

SIMHUB IRACING PACK

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1. THANKS

Massive thanks to Wotever for creating the amazing SimHub and providing great support.
Thanks to all the people helping and sharing on the SimHub discord.

2. CONTENT

This pack contains various SimHub dashboards and overlays to use with iRacing

4

Delta Best

-0.06

Best Lap

01:41.997

Estimated Lap

01:40.512

Last Lap

01:41.787

Fuel Rem. (l)

6.6

Fuel Laps Rem.

10.3

Last Lap (l)

0.71

l/lap

0.64

To Add (l)

-4.7

Speed

168

Max kph: 169

RPM

6708

5.3 km

ABS

0

F/R Bias

0

TC

0

Race Pos.

5/18

Current Lap

9/10

To Go

1

Time Remaining

00:00:41

Incidents

23/∞

Class SoF

2.2k

iR +/-

+15

Min FPS

84

Time

19:09

REJOIN

Pos	#	Car	Name	Lic.	iR	Last lap	Δ	Gap
18.	#287		Three Namer Here g	A	4.2k	00.00.000	+710.2	-272.2
18.	#287		Three Namer Here g	A	4.2k	00.00.000	+710.2	-272.2
18.	#287		Three Namer Here g	A	4.2k	00.00.000	+710.2	-272.2
18.	#287		Three Namer Here g	A	4.2k	00.00.000	+710.2	-272.2
18.	#287		Three Namer Here g	A	4.2k	00.00.000	+710.2	-272.2
18.	#287		It's ME!!!	A	4.2k	00.00.000	Delta: -27.22	
18.	#287		Three Namer Here g	A	4.2k	00.00.000	+710.2	-272.2
18.	#287		Three Namer Here g	A	4.2k	00.00.000	+710.2	-272.2
18.	#287		Three Namer Here g	A	4.2k	00.00.000	+710.2	-272.2
18.	#287		Three Namer Here g	A	4.2k	00.00.000	+710.2	-272.2
18.	#287		Three Namer Here g	A	4.2k	00.00.000	+710.2	-272.2
Lap 222/22.8 22:22:22 222/222x* 10.2k +233 00:00:000 12:35								

87

3.56

01:14.274

20

4.3 laps

N/A

N/A

N/A

∞

DRS

4

151

75.4 °C

76.3 °C

28.3 °C

3x /∞

0k

02:25

SoC

100

Deploy

100

Engine Braking

Manual

2

Time In pit 2:25.4 **0 - 58 kph** 2.3

In Pit Lane
Pit Speed Limit: 60 km/h
Current Speed: 0 km/h

Press and hold Escape or Reset to get out.

Pos # Car Name Lic. iR Best lap Δ Gap Stint

1.	#42	Alexander Gerber	A 3.8k	6:59.773			
2.	#90	Marius Danhausen	A 3.0k	7:08.003	8.230	3	
3.	#19	Pedro Rodriguez R	A 2.0k	7:17.060	17.287		
1.	#78	Michael J. Wolf	A 2.9k	7:35.030	35.257		
1.	#35	Rudy Devroey	A 2.0k	8:20.298	1:20.525		
2.	#57	Batuhan Inci	A 1.7k	8:30.050	1:30.277		

Pos # Car Name Lic. iR Last lap Δ Gap

#00	Rafael Montero Villa	B 1.0k		-172.0	
2.	#90	Marius Danhausen	A 3.0k	7:08.003	-89.8
#43	Ville Näättänen	A 1.9k		-82.4	
#75	Thomas Schymanie	A 2.0k		-75.8	
#64	Romain Rob	A 3.1k		Delta: 0.00	
#153	Sacha Lind	A 2.3k		9.5	
3.	#19	Pedro Rodriguez R	A 2.0k	7:17.060	65.7
#48	Kieran Chadwick	A 3.5k		129.7	
2.	#57	Batuhan Inci	A 1.7k	8:40.078	147.2
#46	Ciprian Broscaru	A 2.0k		150.6	
Lap 1	55:50	1x/100 *	2.7k	+0	0:00.000 19:59

SoC Lap 96 **0**
Manual
Trim Reg. 9 10

Track °C 28.9 **Air °C** 26.3
MODERATELY LOW USAGE
941 mbar 52.6% RH
1 m/s

Tearoff
LF 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80
RF 100 100 100 100 100 100 100 100 100 100 100 100 100 100 100 100
LR 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80
RR 100 99 99 100 100 100 100 100 100 100 100 100 100 100 100 100
Fast Repair 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

Checklist

- ☒ Drink
- ☒ Phone
- ☒ Lights
- ☐ Music Playlist
- ☒ Overlay
- ☒ Game Audio
- ☒ Shakers + Fans
- ☐ Beeps Vol.
- ☐ Car Redline
- ☒ Car Setup
- ☐ Ready!

See the “[READ ME - iRacing Pack - Overlay Details.pdf](#)” for more info on the overlays

3. HOW TO

1.1. INSTALL

1. Delete any of these files from previous versions.

C:\Program Files (x86)\SimHub\JavascriptExtensions :

- Logitech_Battery_Indicator_G_Hub_Dashboard_Version.js

C:\Program Files (x86)\SimHub\NCalcScripts :

- Auto Pit Screen.ini
- Checklist.ini
- FuelCalcAndButton.ini
- iRacingOverlayPack.ini
- Logitech_Battery_Indicator_G_Hub_Dashboard_Version.ini
- SimHubSounds.ini
- TheManyFacedDash.ini
- UniversalSimHubDashforiRacing.ini

2. Delete previous version of the dash/overlays from your collection.
3. Make sure to update SimHub. This won't work properly on some older versions : <https://www.simhubdash.com/>
4. Close SimHub. Copy the content of the "Copy to SimHub" folder to your SimHub install folder and restart SimHub.

C:\Program Files (x86)\SimHub

5. Enable the following plugins the when prompted to (or in SimHub settings/plugins screen)..
 - o iRacingExtraProperties
 - o Checklist
 - o Audio Control
 - o Controller inputs
6. Double click the ".simhubdash" files to add dashboard and/or overlays to your collection.

1.2. CUSTOMIZE THE DASHBOARDS/OVERLAYS

⋮

Games

Car settings

Statistics

Dash Studio

Arduino

Shakelt Motors

Shakelt Bass Shakers

Controls and events

Available properties

...

Additional plugins

Settings

System log

Additional plugins

Logitech Battery Level

SimHUD Projection

Sounds

The Many Faced-Dash

More ...

About

Checklist

Extra Input Properties

iRacing Extra Properties

UNIVERSAL IRACING DASH

TextureMetal

Default top displayDelta bar

Left displayGear indicator

Best lapBest clean lap

Automatic pit screen

Flags/events lights

FPS thresholds12090

3

Delta Best-0.30

Best Lap02:19.035

Estimated Lap02:18.154

Last Lap--:--:--

Fuel Rem. (l)8.8

Fuel Laps Rem.2.31

Last Lap (l)0.68

Avg Laps3.80

To Add (l)-0.5

0.4 kg

Speed158

Max kph: 158

RPM7911

5.0 km

Abs F/R Bias TC

10/54.6 5

Race Pos.2/14

Current Lap10/10.37

To Go1

Time Remaining00:02:07

Incidents4/∞

Class Soft2.4k

IR +/-+0

Min FPS130

Time08:53

The best lap and flag/events lights settings also affect the 480 iRacing Dash

IRACING OVERLAY PACK

Flags/events lights

Opponent tracker

Default leaderboard classMulticlass

Class toggle buttonJoystickPlugin.F16_MFD_2_B27

Default leaderboard focusPlayer

Focus toggle buttonJoystickPlugin.F16_MFD_2_B26

14:10 x1

2019-05-02

Track °C43.3

Air °C19.9

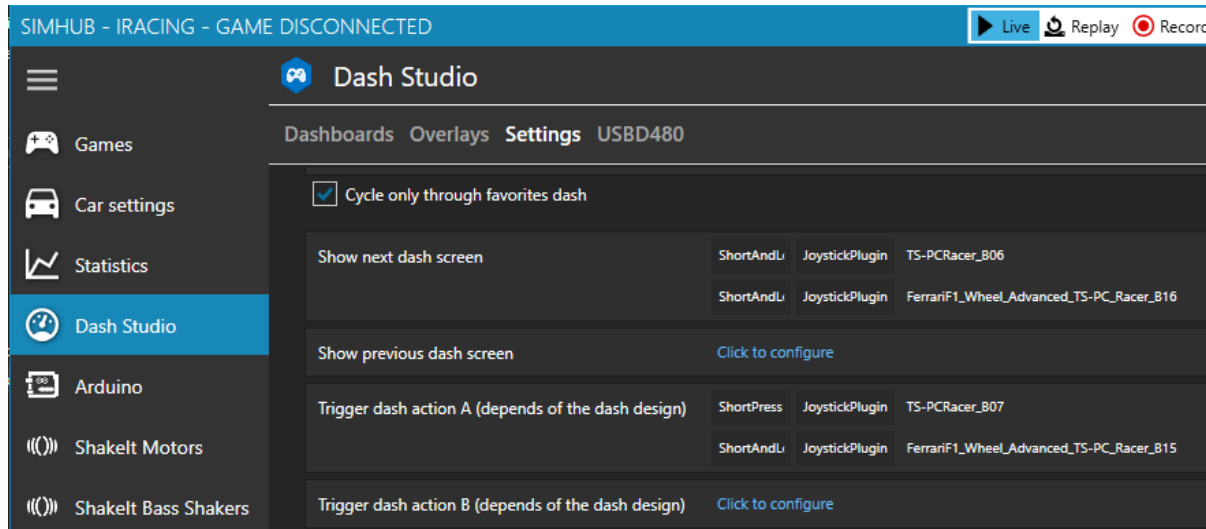
MODERATELY HIGH USAGE

CHANGE CONTROL

CHANGE CONTROL

1.3. MANUALLY CONTROL THE UNIVERSAL IRACING DASHBOARD

1. Map buttons in the "Dash Studio" "Settings" screen to control the dashboard manually.
2. Use the "Show previous dash screen" or "Show next dash screen" button to cycle between the main screen and the pit screen.
3. Use the "Trigger dash action A" and "Trigger dash action B" buttons to cycle between the 3 pages of the main screen.
- 4.

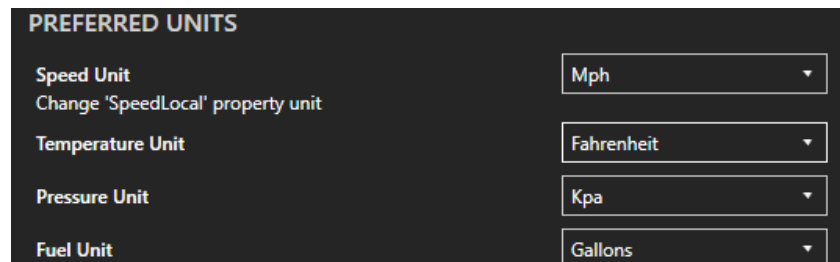


Notes:

You can get away with only 2 buttons. For example: "Show next dash screen" + "Trigger dash action A".

1.4. CHANGE THE UNITS

Change the units in the SimHub Settings/General screen (except for last hot tire pressure stuck in kpa for iRacing).



1.5. ADJUST THE REDLINE/SHIFT POINT AND FUEL ALERT THRESHOLD

You can adjust the redline from the SimHub “Car settings” screen, as a general setting or per car. You’ll also find the fuel alert threshold setting on this screen. If the alert is disabled in the car settings, the dash will revert to its default threshold of 3 laps of fuel.

The screenshot displays the SimHub interface with the 'Car settings' tab selected. The left sidebar contains navigation options: Games, Car settings, Statistics, Dash Studio, Arduino, Shakelt Motors, Shakelt Bass Shakers, Controls and events, Available properties, Additional plugins, Settings, and System log.

DEFAULT CAR SETTINGS (FOR THE CURRENT GAME) [Help](#)

- Minimum displayed RPM (percent of max RPM): 0
- Shift light 1 offset (percent): 0
- Shift light 2 offset (percent): 15
- Red line (percent of max RPM): 97
- ☒ Low fuel alert trigger (laps): 1.2
- Repeat low fuel alert every (seconds): 20.0

CONTROLS

- Increment redline value: [Click to configure](#)
- Decrement redline value: [Click to configure](#)
- Redline change steps when car is known (RPM): 200
- Redline change steps when car is not known (percents): 1
- Increment low fuel alert trigger value: [Click to configure](#)
- Decrement low fuel alert trigger value: [Click to configure](#)

CAR SETTINGS OVERRIDES

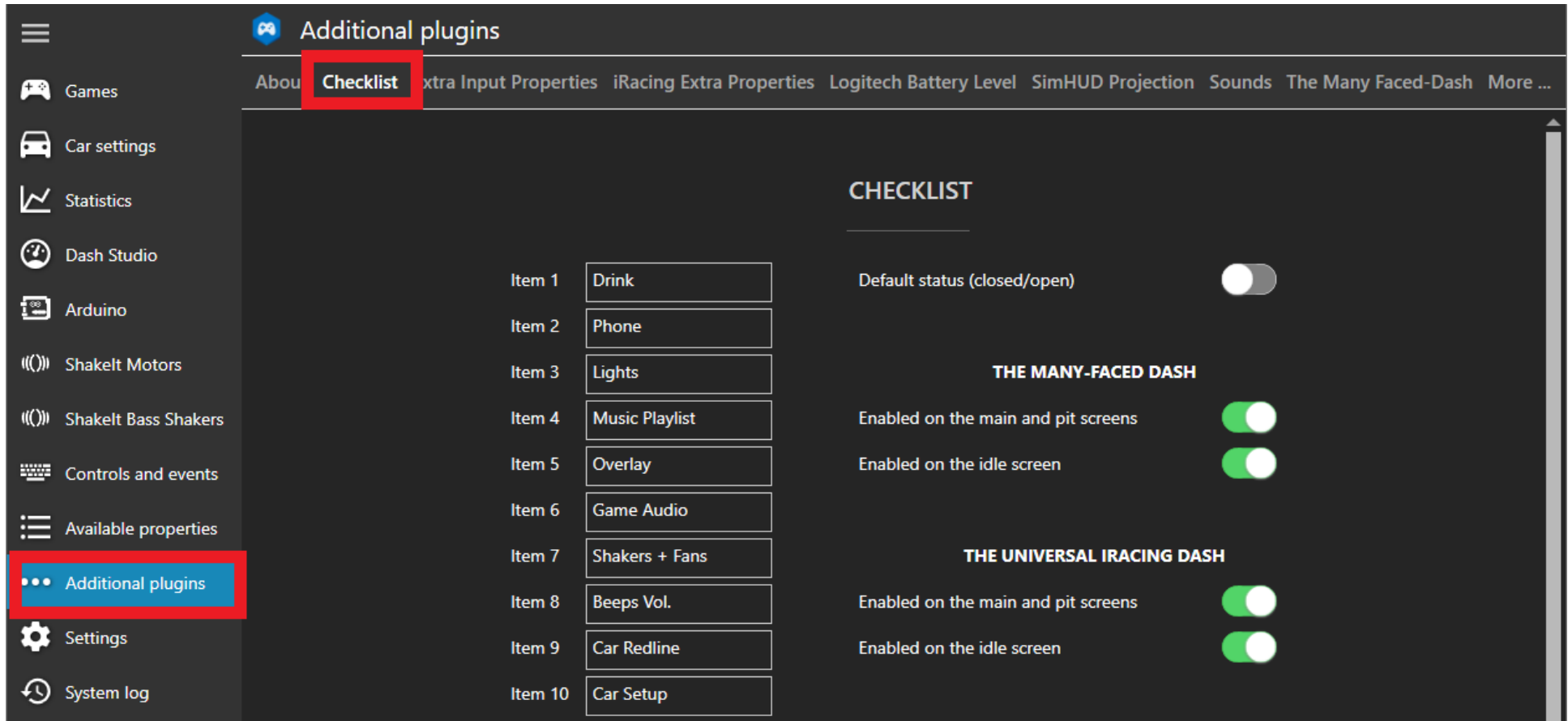
Last car used

McLaren MP4-30 [Forget](#)

- ☒ Max RPM: 14000 ☐ Max Fuel: 133.34
- ☒ Red line: 11300 ☐ Minimum displayed RPM: auto

A visual representation of the RPM scale is shown on the right, with segments for Shift light 1 (0% to 15%), Shift light 2 (15% to 97%), and Red line (97% to Max RPM).

1.6. CONFIGURE THE CHECKLIST



The screenshot shows the 'Additional plugins' settings window. The left sidebar contains a list of settings categories: Games, Car settings, Statistics, Dash Studio, Arduino, Shakelt Motors, Shakelt Bass Shakers, Controls and events, Available properties, **Additional plugins** (highlighted with a red box), Settings, and System log. The main content area has a title bar with 'Additional plugins' and a sub-header with 'About', 'Checklist' (highlighted with a red box), 'Extra Input Properties', 'iRacing Extra Properties', 'Logitech Battery Level', 'SimHUD Projection', 'Sounds', 'The Many Faced-Dash', and 'More ...'. The 'CHECKLIST' section is active and displays a list of 10 items, each with a text input field and a toggle switch. The items are: Item 1 (Drink), Item 2 (Phone), Item 3 (Lights), Item 4 (Music Playlist), Item 5 (Overlay), Item 6 (Game Audio), Item 7 (Shakers + Fans), Item 8 (Beeps Vol.), Item 9 (Car Redline), and Item 10 (Car Setup). The 'Default status (closed/open)' toggle is currently off. Below the list, there are two sections: 'THE MANY-FACED DASH' and 'THE UNIVERSAL IRACING DASH'. 'THE MANY-FACED DASH' has two toggles: 'Enabled on the main and pit screens' (on) and 'Enabled on the idle screen' (on). 'THE UNIVERSAL IRACING DASH' has two toggles: 'Enabled on the main and pit screens' (on) and 'Enabled on the idle screen' (on).

Item	Value	Default status (closed/open)
Item 1	Drink	<input type="checkbox"/>
Item 2	Phone	<input type="checkbox"/>
Item 3	Lights	<input type="checkbox"/>
Item 4	Music Playlist	<input type="checkbox"/>
Item 5	Overlay	<input type="checkbox"/>
Item 6	Game Audio	<input type="checkbox"/>
Item 7	Shakers + Fans	<input type="checkbox"/>
Item 8	Beeps Vol.	<input type="checkbox"/>
Item 9	Car Redline	<input type="checkbox"/>
Item 10	Car Setup	<input type="checkbox"/>

THE MANY-FACED DASH

Enabled on the main and pit screens	Enabled on the idle screen
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

THE UNIVERSAL IRACING DASH

Enabled on the main and pit screens	Enabled on the idle screen
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

1.7. ADD SOME SOUNDS

Install the “Sounds” plugin: <https://github.com/Romainrob?tab=repositories>

1.8. ENABLE THE BATTERY LEVEL INDICATOR FOR A LOGITECH G533

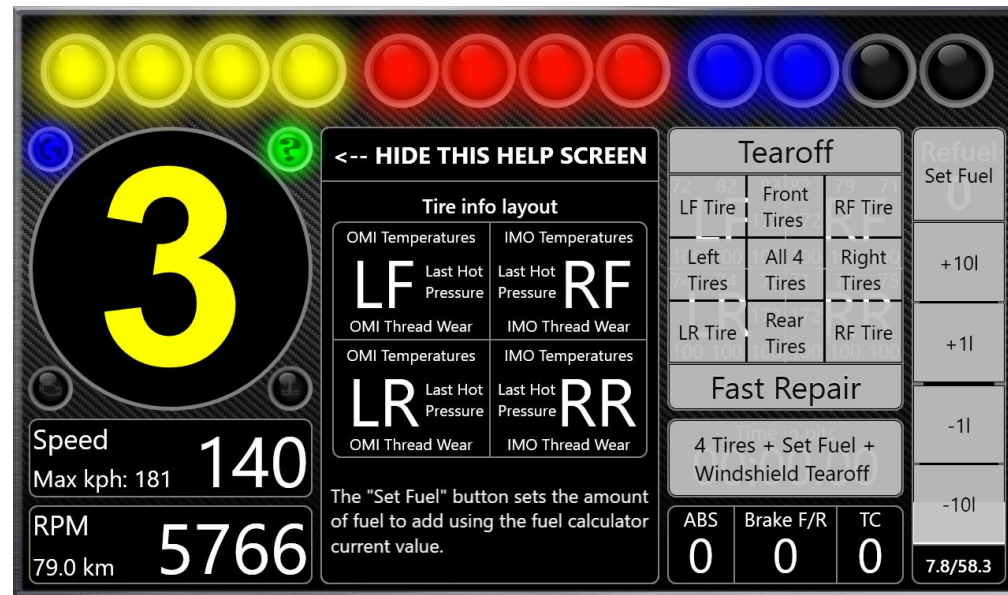
Enable the “Headset Info” plugin in SimHub settings.

1.9. ENABLE THE BATTERY LEVEL INDICATOR FOR OTHER LOGITECH DEVICES

Install the “LogitechBatteryLevel” plugin: <https://github.com/Romainrob?tab=repositories>

1.10. ENABLE THE UNIVERSAL IRACING DASHBOARD PIT SCREEN BUTTONS

The pit screen tactile buttons let you set up your next pit stop (tires, fuel, windshield tearoff and fast repair). The buttons trigger Autohotkey to send a command into the iRacing chat to do so.



How to enable:

1. Download and install AutoHotKeys : <https://www.autohotkey.com/>
2. Restart SimHub.
3. Make sure your "Text Chat" button ingame is "T" (Options/Controls/Other Controls).

Notes:

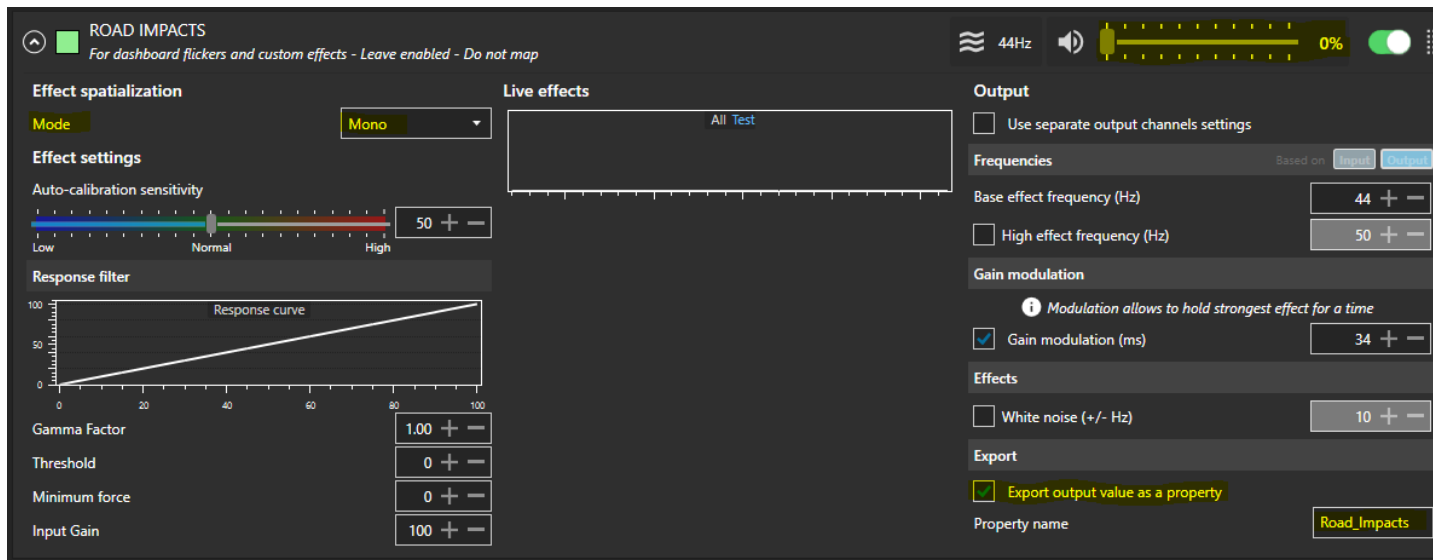
- The buttons are disabled when iRacing isn't running.
- Spamming the buttons very fast, may cause some commands to miss as the iRacing chat won't be fast enough to register them all.
- If windowed, the game window need to be in focus or another app or Windows will receive the Autohotkey inputs.
- If the dash is displayed on a PC screen, make sure to run the dash in desktop mode (as opposed to HTML mode) or the buttons will only work when the dash is in full screen. Click on the "More" button to switch mode.

1.11. ENABLE DISPLAY FLICKERING FOR BUMPS AND KERBS

You can have the displays flickering when going over large bumps and kerbs. I find it improves the feeling of the dash being part of the car.

How to enable:

1. Make sure to enable the “Shakelt Bass Shakers” plugin in the settings/Plugin Screen and restart SimHub.
2. Add a “Road Impacts” effect to your Shakelt Bass Shakers Profile.
3. Set the effect gain to 0.
4. Set the spatialization mode to "Mono"
5. Tick the Export output value as a property box and name the property: Road_Impacts



Notes:

The effect must be enabled. The effect doesn't have to be mapped to an audio output.

Shakelt has an auto-calibration feature. The flickering is disabled for the first 3km to avoid excessive flickering during the calibration.

I tried not to overdo the effect yet results may vary depending on the car/track combo.

If needed, you can tune the “Road Impacts” effect to adjust the flickers sensitivity (using the “auto-calibration sensitivity” or “input gain” settings)

Enjoy!