



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!“)



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



<https://github.com/DonutzAndCoffee/DonutzSwitchModePlugin>

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-“
```

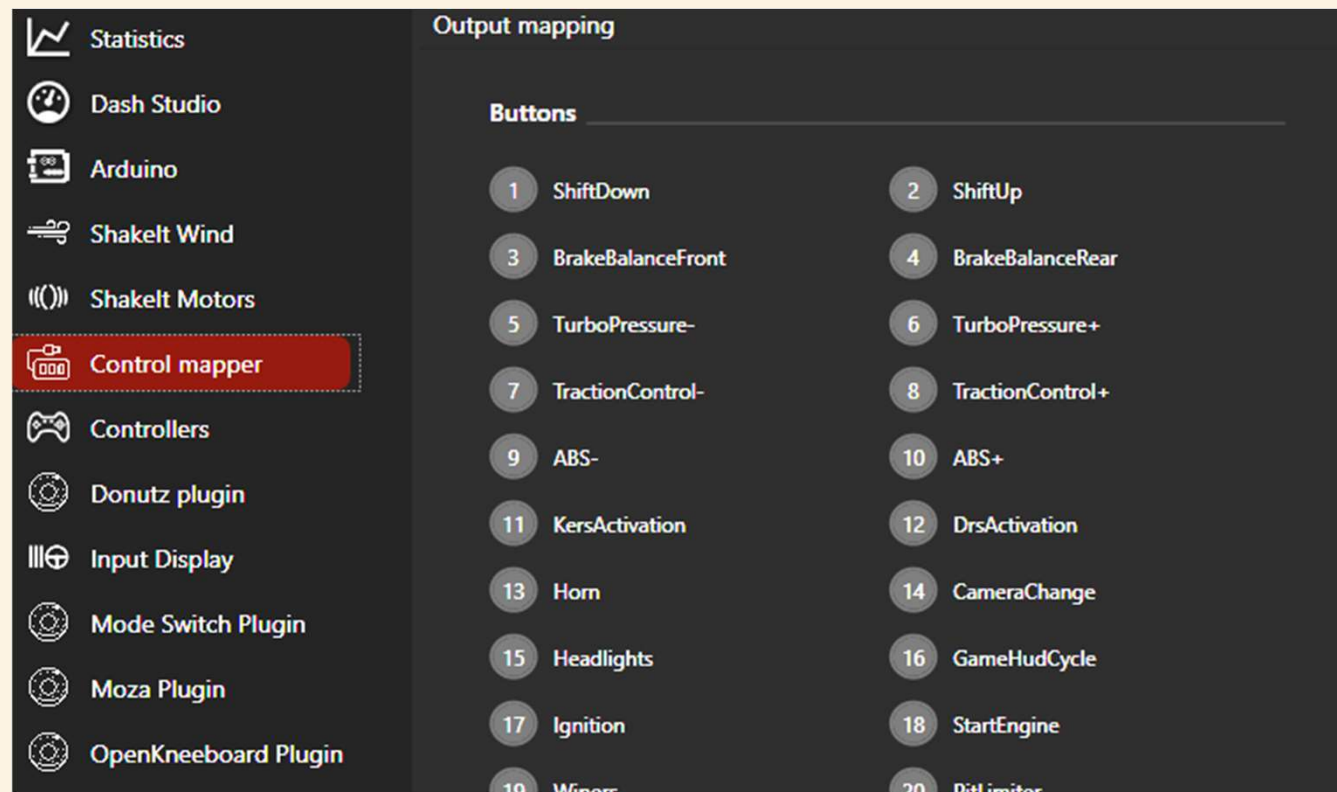
- **DonutzModeSwitcherPlugin.SwitchAllModes**

- 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)



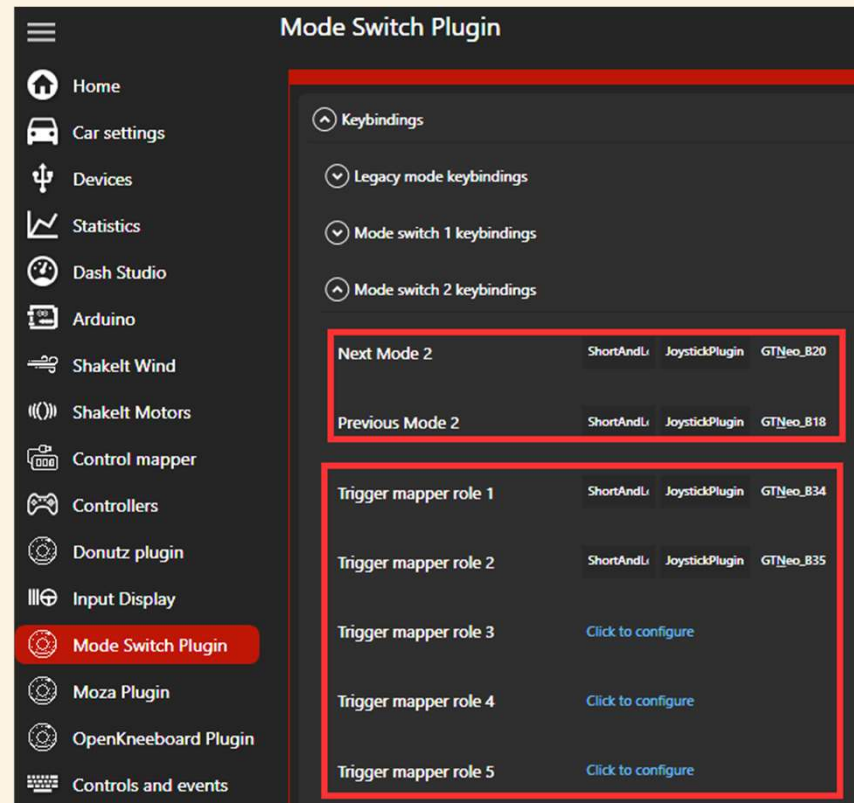
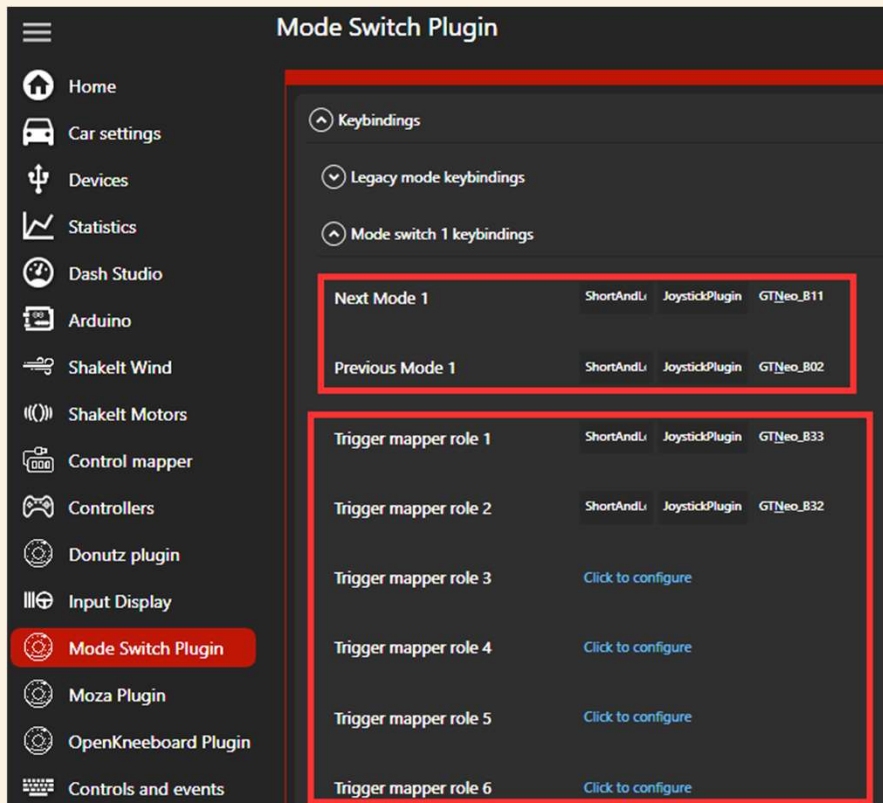
<https://github.com/DonutzAndCoffee/DonutzSwitchModePlugin>

STEP 1 – ASSIGN CONTROLS IN CONTROL MAPPER



<https://github.com/DonutzAndCoffee/DonutzSwitchModePlugin>

STEP 2 – ASSIGN KEYBINDS FOR MODE SWITCHES AND BUTTONS



<https://github.com/DonutzAndCoffee/DonutzSwitchModePlugin>

STEP 3 – DEFINE ROLES AND ASSIGN CONTROL MAPPER ROLES

Statistics

Dash Studio

Arduino

Shakelt Wind

Shakelt Motors

Control mapper

Controllers

Donutz plugin

Input Display

Mode Switch Plugin

Moza Plugin

OpenKneeboard Plugin

Controls and events

MODE SETTINGS

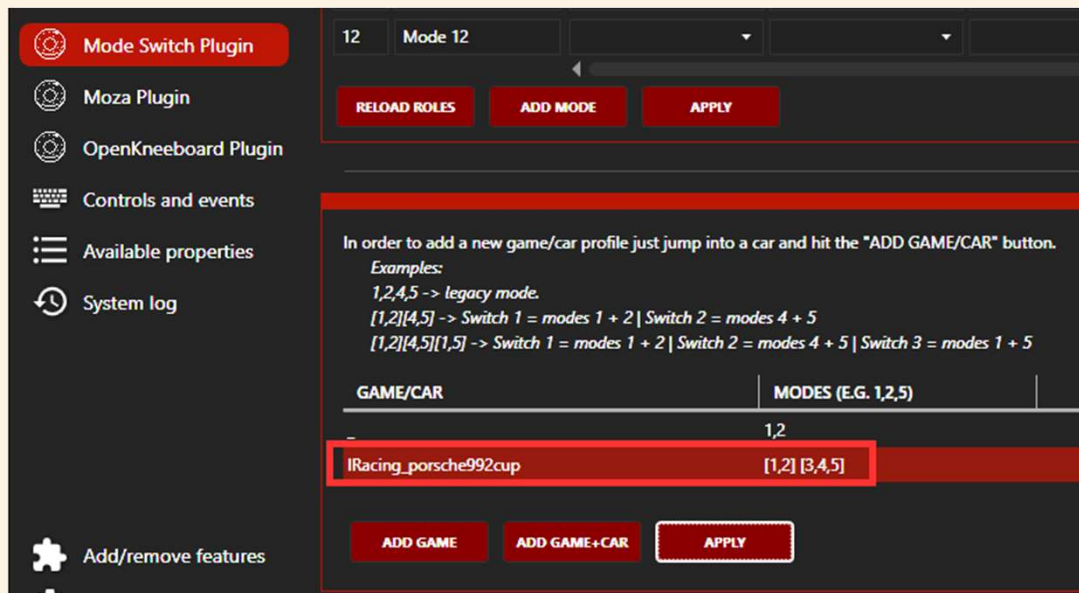
Here you can define 12 different modes which then can be selected by "Next Mode", "Previous Mode" keybindings.
For each mode you can pick up to twelve roles from Simhub Control Mapper which will be triggered then by "Trigger mapper role 1 to 12".

Mode Name can be a single name or multiple names separated by a comma (,). In your Dashboard you can access the name by
DonutzModeSwitcherPlugin.SwitchMode --> returns the whole name field
DonutzModeSwitcherPlugin.SwitchModeCSS --> returns an array of the names. (e.g. \$prop("DonutzModeSwitcherPlugin.SwitchModeCSV")[1] w

ID	MODE NAME	MAPPER ROLE 1	MAPPER ROLE 2	MAPPER ROLE 3	MAPPER ROLE 4	M
1	Brake Bias	BrakeBalanceRear	BrakeBalanceFront			
2	Car Dash	CarDash-	CarDash+			
3	iRacing loudness	iRacing Loudness -	iRacing Loudness +			
4	iRacing AR;RUN;SET	Active Reset Run	Active Reset Save Start I			
5	MAIRA overall scale	MAIRA Overall Scale -	MAIRA Overall Scale +			
6	Mode 6					
7	Mode 7					
8	Mode 8					
9	Mode 9					



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.

