



TrackThirtyTwo Relay Guide

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I The problem Relay solves

Relay is the one TrackThirtyTwo product that is about your team rather than your rig. It is built for endurance racing, where a car changes hands and a stint plan matters more than a lap time.

TrackThirtyTwo Relay

DRIVE. RELAY. DECIDE.

In a team race, iRacing only shows the car's fuel and tyres to whoever is driving. RELAY streams the car from your driver's PC to the whole team, so every stint gets a strategy desk.

LIVE SHARING IS OFF

 **Your team cannot see your car.**

Nothing about it leaves this PC until you turn sharing on.

[Turn on sharing →](#)

HOW RELAY WORKS

Your whole team sees the car.

01

Drive

Whoever takes the wheel shares the car automatically. Fuel, tyres, stint state.

02

Relay

Direct to your teammates' PCs when the connection allows, through a TrackThirtyTwo relay point when it does not.

03

Decide

The strategy desk shows fuel, tyres and the pit window, live on every screen.



RELAY, THE FIRST PAGE. THE THREE STEPS, AND A BANNER SAYING WHETHER ANYTHING IS LEAVING THIS PC

"In a team race, iRacing only shows the car's fuel and tyres to whoever is driving. RELAY streams the car from your driver's PC to the whole team, so every stint gets a strategy desk."

It is worth sitting with that for a second, because it is a limitation of the sim rather than of your rig. In an endurance race the person who most needs to know how much fuel is in the car is usually the one *not* driving, and no sim will tell them. Relay is the wire that carries it.

Nothing is shared until you say so. Relay opens with a banner headed **LIVE SHARING IS OFF**, reading "Your team cannot see your car. Nothing about it leaves this PC until you turn sharing on." That banner is honest: the master switch really is off on a new install, and a **Turn on sharing** button sits on the banner itself. Pause it mid event and the same banner comes back as **LIVE SHARING IS PAUSED**, with **Resume sharing** in its place.

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 RELAY

PIT CREW

RELAY 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

RELAY in the rail down the left of the plugin. It opens into three pages: **Live Session** (the strategy desk), **My Team** (who you relay with) and **Settings** (what leaves this PC).

Everybody in the car needs the plugin, and a compatible version of it. Relay is not a website you log into: it is PC to PC, so each teammate installs the plugin and signs in on their own machine. The roster tells you at a glance whether their version can read yours, which is the single most common Relay problem.

I What the RELAY page shows

The front page is not a settings page. It is the one place the whole product is described in its own words, and the card that gets you into a team.

RELAY opens on a page that is mostly explanation, and it is worth one read before you touch anything. Three cards carry it. Two are below; the third, **HOW YOUR DATA TRAVELS**, gets a page of its own further on.

HOW RELAY WORKS	WHAT THE CARD SAYS
01 Drive	"Whoever takes the wheel shares the car automatically. Fuel, tyres, stint state."
02 Relay	"Direct to your teammates' PCs when the connection allows, through a TrackThirtyTwo relay point when it does not."
03 Decide	"The strategy desk shows fuel, tyres and the pit window, live on every screen."

YOUR TEAM

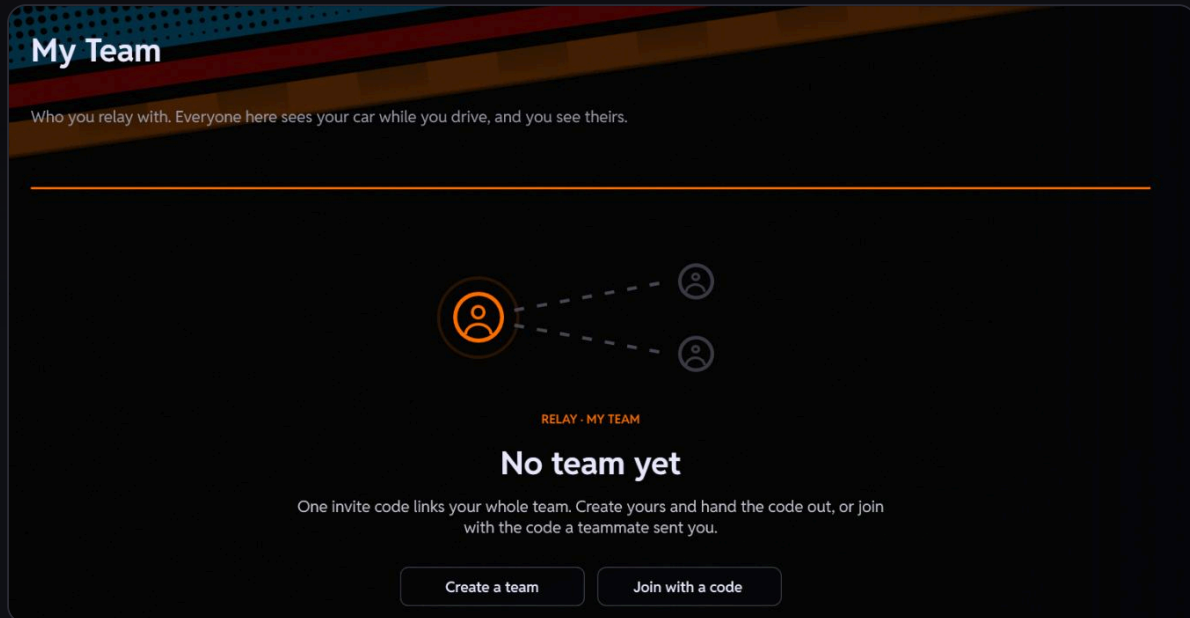
The card you actually use on day one. Before you are in a team it reads *"One code links the whole car."* over "Create your team and hand the invite code to your teammates, or join with the code a teammate sent you", with a **Create a team** button and a **Join with a code** button under it. Once you are in a team the same card becomes the crew: every face on the roster, who is driving right now, and the **INVITE CODE** along the foot.

If the page is behind a padlock

Without a membership that includes RELAY the page becomes the membership gate, and it is built to be read rather than dismissed. It opens on the same hero the product has, **TrackThirtyTwo RELAY** over *"Your whole team sees the car."* Under that sit the same three steps, headed **WHAT YOU GET**, so you can read what it does before paying for it. The ask comes after them, not before: *"TrackThirtyTwo Relay needs a Pit Crew membership"*, with the two buttons on its right. **Become a member** opens the membership page in your browser, or **Upgrade membership** if you already hold a lower tier, and **Learn more** opens the RELAY page on danielnewmanracing.com. Signed out, that first button reads **Go to Home to sign in** and takes you to the plugin's own home page instead. A last card closes the page with everything a Pit Crew membership includes, and the monthly price when the plugin can reach it.

Setting up a team

"One invite code links your whole car. Create a team, or join with the code a teammate sent you, and their laps appear here as they drive." You only do this once.



RELAY, MY TEAM. THE ROSTER, EACH TEAMMATE'S PLUGIN VERSION, AND THE INVITE CODE

1 One person creates the team

On **My Team**, create it. That person holds the **Invite code**, which appears under the roster with a **Copy code** button beside it.

2 Everybody else joins with that code

Same page, **Join with a code**. The **Roster** then lists everyone in the car, how recently each reached you, and what plugin they are running.

3 Pick your favourite team

Set as favourite team tells Relay which team to use on its own when you are in more than one.

I The rest of My Team

Everything else on the page, and the one button worth being careful with.

ON MY TEAM	WHAT IT DOES
Invite code	The code a teammate enters to join this team. "Anyone holding it can join, so pass it on privately"
New code	Issues a fresh one and retires the old one
Rename team	Changes the name everybody sees
Set as favourite team	The team RELAY picks on its own
Racing for	Which of your teams the current session belongs to
Roster	"Everyone in this team, and how recently each of them reached you"
Plugin key	The build each teammate is running, as the coloured dot reports it
when last seen	Trails a build number the roster is replaying rather than reading live. A teammate who has parked up keeps the last version they reported, marked this way

A build is only ever reported while somebody is in a session, so a version vanishing when a teammate parks up is not a fault: the roster keeps the last one it saw and marks it **when last seen**. Teammates reading the board from the website or the TrackThirtyTwo app show as **web**, **iOS app** or **Android app** rather than a version.

Treat the invite code like a key, because it is one. If it gets out, press New code. A fresh code retires the old one, so anybody who has not joined yet needs the new one. Tell them before you press it.

Leaving a team

Leaving is done here rather than in Settings, and it is not reversible from your side: you need the invite code again to come back. The plugin warns you first.

"Whichever you leave, your teammates lose your stints from their board."

I The coloured dot beside each name

Plugin out of date is not a scolding. It is the one diagnosis Relay makes for you, and it is worth reading properly.

Every teammate on the roster carries a coloured dot. It is not about whether they are online. It is about whether their plugin can read the data yours sends, and it is the first place to look when somebody says "I cannot see the car".

THE DOT SAYS	WHICH MEANS	WHAT TO DO
matches you	Their build reads yours and yours reads theirs	Nothing
newer than yours	"Their build is newer than yours, so your plugin cannot read it"	Update <i>your</i> plugin
too old to read yours	"Their build is too old to read your encrypted data"	They update theirs
not reported	"Their build does not report its data format. Not a fault"	Nothing, unless the board stays empty

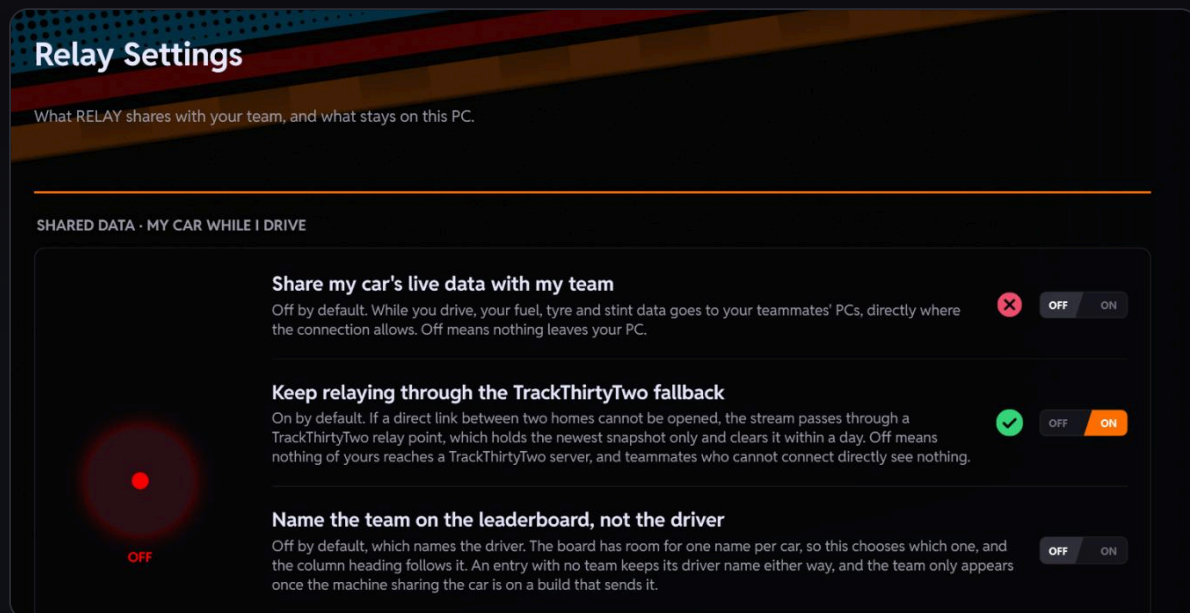
This is the answer to most Relay tickets. Two people in the same car on two different plugin versions is normal (one updated last week and the other did not), and the roster names it plainly rather than leaving you to guess. Update from the plugin's home page: it closes SimHub, installs, and reopens on its own.

The same fault, seen from the board

"Your team are sharing in a newer format. Install the latest TrackThirtyTwo plugin and restart SimHub, and the board fills on its own."

Turning sharing on

"What RELAY shares with your team, and what stays on this PC." Four switches, and the first one is the master.



RELAY, SETTINGS. THE MASTER SWITCH, THE SESSION PAUSE, AND HOW YOUR NAME APPEARS

SETTING	WHAT IT DOES
Share my car's live data with my team	The master switch. Off by default , and off means nothing leaves your PC
Keep relaying through the TrackThirtyTwo fallback	On by default. Holds the link open when a direct one cannot be made
Name the team on the leaderboard	Off by default, which names the driver instead
Leave a team	Its Open My Team button goes there
Pause sharing for this session	Stops it once. Your standing choice stays on and resumes next time you race

Turning sharing on (continued)

Pause is not on the page until sharing is on. The screenshot above is a PC with the master switch off, which is why there are only four rows. Turn **Share my car's live data with my team** on and **Pause sharing for this session** appears underneath it. Nothing is missing.

I What each switch really does

The plugin explains each of these on the page itself. These are its words, because they are more precise than a paraphrase.

They all sit in one card, headed **SHARED DATA · MY CAR WHILE I DRIVE**. The disc down its left side is the card's own answer, readable from across the room: **OFF** in red, **RELAYING** in green, or **PAUSED** in gold while sharing is on but paused for this session.

Share my car's live data with my team

"Off by default. While you drive, your fuel, tyre and stint data goes to your teammates' PCs, directly where the connection allows. Off means nothing leaves your PC."

Keep relaying through the TrackThirtyTwo fallback

"On by default. If a direct link between two homes cannot be opened, the stream passes through a TrackThirtyTwo relay point, which holds the newest snapshot only and clears it within a day. Off means nothing of yours reaches a TrackThirtyTwo server, and teammates who cannot connect directly see nothing."

Leave this on unless you have a reason not to. A direct link between two home broadband connections often cannot be opened at all, and this is what makes Relay work anyway. Turning it off is a privacy choice with a real cost.

Name the team on the leaderboard, not the driver

"Off by default, which names the driver. The board has room for one name per car, so this chooses which one, and the column heading follows it. An entry with no team keeps its driver name either way, and the team only appears once the machine sharing the car is on a build that sends it."

I What each switch really does (continued)

TEST BUILD ONLY

One more block can appear in the card, in gold, between the leaderboard switch above and **Leave a team**, which is the last row on the page. It belongs to a field test build, and a signed release collapses it, so on the plugin you downloaded it is not there and nothing is missing. If you are helping test, it carries two switches, the second appearing only once the first is on.

Pretend a session is running reads "Starts a real RELAY session using practice numbers instead of the sim, so two people can prove the link between their PCs before the live data arrives. Everyone testing turns this on." **I am the driver for this test** decides which end you are: "On = this PC sends the car. Off = this PC watches a teammate's car on the Live Car page. Exactly one person turns this on. Sharing above must also be on for anything to leave this PC."

I Where your data actually goes

This page exists because "it streams my telemetry somewhere" is a reasonable thing to want spelled out.

Relay carries your car's telemetry off your PC, so it is fair to want to know exactly what happens to it. The plugin answers that on its own front page, in a card headed **HOW YOUR DATA TRAVELS**, rather than in small print. These are its four statements, word for word.

"Encrypted before it leaves your PC. Your team holds the key. What is stored for you is ciphertext."

"Direct PC to PC wherever your connections allow it. The board tells you which path you are on."

"No history is kept. The relay point holds only the newest snapshot, overwritten as it arrives, and cleared within a day."

"Off by default. You switch sharing on, and you can pause any day."

WHAT	WHERE IT GOES
Your car while you drive	Your teammates' PCs: fuel, tyres, stint state, and the field as your sim reports it
Who it reaches	The people on your roster. Nobody else, and nothing public
The path it takes	Direct where it can be opened, otherwise through a TrackThirtyTwo relay point
What TrackThirtyTwo can read	Nothing. It is encrypted before it leaves you, and your team holds the key
How long it is kept	The newest snapshot only, cleared within a day
When it stops	When you stop driving, or the moment you switch sharing off

The masthead tells you live which path you are on. Along the top of Live Session sits **DIRECT** or **RELAYED**, with the age of the last packet and its throughput beside it. You never have to guess.

The strategy desk

"The strategy desk for your shared car. Fuel, tyres, pit plan and stints, live while a teammate drives."

Live Session

The strategy desk for your shared car. Fuel, tyres, pit plan and stints, live while a teammate drives.

LIVE SHARING IS OFF


Your team cannot see your car.
 Nothing about it leaves this PC until you turn sharing on.

Turn on sharing →

CAR

RACE

LEADERBOARD



CAR 71 Porsche 963
GT3 · TRACKTHIRTYTWO ESPORTS TEAM

FB

F BOOYSEN
IN THE CAR 1:12...

BEST LAP 1:51.877

LAST LAP 1:52.304

P4 OVERALL

P2 IN CLASS

INCIDENTS 5/∞ DRIVER · 11/∞ TEAM

● DIRECT · AGE 0.4s

410 B/s

RELAY, LIVE SESSION, THE CAR TAB. FUEL, PIT PLAN, TYRES AND CAR SETTINGS WHILE A TEAMMATE DRIVES

Live Session is the reason Relay exists, and it is what the rest of the team looks at while somebody drives. It opens on **CAR**; the three tabs across the top are **CAR**, **RACE** and **LEADERBOARD**.

Along the top of the CAR tab: the car number and model, who is in it, how long they have been in, laps, stops, last pit lap, best and last lap, and position overall and in class. Underneath that, four boxes.

CHOOSE A SESSION

Above the board, the full width of the page, is the picker that decides whose car you are looking at. Left alone it reads **Choose a session**, described underneath as "Automatic, follows whichever car is being driven", which is right almost always.

Open it when two teammates are on track at once and the board keeps changing its mind. There is one row per car, not per person: the circuit and car model on the first line, who is in it and which team on the second. Cars in your other teams are listed too, and picking one switches team for you. The pick is forgotten on restart, so a board can never come back pinned to a race that finished last night.

I Fuel, and the pit plan

The two boxes the strategist actually lives on. Everything here is measured on the driving PC and worked out from completed laps.

FUEL WINDOW	WHAT THE NUMBER MEANS
Laps of fuel	How far the fuel on board actually takes them. The solid part is the laps you can count on, and the colour changes as it turns into an estimate
On board	Fuel in the tank right now
To empty	How long the fuel on board lasts at the current burn
Empty at	The lap the tank runs dry at the current burn
Burn per lap	Averaged across their last five laps, so one heavy or light lap does not move the projection

PIT PLAN	WHAT THE NUMBER MEANS
Must add · AT NEXT STOP	The big figure. How much to put in at the next stop: the fuel needed to finish, less what is already on board
WINDOW	In amber on the box's own heading, naming the lap the window opens on. It is absent until there is a lap to name
Fuel to finish	Total fuel still needed to reach the flag at the current burn
Stops remaining	How many stops that takes
Laps to window	How far off the next window is. It "opens one lap before the tank runs dry"

A dash is not a fault. "Measured on the driving PC. A dash is a value that sim does not report." Relay shows what it is given rather than inventing a plausible number, which is the right call for a tool you make pit calls on.

I Tyres, car settings and the stints

The rest of the CAR tab, in the order it appears down the page.

Tyres · live from the car

All four corners, each with its surface temperatures across the tread (outer, middle, inner), the carcass temperature, wear, and the pressure the sim reports. The compound and how many laps are on this set sit above them.

Car settings

Six tiles, showing what the driver has the car on right now. Useful on a driver change, and useful when a stint suddenly goes away from them.

TILE	WHAT IT IS
TC	Traction control
BIAS	Brake bias, as a percentage
ABS	Anti-lock braking
MAP	Engine map
FARB	Front anti-roll bar
RARB	Rear anti-roll bar

A dash in **FARB** or **RARB** means that reading did not arrive: either the driving PC predates the bars reaching the wire, or that sim does not report them. It is the same rule as everywhere else on the board. A build sending no cockpit reading at all hides the cluster rather than showing six dashes.

The relay · stints

A strip across the bottom showing who has driven, for how many laps, who is in the car now, and where the finish falls. It is the fastest way to answer "whose turn is it and how long have they got".

I Tyres, car settings and the stints (continued)

Tyre and steering data depend on what the sim exposes and on the build the lap was recorded with. Where a value is not available the panel says so in words rather than showing a zero.

I The race and the field

The two tabs the strategist moves to once the fuel plan is settled.

Live Session

The strategy desk for your shared car. Fuel, tyres, pit plan and stints, live while a teammate drives.

LIVE SHARING IS OFF

Your team cannot see your car.
Nothing about it leaves this PC until you turn sharing on.

Turn on sharing →

CAR

RACE

LEADERBOARD

LEADERBOARD

P	CAR	DRIVER	IR	INC	T	SHORT AVG	LONG AVG	LAST	BEST	PIT
GTP 3 DRIVERS SOF 4.3k										
1	#03	T. Hilton	4.2k	3	D	—	—	1:08.138	1:07.628	OUT
2	#71	D. Newman	4.8k	2	D	—	—	1:07.929	1:07.125	—

THE LEADERBOARD TAB. EVERY CLASS, WITH GAPS, DELTAS, STOPS AND IRATING

RACE puts your opponents beside the circuit, with the track map and, along its foot, four readings the sim is giving the driver: **TRACK STATE**, **TRACK**, **AIR** and **WIND**. **LEADERBOARD** is the whole field as the driving PC sees it, split into classes with a strength of field for each.

OPPONENT PACE · THIS STINT

The left half of **RACE** is four cards. **AHEAD · TRACK** and **BEHIND · TRACK** are the nearest car each way on the road; **AHEAD · CLASS** and **BEHIND · CLASS** are one place either side of you on the class board. Where the sim names no class pair the two class cards stay put and read **NO CLASS OPPONENTS**, so the circuit never changes size.

LAST 5 is their last five laps averaged, with **BUILDING**, **STEADY** or **FADING** beside it: a car that started slowly and settled and a car falling off its tyres share a stint average and have opposite futures. It appears only once their stint runs past five laps, because until then the last five and the stint are the same laps.

MARKERS SHOW

Beside **TRACK MAP**, this sets what the number inside each dot on the circuit means: **POSITION**, **CLASS** or **CAR NUMBER**. It opens on car number and remembers your choice. A mode the driving PC cannot supply is struck through and will not take a click, reading "The driving PC is not sending this" on hover.

I Reading the leaderboard

Fourteen columns sounds like a lot. Seven of them are the ones you read mid stint.

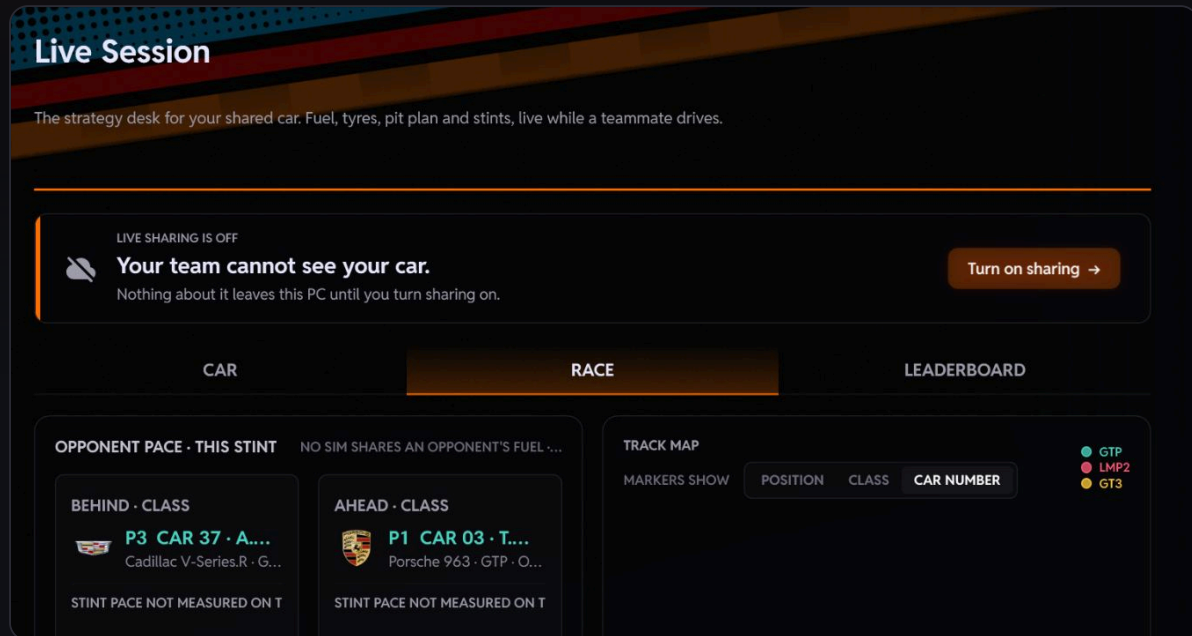
COLUMN	WHAT IT IS
iR	Their iRating, with the arrow showing the gain or loss on offer
INC	Incident count
SHORT / LONG AVG	Their pace over a few laps, and over many
LAST / BEST	Their last and best lap
PIT	In the pits, or on an out lap
STINT / STOP	Laps into this stint, and how long their last stop took
GAP / DELTA	How far away they are, and whether that is growing or shrinking

Opponent pace is their stint average, not their fastest lap. "Their average lap since their last stop. The out lap is left out, because a lap carrying a pit exit is not their pace."

Nobody can see a rival's fuel, and Relay says so rather than guessing. Across the opponents panel: "NO SIM SHARES AN OPPONENT'S FUEL · STOP LENGTH IS THE TELL". How long they stood still is the only honest evidence of what they took on.

A board that is still filling in

Half the questions we get about Live Session are about a board that is still filling in.



RELAY, LIVE SESSION, THE RACE TAB. YOUR OPPONENTS BESIDE THE CIRCUIT, AND THE TRACK STATE

A board that has just connected is not a broken board. Relay distinguishes "not measured yet" from "missing", and it uses different words for each.

YOU SEE	WHAT IT MEANS
Connecting to your team	"Nothing is missing yet; this board fills on its own as soon as your team answers."
WAITING	"Anything reading WAITING is not measured yet, not missing"
Waiting for the first full lap	Lap times, averages and the pit plan all need one completed lap
A half drawn track map	"Still being drawn from the driver's first lap. The car's position on the part that exists is correct"
NOTHING BELOW IS UPDATING	The stream has gone stale. Check the driving PC is still driving
A dash	That sim does not report that value at all

I A board that is still filling in (continued)

The first lap is the expensive one. Fuel per lap, laps remaining and the whole pit plan are worked out from a completed lap, so a board joined mid out-lap looks sparse for a minute and then fills in one go. That is the design, not a fault.

When the board is empty

The standing by headline is the plugin doing the diagnosis for you. It is worth the four seconds it takes to read it.

An empty Live Session is never a silent one. A spine of TrackThirtyTwo colour down the left carries **STANDING BY** in orange, and beside it a headline naming the one cause the board can actually see. Read that headline before you change anything, because three of the five are somebody else's PC rather than yours.

STANDING BY SAYS	WHAT IT MEANS
Connecting to your team	SimHub is still starting up. Nothing has answered yet, which is not the same as nobody driving
You are not in a team yet	A Create a team and a Join with a code button sit under it, both opening My Team
Waiting for a teammate to drive	"This board fills on its own the moment a teammate's car goes on track. Nothing to set up here."
[Name] is driving, but sharing is off on their PC	The fix is on their machine, not yours: they switch on live sharing in Relay Settings
[Name]'s car went quiet	Nothing has arrived for over a minute, so the board let it go. It fills again on its own when that car sends

Your plugin cannot read this session

One state replaces **STANDING BY** rather than standing beside it, and it is drawn loud in red because it will not clear itself: **PLUGIN OUT OF DATE**, over *"Your plugin cannot read this session"*. Your teammate is sharing in a format your build was written before, and your own version is printed underneath so you can see the gap. Update from the plugin's home page and restart SimHub.

FIELD TEST DATA

A gold dot and the words **FIELD TEST DATA** along the masthead mean the car on the board is a teammate's test harness rather than a sim: a complete, invented race that runs whether or not anybody is in a car. Nothing on that board is a pit call.

I If something is not right

The first three are nearly all of it, and two of them are somebody else's plugin version rather than yours.

WHAT YOU SEE	WHAT TO DO
No team yet	Create one on My Team , or join with a teammate's invite code
A teammate cannot see the car	Check the roster dot. It marks a plugin too old to read yours
Plugin out of date	Update from the plugin's home page, then restart SimHub
Nothing is shared while driving	Share my car's live data with my team is off by default
Sharing is on and still nothing	Only the person driving sends. Check the right PC has it on, and the sim is running
Teammates elsewhere see nothing	Keep relaying through the TrackThirtyTwo fallback . A direct link often cannot be opened
Your seat on the team has gone	You were removed from the roster. Rejoin with the invite code
Your RELAY membership has lapsed	"You are still on the team and your teammates still see each other. Renew to read the car again"
A value shows as a dash	That sim does not report it. The page marks these rather than guessing
No opponent fuel anywhere	No sim shares it. Stop length is the tell, as the page says
Data arrives late	Check the masthead. RELAYED is slower than DIRECT, and still correct
The invite code got out	New code on My Team. A fresh code retires the old one
The board keeps swapping cars	Two teammates are out. Name the one you want in CHOOSE A SESSION
FIELD TEST DATA on the masthead	You are watching a test harness, not a sim. None of it is real
A teammate's version disappeared	They stopped driving. The roster keeps it, marked when last seen

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 who is driving, who cannot see it, and what the roster dot says beside each name. Relay problems are almost always a version mismatch, and the roster has already diagnosed it.