

Giuseppe Curri generic dashboard V1.2

Thank you for downloading this SimHub dashboard.

Please take a moment to reference this document before using this dash as it will explain most of the features included in it.

Before introducing the key elements of the dashboard, please make sure to download the **latest SimHub version (V7.4.0 at the time of writing)** available from the official website, as I discovered some issues with older versions of the software.

Please note that this dashboard has been built specifically for iRacing as this is my main sim, but I have tried my best to extend its compatibility with other titles I play from time to time, such as AC, ACC and rF2, even though some features will not work in all sims due to the missing telemetry data coming from them (the dashboard might work with any other major title other than these listed but this has not been tested).

If you are an iRacing user and you plan to use this dash with this sim, please note that some features are available thanks to the amazing **"iRacingExtraProperties"** plugin by Romain Rob (credits to him for his outstanding work which gives us the possibility to have nice additional properties available for iRacing). Make sure to have this DLL in your main SimHub installation folder; if not, please click on the link below to download it, otherwise some features dedicated specifically to iRacing will not work. From this link you will also be able to download his famous "iRacing Universal dashboard" as well.

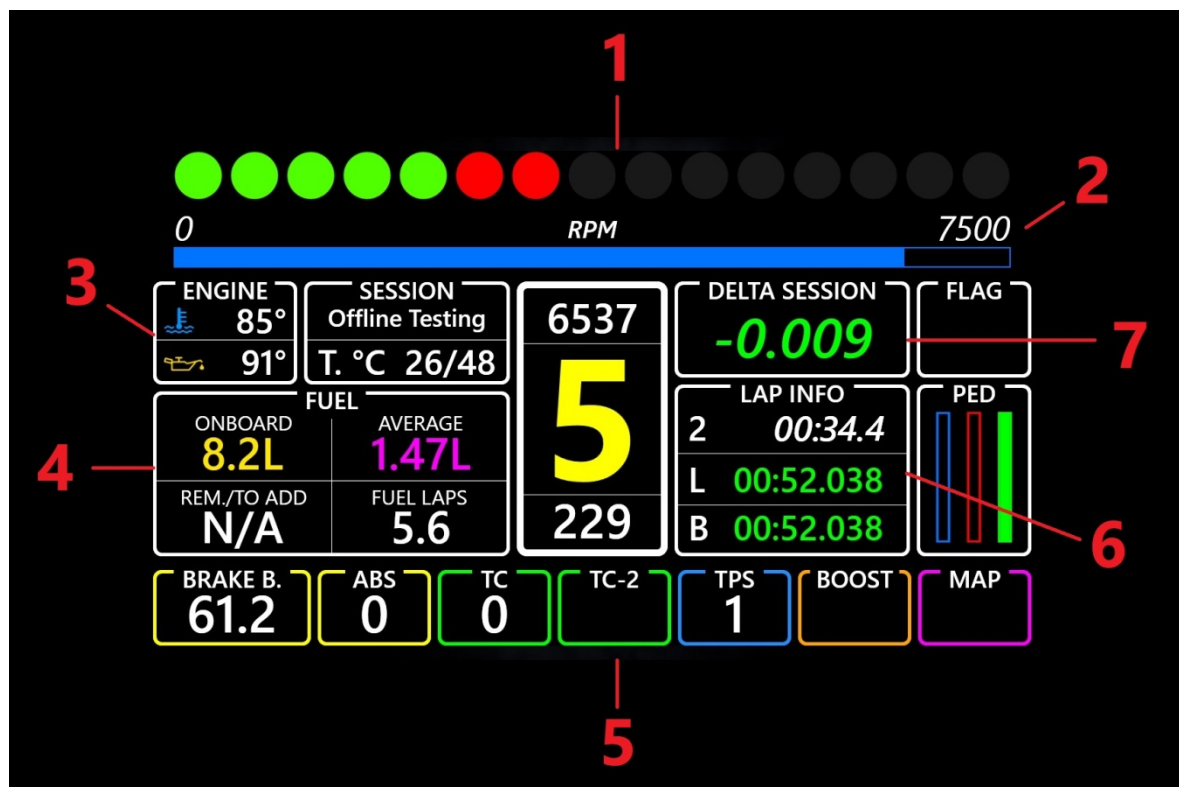
Link: <https://www.simhubdash.com/community-2/dashboard-templates/romainrobs-collection/?sfw=pass1622388991>

Let's now start with the dashboard description...

The initial release of this dashboard has been optimised for smartphones, tablets or any other SimHub compatible device that do not have external LEDs available (the resolution is 1280x720 with a 16:9 aspect ratio). This layout, in fact, contains virtual LEDs on the top of the screen which are configurable to your liking.

A USB480 version of this dashboard (without virtual LEDs) and with optimised resolution for this device will be available in the near future...

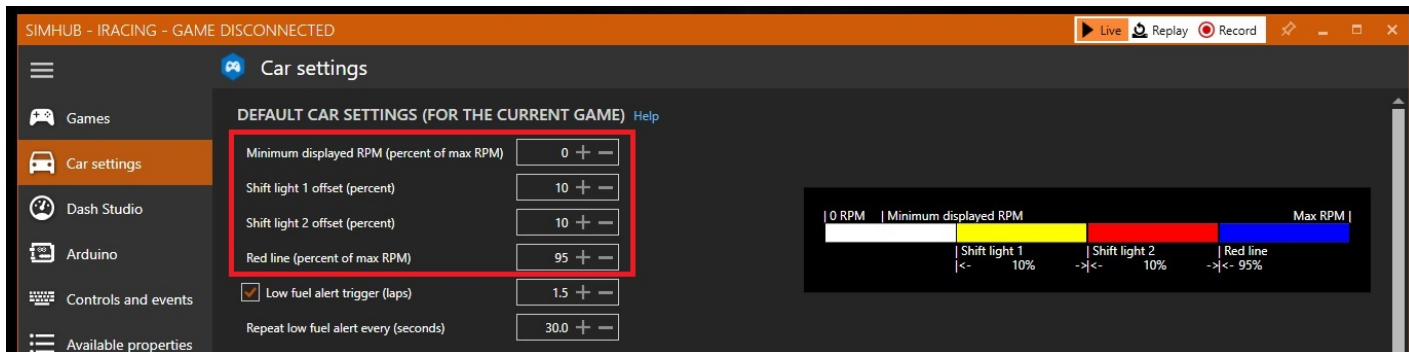
As soon as the sim is loaded, you will be prompted to this layout:



For the most part, these displayed info are very familiar, but it's a good idea to go through some of them as they contain features that may not be as intuitive as they appear:

1 - LED bar: this LED bar will light up following the specific SimHub settings you have in the **"Car settings" tab** (picture below). Please set the values provided in the picture below as they will be a good starting point for most cars, then you can always specify unique RPM settings for each car to

your liking in case these LEDs will not match up with the ones of the car you are driving:



In this dashboard, the first 8 LEDs (5 **Green** and 3 **Red** LEDs) have been assigned to the **“Shift light 1”** setting, the remaining 7 LEDs (2 **Red** and 5 **Blue** LEDs) to the **“Shift light 2”** setting. The **“Red line”** setting has been assigned to all LEDs, this means that all LEDs will blink together when the **“Red line”** RPM setting has been reached.

*Compared to the initial V1.0 release of the dashboard, this new method allows to take advantage of all the LEDS (including the **Blue** ones which are now fully functional) with perfect linearity until the user-specified **“Red line”** value (car by car or standard RPM percentage). To set this value to perfectly match the desired LED blinking point for each car, go to the same SimHub screen showed in the picture above, select your car from the list (SimHub automatically detects it, so it should normally be the first one in the list), check the **“Red line”** box and play with the + and – sign in order to find the sweet spot of the RPM value that will trigger the LEDs to blink. For a better fine tuning, I also suggest to set the option **“Redline change steps when the car is known”** to **50 RPM** in order to be even more precise when finding the perfect RPM value that will trigger the blinking function of the LEDs.*

The good thing is that SimHub will remember the settings for this specific car, so you have to do this once per car (if needed).

If you have 2 spare buttons on your wheel or button box, I also suggest to map the + and – functions mentioned above (called **“Increment/Decrement redline value”**) in order to adjust the blinking point on the fly while driving.

2- Max RPM value: this number will indicate the Rev Limiter RPMs of the specific car driven;

3- This “ENGINE” box will work perfectly with iRacing only. Sims that do not provide telemetry data for Water and Oil Temps like AC or rF2 will display a “fake” 90° for Water and 100° for Oil. For example, ACC only supports Water Temp (so you will see the correct value in the box), but it does not support Oil Temp (in this case you will see a fake 100°C for this item). Water and Oil Temp values (if working) also include a **Red** alarm rectangle that will appear underneath the text (triggered at 110°C for Water and 120°C for Oil);

4- “FUEL” box and Widget C: most of these data is straight forward. The **“Average”** item that you see is a Widget mapped to **Action C** (more on the Widgets shortly). You can scroll this item between “Average” consumption and “Last Lap” consumption like in the picture below:



AVERAGE
1.47L



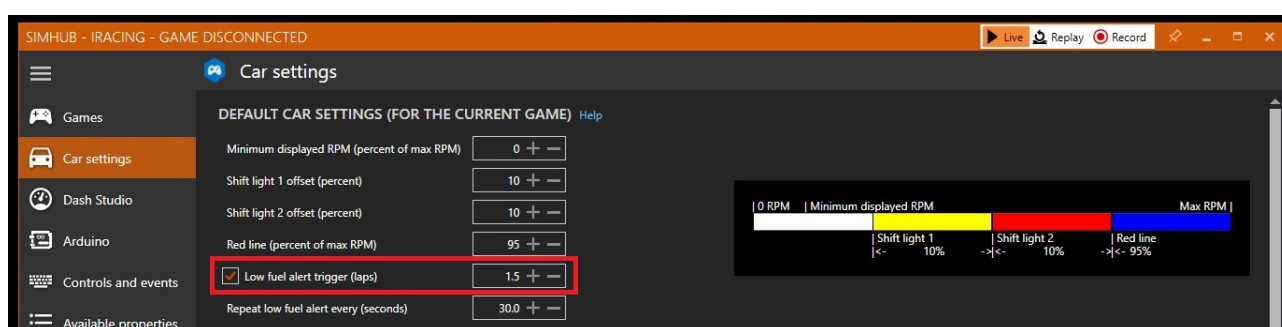
LAST LAP
1.42L

Please note that ACC does not like the integrated “Last Lap” and “Average” fuel figures calculated internally by SimHub, in fact on most tracks, these items will give us incorrect readings; for this reason (only for ACC), I replaced the erroneous “Last Lap” consumption calculated by SimHub with the one directly provided by the ACC telemetry (you will not notice any difference). Regarding the “Average” fuel consumption instead, unfortunately ACC does not provide its own data for this value, so I was forced to replace the “Average” item with the “Used” fuel value.

Also, please note that the **“Rem./To Add”** item in the bottom-left side of the **“FUEL”** box is only available for iRacing; this item will work in both lap-based and time-based sessions; the numbers will turn **Green** to indicate that the **“Onboard”** fuel is enough to finish the race and they will tell you the estimated liters remaining at the end, if the numbers turn **Red** they indicate the amount of fuel required to embark at the pit-stop in order to finish the race (this item will require at least 2 laps to be completed before it can display an accurate value, so in order to avoid confusion, before that moment it will display **“N/REF”**). The implementation of this **“Rem./To Add”** feature has been possible thanks to the Romain Rob’s **“iRacingExtraProperties”** plugin;

A few other things to mention for the **“FUEL”** box are the **“Onboard”** fuel and the **“Fuel Laps”** items; the **“Onboard”** value will turn **Yellow** if it reaches 10.0 liters and will gradually switch to **Red** when reaching 2.0 liters remaining in the fuel tank.

The **“Fuel Laps”** value also includes a **Red** alarm rectangle that will light up based on the setting you have in the **“Car settings”** tab (keep in mind that this is **“game specific”**, so make sure to assign the value you like for each sim by selecting it in the **“Games”** tab first (I suggest 1.5 laps):

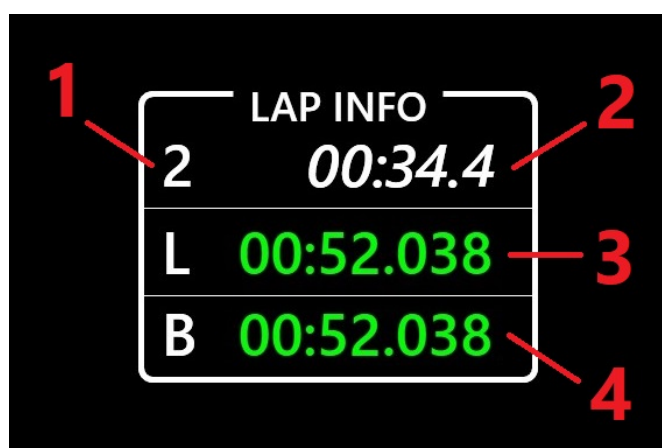


Please note that in ACC, the **Red** alarm rectangle will not follow the setting in your **“Car settings”** tab, the reason for this is the same bug I mentioned above regarding the **“Last Lap”** and **“Average”** fuel values, so I hardcoded the **Red** alarm for this sim to light up when reaching 1.5 laps of fuel left.

5- In-Car settings: these are pretty much all of the crucial car settings to know when driving a modern GT or an advanced race car, and I find it very useful to have these data immediately available for consulting during a lap. Additionally, any change you make to the In-Car settings will trigger a well visible pop-up alert warning you that a change has been made (rF2 only supports Brake Bias, all of the other In-Car settings such as ABS, TC and Engine Map are not available from its telemetry);

6- Widget A: this entire box is a Widget and contains 2 Info pages for this initial release; this means that it is possible to scroll between them by assigning the **Action A** from the DashStudio settings (more on how to map these actions shortly);

The **"Lap Info"** is the default page displayed at launch, and it provides the following info:



1. Current Lap Number;

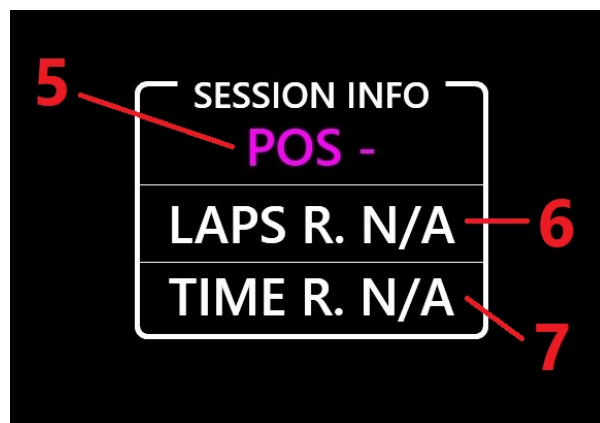
2. Current Lap Time: this will be displayed in **White** in case of a clean lap and will turn **Red** in case of a dirty/invalidated lap (feature available in iRacing and ACC only). Please note that sometimes you can encounter a minor bug with iRacing and this specific feature: basically, if you do an "Off-track" or an "Inc" during your outlap from the pits, this item will turn Red as it should, but instead of changing its colour back to **White** when crossing the start/finish line to start a new lap, this will stay **Red** during this first timed lap, even in case of a

clean lap; then, from the second timed lap on, this will display correct colours again until the end of the session. By the way, I discovered the presence of this bug during offline testing only, I haven't noticed any issue during online sessions or during a race.

We'll see if this bug will go away with a new SimHub release...

3. **"Last Lap" Time**: this will turn **Green** if your Last Lap is your Personal Session Best Lap as well, otherwise it will be **Yellow**. In **iRacing only**, this will turn **Magenta** if you do the Session Best Lap in your car class (only available in Practice, Qualify and Warmup. In multi-class races, due to a limitation of the telemetry output, this item will turn **Magenta** only if you beat the time of your car class leader who, in this case, may not be the one that set the fastest lap in your class);
4. **"Best Lap" Time**: this will be **Green** as default and will turn **Magenta** if you set the Session Best Lap in your car class (the **Magenta** feature is only available in iRacing, read the description above regarding the "Last Lap" Time);

Now we'll take a look at the second page of this Widget ("**Session Info**"):



5. **Position**: in iRacing, this will indicate your position in relation to your car class; in all other sims, this will indicate your overall position followed by a "/" sign and the total drivers in the session (this is due to a telemetry limitation);

- 6. Laps Remaining:** in iRacing and lap-based sessions, this field will indicate the Remaining Laps; in case of time-based sessions, this will indicate the Estimated Remaining Laps based on your average lap-times (again, this function is provided by the "iRacingExtraProperties" plugin by Romain Rob); in all other sims, the only available feature for this item will be to display the Remaining Laps in lap-based sessions; in time-based sessions, the field will show "Laps R. N/A" like in the picture above;
- 7. Time Remaining:** this will display the Session Remaining Time if applicable; it will turn **Yellow** if there are less than 10 minutes remaining and it will gradually switch to **Red** when reaching a remaining time of 0.

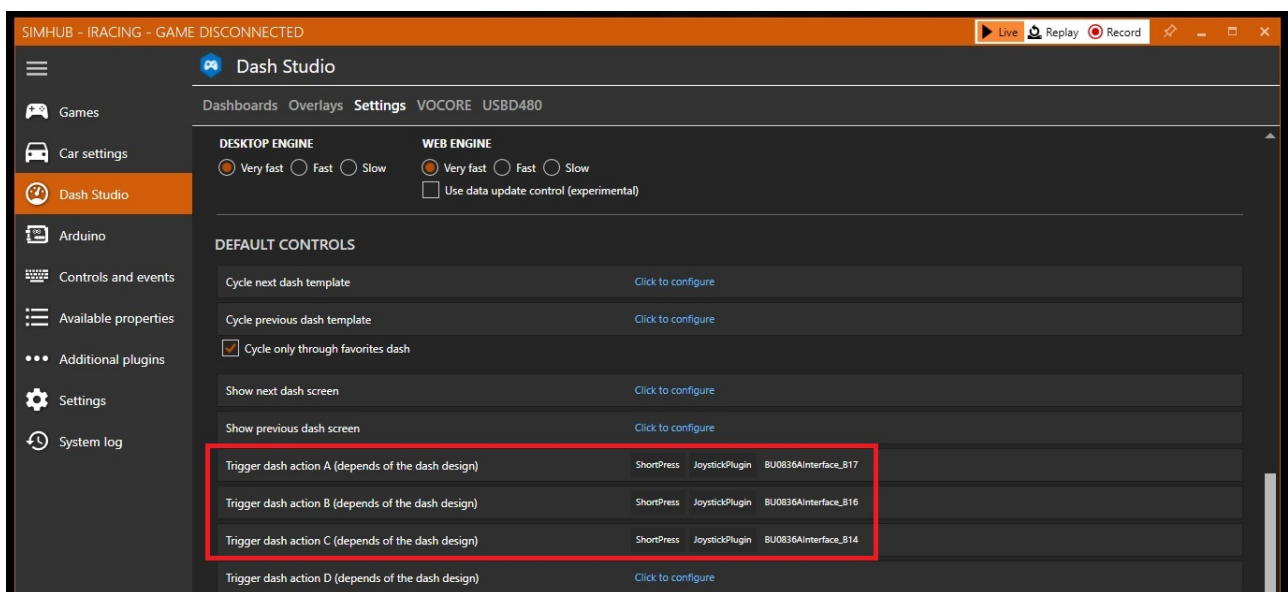
7- Let's now have a quick look at the last Widget included in the dashboard (this is assigned to the **Action B**):



- 1. "Delta Session":** this will be the default item displayed; it will work in any sim (provided this data is available from the sim telemetry) and it will indicate your live delta based on your Session Best Lap; it will turn **Green** if you are faster and **Red** if you are slower;
- 2. "Delta Best":** this will only work in iRacing and it will display your live delta based on your Overall Best Lap stored in the iRacing memory/folder with that particular car and in that particular track. In other words, this will display the same delta info as if we turn on the first delta option in iRacing itself.

The dashboard description is now terminated! You will see that the dashboard contains many other items/features that I have not mentioned in this document, but they are so intuitive that do not require any explanation.

For those new to SimHub who do not know how to map keys or buttons for the **Actions** required in some dashboards like this, below you can see where to find these settings (I remind you that this dash uses **Action A**, **Action B** and **Action C**):



Last but not least, I will now indicate a few general guidelines that will help you clarify any doubt you might have, especially if this dash is used with many sims and not exclusively with iRacing:

- when you see a **White** "N/A" text in a field, it means that the specific item is available for that sim but it's just not available for that particular instance (e.g. "Fuel Rem./To Add" in iRacing during offline testing with unlimited time available);

- when you see a **Red** "N/A" text in a field, it means that the specific item is **not** available at all for that sim (e.g. "Fuel Rem./To Add" in AC, ACC or rF2 or "Delta Best" in any other sim that is not iRacing);
- when you see a **White** "N/REF" text in a field, it means that the specific item will be available as soon as there will be enough data in order for that item to be displayed (e.g. "Delta Session" requires at least one timed lap before it can output a delta comparison, or the "Last Lap" fuel data requires at least one full lap before showing up).

This was a short introduction document that I wanted to include with the dashboard in order for you to make maximum use of it.

I will continue the development for both the smartphone and USB480 versions as I plan to include additional features in the near future (such as a dedicated Tire page, Gaps from drivers and everything that will come up in mind).

If you have any question or suggestion, feel free to send me an e-mail at: giuseppepilot86@hotmail.it

If you enjoy using this dashboard and would like to support me with a small donation, you can do so by clicking on this Paypal link:

https://www.paypal.com/donate?business=QKM8RN9AK68RY¤cy_code=EUR

Thank you for your attention in reading this document and happy racing!