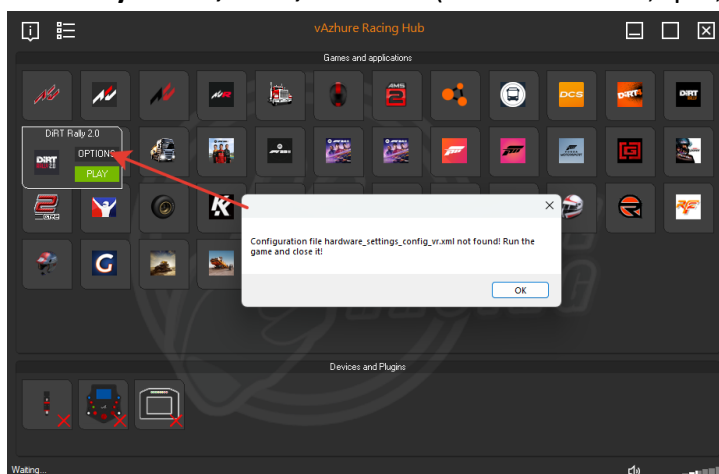**Shared Memory Games** (no action is needed)

- Assetto Corsa series
- RaceRoom
- iRacing
- Automobilista 2

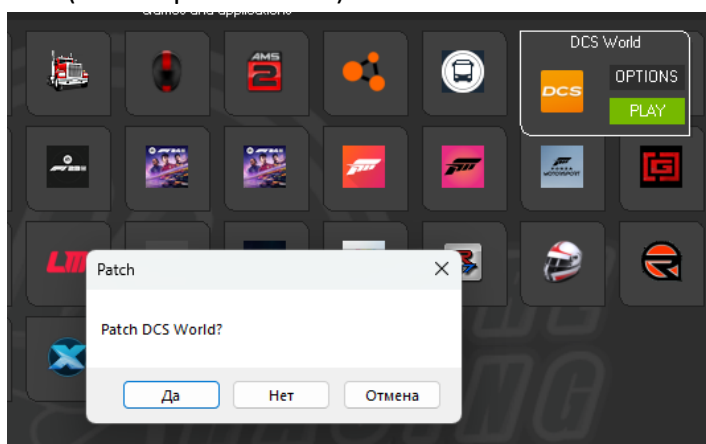**Shared Memory Games** (user action is needed)

- **rFactor 2, LMU**: Copy rFactor2SharedMemoryMapPlugin64.dll into [rF2\LMU]\Bin64\Plugins]
- **rFactor 1**: Copy rFactorSharedMemoryMap.dll into [rF]\Bin64\Plugins]
- **Automobilista 1**: Copy rFactorSharedMemoryMap.dll into [rF]\Bin64\Plugins]
- **ETS 2 / ATS**: copy dll from Plugins\TrucksSeries\Plugin\ into [ETS/ATS]\bin\win_x64\Plugins\

UDP Games

- **Dirt Rally Series, WRC, F1 series** (Run Game once, quit, press Option Button in App)
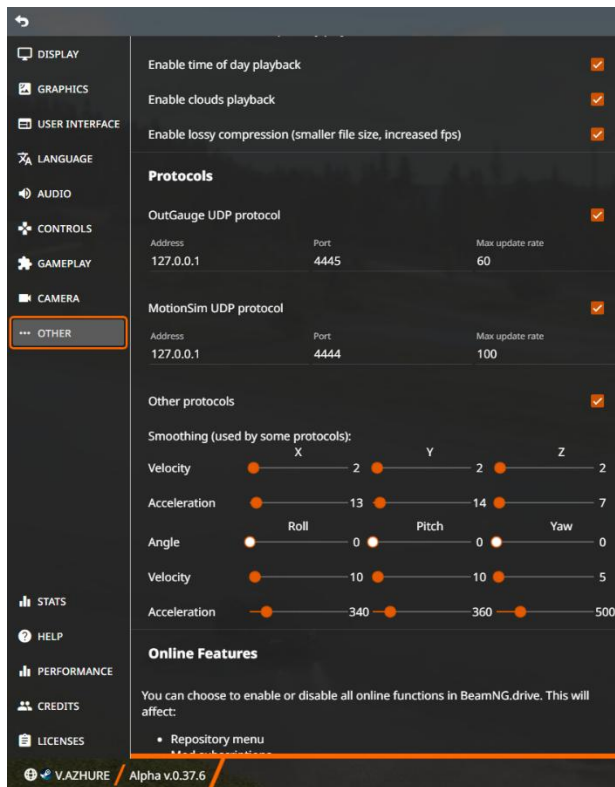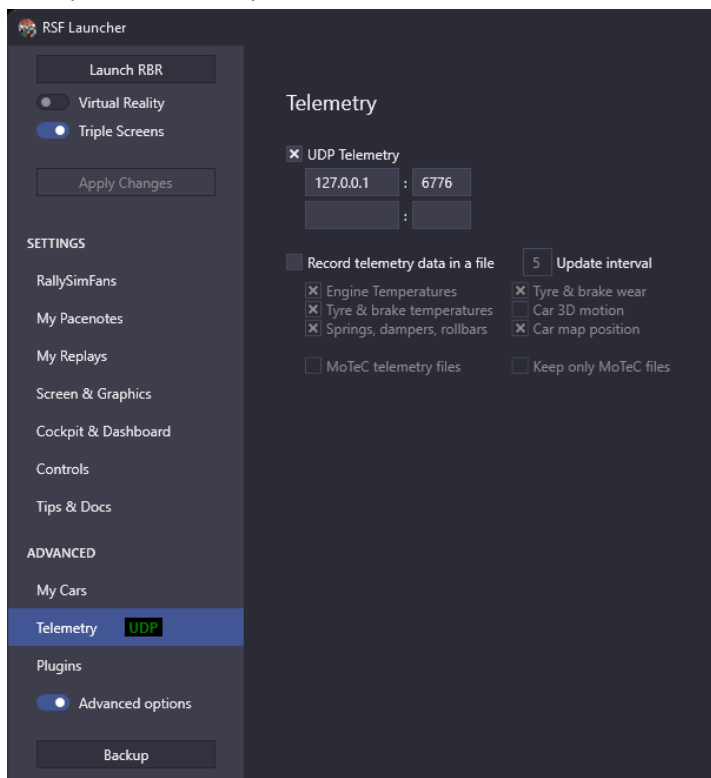

- **DCS** (Press Option button)

- **X-Xplane** (press Option Button in App). Copy vAzhureRacingHub\Plugins\DCS\X-Plane\plugins\MotionPlatformData\64\win.xpl into "X-Plane 11 (12)\Resources\plugins\MotionPlatformData\64\win.xpl"

- Beam-NG

- RBR (RSF Launcher)

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- Other Games: Enable UPD Telemetry on the default port

UPD Conflict. UDP work only with one client (SimHub, Moza PitHouse, vAzhure Racing Hub). Use only one of it.