



Dashboards Guide

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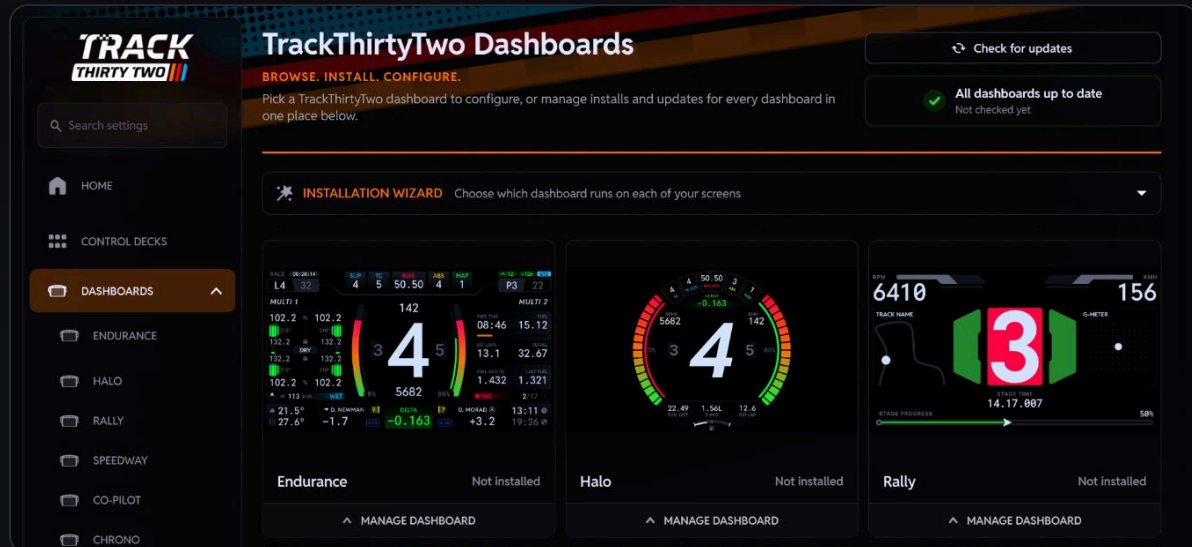
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What TrackThirtyTwo dashboards are

Your dashboard is the thing you look at most while driving, and it is the TrackThirtyTwo product most people install first.



DASHBOARDS. WHAT YOU OWN, WHAT FITS EACH SCREEN, AND WHAT NEEDS UPDATING

"TrackThirtyTwo dashboards for every screen on your rig, from a full endurance board to a single lap timer. Install the ones you want, put each on the screen it belongs on, and they run themselves."

A dashboard is a screen layout that SimHub draws from your sim's telemetry: lap times, fuel, tyres, deltas, the field around you. TrackThirtyTwo builds them; the plugin installs, places and updates them for you.

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 Dashboards

PIT CREW

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

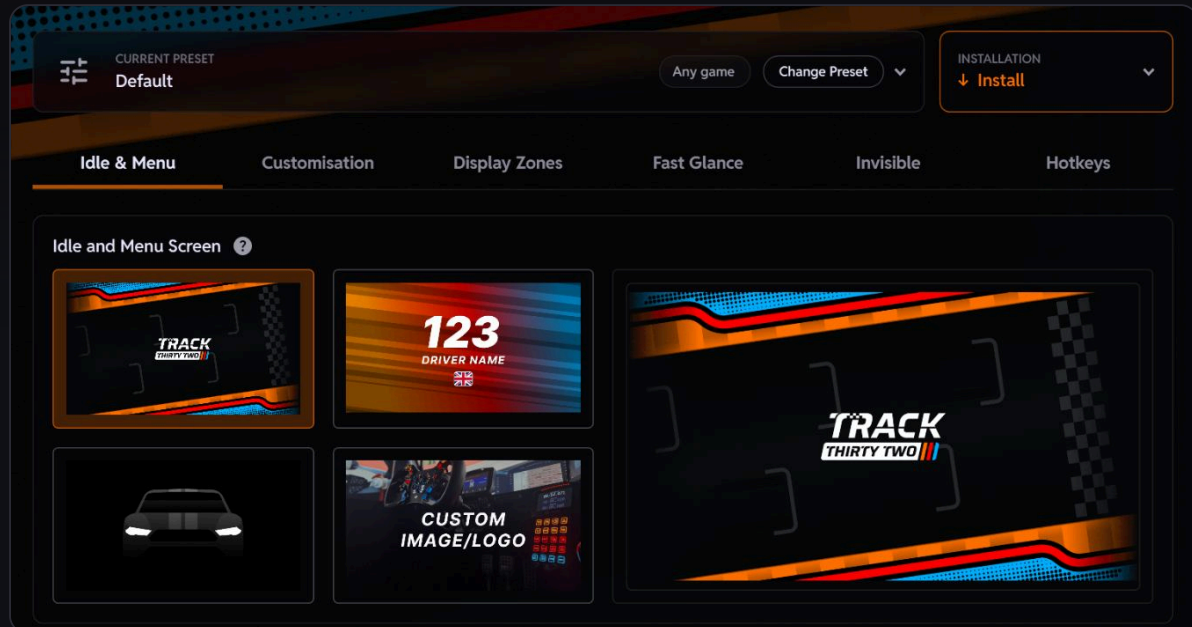
Where to find it

DASHBOARDS in the rail down the left. The hub lists every dashboard, and each one opens its own settings page underneath.

Downloading and running a dashboard is free. Changing one is not. A free account gets you every dashboard, at every size, and they run exactly as they ship. What a membership adds is the settings pages this guide spends most of its length on, and it adds all of them, including the Screens tab where Chrono and Co-Pilot choose which screens they carry. Below Pit Crew every tab is drawn, dimmed and inert, under a band headed **Membership required: "Pit Crew tier or above unlocks this page."**

The eight dashboards

Eight dashboards, all free to download, each built for a different kind of racing rather than being the same layout at different sizes.



DASHBOARDS, SPEEDWAY. ONE OF THE EIGHT, AND THE TILE EACH OF THEM IS REACHED FROM

DASHBOARD	BUILT FOR
Endurance	The full board. Everything at once, for long races and a screen you can spare
Halo	A round screen: the Endurance board reshaped for a disc
Speedway	Oval racing, with the data that matters there
Rally	Stage racing, with rally specific data
Co-Pilot	A second screen beside your main one
Chrono	Timing first: a lap timer rather than a dashboard
Race Control	The field, the flags and the session
Invisible	Nothing at all, until you ask for it

I The eight dashboards (continued)

Endurance, Rally and Speedway share a set of sizes; Co-Pilot and Invisible share another; Chrono, Race Control and the round Halo have their own. That matters when you are picking a download, and it is why the same screen size is not offered for every dashboard.

The Invisible Dash is not an empty dashboard. It is a dashboard that shows nothing until a hotkey summons it, so a clean screen stays clean and the data is one press away. Every other TrackThirtyTwo dashboard can call it up as a temporary overlay.

I Which size for your screen

The one decision the installer asks you to make, and the one worth getting right.

Every TrackThirtyTwo dashboard is built for specific display resolutions rather than being scaled to fit, so pick the build that matches your screen. The Downloads page has a help button headed **Optimized Resolution Displays** that shows the same table.

BADGE	RESOLUTION	TYPICAL SCREEN
Regular	800 x 480	4 inch, 5 inch and 6.8 inch
Regular	800 x 480	4.3 inch
Wide	1280 x 400	7.8 inch
XL	1920 x 720	10 inch
Wide	1920 x 480	10 inch wide
UXL	1920 x 1080	Full HD

Some features depend on the size you pick. Adaptive Display Zones are not available on the Regular sizes when you are using Wide RPMs, and the delta position setting applies to Regular and XL only. Neither is a fault; there is simply no room.

If you would rather not choose, use Quick setup. On the plugin's Dashboards page it asks which dashboard and which size, and installs it. There is a full compatible devices list at danielnewmanracing.com/compatible-devices.

I Installing one

Installation is one press per dashboard, and one choice.

1 Open Dashboards and pick one

The hub shows every dashboard as a tile, three across. Each tile carries **MANAGE DASHBOARD** underneath it, and each dashboard's own page has an **INSTALLATION** chip beside its preset bar that opens the same list of sizes.

2 Choose a size

Choose a size to install or update. Pick the one matching your screen; a dashboard built for a 1080p DDU looks soft on a 4K monitor.

3 Let it finish

The **Installation wizard** and **Quick setup** do the rest. Nothing is downloaded or unzipped by you.

4 Close the panel again

The panel that opened under the tile has **Collapse** at its top right, next to the dashboard's name. Press it and the panel slides back down, leaving the row of tiles.

Use Check for updates to load this dashboard's versions. The version list is fetched rather than shipped, so a tile that shows nothing usually just has not been asked yet.

I Installing one (continued)

If the page shows a product card instead of the tiles, you are not signed in. It is headed **TrackThirtyTwo DASHBOARDS**, "Your data, laid out to be read at speed.", and a **WHAT YOU GET** card runs three steps across it: Install, Assign, Drive. The band underneath asks for the one thing that is missing: "Sign in to start free. A membership unlocks the full library." **Go to Home to sign in** takes you to the page that does it, and **Learn more** opens the dashboards page on danielnewmanracing.com in your browser.

Installing a dashboard does not put it on a screen. That is a second step, and it is the one people miss. The next page covers it.

I Putting one on each screen

Dash Displays is the part people miss. Installing a dashboard makes it available; this is where you say which screen actually shows it.

"Choose which dashboard runs on each screen. Wheel screens, dash displays, monitor or TV screens and phones or tablets are listed separately, and nothing changes unless you pick something."

The section is headed **Choose which dashboard runs on each of your screens**. Under it every screen gets one row, with a **Dashboard** dropdown on the right, and the rows are grouped by the kind of screen:

GROUP	WHAT IT HOLDS
WHEEL SCREENS	The display built into a wheel
DASH DISPLAYS	A DDU or standalone dash display
MONITOR & TV SCREENS	A spare monitor, or a screen above your wheel
PHONES & TABLETS	SimHub's own web dashboard, in a browser on another device

"Every screen SimHub knows about is listed here with the dashboard it currently runs. Picking a different dashboard applies straight away and only changes that one screen."

No screens found yet? "Add your device on SimHub's Devices page first, then press Rescan." Rescan "reads your devices and installed dashboards again", which is what you want right after plugging something in.

A wheel screen dashboard and an LED profile are different things and do not conflict. Your wheel can run a TrackThirtyTwo dashboard on its display and TrackThirtyTwo LEDs on its buttons at the same time.

I Versions, and going back

Dashboards move on, and you choose how much of that happens on its own.

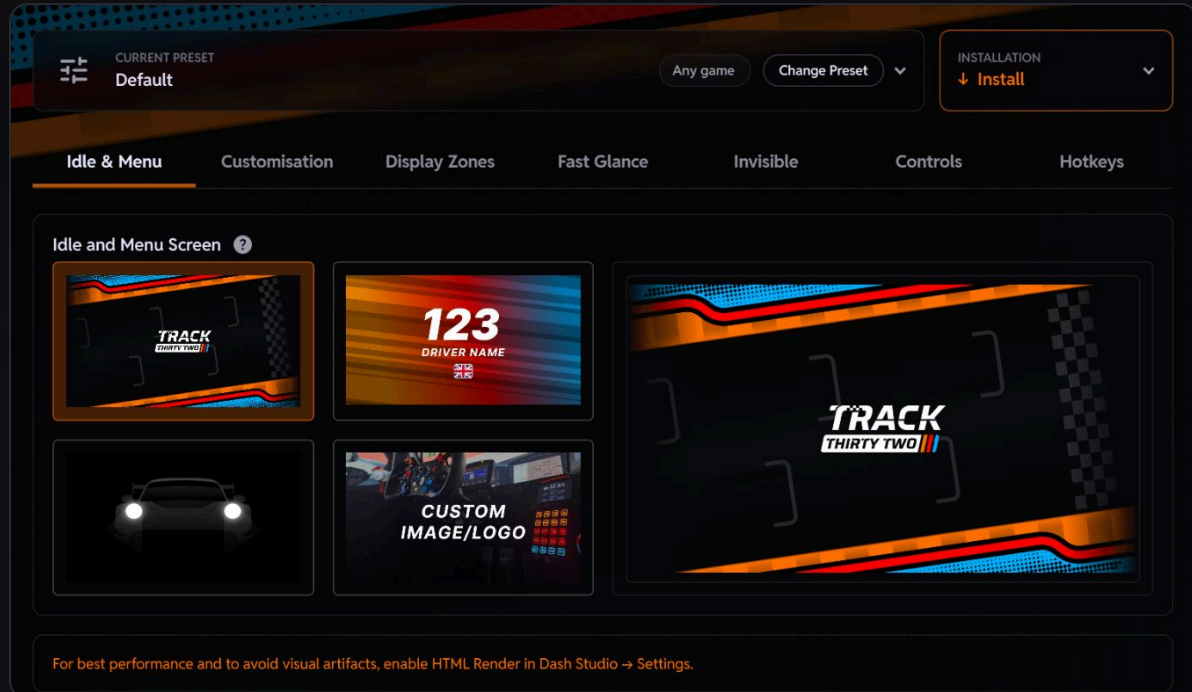
CONTROL	WHAT IT DOES
CURRENT DASHBOARD	What this screen is running now
Change Dashboard	Swap it for another
DASHBOARD VERSIONS	Every version that exists for the dashboard you have selected
Manage Versions	Move between them
Manage Dashboard Installs	Install, update or remove
Update all	Brings every dashboard current in one press

Automatic updates keep a copy first. Keep my dashboards up to date automatically, on the Updates tab of SETTINGS, then SYSTEM SETTINGS, updates in the background, never while a game is open, and "updating replaces the whole dashboard, so a copy is kept first and you can undo it from the button below".

Going back a version is a legitimate move, not a failure. If a new build changes something you relied on, roll it back from Manage Versions and tell us. A version you can return to is why the copy is kept.

The settings pages

Up to seven tabs, the same on every dashboard that has room for them.



DASHBOARDS, ENDURANCE. EVERY DASHBOARD SETTINGS PAGE IS LAID OUT THIS WAY: A PRESET BAR AND ITS INSTALL CHIP, THEN TABS

Each dashboard has its own settings page in the plugin, reached from its tile. They are laid out the same way, so learning one teaches you all eight.

TAB	WHAT IS ON IT
Idle & Menu	What the screen shows when you are not driving
Customisation	Theme, gauges, RPMs, delta, names and the alert styles
Display Zones	The panels either side of the gauges, and what goes in them
Fast Glance	A temporary set of panels, on a hotkey
Invisible	Summoning the Invisible Dash over this one
Controls	Touch controls and screen navigation
Hotkeys	Everything you can bind to a button

I The settings pages (continued)

Every one of these tabs needs Pit Crew or above. Not some of them. The dashboard is free to install and free to run, and then the whole settings page sits behind a band headed **Membership required: "Pit Crew tier or above unlocks this page."**: the tabs above, the Screens tab where Chrono and Co-Pilot pick what they carry, and the preset bar. Below that tier the controls are still drawn, dimmed, and will not respond.

Not every dashboard has every tab. Speedway and Halo have no Controls tab; Chrono and Invisible have far fewer settings than Endurance. The tabs a dashboard does have work identically.

One SimHub setting is worth doing first. The page says so itself: "For best performance and to avoid visual artifacts, enable HTML Render in Dash Studio → Settings." That is a SimHub setting, not a TrackThirtyTwo one, and it affects every dashboard you run.

I Idle and Menu: what it shows when parked

The screen you look at far more often than you think: every time you are in the menus, in the pits, or sat on the desktop.

"Choose between the TrackThirtyTwo logo, a customisable Driver Tag or your favourite car model for the Idle Screen behaviour."

SETTING	WHAT IT DOES
Idle and Menu Screen	TrackThirtyTwo logo, Driver Tag, or a car model
Idle defined by Theme	Let the theme choose instead
Movement	"Choose how the idle screen moves while you are sat in the menus. Turn it off for a completely still screen"
Car model	"Choose which car model is drawn on the idle screen when the car background is selected"

A still idle screen is worth considering on an OLED. The movement exists to stop a static image sitting on the panel, and if you turn it off you are choosing to accept that.

Brand idle screens

Two themes carry their own idle screen: the **Moradness** theme has an exclusive Moradness idle screen, and the **Precision Sim Engineering** theme "is available exclusively to DD-X and DD-R owners only".

Pick one of those themes on the Customisation tab and a new heading appears on Idle and Menu: **Moradness Idle Screen** or **Precision Sim Engineering Idle Screen**, with **Idle defined by Theme** among the tiles under it. That is the choice to make if you want the brand's own artwork sat there rather than your driver tag. Neither heading is drawn while a different theme is selected, so nothing is missing if you cannot see one.

I Your driver tag

Nine settings, and blank means "use what the sim already knows" on three of them.

The Driver Tag idle screen is yours to build. Every part of it is a setting.

SETTING	WHAT IT DOES
Number	"The number shown on the idle screen. Leave it blank to use the number the sim reports for your car"
Name	"The name shown under the number. Leave it blank to use the name from your sim profile"
Flag	"The country flag shown on the idle screen. Set it to none if you would rather show no flag at all"
Logo	"Choose which logo the idle screen carries: the TrackThirtyTwo logo, your own image, or nothing"
Your own logo file	"Point this at your own image file. PNG with a transparent background works best"
Logo scale	"Scales the logo. The rest of the layout holds its position as the logo grows or shrinks"

The background

"Choose what fills the idle screen behind your driver tag: a solid colour, a gradient, or your own image."

IF YOU CHOOSE	YOU ALSO SET
Gradient	"How many colours the gradient blends between. Two gives a simple fade, three adds a middle stop", and "which way the gradient runs"
Your own image	"Match your dash resolution for the sharpest result"

Customisation: the look

Seven settings that decide what the dashboard looks like before any data arrives.

SETTING	WHAT IT DOES
Theme colour	"Choose your favourite Dashboard theme colour"
Gauge Style	"Choose your preferred style of gauge UI": Filled or Dashed , each shown as a picture of the gauge itself
Gauge Data	"Choose the dataset you wish to display on the Dash gauges"
Flags & Alerts Style	"Choose your preferred style for Alerts and Flags"
Ignition and Engine Warning Style	"Choose your preferred style for Engine and Ignition warning"
Swap RPMs & Speed Placement	"Swap the position of the Speed and RPMs around the central module"
Dark Mode	"Turn ON/OFF Dark Mode Colours on this Dashboard"

Dark Mode itself is configured elsewhere. Its colours, dimming and hotkeys are on the **Dark Mode** tab of **SETTINGS**, then **DEVICE SETTINGS**. This switch only decides whether this dashboard obeys it.

Gauge Data is the setting most people never find. The gauges do not have to show what they show by default: this chooses the dataset behind them, which is a different and larger change than picking a colour.

Co-Pilot and Race Control ask the theme question differently. On both, the help beside **Theme** reads "Pick your favourite theme" and the answer is **Dark** or **Light** rather than a colour. Chrono offers the same pair without the help text. Race Control adds **Corner Radius** beside it, which "rounds the corners of the dashboard" and is "designed for virtual dashboards displayed over the game rather than on a device: rounded corners blend the dash into the picture".

I Customisation: the look (continued)

Brand Logos decides which car badges the leaderboard draws. **Coloured** "shows the real manufacturer logos on every theme"; **Monochrome** "shows the flat TrackThirtyTwo set, which follows the theme and Dark Mode". The page carries the reason for the choice itself: "Manufacturer logos are the property of their respective owners and are shown for identification purposes only. No affiliation or endorsement is implied."

I Customisation: the rev lights

Five settings about the rev lights and the gear, and they are the ones you will notice most on track.

SETTING	WHAT IT DOES
Use Custom RPMs Colour	"Replace RPMs Theme colours with your own"
RPMs Redline Flash	"Turn ON/OFF the Gauges from flashing when your car reaches the redline"
Gear Redline Indicator	"Turn ON/OFF the central gear indicator turning red when your car reaches the redline"
Prev/Next Gear Indicators	"Hide the previous and next gears displayed adjacent to the central gear indicator"
Show Multi Positional Labels	"Display the current Value of your Multi Positional Rotary. You can edit Labels on the Wheel Tab"

Two redline settings, not one. The gauges flashing and the gear number going red are separate switches, so you can have the one you find useful without the one you find distracting.

Multi Positional labels are shared with your wheel. The labels themselves are edited on the Steering Wheels page; this only decides whether the dashboard shows them. "Only for compatible Wheels."

I Customisation: timing and names

Eight settings about how numbers and people are written, and the third display area that sits with them rather than on the Display Zones tab.

SETTING	WHAT IT DOES
Preferred Delta Reference	"If unavailable in the current session, the dashboard falls back automatically in this order: Vs My Best, Vs All-Time Best, Vs Last"
Delta Decimals	"2 = 0.00, 3 = 0.000. The dashboard automatically reduces precision as the value grows to avoid overflow"
Delta Position	"Choose the default position of your Delta value": Bottom (Default) or Top . Regular and XL sizes only
Clock format	"Choose your preferred clock format": 12 Hour or 24 Hour
Driver Name Format	"Choose your preferred driver name format". Three choices on Endurance, Co-Pilot, Chrono and Race Control: F. LAST, FIRST. L and FIRST LAST . Speedway is the only one with two, and it labels them F. LASTNAME and FIRSTNAME L .
Gap Display	"Decimals and sign for the opponents and relative gaps. With the sign shown, + is the car ahead and - the car behind"
Use Team Name When Available	"The team name is shown instead of the driver name if the game exposes it. Falls back to the driver name format above"
IRating Gain Indicator	"Turn ON/OFF the iRacing irating gain indicator during Race sessions"

The delta reference falls back rather than going blank. On the first lap of a fresh combo there is no personal best to compare against, so it uses what it has. Nothing is broken when the reference is not the one you picked.

I Customisation: timing and names (continued)

Zone C, on this same tab

Endurance has a third display area as well as the two side panels, and the setting for it sits here on **Customisation**, immediately below **Delta Position**. It is not on the Display Zones tab with the left and right ADZ, which is where most people look for it first. **Default Zone C Display** sets what that third area starts on: **Time**, **Fuel** or **Opponents**. Its help is worth reading in full, because it is the part people miss: "Choose the default dataset you wish to display in Zone C. This can be cycled through during the game session, but sets the default behaviour." You are picking the one it opens on, not the only one you can have.

Pick **Opponents** and a second choice appears underneath it: **Everyone on track**, **My class on track** or **My class standings**. On a single class grid the three read almost the same; in a multiclass race they are three different questions, so choose the one you would actually act on.

Alerts and warnings

Seven settings about the things the dashboard interrupts you with.

SETTING	WHAT IT DOES
Headlight Flash Alert	"Enable or Disable the Headlight Flasher within the alerts system"
Pop-up alert duration	"Set the duration of pop-up alerts in milliseconds"
Lap recap	"Display a lap recap for a desired time at each end of lap"
Recap duration	"Set the duration of recap pop-up milliseconds"
ERS SoC Blinking	"Enable or disable the blinking effect of the ERS gauge when used whilst the battery is above 95% charge"
Spotter Animation	"Display Spotter animations adjacent to your Dashboard gauges, warning of cars in close proximity"
Blue Flag Style	What a blue flag tells you about the car catching you: Classic (Default) , With Car Class , or With Car Class and Position

Blue Flag Style is marked "Experimental feature" on the page. It is worth having anyway in a multiclass race: **Classic** tells you a faster car is there, and **With Car Class and Position** tells you which class it is in and where it sits, which is the difference between lifting for the leader and lifting for a car you are racing. Endurance, Co-Pilot and Chrono all carry the same three choices.

The lap recap is the setting endurance drivers turn on and never turn off. It puts the lap you just did in front of you at the moment you cross the line, which is exactly when you want it and exactly when you have no attention to spare for finding it.

The spotter animation interacts with your gauge choice. "When other gauge behaviours are selected a simplified spotter is shown. Disable them on the individual gauges if you do not require them."

I Display Zones: what they are

The part of a TrackThirtyTwo dashboard you actually design, rather than accept.

"Select the Adaptive Display Panel you want to activate for both the left and right Adaptive Display Zones. Setting an ADP on one side will automatically disable it on the other."

A TrackThirtyTwo dashboard has a fixed centre (gear, speed and RPMs) and two panels either side that you fill yourself. Those are the **Adaptive Display Zones**, left and right, and what goes in one is an **Adaptive Display Panel**.

CONTROL	WHAT IT DOES
Adaptive Display Zones	The master switch
Left ADZ / Right ADZ	Which panels each side can show
Enable	Per panel, whether it is available at all
Default Screen	Which panel that side opens on

The zones need Pit Crew or above. The dashboard itself is free and runs with the panels it ships with, but choosing what each side shows is a setting, so the whole tab is dimmed and inert below Pit Crew, as every other tab on the page is.

A panel can only be on one side. "Setting an ADP on one side will automatically disable it on the other." That is deliberate: two copies of the same panel is never what anybody wants, and it stops you losing a panel you thought you had enabled.

Adz disabled on Regular Dash (4", 4.4", 5", 6.8") with Wide RPMs. The page says so where it happens. There is no room for both.

Zone C is not on this tab. Endurance has a third display area, and **Default Zone C Display** is the setting for it, but it lives on the **Customisation** tab below **Delta Position**, not here with the left and right ADZ. It is covered on the timing and names page.

I Every adaptive display panel

Fifteen panels. You are choosing two of them at a time, which is the whole point of the design.

PANEL	WHAT IT SHOWS
Lap Times	"Current, Last and Best laps using FIA regulation colours"
Sectors	"Sector time information in FIA regulation colours"
Lap Time History	"A history of your recent laps with their delta to your best, helping you track your consistency over a stint"
Fuel	"Fuel data relevant to the current session using inbuilt TrackThirtyTwo plugin calculations"
Virtual Energy	"Virtual Energy data relevant to the current session". The panel is captioned Le Mans Ultimate Only
Tyres	"Your in car tyre and brake data, to monitor their performance"
Damage	Your car's current damage, so you can tell whether a stop or a black and orange flag is coming
Pedal Inputs	Throttle, brake and clutch on a graph, with a customisable maximum brake zone

PANEL	WHAT IT SHOWS
Opponents	"On track opponent information, showing your racing battle with the car ahead and behind"
Relative	"A leaderboard showing your relative track position with those around you"
Leaderboard	"A leaderboard showing overall track session standings"
Map	"A customisable track map, that shows both driver and opponent position"
Radar	"A radar showing your position on track relative to cars around you, helping you avoid close proximity collisions"
Track Rivals	"Your live position against your Track Rivals, with the current segment and your gap to the rival ahead"

| Every adaptive display panel (continued)

PANEL	WHAT IT SHOWS
Pit Config	iRacing only. Your current pit selection, so you pit knowing what the crew will do

I The panels with their own settings

Seven of the fifteen panels have settings of their own. The rest are on or off.

PANEL	WHAT YOU CAN SET
Tyres	Preferred Primary Data and Preferred Secondary Data : Temperature, Temperature Avg, Pressure or Wear. Plus Show Brake Temperatures
Pedal Inputs	Show Clutch adds a clutch trace. Show Brake Limit Zone and Brake Limit Zone Value draw "a virtual brake zone, that acts as a visual reference for your braking limit"
Lap Time History	Fuel Target and Fuel Target Value : "a fuel-per-lap target column"
Map	Dynamic Map switches "between a static map and an animated dynamic Map that moves with your car", and Map Zoom sets how much you see
Opponents	Everyone on track , My class on track or My class standings . Under it: "On track: the cars closest to you on the circuit, ahead and behind. Standings: the cars one place ahead and behind you in your class, wherever they are on the circuit."
Relative	Everyone on track or My class on track
Leaderboard	Global standings or My class standings

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

The brake limit zone mirrors the Brake Blink LED feature, so the line on your dashboard and the flash on your lights mean the same thing. Set it once and both agree.

Two panels carry a caveat the page states plainly: tyre data on iRacing is "note iRacing does not provide live temperatures per lap", and pit data is "only updated on Pit Stop for iRacing".

I Fast Glance

The setting that makes a small dashboard behave like a large one.

"Fast Glance allows drivers to activate a temporary set of Adaptive Display Panels for a quick view of data. Users can set a hotkey to show the panels while the hotkey is held or for a set period of time after a button is pressed."

This is the answer to wanting three panels on a two panel dashboard. Your two live panels stay as they are, and a button brings up a different pair for as long as you want them.

MODE	HOW IT BEHAVES
Held	The panels show while the button is down, and go when you let go
Timed	One press shows them for a set period, then they go on their own

Held is the one to start with. It is the closest thing to glancing at a second screen: you get the data for exactly as long as you are asking for it, and there is no state to remember.

Fast Glance panels are chosen separately from your live ones. Set the two you look at constantly as your Display Zones, and the two you check occasionally as Fast Glance. Fuel and damage are the usual pair.

The Invisible Dash

A dashboard that is not there until you want it, available from every other dashboard.



DASHBOARDS, INVISIBLE. THE WHOLE PAGE: ONE LINE, POINTING AT THE CAPTURE AREA YOU SET IN SIMHUB

"Set a hotkey to activate the TrackThirtyTwo 'The Invisible Dashboard' as a temporary overlay, whilst this Dashboard is active."

The Invisible Dash shows nothing until you ask. Every other TrackThirtyTwo dashboard can summon it as a temporary overlay, so a clean screen stays clean and the data is one button away.

SETTING	WHAT IT DOES
Invisible Dash hotkey	Summons it over the dashboard you are running
Watermark	"Enable Invisible Dash 'watermark' to give you a clearer visual indicator that the Invisible Dash is active as an overlay and not that the Dashboards have been switched"

Turn the watermark on the first few times. An overlay that looks exactly like a different dashboard is confusing, and the watermark is there so you never wonder whether something switched itself.

The Invisible Dash is also a dashboard in its own right. You can run it as your screen's dashboard rather than as an overlay, which is what people with a single screen and a strong preference for a clean picture tend to do.

Its own page in the plugin

The Invisible Dash has a page under **DASHBOARDS** like every other one, headed **Invisible Dashboard Settings**, and it is deliberately almost empty:

"The 'Invisible Dashboard' has no customisation options and does not need to be configured."

The Invisible Dash (continued)

What that page does carry is the one thing you have to do outside the plugin:

"Ensure you follow the tutorial document and configure a Screen Capture Area in: Dash Studio - > Settings"

The Screen Capture Area is set in SimHub, not here. Open Dash Studio → Settings and configure it there. It is the step to check first if the Invisible Dash comes up and shows nothing you recognise.

I Controls and touch

Two settings, and one of them needs a second switch in SimHub to do anything.

"Display touch controls on the Endurance Dashboard."

SETTING	WHAT IT DOES
Touch controls	Draws on screen controls you can tap
Dash Control Actions	"Map your Dash Control Actions to navigate between Screens"

Touch needs enabling in SimHub as well. "Enable Advanced Touch controls in the screen settings of your device (via SimHub devices tab) to enable touch screen support." Turning it on here alone does nothing.

Dash Control Actions are how you page a dashboard from a wheel button. On a rig where the screen is behind the wheel and out of reach, this is the only practical way to change screens mid stint.

Co-Pilot screens

Manage your Co-Pilot Dashboard Screens sits here too, for choosing what the Co-Pilot dashboard carries.

I Hotkeys

Six bindings, and the first two are the ones endurance drivers actually use mid stint.

HOTKEY	WHAT IT DOES
Delta reference cycle	"Cycles the preferred Delta reference (Vs Last, Vs My Best, Vs All-Time Best)"
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
Fast Glance	Shows the Fast Glance panels, held or timed
Invisible Dash	Summons the Invisible Dash as an overlay
Screen navigation	Pages between screens, where the dashboard has several

Nearly every one of these is also a **Control Deck** key. Halo's screen hotkeys are the exception. If you run a deck, the same actions are available there with a labelled picture on them, which is easier to find mid race than a wheel button you have to remember.

The fuel target hotkeys **accelerate while held**. Getting from 2.30 to 3.10 is one long press rather than eighty short ones.

I RPM style, and what it costs you

One setting on every dashboard that quietly turns another feature off, and it tells you so.

"Pick your favourite style of RPMs (the Wide options will disable the Adaptive Display Zones)."

Every dashboard lets you choose how the rev lights are drawn across the top. It looks like a cosmetic choice and it is not: the wide styles take the width the Adaptive Display Zones need.

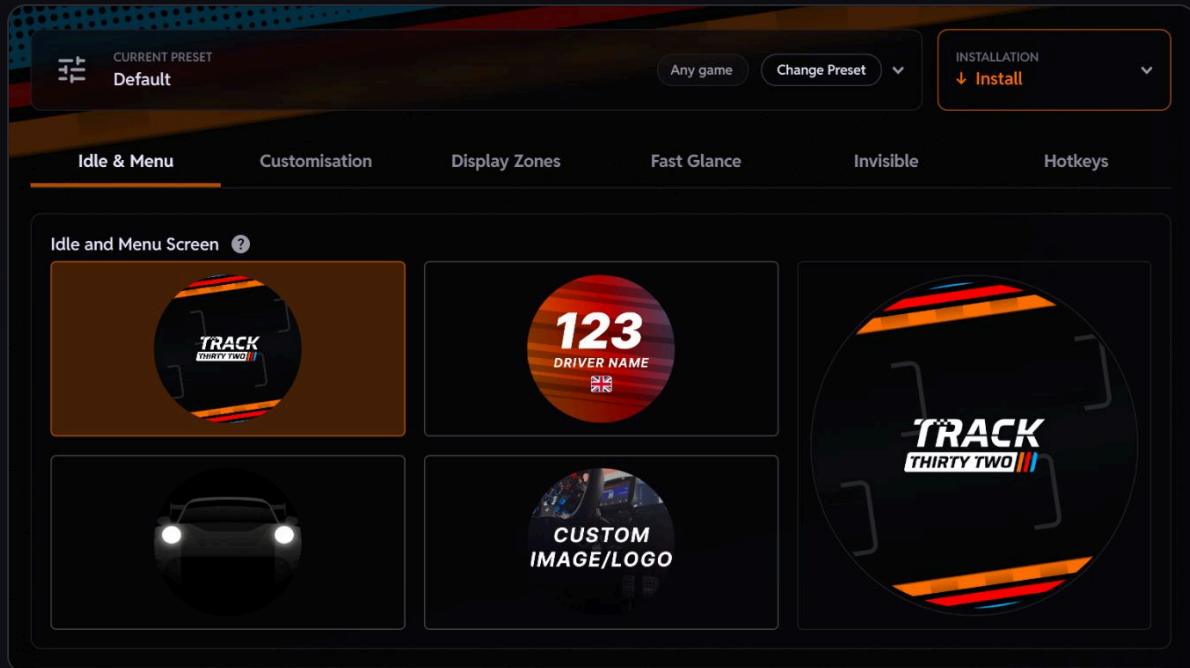
STYLE	WHAT IT COSTS
Narrow 1 / Narrow 2	Nothing. The display zones stay
Condensed	Nothing
Wide styles	The Adaptive Display Zones, on the Regular sizes

The page says exactly where it applies: "The Wide options will disable the Adaptive Display Zones on the Regular Dash (4", 4.4", 5", 6.8")." On a larger screen there is room for both, so the choice is free.

If your display zones vanished after changing the rev lights, this is why. Nothing is broken and nothing needs reinstalling: go back to a narrow style, or move to a larger dashboard size.

Halo: what is different

The round dashboard. Endurance's board reshaped for a disc, with two layouts of the same face.



DASHBOARDS, HALO. SIX TABS, AND A ROUND PREVIEW OF THE IDLE SCREEN

Halo has six tabs: everything Endurance has except **Controls**. The idle screen, the alerts, the timing and names and the panels work as the earlier chapters describe, with one zone in the middle instead of one either side.

SETTING	WHAT IT DOES
Global Style	Modern (the default), Classic or Retro : “The overall look of the dashboard. The theme stays Dark or Light on top of it.”
Default Screen	Screen 1 shows the gauges and car settings; Screen 2 gives the display over to the adaptive display zone. The dash opens on the one you pick
Dash Theme	Dark or Light
Gauges	A Left Gauge and a Right Gauge , each RPMs , Fuel or Battery , and a Gauge Style each: Solid , Blocks or Stripes . A round preview sits between them
Default Bottom Zone	Track or Fuel , the one the bottom of the disc opens on

I Halo: what is different (continued)

SETTING	WHAT IT DOES
Display Options	RPMs Redline Flash, ERS Full Charge Blink, Spotter, Prev/Next Gear Indicators, Gear Redline Indicator, and the clock

Some choices belong to one style. Gauge Style is only offered on **Modern**, and on **Retro** the gauges and the bottom zone are fixed. The page says so under the controls it has locked.

Bind the two screens. **Next Screen** and **Previous Screen**, under **SCREENS** on the Hotkeys tab, swap between Screen 1 and Screen 2 at the wheel. The **Open Hotkeys** link beside Default Screen takes you straight there.

I Halo: car settings, the one zone, and what it shares

The arc of car settings is Halo's own, and so is a display zone that fills the screen.

Car Settings

"On Auto the arc shows TC, TC Cut, Brake Bias, ABS and Engine Map when the car has them, and what it has instead when it does not. Customise a car to choose its five slots yourself: that row is kept for that car, in that game, whatever the preset."

To give a car its own row, get in it: a **+ Customise** button for that car appears on the card. Each of the five slots (**Slot 1, Slot 2, Centre, Slot 4, Slot 5**) can show TC, ABS, Engine Map, ERS, TC Cut, TC Slip, Brake Migration, Front ARB, Rear ARB or Bitepoint, and Brake Bias in the centre. **Back to Auto** undoes it.

One display zone

The **Display Zones** tab offers the fifteen panels Endurance does, with an **Enable** switch and a **Default Screen** choice each, but they all go in one zone, and **Lap Times** is the default. Fast Glance likewise has one list, headed **Left Zone**.

Shared with Endurance

SETTING	SHARED BECAUSE
Driver Tag, flag, logo, background and animation on Idle & Menu	They are the same settings Endurance's idle screen uses, so changing one changes both. Only the idle choice and the car picture are Halo's own
Fast Glance Hold or Timed , and its hotkey	One Fast Glance for both dashboards
Invisible Dash Watermark	One watermark for Endurance, Co-Pilot and Halo

The alert styles are simpler. Ignition and Engine Warning Style, Flags & Alerts Style and Pop Up Style each offer **Off** or **Compact**, and there is no Blue Flag Style.

I Speedway: what is different

The oval dashboard. Eight settings you will not find on any other TrackThirtyTwo dashboard.

Speedway is built for ovals, and the settings it adds are the ones that matter there.

SETTING	WHAT IT DOES
Show Pit LEDs Assist	"The Dashboards virtual LED segment, allowing you to manage your Pit Speed. Orange is under the limit, Green is at the limit and Red is speeding over the limit"
Show Brake Bias	"Showing Brake Bias will replace Last Lap time in the middle top of the Dashboard"
Show Linear Map	A linear track position rather than a circuit outline
Map Zoom (Dynamic Only)	How much of the track the dynamic map shows
G-Forces	A G force read-out
Temperatures & Wind	Conditions, which matter more on an oval than anywhere
Quick Glance	Speedway's own version of Fast Glance
Speedway Invisible Dash Toggle	Summons the Invisible Dash over it

It also has **Gap Display**, and **Relative**, **Leaderboard** and **Tyres** panels that work as they do on Endurance.

Pit LEDs Assist is the reason to run Speedway even if you like the Endurance layout. A pit road speed segment that goes orange, green and red is far easier to hold than a number, and on an oval the pit road penalty is the race.

Brake bias replaces last lap, it does not sit beside it. Decide which of the two you would rather have in that space. Two themes, **Indy** and **Yellow Speedway**, sit alongside **Coloured** and **TrackThirtyTwo Monochrome**, and one setting on the page is marked **Only compatible with iRacing**.

I Rally: what is different

The stage dashboard. Rally racing has none of the things the other dashboards are built around.

"Choose between the regular customisable dash with Adaptive Display Zones and enhanced Rally specific Data, or a simplified version."

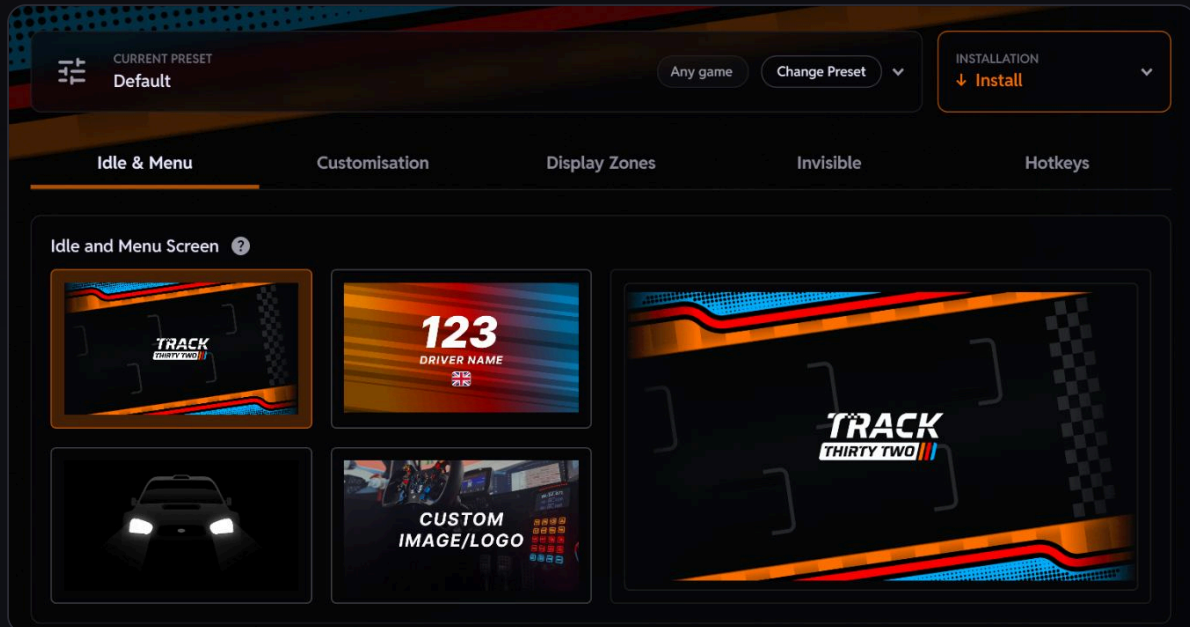
SETTING	WHAT IT DOES
Dash Style	Classic with display zones and full rally data, or Simple
Stage Progress Bar	"Pick your favourite style of the Stage Progress bar"
Stage Progress Bar Colour	"The desired colour of the Stage Progress bar as it completes along the stage"
Progress Bar Label Units	Four choices: Percentage % only (the default), Distance Only , Distance and Percentage % , or Distance Remaining , which counts down rather than up
Stage Map	The stage drawn rather than a circuit
Acceleration	A G force read-out

A stage is not a lap, which is the whole reason this dashboard exists. There is no lap time to compare, no field around you and no circuit to draw. The progress bar is what replaces all three, so it is worth spending a minute on the units and the colour.

One Rally setting is marked **Unavailable for the UXL version**. As always, the page says so beside the control rather than leaving you to find out.

I Rally: the stage bar and the rev lights

Three Rally controls the shared chapters do not reach, and one caption that changes what you actually get.



RALLY. THE STAGE PROGRESS BAR, ITS UNITS, AND THE REV LIGHT STYLES

A stage has no lap to compare against, so the progress bar is doing the job the lap counter does on every other dashboard. It is worth a minute, and one of its settings carries a caption that is easy to read past.

SETTING	WHAT YOU CHOOSE
Stage Progress Bar	Four styles, each shown as a picture rather than named. "Pick your favourite style of the 'Stage Progress' bar"
Progress Bar Label Units	Four choices: Percentage % only (Default) , Distance Only , Distance and Percentage % and Distance Remaining
RPMs style	Rally names its four Narrow , Wide 1 , Wide 2 and Wide 3

"Set the progress value of the Stage Progress bar either as the percentage of the stage, the measured distance or both values together."

I Rally: the stage bar and the rev lights (continued)

The help sentence above names three of the four. There is a fourth button on the row, labelled **Distance Remaining**, and it is selectable like the other three. Nothing is wrong if you can see a choice the help text does not mention: pick it if distance to the finish is what you want on the bar.

The Stage Progress Bar styles are captioned "Unavailable for the UXL version". That line sits in orange under the heading, above the four pictures, so the style you pick there does not apply if the Rally build on your screen is the UXL one.

Percentage tells you how much is left; distance tells you where you are. Distance is the one that matches what a co-driver is calling, which is why **Distance and Percentage %** exists rather than making you pick a side.

I Chrono: what is different

The timing dashboard, and the only one with controls for where it sits on the glass.

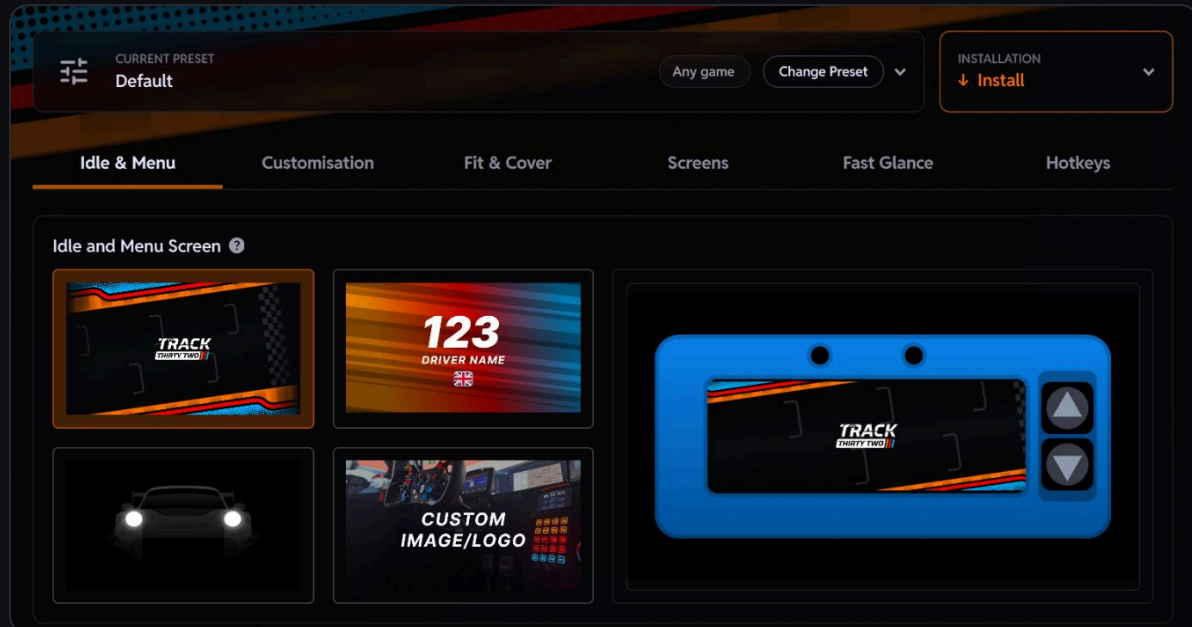
Chrono is timing first. It carries fewer settings than Endurance on purpose, and the ones it adds are about fitting it onto a screen it was not sized for.

SETTING	WHAT IT DOES
Dashboard Position & Scale	"Move and scale the dashboard to fit your device IF REQUIRED"
Left Position / Cover Radius	Fine placement, defaults 26 and 60
Cover Style	Fit & Cover , Blue Cover or Gray Cover
Header Left Area / Header Right Area	What each end of the header carries, with a Header Preview beside it
LEDs Style	Dual LEDs , Delta V LEDs , or a single set
Leaderboard Mode	"Drivers relative to your position", or standings
Chrono Fast Glance	Chrono's own Fast Glance
Manage your Chrono Dashboard Screens	Which screens it carries, and the actions that page between them

Position and scale exist because Chrono is often fitted somewhere odd. A narrow strip above a wheel, or a corner of a monitor. If it does not fit your screen exactly, move it rather than accepting it: that is what these are for.

Chrono: the screens it carries

Chrono trades two side panels for eighteen screens on a rotation, and this is where you decide which of them you ever see.



CHRONO. EIGHTEEN SCREENS, AND BOTH ENDS OF THE HEADER

"Manage your Chrono Dashboard Screens."

Chrono shows one screen at a time and you page between them, so its Screens tab is a list of cards rather than two display zones. Each card has **Enable**, which decides whether that screen is in the rotation at all, and **Default Screen**, which decides the one Chrono opens on.

The Screens tab needs Pit Crew or above. Chrono is free to install and it runs on a free account, but deciding which of the eighteen screens it carries is a setting like any other, so the whole tab is greyed out and inert below Pit Crew. That is the same on every TrackThirtyTwo dashboard, not just this one.

THE EIGHTEEN SCREENS

WHAT THEY ARE FOR

Lap Time, Delta, Sectors, Stint

Timing, which is what Chrono is for

Fuel, Energy, Tyres, Pit View

The car and the stop

Speedo, Gear & Speed, Inputs, Car Settings

What you are doing with the car

I Chrono: the screens it carries (continued)

THE EIGHTEEN SCREENS

WHAT THEY ARE FOR

Leaderboard, Relative, Opponents, Radar

The field around you

Track, Session

Where you are, and how long is left

I Chrono: the screens it carries (continued)

Twelve of the eighteen cards read **No specific settings** under the switch, which means the screen is on or off and nothing else. Six of them ask a second question:

SCREEN	WHAT IT ALSO ASKS
Lap Time	Current Lap Value: Current Time or Estimated Time
Relative	Relative Mode, for "Drivers relative to your position": Everyone on track or My class on track
Opponents	Opponents Mode, for "Opponents in your session": Everyone on track, My class on track or My class standings
Leaderboard	Leaderboard Mode: Global standings or My class standings
Tyres	Preferred Primary Data and Preferred Secondary Data, plus Show Brake Temperatures
Track	Track Map, which switches "between a full track map and a scalable dynamic map that follows your vehicle", and Map Zoom

Lap Time is the first card, and it is the one people scroll past. Chrono is a timing dashboard, so the single choice its timing screen offers, **Current Time or Estimated Time**, is the most consequential setting on the tab. The plugin prints no help text beside it, which is why it reads as decoration.

Chrono: the screens it carries (continued)

The header, and Fast Glance

SETTING	WHAT IT CAN CARRY
Header Left Area	Off, Track Temperature, or Screen Name
Header Right Area	Off, Session & Pos, Fuel & Energy, or Real Time
Select the Screen to display with Fast Glance	Which one of the eighteen a held or timed press brings up
Preferred Delta V Reference	Vs Last or Vs My Best

Screen Name in the left of the header earns its place here. With eighteen screens on a rotation and one press between them, the strip telling you which one you have landed on is worth more than a track temperature you can read anywhere.

Delta V is a speed comparison, not a time one. Its help says so: "Preferred reference used to compute the live speed delta (km/h). Falls back to the other reference if the preferred one is unavailable." It has its own reference setting because it answers a different question from the ordinary delta, and the two can point at different laps.

I Chrono: fitting it to the glass

The only TrackThirtyTwo dashboard with controls for where it sits on the glass, and the tab most people never open until it does not fit.

"Move and scale the dashboard to fit your device IF REQUIRED."

Chrono gets fitted where the other dashboards do not: a narrow strip above a wheel, a cut-out in a rim, a corner of a monitor. The **Fit & Cover** tab is how you place it without reinstalling anything.

SETTING	WHAT IT DOES
Virtual Cover	The group at the top of the tab. Cover Style is Off , Blue Cover or Gray Cover
Cover Radius (default 60)	How rounded the corners of that cover are drawn
Position Settings	The group underneath, headed Dashboard Position & Scale
Top Position (default 109)	Moves the dashboard down the screen, in pixels, anywhere from 0 to 400
Left Position (default 26)	Moves it across, in pixels, 0 to 400
Scale (default 1.00)	Sizes it, from 0.10 to 2.00

Position Settings is only available with Cover Style set to Off. Choose Blue Cover or Gray Cover and the whole group greys out, sliders included. Set the cover back to Off and the three sliders come back with their values as you left them.

Dark Mode, and your own idle background

SETTING	WHAT IT DOES
Dark Mode Colour - Chrono Dashboard	The switch itself: "Turn ON/OFF Dark Mode Colours on Chrono Dashboard"
Custom Dark Mode Colours	"Set a custom primary and secondary colour for Dark Mode"

I Chrono: fitting it to the glass (continued)

SETTING	WHAT IT DOES
Main Colour	"The primary colour used by the dark mode palette across this dashboard"
Alternative Colour	The second of the pair
Ignition & Engine Warning Style	Off or On
Pop Up Style	"Choose your preferred style for the pop up messages shown on the dashboard": Off or On

Those two colours are not Chrono's alone. The page says so beside them: "Dark Mode Settings shared between all Dash and Devices", and "Select the colour of Dark Mode for ALL TrackThirtyTwo compatible profiles". Set them once and every TrackThirtyTwo product on the rig follows.

Chrono names the size it wants for a custom idle background. Under **Recommended Image Size**: it prints **762x260px**, which is the idle screen's own size. **Browse files...** picks the image and **Remove** takes it off again.

Race Control and Co-Pilot

The two dashboards that are about the race rather than the car.

Race Control

Race Control is about the session rather than the car: the field, the flags, the phase and the timing. It shares the opponents, relative and leaderboard panels with the other dashboards, and it gives them the whole screen rather than a display zone.

SETTING	WHAT IT DOES
Leaderboard mode	The whole field, or your class only
Driver ahead and behind	The immediate battle, rather than the field
Delta reference cycle	The same three references as every other dashboard

Co-Pilot

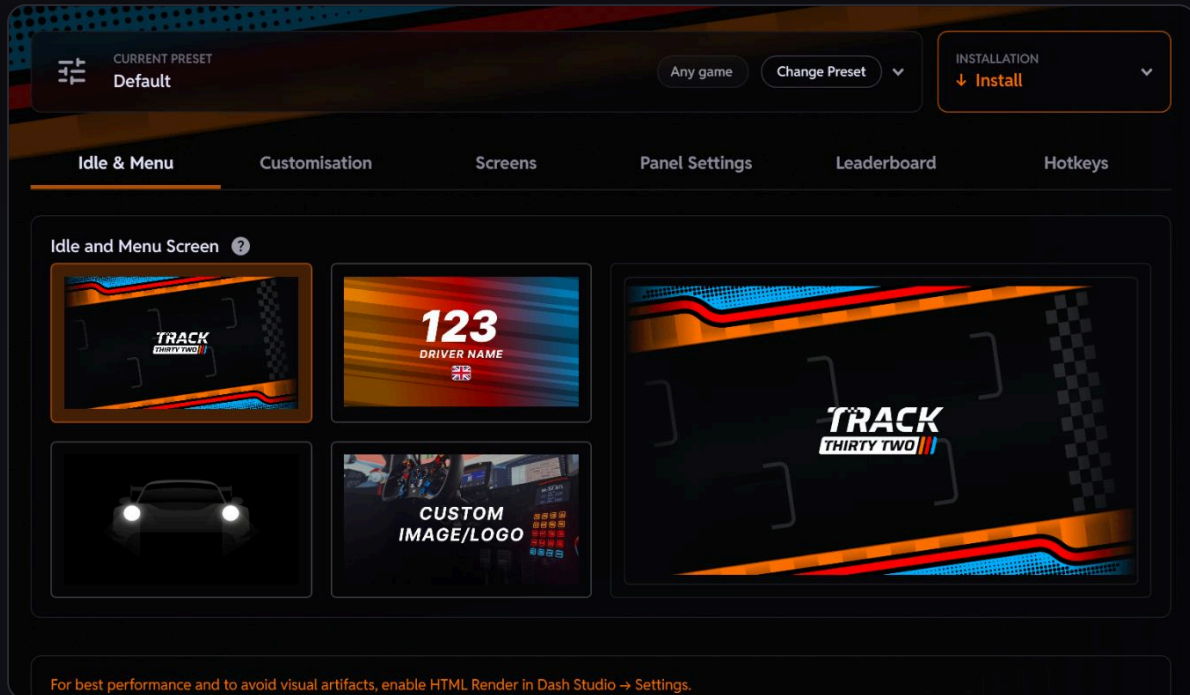
Co-Pilot is built to run *beside* another dashboard rather than instead of one, so its settings are about which screens it carries.

SETTING	WHAT IT DOES
Manage your Co-Pilot Dashboard Screens	Which screens it holds
Dash Control Actions	"Map your Dash Control Actions to navigate between Screens"
Clutch	Co-Pilot carries a clutch effect the others do not

Co-Pilot is the answer to a second small screen. Rather than running a cut-down Endurance on it, run Co-Pilot: it is designed to be the second screen, so it carries what a second screen is good for rather than a smaller copy of the first.

I Race Control: which one you are running

One dropdown that decides whether the rest of the page is describing your screen or somebody else's.



RACE CONTROL. THE VARIANT, THE FOUR SCREENS, AND THE ZONES ON EACH

"Tell the plugin which Race Control dashboard you run, so the settings below match what is on screen."

Race Control comes in two shapes, and the settings page has to know which of them is on your screen before anything else on it means the right thing. **Dashboard variant**, at the top of the **Screens** tab, is where you say.

VARIANT	WHAT IT IS
Standard	The regular build
Ultrawide	The wide build, with three more zones down the right hand column

"Both variants share these settings. Switching to Ultrawide reveals the three extra zones on the right-hand column and widens the leaderboard column budget."

I Race Control: which one you are running (continued)

Set this before you touch anything else on the page. Every zone, column and header choice underneath is read against the variant named here, and each variant keeps its own set of leaderboard columns. Naming the wrong one is the quickest way to spend an evening editing settings that never reach the screen.

I Race Control: which one you are running (continued)

Screens Navigation

CONTROL	WHAT IT DOES
Manage your Race Control Dashboard Screens	The block holding the four screens
Screen 1 Settings, Screen 2 Settings, Screen 3 Settings, Screen 4 Settings	One block per screen. Default Screen inside them marks the one Race Control opens on
Dash Control Actions	"Map your Dash Control Actions to navigate between Screens"

This block needs Pit Crew or above. Race Control is free to install and it runs on a free account, but which screen it opens on, and everything else in these blocks, is a setting, so the page is dimmed and inert below Pit Crew. That is true of every TrackThirtyTwo dashboard.

I Race Control: the four screens

Four screens, three questions each, and a picture beside them so you can tell which zone is which.

Each screen is laid out from the same short set of questions: which layout, which side the map sits on where that screen has one, and where the header strip goes. A layout map with lettered badges sits beside them, to "Identify each area for configuring Race Control easily".

SETTING	WHAT YOU CHOOSE
Screen 1 Layout, Screen 2 Layout, Screen 3 Layout	Layout A or Layout B
Screen 1 Map Position, Screen 2 Map Position	Map Left or Map Right
Screen 1 Header Position	Top, Center or Bottom
Screen 4 Layout	Layout A or Layout B, which on this screen only move the zones

"Which side of the screen the map column sits on. Every layout exists in both directions; the other elements mirror along with it."

These choices need Pit Crew or above. Race Control runs on a free account and lays its leaderboard out on the shipped defaults, but changing any of it is a setting, so the page is dimmed and inert below Pit Crew, like every other dashboard's.

I Race Control: the four screens (continued)

What each choice costs you

THE PAGE SAYS

"Layout B replaces the zone ladder with the tower leaderboard — there are no zones to configure on this screen."

"Where the header strip sits on this screen. Layout B has no free band across the middle, so it offers Top and Bottom only."

"The Ultrawide offers Top and Bottom; there is no room for a centre band."

"The extended leaderboard: a 30-row table with its own column set (see the Leaderboard tab), a compact header and a compact footer."

I Race Control: the four screens (continued)

The zones

HEADING	WHAT IT HOLDS
Screen 1 zones — Ultrawide	"Screen 1 keeps the wide zone under the map plus three zones down the right edge. Each badge below matches a letter on the layout map."
Screen 2 zones — Ultrawide	"Screen 2 carries three zones down each edge. Each badge below matches a letter on the layout map."
Screen 3 zones — Ultrawide	"Screen 3 carries three zones down each edge. Each badge below matches a letter on the layout map."
LEFT COLUMN / RIGHT COLUMN	The two ladders those zones are listed under on Screens 2 and 3

The badges are the point of the layout map. Each zone in the list carries the same letter as an area on the picture, so you are not guessing which of six identical looking slots you are filling. Read the map first, then work down the list.

I Race Control: the panels and the leaderboard

What a zone can hold, and the one TrackThirtyTwo leaderboard whose columns you pick yourself.

The **Panel Settings** tab is the list of what a zone can be set to. Several read **No setting**, meaning the panel has nothing to configure.

PANEL	WHAT IT ASKS
Fuel	"Monitor your vehicle fuel level, helping you strategise that podium spot." No setting
Tyres	Preferred Primary Data, Preferred Secondary Data, Show Brake Temperatures
Opponents	Everyone on track, My class on track or My class standings
Relative	Everyone on track or My class on track
Leaderboard	Global standings or My class standings
Pit View (iRacing Only)	"Monitor your upcoming Pit Information (iRacing ONLY) & Tyre Data." No setting
Lap History	No setting
Inputs	"View your Throttle, Brake and Clutch traces on a live graph", with Show Clutch
Webview	"Display real time web URL data (i.e Twitch or YouTube chat)", with a Web URL box

The Web URL has to be a full address. The page states the requirement: "The page loaded by the WebView panel. It must be a full address including https." A chat window beside the timing is what this is for, and it is the one panel that needs anything typed into it.

I Race Control: the panels and the leaderboard (continued)

The leaderboard columns

SETTING	WHAT IT DOES
Custom Columns	"Choose which columns are shown on the Race Control leaderboard and in which order"
Custom Columns — Screen 4 Extended	"Columns for the extended leaderboard on Screen 4. Its table is wider than the standard one, so this set and its pixel budget are independent of the columns above"
Show Team and Driver Last Name	The driver cell becomes team plus name
Other Classes	Show Other Classes puts the top of each other class above your own board
Show Circle Map	"Turn ON/OFF the circle map on the Race Control Dashboard", on the Customisation tab
Dark Mode Colour - Race Control Dashboard	Also on Customisation: "Turn ON/OFF Dark Mode Colours on Race Control Dashboard", with Custom Dark Mode Colours underneath it

"Columns are right-aligned: the rightmost column sits 5px from the edge of the zone and each column keeps a 10px gap. The selection is limited by the width of the zone."

The editor tells you which variant you are editing. Above it reads Editing the Standard or Ultrawide "columns. Each variant keeps its own set — change Dashboard variant on the Screens tab to edit the other one." Two sets, one editor, and the heading is how you tell them apart.

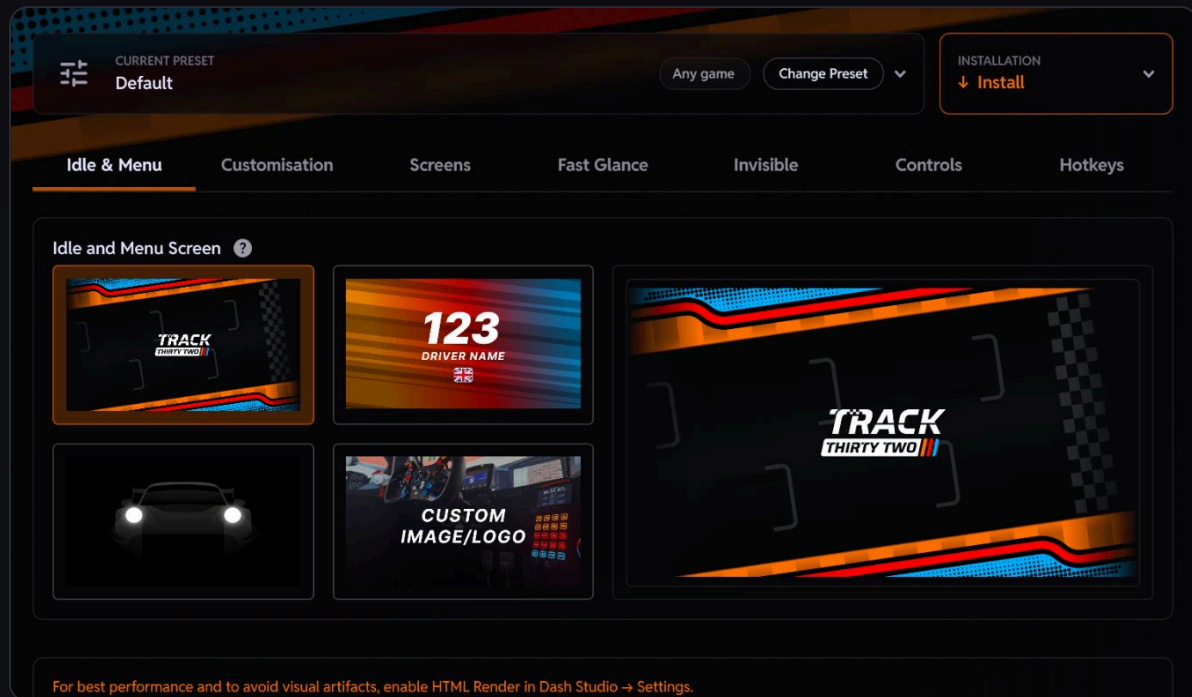
I Race Control: the panels and the leaderboard (continued)

Show Other Classes is the multiclass setting worth having. "Show the top of every other class above your class board. The rows per class and the size of your own board adapt to how many classes are in the session", so a four class grid does not push your own battle off the screen.

Show Team and Driver Last Name reads best on the wide builds. The page says why: the cell shows "TrackThirtyTwo Team Red - Newman", "each half shortened with an ellipsis when the cell runs out of room. Rows without a team name keep the normal driver format. Reads best on the Ultrawide and Screen 4, whose name band is wider."

Co-Pilot: the fifteen screens

Fifteen screens on one small display. Five are a switch and nothing else; the other ten carry something more, and the ones that need it say so where they sit.



CO-PILOT. FIFTEEN SCREENS, EACH SWITCHED ON OR OFF ON ITS OWN

"Manage your Co-Pilot Dashboard Screens"

Co-Pilot works the way Chrono does: one screen at a time, paged with a button, rather than two panels either side of a gauge. Each card has its own **Enable** switch and a **Default Screen** radio. Five of the fifteen read **No setting for this Screen** underneath: **Speedo**, **Flags**, **Radar**, **Fuel** and **Sectors**. The other ten each carry something of their own, so it is worth opening every card rather than assuming the switch is all there is.

These switches need Pit Crew or above. Co-Pilot installs and runs on a free account, but choosing which of the fifteen screens it carries is a setting, so the cards are greyed out and will not move below Pit Crew. Every TrackThirtyTwo dashboard works the same way.

I Co-Pilot: the fifteen screens (continued)

SCREEN	WHAT IT SHOWS
Lap Times	"Display 'Current, Last and Best' laps using FIA regulation colours"
Sectors	"Display Sector time information in FIA regulation colours"
Map	"Switched between a full track map, and a scaleable dynamic map that follows your vehicle"
Pedal Inputs	"View your Throttle, Brake and Clutch traces on a live graph and set a user configurable 'Limit Zone' to train your braking ability"
Speedo	"A full screen Speedometer and RPM meter that uses the SimHub selected metric/imperial value"
Time	"Track the time in both real life and on the racetrack"
Radar	"The radar screen allows you to visualise the track action around you and avoid incidents and collisions with other cars"

I Co-Pilot: the fifteen screens (continued)

SCREEN	WHAT IT SHOWS
Leaderboard	"Monitor your on track opponents across the entire field"
Relative	"Monitor your on track opponents as they race around your position"
Opponents	"Monitor your on track driver ahead and driver behind opponents"
Fuel	"Monitor your vehicle fuel level, helping you strategise that podium spot"
Pit & Tyres	"Monitor your upcoming Pit Information (iRacing ONLY) & Tyre Data"
Flags	"Turn your Co-Pilot into a full screen 'Flag Display' and display in game Marshal flags in full size"
Web View	"Display real time web URL data (i.e Twitch or YouTube chat)"
Computer	"Monitor in real time, your PCs vital measurements"

Co-Pilot: the fifteen screens (continued)

What the other ten cards ask

CARD	WHAT IT ALSO CARRIES
Lap Times	Current Lap Value: Current Time or Estimated Time . "Choose your preferred timing method for your current lap"
Map	Dynamic Map , Map Zoom , Dots Size , Driver Colour , Driver Border Colour , Driver Number Colour and Override Multiclass Colours . The next page takes them one at a time
Pedal Inputs	Show Brake Limit Zone and Brake Limit Zone Value , "a virtual brake zone, that acts as a visual reference for your braking limit". Plus Show Clutch , which "adds a clutch trace to the pedal input panel next to throttle and brake", and Show Handbrake
Time	12 Hour or 24 Hour . "Choose your preferred clock format"
Leaderboard	Global standings or My class standings
Relative	Everyone on track or My class on track
Opponents	Everyone on track , My class on track or My class standings
Pit & Tyres	Preferred Primary Data and Preferred Secondary Data : Temperature, Temperature Avg, Pressure or Wear. Plus Show Brake Temperatures
Web View	A Web URL box. "It must be a full address including https"
Computer	No setting, but not the No setting for this Screen line either: an orange caution sits where a setting would, telling you to configure the metrics in SimHub first

Switching the Flags screen off does not switch flags off. The page is explicit: "Disabling the Flag Screen will remove this screen only and will not deactivate flags globally", and it points at where that is done with "Global flags can be disabled further down".

I Co-Pilot: the fifteen screens (continued)

The Computer screen needs one thing set in SimHub. "Metrics must be configured in SimHub Settings > System Info. One of the additional providers (such as the ones mentioned), must be downloaded and enabled in order to access full data." Without that the screen has nothing to read.

Web View takes a full address. "Insert a URL from your chosen website to display the data on Co-Pilot in real time. This can be your YouTube or Twitch chat streams for example", and "It must be a full address including https".

Which screen Fast Glance brings up

This one spans two tabs. **Select the Screen to display with Fast Glance** is on the **Fast Glance** tab, alongside the hold or timed behaviour and the duration, and it picks one of the fifteen for the press. The button you press is bound somewhere else again: **Co-Pilot Fast Glance** is the name of the hotkey on the **Hotkeys** tab, under the **FAST GLANCE** heading. Neither tab carries both halves, which is why the setting feels missing on whichever one you opened.

Two screens are listed in the picker but cannot be chosen, and the list says so in the name: **Flags (Not available)** and **Sectors (Not available)**. The list also spells one screen **Pit and Tyres** where the card above calls it Pit & Tyres. There are fifteen in all, and the last of them is **Sectors**, marked **(Not available)**.

I Co-Pilot: flags, labels and the map

The settings that decide what Co-Pilot puts over the top of whatever screen you are on, and three colours that make your own car findable on the map.

The four below are on the **Customisation** tab. The map settings after them are not: they sit inside the Map card on the Screens tab, and the section says so where it starts.

SETTING	WHAT IT DOES
Marshall Flags Style	"Choose your preferred style for in-game Marshall Flags (Yellow, Green, Blue etc) as an overlay on all Co-Pilot Screens": Off , Compact or Full
Multi Positional Labels Style	Off , Compact or Full (Compact + Pop Up on change)
Pit Effect Colours	The two colours the pit limiter effect uses
Dark Mode Colour - Co-Pilot Dashboard	"Turn ON/OFF Dark Mode Colours on Co-Pilot Dashboard"

The Marshall flag overlay skips one screen on purpose. "These settings do not apply to the Flag Advisor Screen." That screen is already a full screen flag display, so an overlay on top of it would be the same information twice.

Full (Compact + Pop Up on change) is the rotary setting worth having. Compact leaves the current position on screen; Full adds a pop up the moment you turn the switch, so you can look away and still know what you changed. "Display the current Value of your Multi Positional Rotary. You can edit Labels on the Wheel Tab for your Wheel." Only for compatible wheels.

Pit Effect Colours are not Co-Pilot's. The page says so beside them: "Universal colour setting applied across all TrackThirtyTwo devices, LEDs included." Change them here and your pit limiter lights change with them.

I Co-Pilot: flags, labels and the map (continued)

The track map, inside the Map card on the Screens tab

This is the set people hunt for on Customisation and never find. Every map setting lives in one place: open the **Screens** tab, find the card headed **Map**, and they are in that card's settings panel under the Enable switch.

I Co-Pilot: flags, labels and the map (continued)

SETTING	WHAT IT DOES
Dots Size	"Adjust the size of the dots (drivers) on the track map"
Driver Colour	The colour of your own dot
Driver Border Colour	The ring around it
Driver Number Colour	The number drawn inside it
Dynamic Map	"Switch between a static map and an animated dynamic Map that moves with your car"
Map Zoom	"Adjust the zoom level on the ADP Map. The higher the number, the more area you can see. (Dynamic Map ONLY)"
Override Multiclass Colours	The last switch in the card. The plugin prints no help beside it

Four of them are marked **"Require a Dashboard Restart"**. Dots Size, Driver Colour, Driver Border Colour and Driver Number Colour each carry the line, with a blue warning icon beside it. Change them, then restart the dashboard before deciding whether you like the result, or you will be judging the old sizes and colours.

I Invisible: a dashboard that is not there

The smallest settings page in the plugin, attached to one of the more useful ideas in it.

The Invisible Dash has almost no settings, which is the point. It shows nothing until a hotkey summons it, then shows what you asked for and goes again.

USE IT AS	WHICH MEANS
Your screen's dashboard	A blank screen until you ask. For anybody who wants the picture clean
An overlay	Summoned over whichever dashboard you are running, from its Invisible tab
SETTING	WHAT IT DOES
Invisible Dash hotkey	What summons it
Watermark	A visual marker "to give you a clearer visual indicator that the Invisible Dash is active as an overlay and not that the Dashboards have been switched"

Every other TrackThirtyTwo dashboard can summon it. That is the feature: you do not have to choose between a full dashboard and a clean screen. Run the dashboard you want, and have the Invisible Dash on a button for the moments you want nothing in the way.

There is a Control Panel toggle for each layout too. On a Control Deck, the toggles are listed per dashboard (Standard, Endurance, Speedway and Rally), so a key can turn the Invisible Dash on for the layout you are actually running.

I The Heusinkveld DisplayDash

A button box with a dashboard above it, and the only TrackThirtyTwo screen whose readings you place cell by cell.

The DisplayDash is a button box with a screen above the switches, so it sits under **LED DEVICES** → **Button Boxes** with the rest of them rather than under Dashboards. Choose it by brand there and the page grows two tabs: **Display** for the screen, **LEDs** for the lights behind the switches. Everything below is on the Display side.

TAB	WHAT IS ON IT
Idle & Menu	What the panel shows when you are not driving
Dashboard	Which TrackThirtyTwo dashboard runs on the screen
Display Effects	The rows of readings, and the RPM bar
Customisation	Theme, gaps, and what to do with a reading the car does not have
Advanced	How the panel knows which page the device is on

Idle and the Dashboard tab

SETTING	WHAT IT DOES
TrackThirtyTwo Idle / Custom Background	"Choose between the TrackThirtyTwo artwork and a background of your own for the idle screen"
Background Style	"Choose what fills the idle screen: nothing, a gradient, a gradient with moving shapes, or your own image"
Customise Dashboard	Jumps straight to the settings page of whichever dashboard is on the screen

The panel names the size it wants. It asks for "Best results at 600 x 686 pixels", which is the panel's own size, and warns that "Anything else is cropped to fill." The preview on the page is captioned **600 x 686 on the device for the same reason.**

I The Heusinkveld DisplayDash (continued)

Four TrackThirtyTwo dashboards fit this screen, and the page offers only those. Endurance, Rally, Speedway and Co-Pilot are all 16:9 at a size the panel can draw. Chrono is the wrong shape for it, and Race Control is the right shape but authored for a monitor, so its timing tables would be unreadable here.

I The Heusinkveld DisplayDash (continued)

Display Effects

SETTING	WHAT IT DOES
Full-width rows	"Turn a row of four captions into one bar across the whole strip. The device switch above chooses which page you are editing"
Cells	The default for a row: four separate readings rather than one bar
RPM, Fuel, Opponents	The three things a full-width bar can be instead
Shows	On the Opponents bar only: Whole field, Class, on track or Class, by position
RPM bar colours	TrackThirtyTwo gradient or Custom

"How the full-width RPM bar is coloured. TrackThirtyTwo gradient runs green to orange to red and follows the theme; Custom paints your own colours from idle to redline."

I The Heusinkveld DisplayDash (continued)

Customisation and Advanced

SETTING	WHAT IT DOES
Dark mode	The first switch on the tab, under the DISPLAY heading
GAP DISPLAY	1 decimal or 2 decimals, and Show sign
THEME	Dark for a black ground, "the default", or Light "for a bright cockpit or a daylight rig"
Hide readings this car does not have	"Leaves the display blank instead of printing a dash when the car has no such reading"
Reset layout to defaults	Under LAYOUT . "Puts every display on both pages back to the shipped configuration. Your other presets are untouched"
PAGE SWITCHING	Automatic, HID report byte, Button 128 toggle or Main layer only

Leave Page Switching on Automatic. The page says as much: "It only needs changing if the dash does not follow the Fn button on your firmware." Automatic reads the layer the device reports and falls back to the button while it has not seen one, which is correct on old firmware and new.

If the panel is showing the Main page when the device is on Fn, touch an input. The device only reports its layer when it sends a report, so starting SimHub while the device is already sat on Fn leaves nothing to read until you move something.

I If something is not right

The first five are nearly all of it, and two of them are the same thing: installing a dashboard is not the same as putting it on a screen.

WHAT YOU SEE	WHAT TO DO
Not connected	A screen the plugin knows about but cannot currently find. Check it is powered and plugged in
No screens found yet	Add the device on SimHub's Devices page first, then press Rescan
Sign in on the Home page to install or update	The plugin is not signed in
Membership required	The dashboards are free to install and run; every setting on them, including which screens they carry, needs Pit Crew or above
An Enable switch will not move	The same thing. Enable, Default Screen and the display zones are settings, so they are inert below Pit Crew on every dashboard
A dashboard installed but nothing changed	Installing does not place it. Pick it for a screen under Dash Displays
It looks soft or cropped	Wrong size for that screen. Install the build that matches its resolution
Adaptive Display Zones are missing	Not available on Regular sizes with Wide RPMs. There is no room
The delta position setting is missing	Regular and XL sizes only
A panel disappeared from one side	You enabled it on the other. A panel can only be on one side at a time
Touch does nothing	Enable Advanced Touch controls in SimHub's screen settings for that device as well
Visual artifacts, or it feels slow	Enable HTML Render in Dash Studio → Settings
Tyre temperatures never update	iRacing does not provide live temperatures per lap. The page says so

I If something is not right (continued)

WHAT YOU SEE	WHAT TO DO
No versions listed	Press Check for updates . The list is fetched rather than shipped
Race Control settings do not match your screen	Set Dashboard variant on its Screens tab to Standard or Ultrawide first
Race Control Screen 2 has no zones to set	It is on Layout B , which replaces the zone ladder with the tower leaderboard
A Race Control header will not sit in the centre	Layout B and the Ultrawide offer Top and Bottom only. A Center choice falls back to Top
Chrono's position sliders are greyed out	Set Cover Style to Off . Position Settings is only available without a cover
Co-Pilot's map settings are not on the Customisation tab	They never were. Open the Screens tab and the card headed Map
Co-Pilot's map colours or dot size did not change	They are marked Require a Dashboard Restart . Restart the dashboard
Default Zone C Display is not on the Display Zones tab	It is on Customisation , below Delta Position , and only Endurance has it
Co-Pilot's Computer screen has no readings	Configure the metrics in SimHub Settings → System Info and enable a provider
Turning off the Co-Pilot Flags screen did not stop flags	It removes that screen only. Global flags are switched off further down the page
The Invisible Dash comes up showing nothing you recognise	Configure a Screen Capture Area in Dash Studio → Settings

| If something is not right (continued)

WHAT YOU SEE	WHAT TO DO
The Rally stage bar style did nothing	The styles are captioned Unavaible for the UXL version
The DisplayDash panel is stuck on the Main page	Touch an input. It reports its layer when it next sends a report

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 dashboard, which size, and which screen it is meant to be on. Those three answer most dashboard questions before we have to ask anything.