AMBIENT LIGHT PROFILE
Instructions

Daniel Newman Racing is where cutting edge technology meets the thrill of online racing. We specialise in crafting some of the most advanced SimHub compatible LED profiles designed to elevate your Sim Racing performance to new heights. Whether you're a seasoned pro, or just starting out, our products are meticulously engineered to immerse you in the heart pounding action of the track.

DNR profiles are built to be different, and used by those serious about winning. The purpose is to make you fast and give you what's important, when, it's most important. Not only used by Sim Racers worldwide, but also trusted by real life Formula One race winners, IndyCar champions, Daytona 24 winners and a plethora of industry leading manufacturers.

The below tutorial will explain the DNR Ambient Light profiles installation and customisation options.

In order to use the Daniel Newman Racing Ambient light profiles you will need to ensure you have SimHub installed and the latest version installed.

You can download SimHub here – https://www.simhubdash.com/

In addition to installing SimHub, you will ned to ensure you have a set of SimHub compatible Ambient light devices. A list of compatible devices can be found below:
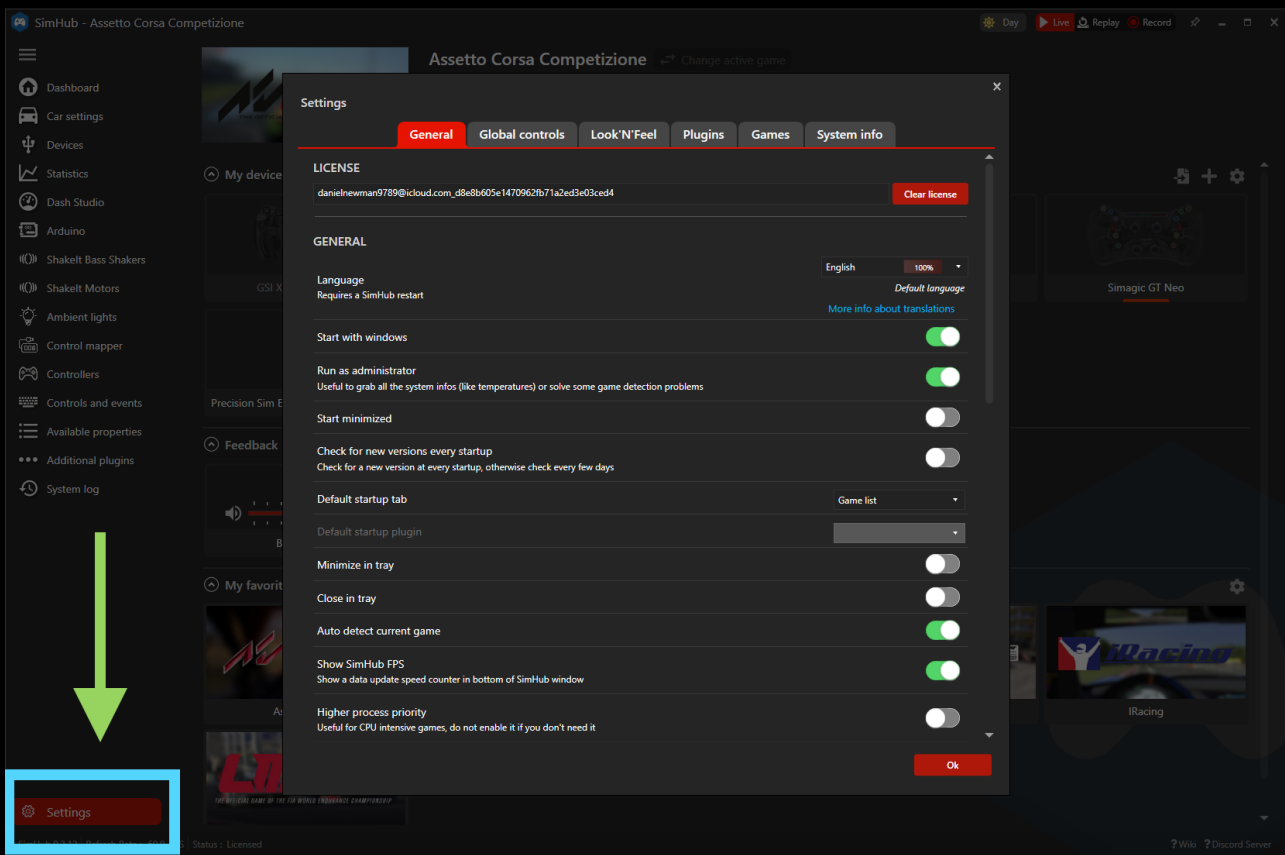https://github.com/SHWotever/SimHub/wiki/Ambient-lights

Daniel Newman Racing recommendation would be Philips Hue Play bars.
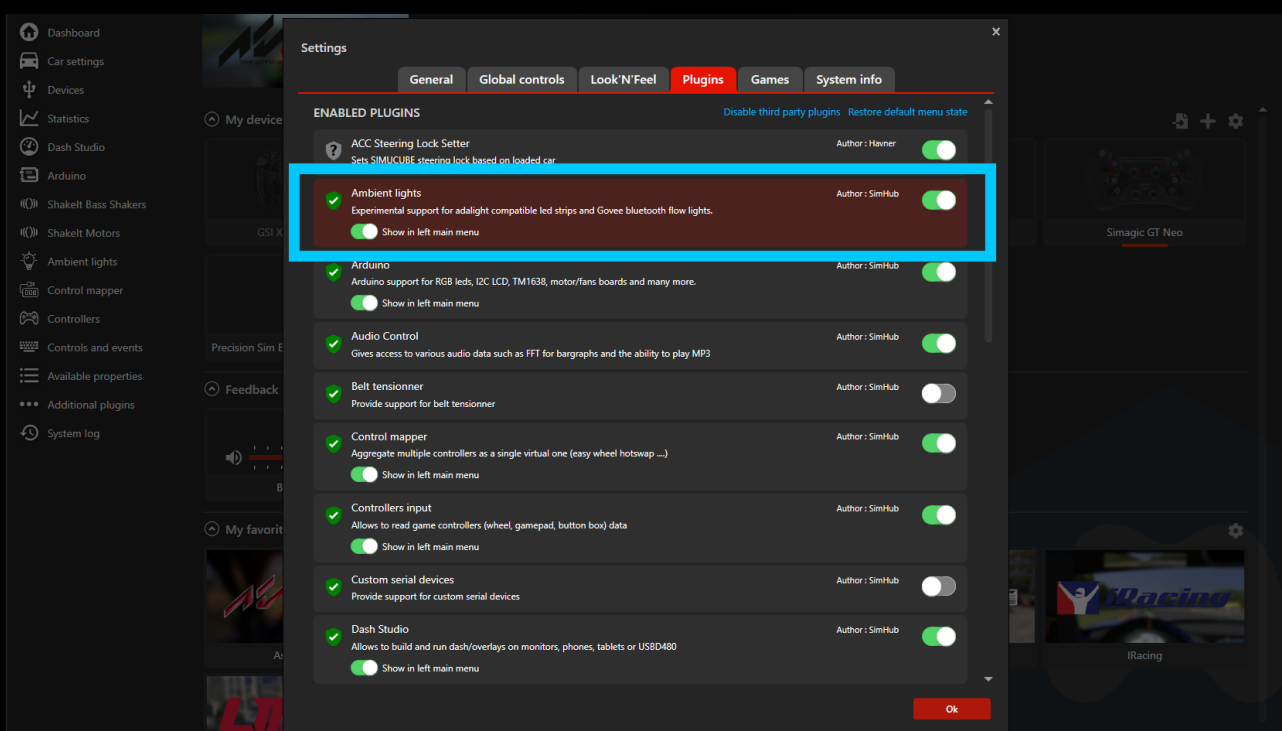
There are 4 Ambient Light profiles available to download:

Single
Pair
Trio
Quad

Step 1 - Install the Profile

First you need to open SimHub and open the settings tab on the bottom left of the screen. From here you'll need to navigate to the 'Plug Ins' page.
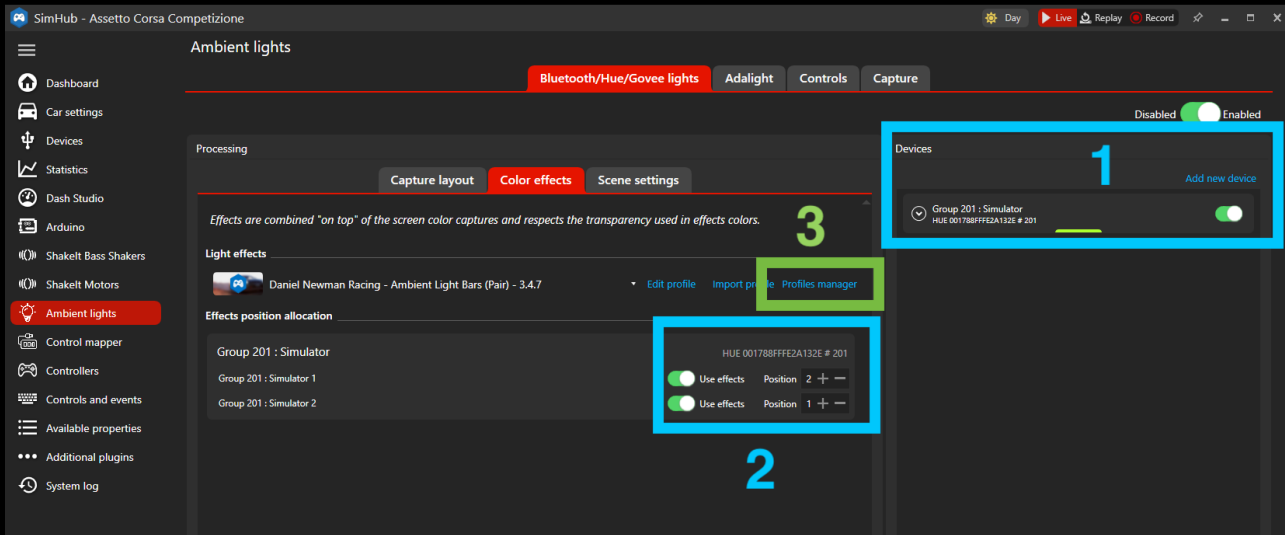

On the 'Plug Ins' page you'll need to locate the Ambient Light option and enable it. Once enabled it will appear as a tab on the left of your SimHub screen.
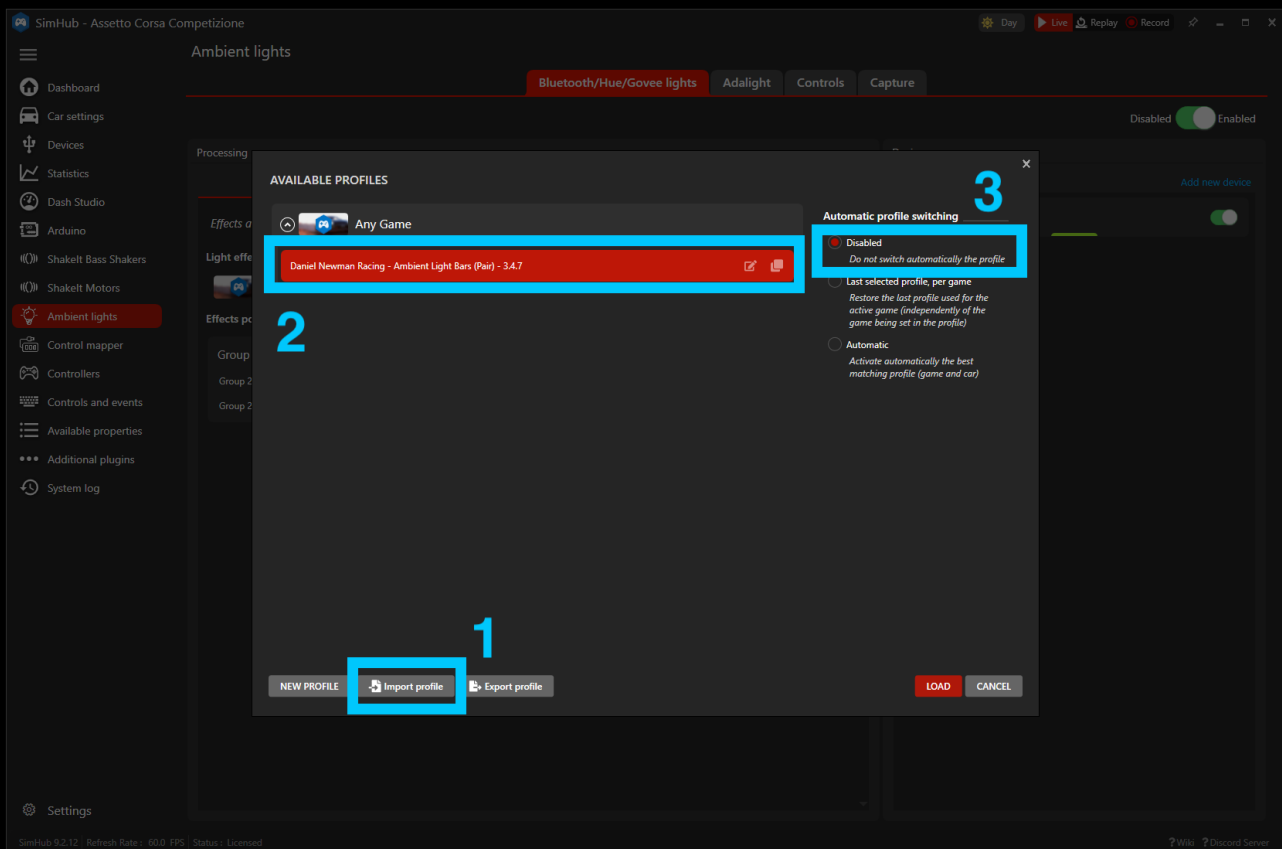
You will then need navigate to the Ambient Lights tab within SimHub and ensure your devices have been added, shown in Illustration 1 - if not you'll need to add them as per SimHubs instruction.

You need to ensure your left hand side Ambient Light is selected as position 1 and your right hand light is selected as position number equalling the maximum number of lights you have installed (i.e 4 if you have 4 lights). This is an important step to ensure that Spotter effects when enabled flash on the correct localised side. Shown in illustration 2.

Lastly, you will need to navigate to the Profiles Manager section shown as Illustration 3 above, and then import the profile (Illustration 1 below), ensuring it is shown as Illustration 2. Lastly in illustration 3, ensure the disabled tab is selected if you do not wish SimHub to automatically change this profile and launch other profiles you have installed.

The profile is now installed.
Step 2 - Customise Your Preferences.

The Daniel Newman Racing website (https://www.danielnewmanracing.com) provides an easy to use and automated configurator tool to allow you to customise your profiles. Once the tool has been used a JSON file (the settings file) is generated and used to tell SimHub which preferences you wish to follow. As the Daniel Newman Racing library is large, the JSON file will adjust the preferences of all your DNR profiles, so ensure when making changes, you do them with all devices in mind.

In this section we will skip to the relevant configurator options for this profile (Ambient Lighting) and describe what each of the options does.

Ambient Menu Lights
Ambient Colour (Default) / Ambient Screen Capture / OFF

This setting chooses the behaviour of your Ambient Lights whilst SimHub is open but no game is launched (menu's, desktop etc). Options allow for either on a static colour (8 colours to choose from), to mimic the screen capture, so they will be whatever colour your screen capture area is, or OFF.

Ambient Menu Colour
Red (Default) / Blue / Green / Yellow / Orange / Purple / Pink / White

This setting allows you to select the colour of Ambient Light uses when the above setting 'Ambient Menu Colour - Ambient Colour' is selected.

Ambient Menu Colour	Red (Default) ⌄

This setting allows you to select the colour of the Ambient Lights on a set of Ambient Light bars when in menus and on the desktop. By default, Red is selected.

Ambient Menu Brightness
1 - 100% (Default is 100%)

This setting allows you to select the brightness level of the Ambient lighting whilst SimHub is open but no game is launched (menu's, desktop etc).

Ambient Menu Brightness	────────────────────────●

100

Sets the percentage of brightness of the Ambient Lights in Menus.

Ambient Game Lights
Ambient Colour (Default) / Ambient Screen Capture / OFF

This setting chooses the behaviour of your Ambient Lights whilst SimHub is open AND a game is launched. Options allow for either on a static colour (8 colours to choose from), to mimic the screen capture, so they will be whatever colour your screen capture area is, or OFF.

Ambient Game Lights	Ambient Colour (Default) ⌄
	This setting allows you to set the behaviour of the Ambient Lights when in game. Ambient Colour will enable the 8 colour options below, Ambient Screen Capture will allow the Ambient Lights to mirror the screen capture area, and Off will turn off the illumination until the game effects are activated (i.e Flags/Spotter etc). By default, Ambient Colour is selected.

Ambient Game Colour Day
Red / Blue / Green / Yellow / Orange / Purple / Pink / White (Default)

This setting allows you to select the colour of Ambient Light used when the above setting 'Ambient Game Colour - Ambient Colour' is selected and your LED profiles are operating in normal daylight mode (i.e True Dark Mode is turned OFF).

Ambient Game Colour Day	White (Default) ⌄
	This setting allows you to select the colour of the Ambient Lights on a set of Ambient Light bars when in game during regular driving modes. By default, White is selected.

Ambient Game Brightness Day
1 - 100% (Default is 75%)

This setting allows you to select the brightness level of the Ambient lighting whilst SimHub is open AND a game is launched during normal daylight mode (i.e True Dark Mode is turned OFF).

Ambient Game Brightness Day	●──────────────────────────
	`75`
	Sets the brightness percentage of the Ambient Lights in game during normal daylight driving (when TDM is DEACTIVATED).

Ambient Game Colour Day
True Dark Mode (Default) / Endurance Blue

This setting allows you to select the colour of Ambient Light used when the above setting 'Ambient Game Colour - Ambient Colour' is selected and your LED profiles are operating in night time mode (i.e True Dark Mode is turned ON).

Ambient Game Colour Night	True Dark Mode Colour (Default) ⌄
	This setting allows you to select the colour of the Ambient Lights on a set of Ambient Light bars when in game whilst True Dark Mode is activated. By default, 'Endurance' Blue is selected.

Ambient Game Brightness Night
1 - 100% (Default is 50%)

This setting allows you to select the brightness level of the Ambient lighting whilst SimHub is open AND a game is launched during night time mode (i.e True Dark Mode is turned ON).

Ambient Game Brightness Night

`50`

Sets the brightness percentage of the Ambient Lights in game during nightime driving (when TDM is ACTIVATED).

Ambient Pit
ON (Default) / OFF

This setting allows you to turn OFF the Pit Lane effects on the Ambient Lights. These effects include flashing red for pit entry (when limiter is off), flashing red when speeding in the pit lane, flashing green when exiting the pit lane and crossing the line, the white and blue limiter (during daylight, or TDM themed at night), or flashing blue when stationary in the pit lane.

Ambient Pit | **ON** | OFF

This setting allows you to turn ON/OFF the pit animations on the Ambient Light bars.

Ambient Spotter
ON (Default) / OFF

This setting allows you to turn ON/OFF a localised spotter on your left or right side shown on your Ambient lights. The spotter is pink during daylight driving (when TDM is OFF), and is TDM themed when driving at night.

Ambient Spotter | **ON** | OFF

This setting allows you to turn ON/OFF the Spotter animations on the Ambient Light bars.

Ambient Low Fuel
ON (Default) / OFF

This setting allows you to turn ON/OFF a low fuel alert that turns your Ambient Lights a static red to illustrate a low fuel level.

Ambient Low Fuel | **ON** | OFF

This setting allows you to turn ON/OFF the Low Fuel alert on the Ambient Light bars.

Ambient Flags
ON (Default) / OFF

This setting allows you to turn ON/OFF Flags on your Ambient Lights. When enabled, the basic flags given during driving sessions will be displayed on your ambient lights (Red, Yellow, Green, Orange, Checkered etc).

Ambient Flags   **ON** OFF

This setting allows you to turn ON/OFF the Flag animations on the Ambient Light bars.

Ambient Effects Brightness Day
1 - 100% (Default is 100%)

This setting allows you to select the brightness level of the Ambient lighting effects (Spotters, Flags, Low Fuel and Pit effects) whilst SimHub is open AND a game is launched during normal daylight mode (i.e True Dark Mode is turned OFF).

Ambient Effects Brightness Day

100

Sets the brightness percentage of the effects on Ambient Lights (Spotters, Flags etc) during normal daylight driving (when TDM is DEACTIVATED).

Ambient Effects Brightness Night
1 - 100% (Default is 75%)

This setting allows you to select the brightness level of the Ambient lighting effects (Spotters, Flags, Low Fuel and Pit effects) whilst SimHub is open AND a game is launched during night time mode (i.e True Dark Mode is turned ON).
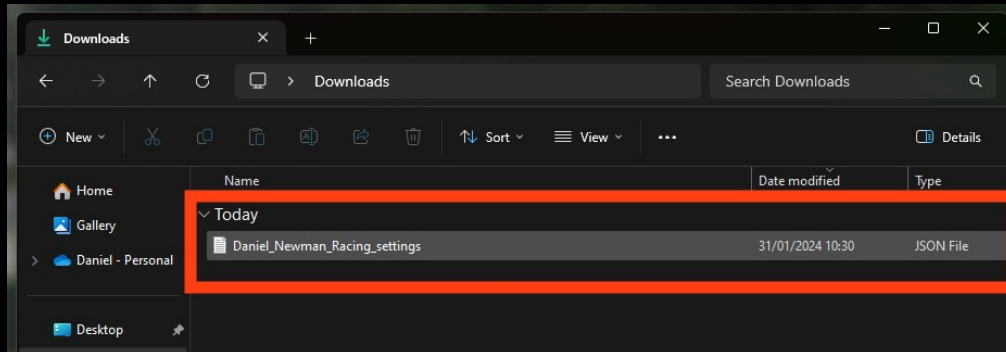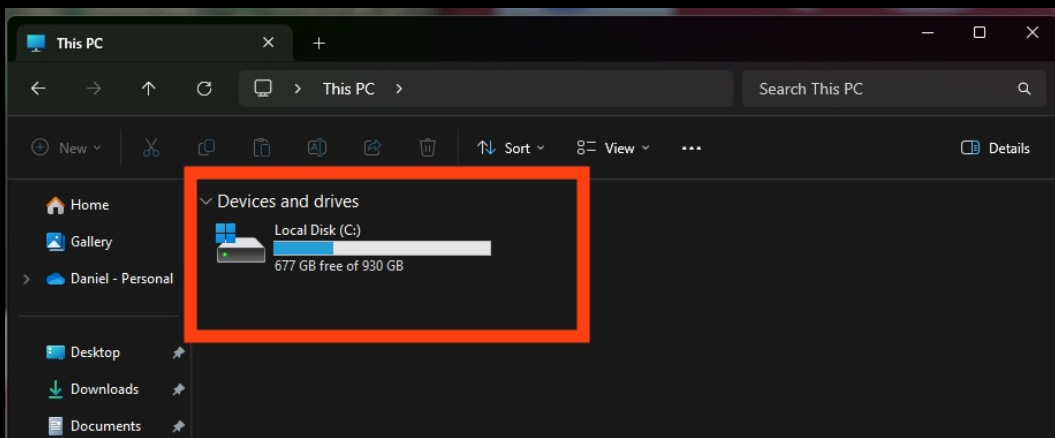
Ambient Effects Brightness Night

75

Sets the brightness percentage of the effects on Ambient Lights (Spotters, Flags etc) during nighttime driving (when TDM is ACTIVATED).

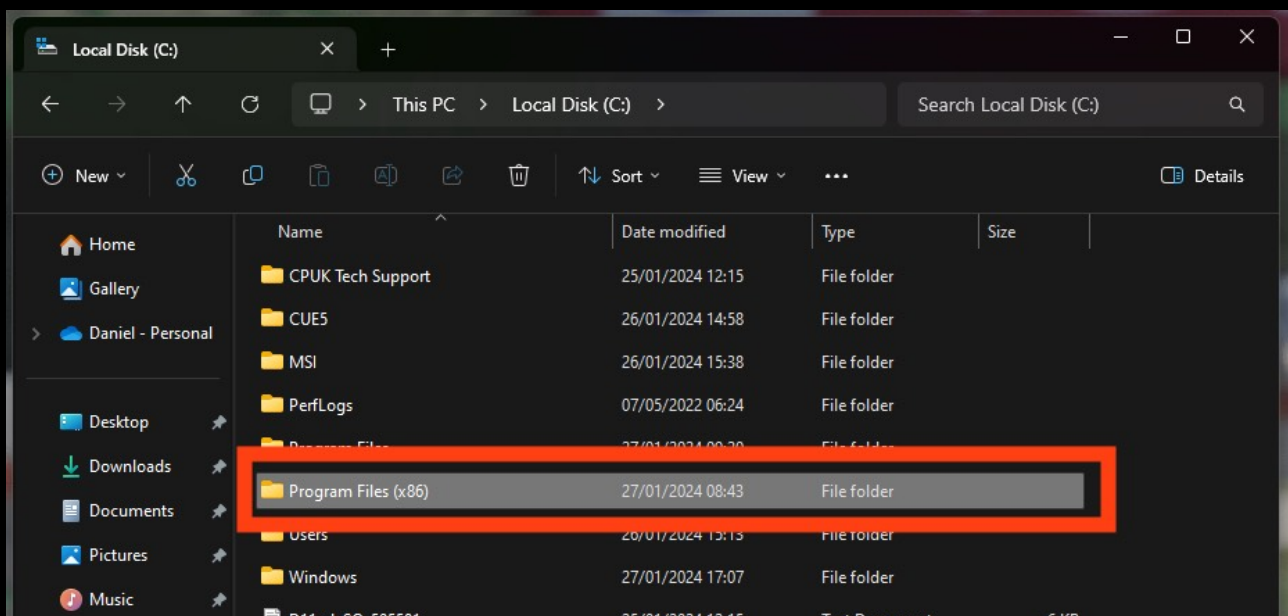## Step 3 - Upload Your Preferences

Once you have chosen your optimum settings in the Daniel Newman Racing configurator via the website, you can then press 'Download File' at the bottom of the page. A new file will then be saved to your computers designated download space and be named 'Daniel_Newman_Racing_settings.json'

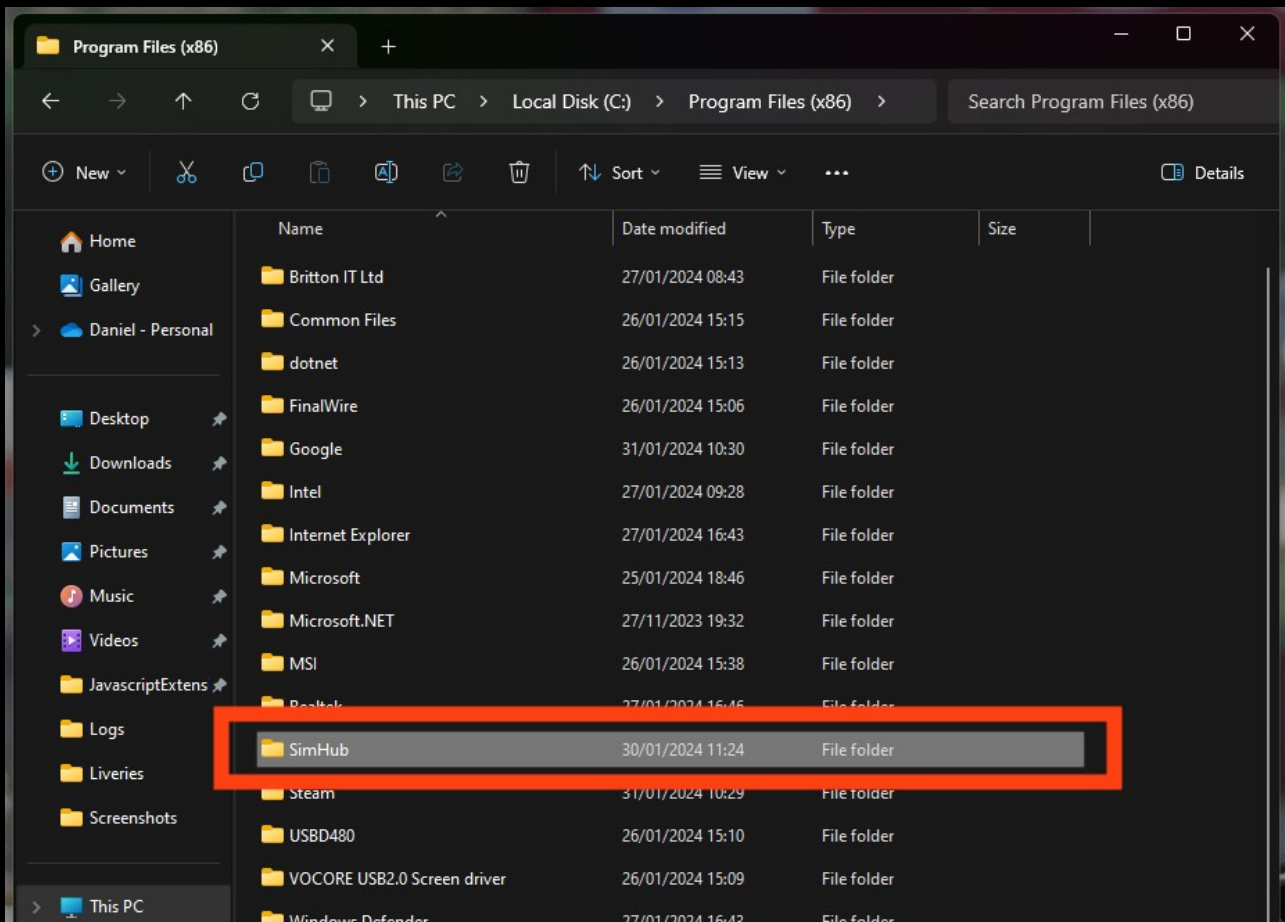The file now needs copying to the SimHub JavascriptExtensions folder. Locate your PCs main C: Drive
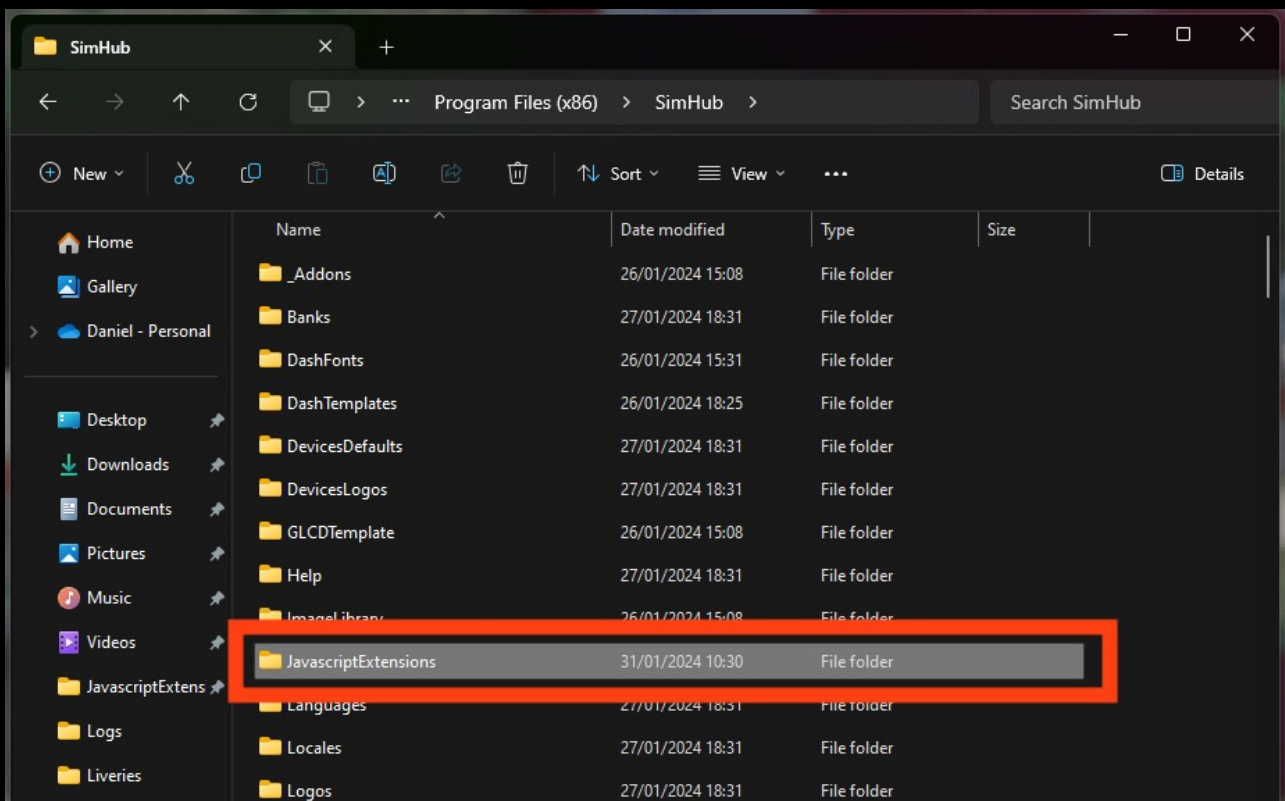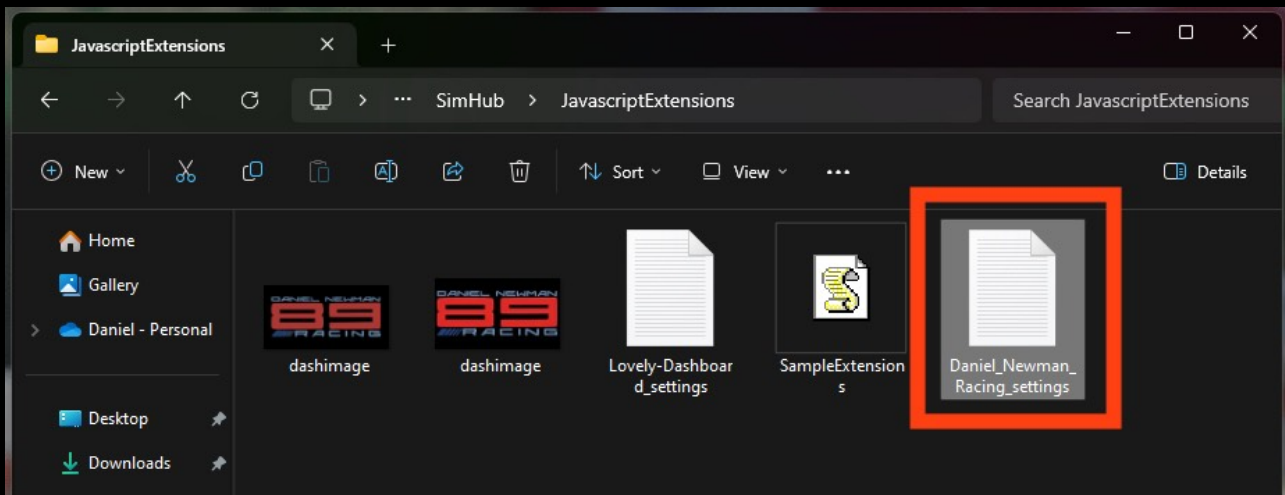

Enter the Programme Files section (x86)

When in the Programme Files folder, locate the SimHub folder

Then locate the JavascriptExtensions folder

Now copy and paste (or move), your Daniel_Newman_Racing_settings.json file into this folder

Your JSON 'settings file' is now copied to its correct location. In order for the changes to take effect you will need to restart SimHub by ensuring the application is CLOSED, and then reopened.

For any further issues and troubleshooting you can contact Daniel Newman Racing via the website (https://www.danielnewmanracing.com) or via email at daniel@danielnewmanracing,com

Alternatively you could join the excellent Discord Community, where somebody will be able to assist you: https://discord.gg/GAXEGnZawS

If you like the work created by Daniel Newman Racing, you can also become a member of contribute towards the ongoing development here: https://www.ko-fi.com/danielnewmanracing