# Donutz Mode Switch Plugin

A Simhub plugin

# Why this plugin?

- Multiply the amount of virtual buttons of your wheels/button boxes
  - up to five rotary encoders can be configured as „mode switches“
  - each mode switch may control up to 12 buttons
- While in VR be aware which mode is active
  - making use of Simhub properties which can be used in dashboards or overlays
- Extension of Simhub‘s Control Mapper plugin
  - directly trigger Control Mapper roles
  - additional functions like iRacing chat commands (e.g. „IRCHAT:Hi!“)

https://github.com/DonutzAndCoffee/DonutzSwitchModePlugin

# Example

Upper left rotary shall control the functionality of the left thumb dial
Modes:
Brake Bias
Car Dashboard Page

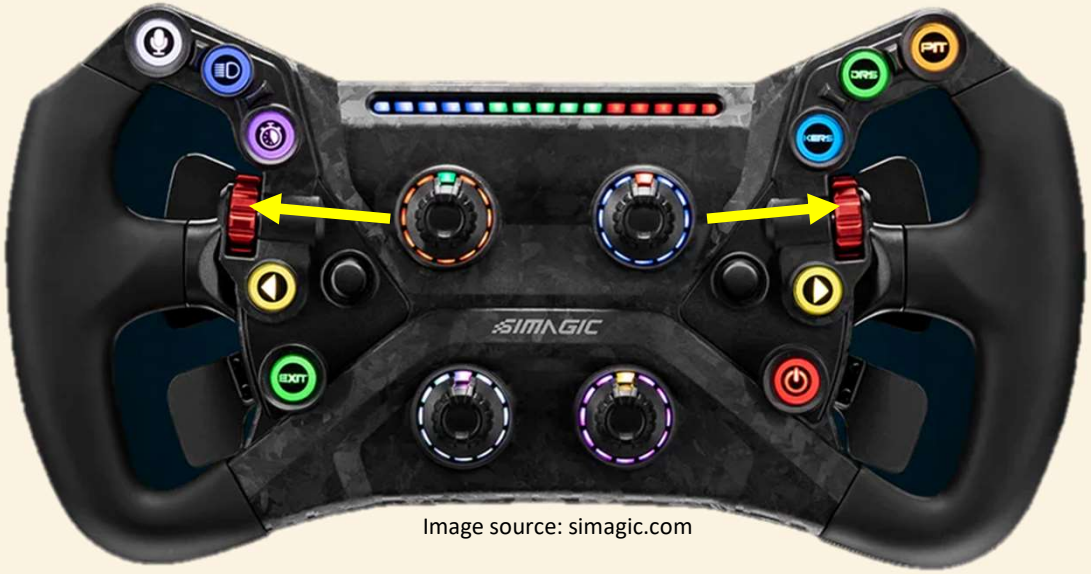


Image source: simagic.com

Upper right rotary shall control the functionality of the right thumb dial
Modes:
iRacing loudness
iRacing active reset
MAIRA Overall Scale

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# Properties

- **DonutzModeSwitcherPlugin.Switch[ID]AllowedModes**
  - list of allowed modes as list of Ids — Example: `$prop("DonutzModeSwitcherPlugin.Switch1AllowedModes")`
- **DonutzModeSwitcherPlugin.Switch[ID]AllowedModesString**
  - list of allowed modes including current mode marked (as string) — Example: `$prop("DonutzModeSwitcherPlugin.Switch1AllowedModesString")`
- **DonutzModeSwitcherPlugin.Switch[ID]ModeID**
  - current mode ID — Example: `$prop("DonutzModeSwitcherPlugin.Switch1ModeID")`
- **DonutzModeSwitcherPlugin.Switch[ID]Mode**
  - current mode name — Example: `$prop("DonutzModeSwitcherPlugin.Switch1Mode")`
- **DonutzModeSwitcherPlugin.Switch[ID]ModeCSV[x]**
  - Current mode name separated by sub-fields
  - You can define more than one label in the mode name tag (separated by a colon ';'). This way you can address each sub-name
  - Example: let's pretend mode name is set as „ABS;ABS+;ABS-"

    `$prop("DonutzModeSwitcherPlugin.Switch1ModeCSV")[0]` → „ABS"
    `$prop("DonutzModeSwitcherPlugin.Switch1ModeCSV")[1]` → „ABS+"
    `$prop("DonutzModeSwitcherPlugin.Switch1ModeCSV")[2]` → „ABS-"
- **DonutzModeSwitcherPlugin.SwitchAllModes**
  - list of all modes
  - $prop("DonutzModeSwitcherPlugin.SwitchAllModes")[1].Name = mode name of mode 1
  - $prop("DonutzModeSwitcherPlugin.SwitchAllModes")[1].Action1 = role name of mode 1 / action1 (or button1 if you will)
  - $prop("DonutzModeSwitcherPlugin.SwitchAllModes")[1].Action2 = role name of mode 1 / action2 (or button2 if you will)

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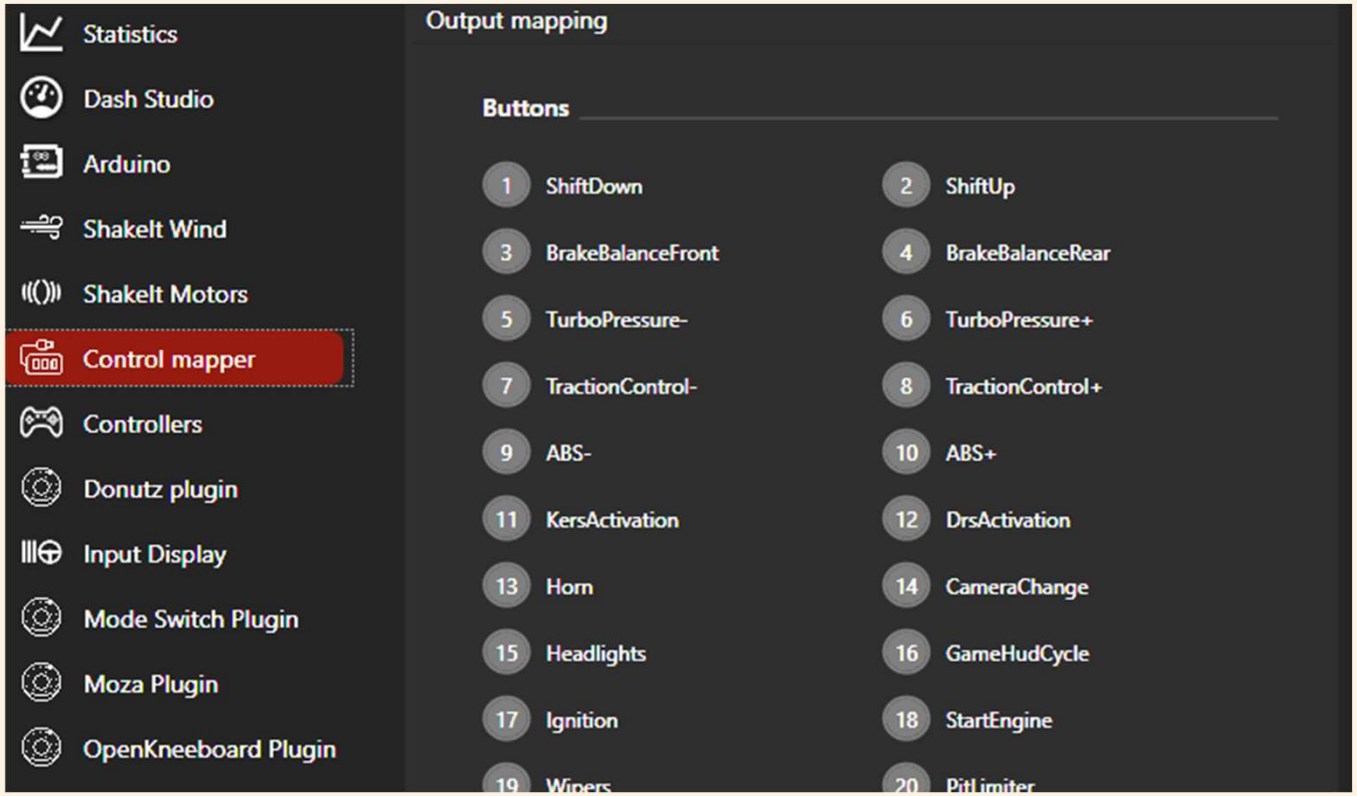
# Step 1 – Assign Controls in Control Mapper

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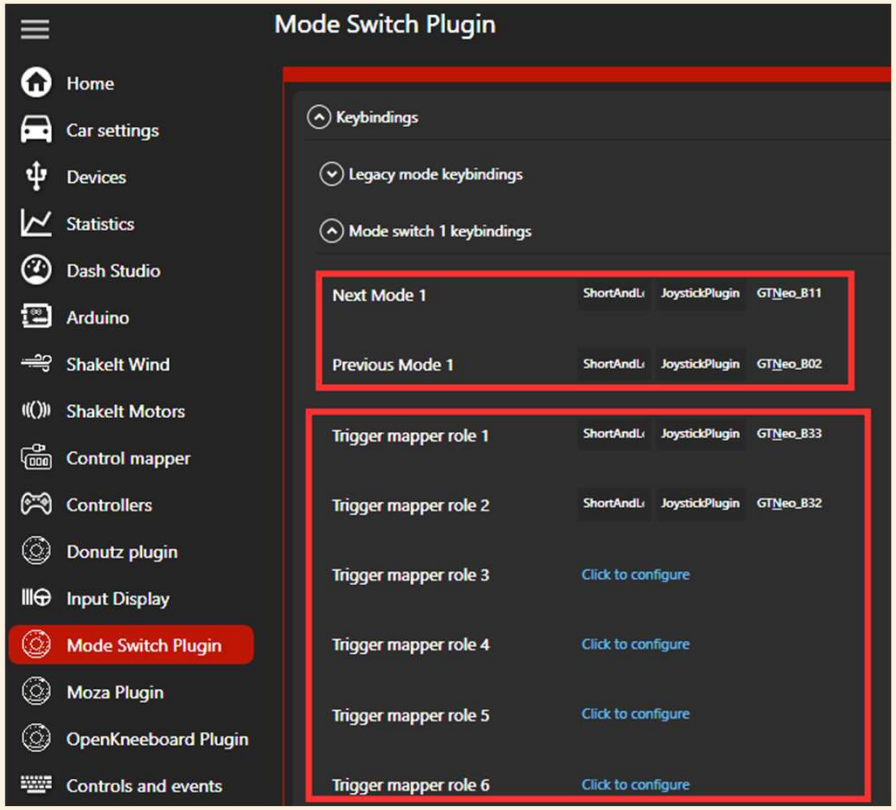
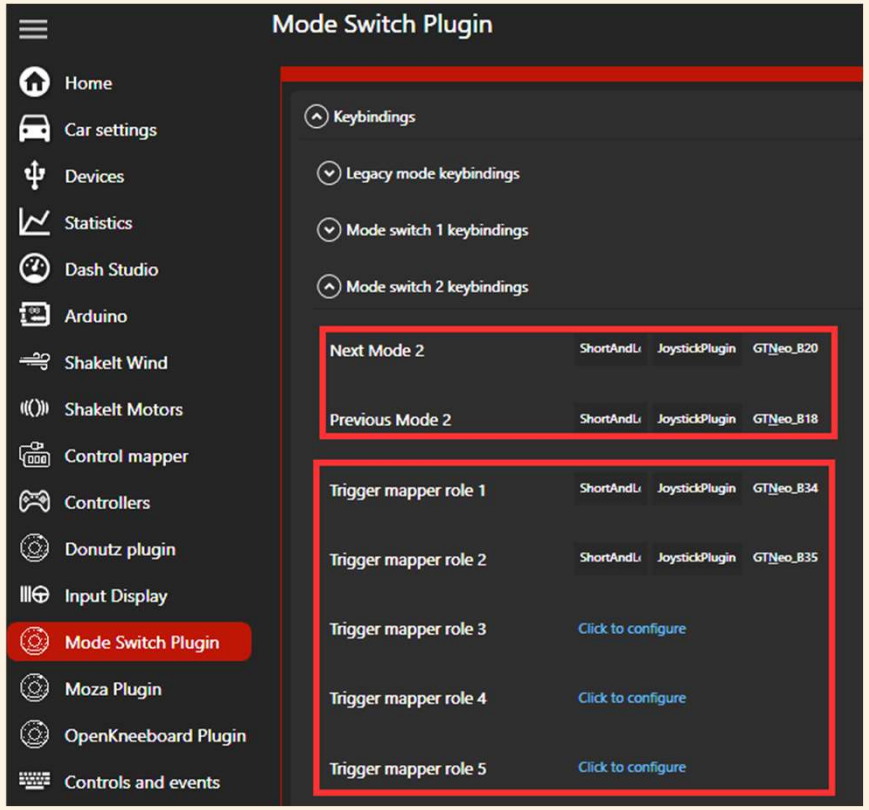
# Step 2 – Assign Keybinds for Mode Switches and Buttons

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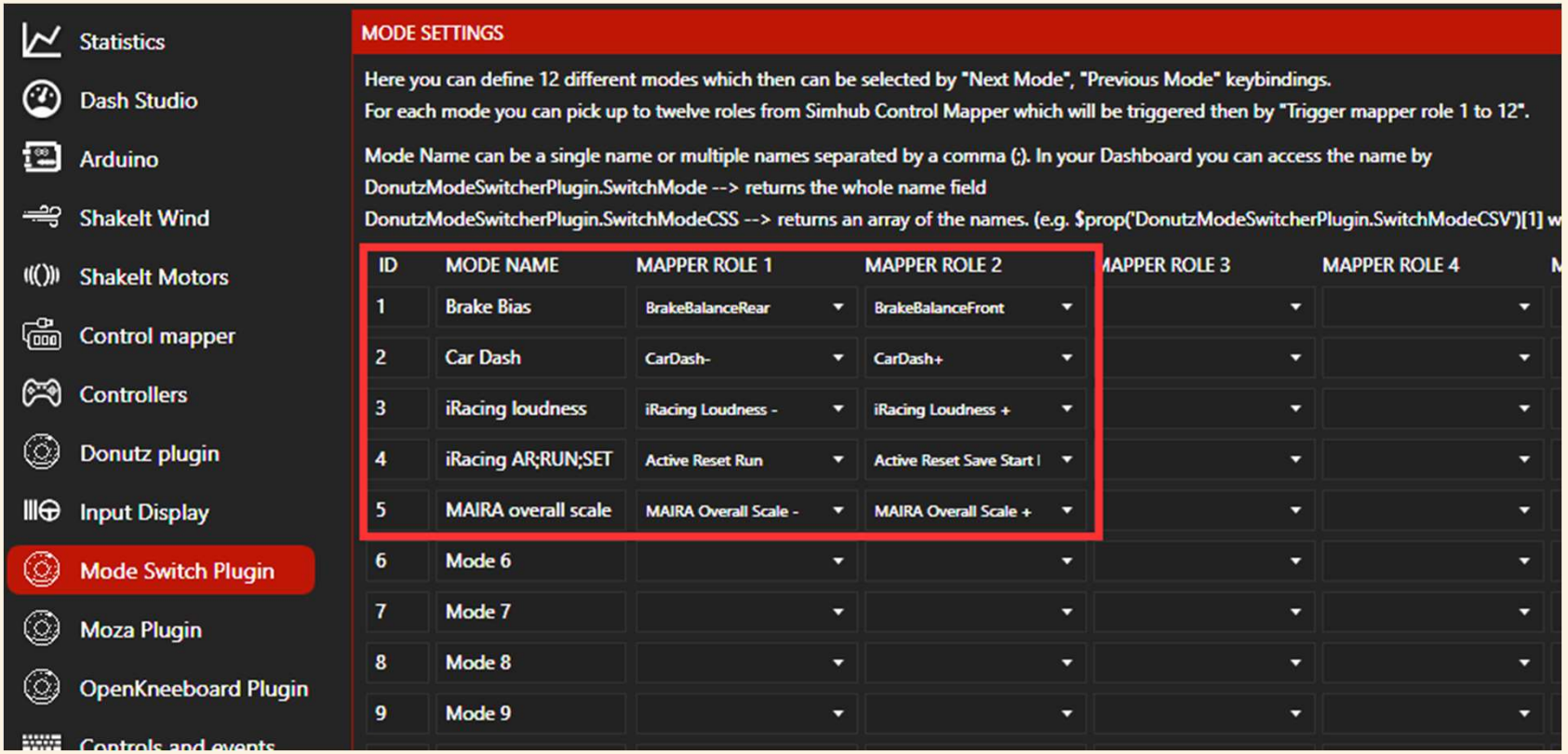
# Step 3 – Define roles and assign Control Mapper roles

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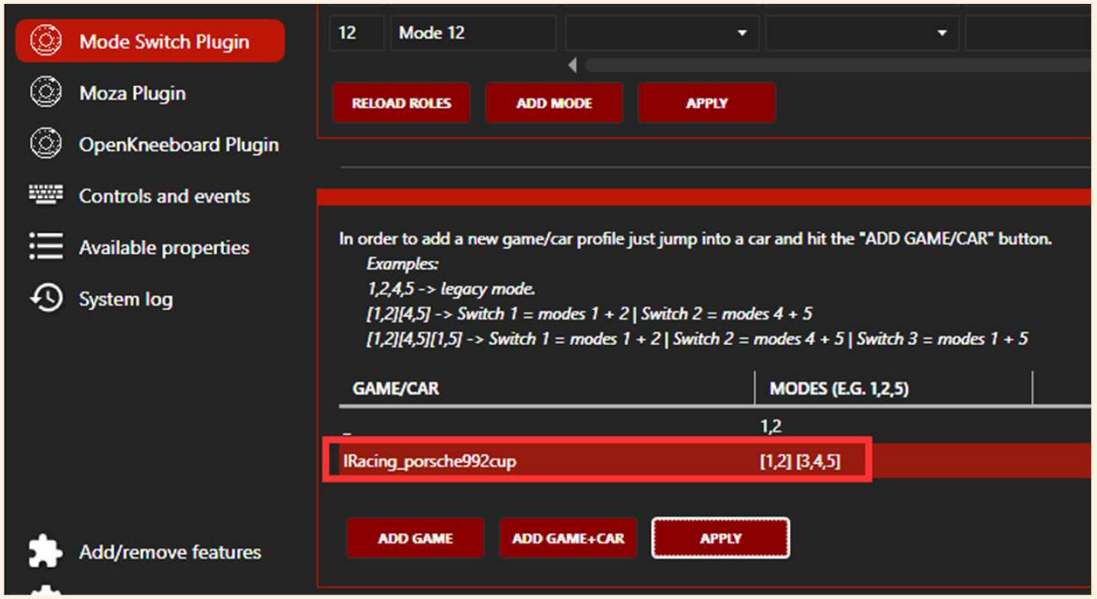
# Step 4 – Assign Modes to Game/Car/Mode Switch




In this example if I jump into iRacing/Porsche Cup:
- Mode Switch 1 (my upper left rotary) controls modes 1 and 2.
- Mode Switch 2 (upper right rotary) handles modes 3,4 and 5.

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