

Introduction

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iReporter — Smarter Race Communication for iRacing

Overview

iReporter is an add-on for SimHub that helps iRacing drivers communicate quickly and easily during a race.

It works by automatically pulling in live information about your car and the cars around you — things like your car number, your current lap, who's near you, and how close they are. You can then use this information to send pre-built, customisable messages with the press of a single button.

For example, you could set up a button that:

- Tells the cars right behind you that you're pitting this lap
- Reports a crash to race control, automatically including your car number, the lap, and which cars were involved

In the middle of a busy race, things happen fast. Trying to type a message into the iRacing chat while staying on the racing line is difficult and dangerous. iReporter solves this by letting you set up your most common messages ahead of time as buttons — either on the iReporter button box, on an Elgato Stream Deck, or both.

One press sends a complete, ready-to-go message instantly. No typing. No distractions. Just keep racing.

Input Options

iReporter supports three input modes, selectable from the settings panel:

- **iReporter Button Box** — a dedicated hardware button box (4, 8, or 16 buttons) connected via USB. Physical buttons trigger reports and hardware LEDs show live race status.
- **Stream Deck** — an Elgato Stream Deck used as the sole input device. Keys display live colour and data (countdowns, gap times) and trigger the same reports as physical buttons.

- **iReporter Button Box & Stream Deck** — both devices active simultaneously, giving you flexibility to use whichever is within reach.

Key Features

- **Up to 24 configurable buttons** — each button sends one or more pre-written messages using the information gathered via dynamic variables to what or whoever is required.
- **Stream Deck integration** — native Elgato Stream Deck plugin included. Keys show live colour-coded status and update in real time — turning red with a countdown when a crash is active, blue with a gap readout when a blue flag leader is approaching, and flashing green when a report is sent.
- **Crash Capture** — automatically detects when a car nearby receives significant incident points and pre-loads the car number, driver name, direction, and lap into your message templates. When contact happens, the details are already ready for you to report the crash when you have time, rather than a scramble at the time of the crash.
- **Incident Capture** — similar to Crash Capture but for lower-severity incidents, with its own threshold, timeout, and message templates.
- **Conditional Logic** - allows you to carry out actions based on logic by use of IF, Or & And style statements.
- **Multiple Actions per Button Press** - up to three separate actions are definable per button press.
- **Voice Output** — buttons can trigger spoken messages using native Windows Text to Speech or high-quality ElevenLabs cloud voices, so you can hear confirmation of what was sent. Push-to-Talk integration activates your iRacing radio during playback. This means that it will report the incident/crash directly to race control, via voice with the single touch of a button.
- **Discord Webhooks** — messages are posted directly to a Race Control Discord channel so the officials receive your report in real time.
- **LED & Stream Deck indicators** — hardware LEDs on your button box light up to show that a crash or incident has been captured and is ready to report. Stream Deck keys show the equivalent status through colour changes.
- **Blue Flag Helper** — monitors race leaders and alerts you (via LED or Stream Deck key) when a lapping car is approaching from behind, so you can get out of the way cleanly. The approach gap threshold is fully configurable, including decimal values such as 0.5 seconds.
- **Solo Incident Filter** — crash and incident captures are automatically ignored when no competitor is close to you at the moment of detection, preventing solo barrier hits or kerb incidents from triggering false captures.
- **Message Variables** — dynamic placeholders like `{CAR#}`, `{DRIVER}`, and `{CRASHCAR}` are automatically filled with live iRacing data at the moment you press the button. Conditional statements allow messages to be sent only when specific race conditions are met.
- **Message Templates** — save and reuse message configurations across buttons. Templates can be applied, overwritten, or created directly from the button configuration panel.
- **Logging** — all reports are optionally written to dated log files so you have a personal record of everything you reported during the race.

Typical Use Case

You are competing in a league race that has Race Control managing the event via Discord. Another car makes contact with you or causes an incident nearby. Rather than fumbling with the keyboard mid-race, you simply press the pre-configured **Contact Report** button on your button box or Stream Deck.

iReporter has already detected the incident and captured the car number, driver name, and lap. Your button press instantly sends a formatted message to the Race Control Discord channel — something like:

“/rc Avoidable Contact reported on Car #42 (John Smith) on Lap 14.3 by car number #76 from behind - Please look into when you get a chance - Thank you

And if configured to do so, can also send a similar voice message via the iRacing radio channel.

Race Control receives the report immediately and can act on it, while you stay focused on racing.

If you use a Stream Deck, the button that triggered the report flashes green briefly to confirm it was sent, then reverts to its normal display. A dedicated Crash Alert key on the Stream Deck turns red and counts down the reporting window so you always know how long you have left to submit a report.

iReporter is particularly valuable during the most hectic moments of a race — safety car restarts, multi-car incidents, or late-race battles — when clear, fast communication with Race Control makes a real difference.