Eyebrow
LED Guide

For plugin version 7.2.7 and above | Published 7 October 2026

Copyright © 2026 TrackThirtyTwo

Summary

What your eyebrows do 3

Before you start 5

Adding your brows in SimHub 6

If your brows is an Arduino build 7

Where the profile goes 8

Getting your brows lit 9

Stop SimHub switching your profile 11

Installing a profile by hand 12

How many brows, and how long 13

How each brow is fitted 15

Idle Mode in full 16

Redline in full 18

Picking a colour 20

Effects: the session 22

Effects: the car systems 24

ERS and state of charge 26

Brightness, presets and hotkeys 27

What the flag settings actually are 29

Spotter and engine start settings 30

Device settings, and who wins 31

If something is not right 32

Questions and support 34

Copyright © 2026 TrackThirtyTwo

What your eyebrows do

Eyebrows are the strips above your wheel, and they are the most glanceable lights on a rig. They carry the things you must not miss.

THEY SHOW	WHICH MEANS
Redline	Both brows flash when it is time to shift
Marshall flags	The brows turn the flag colour
The spotter	The brow on the side a car is alongside
Pit lane	Limiter status, speeding, and the limiter animation
Brake pressure	A gauge with two blink stages
ERS state of charge	A linear gauge of what is left in the battery
ABS, traction control, lift and coast	When the car is helping, or asking you to
Engine start	A sweep as the engine fires

> Brows sit at the top of your field of view, which is what makes them good at redline and flags: you see them without looking at them.

The eight tabs, in the order the page shows them

TAB	WHAT LIVES ON IT
Configuration	How many brows you have, how long each one is, which side it is on, and which device draws it
Idle Mode	What the brows do when you are not driving
Redline	The shift flash
Effects	Engine start, **Indicator Settings**, **Car System Settings** and **Pit Lane Settings**
ERS / SoC	The battery gauge

Copyright © 2026 TrackThirtyTwo

What your eyebrows do (continued)

TAB	WHAT LIVES ON IT
Brake	The brake gauge and its two blink stages
Brightness	How bright this brow runs
Hotkeys	Presets and brightness on a button

Worth reading once. Two of the things people look for on the Effects tab, the battery gauge and the brake gauge, are tabs of their own.

Copyright © 2026 TrackThirtyTwo

Before you start

Three things have to be true before anything on the next page will work. None of them takes more than a minute, and this guide assumes all three from here on.

1 SimHub, up to date

Everything TrackThirtyTwo does runs inside **SimHub**, the free app that reads your sim and talks to your hardware. If you have never installed it, get it from simhubdash.com first. TrackThirtyTwo uses new SimHub features as they land, so an old SimHub holds things back.

2 The TrackThirtyTwo plugin, installed and signed in

The **SimHub Plugin Installation Guide** covers both, start to finish. Signing in is what unlocks your products: there is no licence key and no code to type. The plugin's home page reads **Plugin Activated** in green when it has worked.

3 A membership that includes Eyebrow LEDs

Eyebrow LEDs 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.

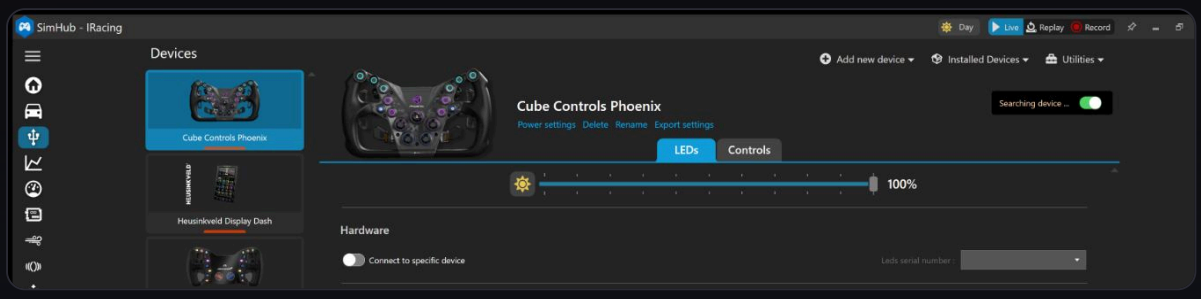
Where to find it

LED DEVICES in the rail down the left, then **Eyebrows**.

Copyright © 2026 TrackThirtyTwo

Adding your brows in SimHub

SimHub owns the connection to your hardware. Until SimHub can see it, nothing in the TrackThirtyTwo plugin can. This is the step people get stuck on, so take it slowly.



SIMHUB, DEVICES. YOUR HARDWARE DOWN THE LEFT, ITS SETTINGS ON THE RIGHT

1 Open SimHub and go to Devices

It is in the icon rail down the far left. With nothing set up yet the page reads **No devices configured yet !**

2 Press Add new device

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

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

Copyright © 2026 TrackThirtyTwo

If your brows is an Arduino build

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

TrackThirtyTwo profiles run on home built hardware just as well as on a brand name device. The route through SimHub is different, and you take it when your device is not in the **Pick a supported device** list.

1

Set the board up first, with the maker's instructions

Whoever built it owns that part: the sketch, the wiring, and what is enabled in the sketch setup. SimHub's own wiki covers it under **Arduino · Setup**. Come back here once SimHub is talking to the board.

2

Open the Arduino page in SimHub

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

3

Open the RGB Leds section

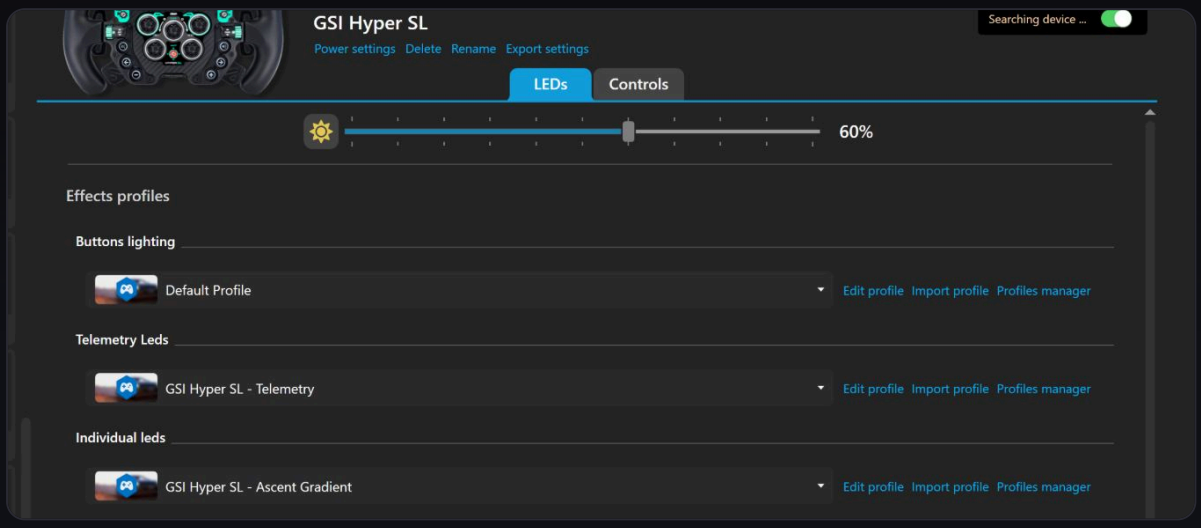
SimHub gives an Arduino its own LED sections rather than the **Telemetry Leds** slot a Devices-list device has. The three are **RGB Leds**, **TM1638 Leds** and **RGB Matrix**, and **RGB Leds** is the one for your brows. **Profiles manager** beside it opens the same profile list.

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

Copyright © 2026 TrackThirtyTwo

Where the profile goes

Select your device in the list and open its **LEDs** tab. This is the page a TrackThirtyTwo profile lands on, so it is worth knowing even though the plugin fills it in for you.



A DEVICE'S LEDS TAB. THREE SLOTS, EACH HOLDING ONE PROFILE

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

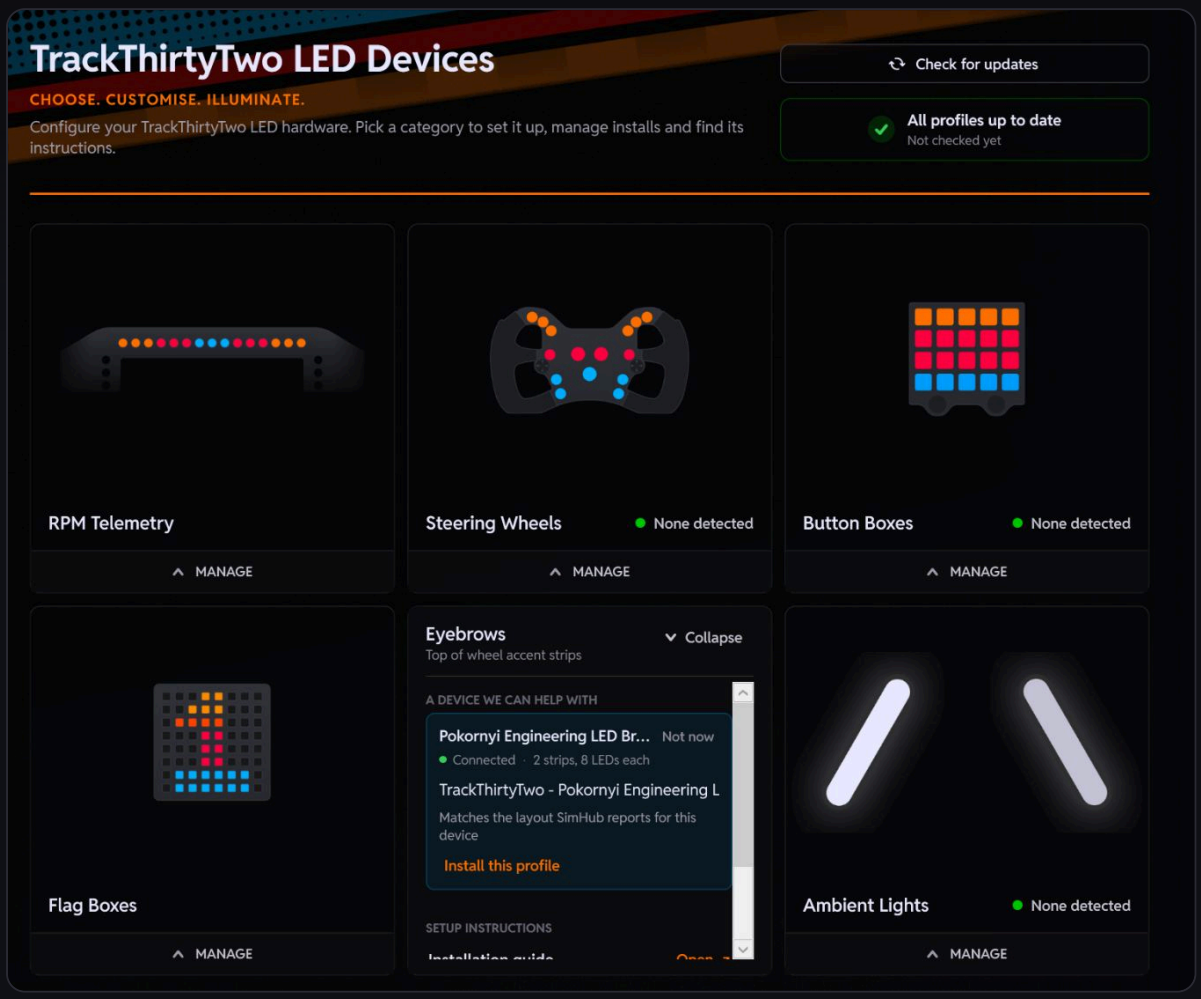
Each slot has **Edit profile**, **Import profile** and **Profiles manager** beside it. **Import profile** is the one that matters here: it is where a profile you downloaded by hand goes.

> The brightness slider at the top, and **Brightness limiter and balance** underneath, belong to SimHub rather than to us. They cap everything TrackThirtyTwo then does, so if your lights are dimmer than you expect, look here before blaming a TrackThirtyTwo setting.

Copyright © 2026 TrackThirtyTwo

Getting your brows lit

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



LED DEVICES, WITH EYEBROWS 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 Eyebrows**

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

Copyright © 2026 TrackThirtyTwo

Getting your brows lit (continued)

3

Press Install this profile

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

Copyright © 2026 TrackThirtyTwo

Stop SimHub switching your profile

One SimHub setting, and it is behind more "my lights stopped working" reports than any TrackThirtyTwo setting is.

SimHub remembers a profile per game and changes it for you. That is useful if you run several sets of lights and a nuisance if you run one, because starting a different sim can leave your TrackThirtyTwo profile switched off with nothing on screen to say why.

1 Open Profiles manager

On the LED section your TrackThirtyTwo profile is installed in, the same list you installed from.

2 Choose how SimHub is allowed to switch

Automatic profile switching sits on the right of that window:

SETTING	WHAT IT DOES
Disabled	SimHub never switches for you. The profile you picked is the profile you get
Last selected profile, per game	Remembers your choice for each sim, and honours it
Automatic	Switches on its own, by the profile's own game matching

3 Make sure the TrackThirtyTwo profile is the enabled one

Each profile in the list has an enable button on its right. Check the TrackThirtyTwo one is on. If you have old profiles you will never use again, deleting them removes the thing SimHub could switch to.

If your lights go dead the moment you change sim, this is why, nine times out of ten. Nothing has broken and nothing needs reinstalling.

Copyright © 2026 TrackThirtyTwo

Installing a profile by hand

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

1

Download it from your account

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

2

Import it in SimHub

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

3

Tell the plugin to look again

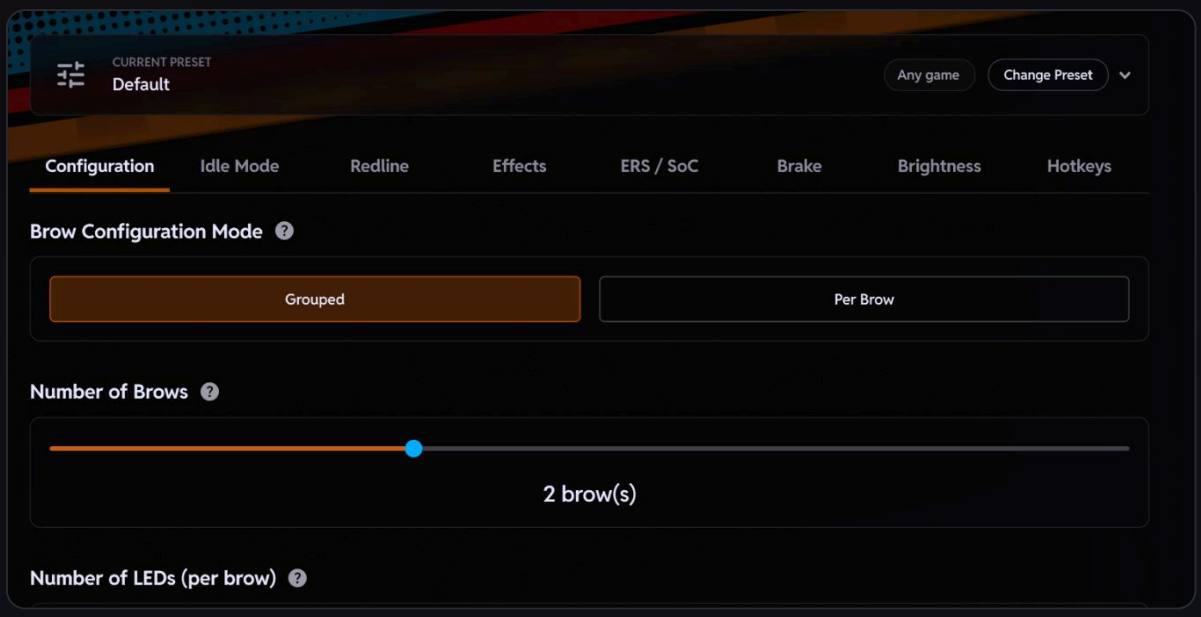
Back in **LED Devices**, press **Check for updates**. The profile you imported appears under your device, and **Set active** chooses it.

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

Copyright © 2026 TrackThirtyTwo

How many brows, and how long

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



CONFIGURATION. SET THE BROWS UP TOGETHER OR ONE AT A TIME, AND HOW MANY ARE FITTED

Brow Configuration Mode

SETTING	WHAT IT IS
Brow Configuration Mode	**Grouped** gives them all the same settings, **Per Brow** lets each differ

Start in **Grouped**. It is the right answer for the usual rig, which is two matching brows doing the same job. Move to **Per Brow** only when one of them is genuinely different, most often a shorter strip on one side.

Number of Brows

"How many brows are fitted to your rig (1-4)."

A slider from one to four. Set this before anything else on the page: the per brow rows underneath, and the little preview strips, are all drawn from this number. It is asked in both **Grouped** and **Per Brow** mode, because it is a fact about your rig rather than a choice about how settings are shared.

Number of LEDs (per brow)

"Every brow is this long (4-25). Switch to Per Brow to give each one a different length."

Copyright © 2026 TrackThirtyTwo

How many brows, and how long (continued)

Count the LEDs on the strip and type in the real figure. Do not estimate it. A gauge that stops short of the end of the brow, or an effect that seems to wrap round, is nearly always this number rather than the profile.

Which device is each brow?

"Pick the device each brow is drawn on. The plugin writes the choice into the TrackThirtyTwo profile on that device, so it does not matter which way round you installed them, and a profile you imported by hand works the same. A profile that draws both brows at once, like the Pair profile on a single strip, needs no choice and is left alone."

Each brow row carries **Left** and **Right**, and a **Flip** switch that swaps a brow's direction if it fills from the wrong end.

Copyright © 2026 TrackThirtyTwo

How each brow is fitted

In **Per Brow** mode each brow is described separately. This is what you are describing.

Two facts per brow, and the plugin is careful to call them facts rather than preferences: "both are asked for every brow, because both are facts about that unit rather than settings the brows share".

SETTING	WHAT IT IS
Side	Which side of the rig this brow is on. "Side is what keeps the spotters and turn indicators pointing the right way"
Orientation / Flip Brows	"Mirror one brow's effects left to right. Turn it on for any brow that is mounted or wired the opposite way round, so effects that should run outwards run inwards"
Number of LEDs (per brow)	How long this brow is, 4 to 25

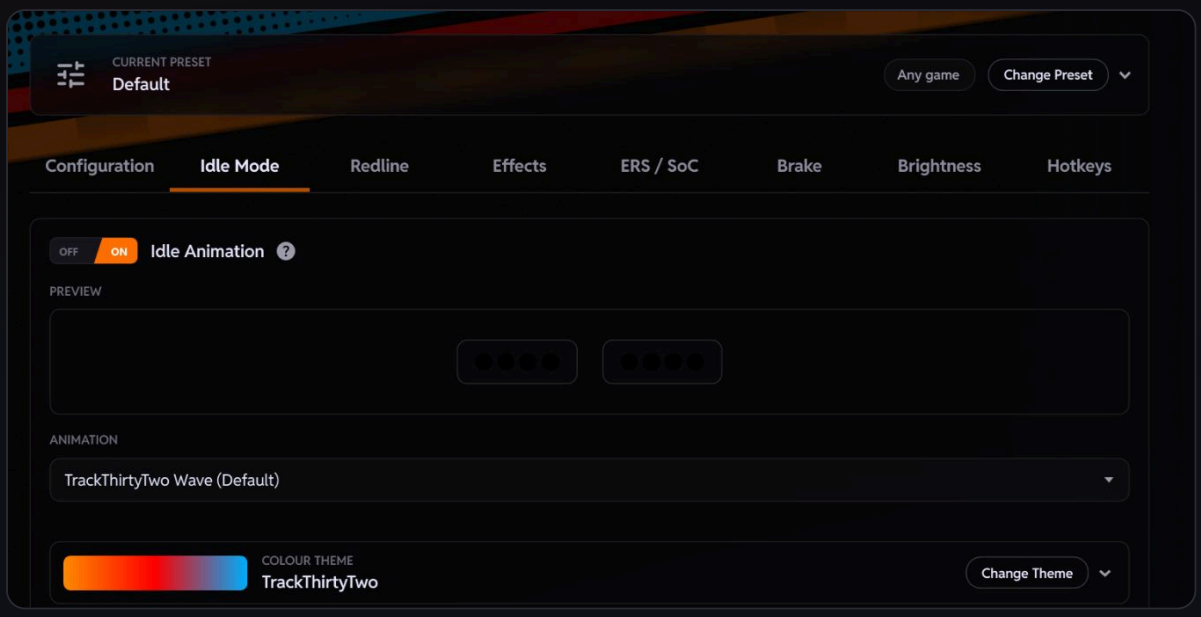
Side and flip are different problems. Side wrong means the spotter warns you about a car on your right by lighting the brow on your left. Flip wrong means the right brow is on the right, but its effects run inwards when they should run outwards. Fixing one will not fix the other.

Count the LEDs, do not estimate them. An effect that should fill the brow stopping short, or wrapping round, is almost always this number being wrong rather than the profile.

Copyright © 2026 TrackThirtyTwo

Idle Mode in full

The state your brows are in whenever you are not actually driving.



EYEBROWS, IDLE MODE. THE ANIMATION, ITS SPEED, ITS DIRECTION AND ITS COLOURS

"Enable or disable an animation on your Brows for when your system is in menus or idle."

Idle is what the brows do with SimHub running and no session live. It is the state your rig sits in most of the time it is switched on, so it is worth more than a glance.

SETTING	WHAT IT DOES
Idle Animation	Which animation plays
Idle Animation Total Time	"Set the speed of the Idle Animations"
Run It Backwards	Reverses the direction it travels
Change Theme	The colour set: TrackThirtyTwo, Racing, Rainbow, Gulf Oil, Tokyo, Sunset, Citrus, Arctic, Pink, Purple, or Custom
Custom Colours	**Colour 1** and **Colour 2**, when the theme is Custom
PREVIEW	Plays it on the page so you can judge it without leaving the plugin

Copyright © 2026 TrackThirtyTwo

Idle Mode in full (continued)

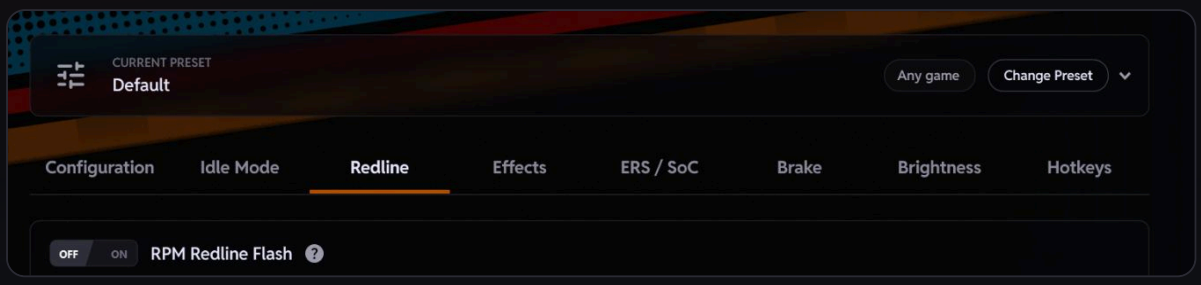
The preview is an example, not a rendering of your hardware. The plugin says so: "The render on your device may differ depending on the number of LEDs and the color management of the profile used." A 6 LED brow and a 25 LED brow show the same animation very differently.

Idle has its own brightness. A rig sitting in a dark room at race brightness is the commonest reason people turn ambient and brow lighting off altogether. Set idle low and the problem goes away.

Copyright © 2026 TrackThirtyTwo

Redline in full

Seven settings, and the second one decides whether your rig has one shift light or two.



EYEBROWS, REDLINE. COPY THE RPMS THEME, OR GIVE THE BROWS THEIR OWN

"Enable or disable an animation that flashes both Brows when it's time to shift gears at RPM 'Redline.'"

This is the single most useful thing brows do. On a rig with no dash or DDU it is your shift light, and it sits exactly where you are already looking.

SETTING	WHAT IT DOES
RPM Redline Flash	The master switch for the flash
Brows Redline Theme	**Copy RPMs Theme** to match your strip, or **Custom Theme** for its own
Number of colours	**1 Colour**, **2 Colours** or **3 Colours**, when the theme is Custom
Custom Redline Behaviour	**Flashing (Default)**, **Static** or **Gradient**
Last Gear Redline	Whether it still flashes in top gear, where there is no shift to make
Redline Behaviour	**TrackThirtyTwo Redline Values**, our measured shift points, or **SimHub per Car Settings values**
Preview	Plays it on the page

> **Copy RPMs Theme is the setting most people want.** It makes the brows flash in the same colours as your rev strip, so the two read as one shift light rather than two competing ones.

Copyright © 2026 TrackThirtyTwo

Redline in full (continued)

Brows Redline Theme is disabled while Universal Theme is on, and the control says so. The Universal Theme is choosing the colour for every device at once; nothing is broken.

Copyright © 2026 TrackThirtyTwo

Picking a colour

One panel, used in three places, and one thing about it catches people out: on the Effects tab the colours are not just yours.

Three tabs on this page open the same picker: **Effects**, **Idle Mode** and **Redline**. Click the small round swatch beside a setting and a panel opens, headed **CHOOSE COLOUR**. Everything below is in that one panel.

IN THE PICKER	WHAT IT DOES
The large square	Drag in it to set how strong and how light the colour is
The bar under the square	Picks the hue, so red through to violet and back
OPACITY	How solid the colour is, shown as a percentage. The slider sits over a checkerboard so a part transparent choice looks part transparent
The swatch and the box marked #	A preview, and the colour as a hex code you can type or paste
TrackThirtyTwo COLOURS	The three house colours: TrackThirtyTwo Orange, TrackThirtyTwo Red and TrackThirtyTwo Blue
PALETTE	Sixteen general colours, black and white through to hot pink

Six characters or eight, and nothing else. Six sets the colour and leaves the opacity where it is. Eight sets the opacity as well, in the same order the plugin and the LED profiles store it. Anything else is refused and the box puts back what was there.

OPACITY is transparency, not brightness. Turning it down does not dim the LED towards black, it makes the colour less solid, which is why the slider and the preview both sit over a checkerboard. If what you want is a dimmer rig, use the **Brightness** tab instead. Clicking a swatch from **TrackThirtyTwo COLOURS** or **PALETTE** keeps whatever opacity you already had.

Copyright © 2026 TrackThirtyTwo

Picking a colour (continued)

Which colours are yours, and which are everybody's

On the **Idle Mode** and **Redline** tabs the swatches belong to the brows, and to this preset. On the **Effects** tab they do not. Each one there sits beside a small orange paint mark, and resting on that mark says:

"Universal colour setting applied across all TrackThirtyTwo devices"

So changing the traction control colour on the Effects tab changes it on your wheel, your button boxes, your flag box and your ambient lights at the same time. That is deliberate: one car system, one colour, wherever you happen to be looking.

Idle Mode does not start with a swatch

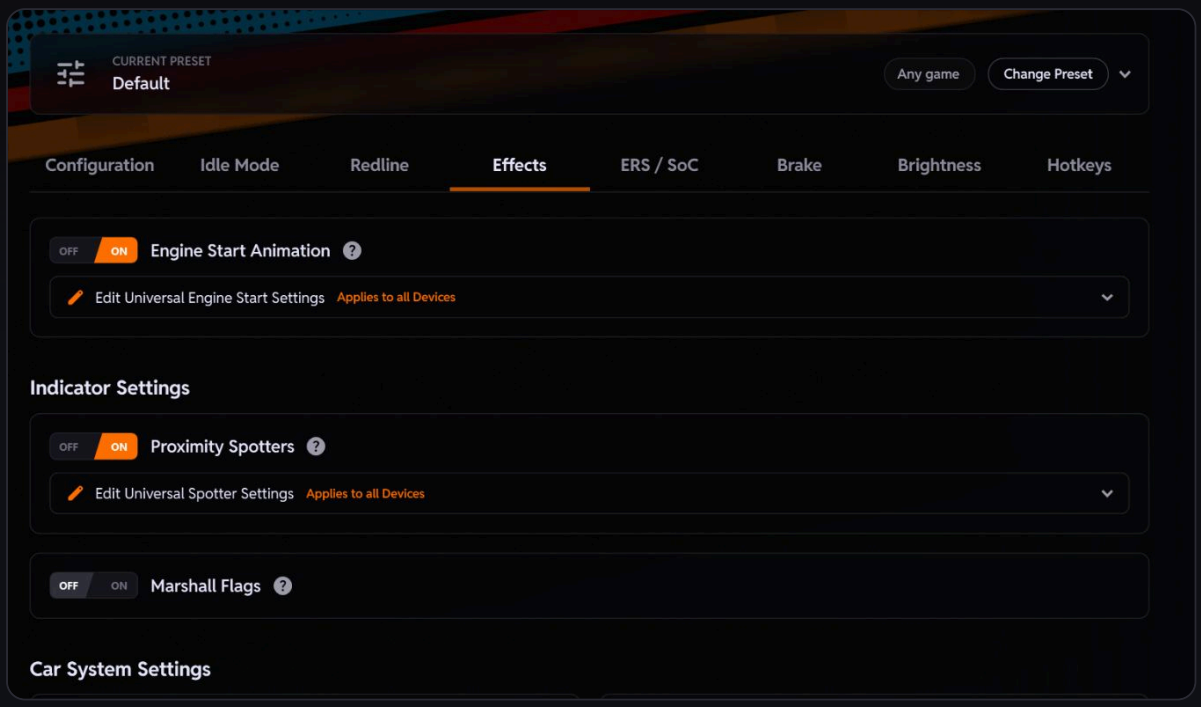
The Idle Mode tab picks a whole theme rather than a single colour. The block is labelled **COLOUR THEME**, with the theme's name under it and a **Change Theme** pill on the right. Individual swatches appear only once the theme is **Custom**, as **Colour 1** and **Colour 2** under **Custom Colours**.

Seventeen tiles, in the order the plugin lays them out: **Custom**, **TrackThirtyTwo**, **Racing**, then the eight single colour fades (**Red**, **Blue**, **Green**, **Yellow**, **Orange**, **Purple**, **Pink**, **White**), then **Arctic**, **Sunset**, **Rainbow**, **Citrus**, **Tokyo** and **Gulf Oil**.

Copyright © 2026 TrackThirtyTwo

Effects: the session

The **Effects** tab is the largest on the page. Every effect has its own switch, so you run only what you want.



EYEBROWS, EFFECTS. ONE SWITCH PER THING THE BROWS CAN REACT TO

The tab opens with the engine start card, and then runs through three bold headings: **Indicator Settings**, **Car System Settings** and **Pit Lane Settings**. This page covers the first and the last; the car systems have a page of their own next.

Engine Start Animation

"Enable or disable the Engine start animation on Brows."

With it on, **Edit Universal Engine Start Settings** opens underneath, badged **Applies to all Devices**.

Proximity Spotters

The first of the two switches under the heading **Indicator Settings**.

"Enable or disable Spotter animations for nearby cars on your Brows."

A car on your left lights the left brow. **Edit Universal Spotter Settings** opens below it, and the swatch in there is **Spotter Colour**:

"Colour Selection for the Spotter LED animation"

Copyright © 2026 TrackThirtyTwo

Effects: the session (continued)

Marshall Flags

The second one under **Indicator Settings**. That is the plugin's own spelling on the page, with two Ls.

"Enable or disable in-game Marshal Flag animations (Yellow, Green, Blue etc) on your Brows."

Which flags exist at all is set once, for every device. This switch decides only whether the brows show them. **Edit Universal Flags Settings** opens that list here, and two of its choices are worth knowing before your first race:

SETTING	THE TWO OPTIONS
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**

Flags Priority is in the same expander, and it settles which one you see when a flag and the spotter fire at the same moment.

Speed/Pit Limiter

The first of two switches under **Pit Lane Settings**, the last heading on the tab.

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

One switch for the whole pit lane, and it carries two colour swatches rather than one, because the limiter animation runs in a pair of colours.

Pit Box Countdown

The second one, beside it.

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

It is marked **iRacing ONLY** on the page. In any other sim the switch does nothing, and nothing is wrong.

Copyright © 2026 TrackThirtyTwo

Effects: the car systems

The **Car System Settings** block on the Effects tab, and where the two gauges actually live.

Under **Car System Settings**, three switches light the brows when the car does something you would otherwise have to read off a dash. Each one has a coloured swatch beside it, and each of those colours is a Universal one shared with your other TrackThirtyTwo devices.

EFFECT	FIRES WHEN	THE WARNING ON THE PAGE
Anti Lock Braking System (ABS)	The anti lock system is working	"Not compatible with iRacing (due to lack of game telemetry)"
Traction Control System (TC)	The car is cutting power for you	"(For iRacing, the 3rd-party Dahl SimHub Plugin is required)"
Lift and Coast	You are off the throttle and saving fuel	"(Only available for Le Mans Ultimate)"

Traction Control System (TC)

"Enable or disable an LED animation for active Traction Control (TC)."

Lift and Coast

"Enable or disable an LED animation for when Lift and Coast is engaged."

> **Read the blue warning mark, not the switch.** All three switches turn on in every sim. Whether anything happens depends on the sim telling us, and the page says which sim each one needs. A switch that is on and quiet in iRacing is usually ABS, which iRacing does not report at all.

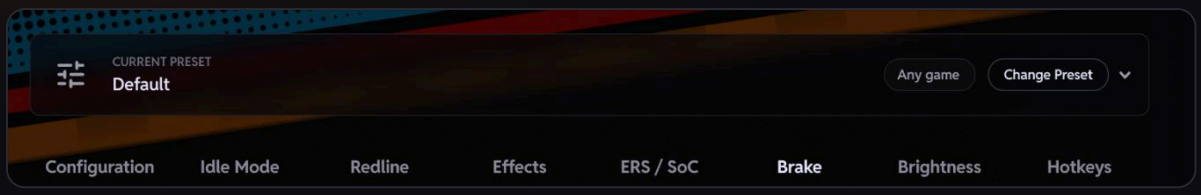
The two gauges have tabs of their own

This is the thing people hunt for on the Effects tab and do not find. Neither is here.

GAUGE	WHERE IT IS
ERS state of charge	The **ERS / SoC** tab, covered on the next page
Brake pressure	The **Brake** tab, below

Copyright © 2026 TrackThirtyTwo

Effects: the car systems (continued)



EYEBROWS, BRAKE. THE GAUGE, AND THE TWO PRESSURES THAT MAKE IT BLINK

"Display a brake gauge on your Brows with two customizable blinking stages."

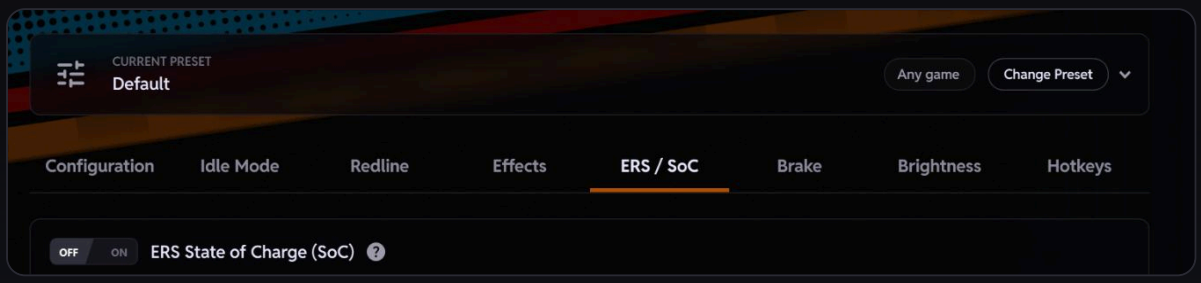
SETTING	WHAT IT DOES
Blink Percentage Stage 1	The brake force that triggers the first stage
Blink Percentage Stage 2	The same, for the second stage

> The brake thresholds are shared: "Share the same value in Telemetry Tab. This one is not specific to Brows Preset." Change them here and your RPM strip changes too.

Copyright © 2026 TrackThirtyTwo

ERS and state of charge

One switch and one style, on the effect brows suit better than any other TrackThirtyTwo device.



EYEBROWS, ERS AND SOC. THE BATTERY DRAWN ALONG THE BROW

"Display State of Charge as a linear gauge on Brow profiles."

The brow fills as the battery does, so you can see what is left without reading a number. On a hybrid car this is arguably the best use of a brow there is: it is a value that matters constantly and that you should never have to look away to read.

SETTING	WHAT IT DOES
ERS State of Charge (SoC)	Turns the gauge on
ERS SoC Style	**IndyCar**, or **IndyCar with separate deploy colour**

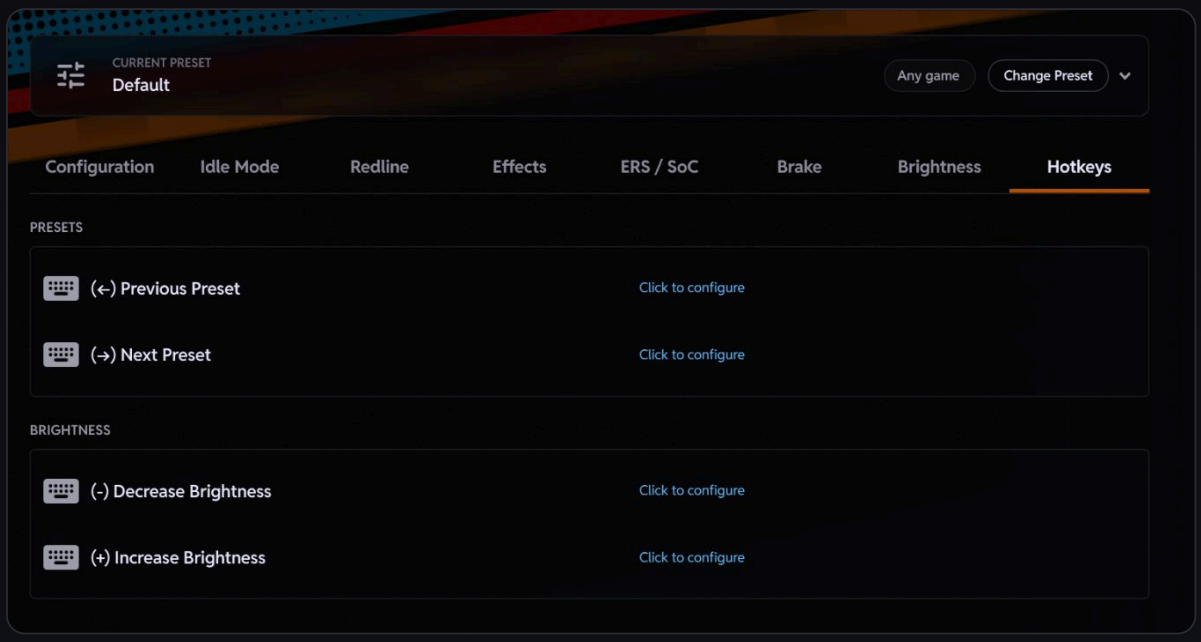
The separate deploy colour is the one to use if you deploy manually. It distinguishes "there is charge in the battery" from "it is going out right now", which are two different things you want to know at the same time.

The ERS colours themselves (attack, qualify, deploy, build, regen, balanced, no deploy, wet and low) are set on the **Colours** tab of **SETTINGS**, then **DEVICE SETTINGS**, so they match on every device.

Copyright © 2026 TrackThirtyTwo

Brightness, presets and hotkeys

Three small tabs that between them make the rest of the page usable without leaving the car.



EYEBROWS, HOTKEYS. PRESETS AND BRIGHTNESS, ON A BUTTON

Brightness

The **Brightness** tab is per brow in Per Brow mode, and **SETTINGS BELOW APPLY TO** at the top tells you which one you are editing. Global Brightness, on the **Brightness** tab of **SETTINGS**, then **DEVICE SETTINGS**, caps all of them, and SimHub's own brightness limiter caps that.

Presets

CURRENT PRESET and **Change Preset** sit across the top of the page, with an **Any game** selector. Per game switching needs **Auto Switch Preset** on, on the **General** tab of **SETTINGS**, then **DEVICE SETTINGS**.

Hotkeys

GROUP	BINDABLE
PRESETS	**(→) Next Preset, (←) Previous Preset**
Brightness	**(+) Increase Brightness, (-) Decrease Brightness**

Copyright © 2026 TrackThirtyTwo

Brightness, presets and hotkeys (continued)

Brightness is the hotkey worth binding. Brows sit in your eyeline, so they are the first thing that becomes too much when the room darkens, and the last thing you want to stop and open a menu for.

Copyright © 2026 TrackThirtyTwo

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 brows 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**

Copyright © 2026 TrackThirtyTwo

Spotter and engine start settings

The other shared expanders on the **Effects** tab. Like the flags, they are set once and obeyed everywhere.

Edit Universal Spotter Settings

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

Edit Universal Engine Start Settings

SETTING	WHAT IT DOES
Engine Start Colour	The shared colour for the start animation on every device
Animation Duration (ms)	How long it takes, 500 to 10000. Two seconds out of the box

Engine start is the one effect worth leaving on even if you turn everything else off. It plays once, at a moment nothing else is happening, and one colour and one duration means your wheel, strip, brows and room all fire together as the engine catches.

Copyright © 2026 TrackThirtyTwo

Device settings, and who wins

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

The rule

SET WHERE	DECIDES
SETTINGS, then **DEVICE SETTINGS**	The theme every device wears while Universal Theme is on, every status, input and ERS colour, and Global Brightness
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 brow's **Effects** tab	**Whether** the brows show 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.

Copyright © 2026 TrackThirtyTwo

If something is not right

In order. The first four of the second list are all the Configuration tab, which is where nearly every brow problem lives.

The whole page is greyed out

Eyebrows are a **Team Driver** feature. Without it the page still opens, but every control on it is dimmed and will not respond, and a panel with a padlock sits across the top. What that panel says depends on who you are, so read the heading before you buy anything:

THE PANEL READS	WHAT IT MEANS, AND THE BUTTON ON IT
Sign in to unlock this page	You are not signed in yet. "Sign in on the Home page to get started." The button is **Go to Home**
Membership required	Signed in, no membership on the account. "Already subscribed? Activate the plugin on the Home page." The button is **Become a Member**
Upgrade required	You are a paying member, on a tier below this one. "Your current membership does not include it." The button is **Upgrade**

All three carry the same line underneath, naming the tier this page needs: "Team Driver tier or above unlocks this page." The monthly price sits above the button, and is left off altogether when the plugin cannot reach us, rather than guessed.

Everything else

WHAT YOU SEE	WHAT TO DO
One brow lit, one dark	Number of Brows on the Configuration tab, and the device assignment underneath it
A brow fills from the wrong end	**Flip** on that brow
Left and right are swapped	The device assignment. The plugin writes it into the profile, so it is fixable either way round
Only part of a brow lights	Number of LEDs (per brow). Count them and enter the real number

Copyright © 2026 TrackThirtyTwo

If something is not right (continued)

WHAT YOU SEE	WHAT TO DO
Flags do nothing	Two switches: **Marshall Flags** here, then that flag's own switch in **Edit Universal Flags Settings**
No flags while you are in the pits	Expected if **Flags in Pit Lane** is set to Flags Deactivated in the Pit Lane rather than Always Visible (Default)
No redline flash in top gear	Expected if Last Gear Redline is off
Brows Redline Theme is greyed out	The Redline tab prints "Disabled if Universal Theme is enabled" in orange above it. Universal Theme is choosing the colour for every device at once. Set the colour there, or turn Universal Theme off on the **Theme** tab of **SETTINGS**, then **DEVICE SETTINGS**
Spotter does nothing	Check it is on, and that Flags Priority is not always giving flags the brow
ABS never lights in iRacing	Expected. The switch is marked "Not compatible with iRacing (due to lack of game telemetry)"
Traction control never lights in iRacing	It needs the third party Dahl plugin, and the page says so
Lift and coast never lights	It is Le Mans Ultimate only
Pit box countdown missing	iRacing only, and it needs the third party RomainRob plugin
Brake gauge changed by itself	The thresholds are shared with the Telemetry tab, by design
A colour changed on another device too	Expected on the Effects tab. Those swatches are Universal, and the orange paint mark beside each one says so
Too bright in a dark room	Idle Mode has its own brightness, separate from the race

Copyright © 2026 TrackThirtyTwo

Questions and support

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

Where to go

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

Before you write in

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

> Tell us how many brows, how long each one is, which side each is on, and which sim. The numbers from your Configuration tab are usually enough to answer in one reply.

Copyright © 2026 TrackThirtyTwo