the library rather than the picture
Share	Turns the drawing into a code you can paste into a chat. A design too detailed for one is offered as a file instead
COPY THIS DRAWING TO	Pushes this picture onto another panel by name, or onto every panel of that kind at once with All Flag Boxes or All MLD Boxes

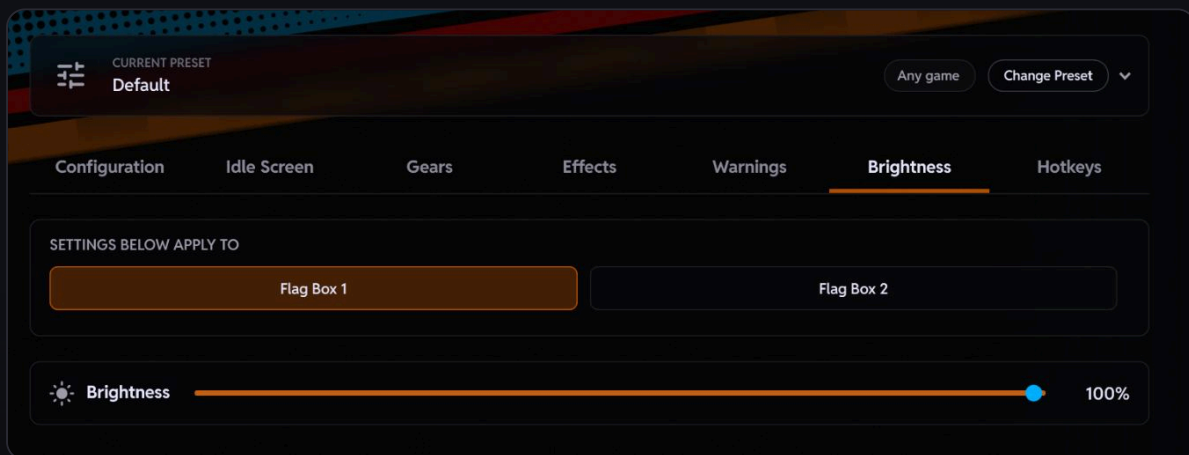
In **Grouped** mode the canvas tells you where the picture lands: "This drawing goes on every flag box." Only **Per Box** gives a panel a drawing of its own.

Brightness, and the hotkeys

Two short tabs at the end of the row, and the second one saves you opening SimHub mid session.



FLAG BOXES, HOTKEYS. PRESETS, GEAR COLOUR AND BRIGHTNESS, BOUND TO A BUTTON YOU CAN REACH



FLAG BOXES, BRIGHTNESS. ONE SLIDER, FOR THE BOX NAMED IN THE BAR ABOVE IT

The **Brightness** tab is a single slider, 0 to 100, for the panel named in **SETTINGS BELOW APPLY TO**. In **Per Box** mode each panel has its own, which is how a box mounted low and a box in your eyeline can both be right.

The **Hotkeys** tab binds a button on your wheel or keyboard to a change, so you can make it without stopping. SimHub's own binding box sits beside each line, and the three groups are these.

I Brightness, and the hotkeys (continued)

GROUP	BINDABLE
PRESETS	(←) Previous Preset and (→) Next Preset
GEAR COLOUR	(←) Previous Colour and (→) Next Colour
BRIGHTNESS	(+) Increase Brightness and (-) Decrease Brightness

Brightness is the one to bind before any other. A panel set for a daylight room is painful at night, and this is the setting you will actually want to change with the car moving.

The preset hotkeys are how a preset earns its keep. Build a bright daytime preset and a dim night one, then step between them with a thumb button rather than opening the plugin.

I What the flag settings actually are

The flag settings are shared, so they are set once and every device obeys them.

Edit Universal Flags Settings, an expander on the **Effects** tab, opens them without leaving the page. It is badged **Applies to all Devices**, and it means it: 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 . Whole track is safest and busiest; current sector only lights the box when the yellow matters to you
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

I What the flag settings actually are (continued)

The one exception is the flag box itself. Its Which flags this box can show setting is Follow Universal Flags (Default), or This box picks its own flags, which lets a flag box show a different set from the rest of the rig.

I Spotter and low fuel settings

The other shared expanders. 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

On the **Warnings** tab.

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

Turning low fuel off in qualifying is the usual choice. A qualifying run on fumes is deliberate, and a warning you meant to trigger is just noise.

I 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
The Edit Universal expanders, badged Applies to all Devices	How flags, the spotter, low fuel and engine start behave: which flags exist, priorities, timings and their colours
This flag box's Effects and Warnings tabs	Whether the box shows each effect at all

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 its switch on this page first, then the setting inside its expander.

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 page's preset. Switching the Device settings preset switches all of them.

If something is not right

In order. The first four are nearly all of it.

WHAT YOU SEE	WHAT TO DO
A flag never shows on one box	It is unticked in Which flags this box can show . That list gates the box in either mode
A flag shows nowhere	It is off in the shared flag settings <i>and</i> every box is on Follow Universal Flags (Default) . A box set to This box picks its own flags would still show it
Only one of two panels responds	Number of Flag Boxes on the Configuration tab, and the device assignment under it
Changes affect the wrong panel	Check SETTINGS BELOW APPLY TO . In Per Box mode it decides what you are editing
The gear number is unreadable	Try an Inverted gear style, and check brightness
Gear colour will not change	The Universal Theme is on, which takes the colour for every device
Temperature warnings at odd numbers	SimHub's temperature unit. The limits follow it, not us
The idle drawing does not play	A drawing animates by having more than one frame. Animated (Default) and Static belong to the TrackThirtyTwo Logo, not to your own picture
No spotter on one side	Spotter Side is set to left only or right only
Too bright at night	Brightness on this page, or Global Brightness for everything
The whole page is greyed out	The banner above it says why: Sign in to unlock this page, Membership required or Upgrade required
The wrong preset loads for a sim	That preset's game badge, and Auto Switch Preset on the General tab of SETTINGS , then DEVICE SETTINGS , which has to be on
A drawing landed on every panel	Grouped mode gives every panel of that kind the same picture. Switch to Per Box first

If something is not right (continued)

WHAT YOU SEE

WHAT TO DO

No pit box countdown

It is iRacing only, and it needs the third party plugin the tab names

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 how many panels, of which kind, and whether you are in Grouped or Per Box mode. That is usually enough to answer in one reply.