

# iRacing Options

## Overview

The iRacing Options section enables features that read live data directly from iRacing. Enable the **iRacing Options** checkbox to expand the section.

## Message Text Limits

When enabled, message text boxes are limited to the iRacing in-game chat character limit (approximately 60 characters). A character counter is shown beside each message field. This prevents messages from being truncated when typed into the iRacing chat box.

## Crash Capture

Monitors all cars on track for sudden increases in incident points. When a car receives incident points at or above the **Crash Detection Incident Points** threshold, iReporter captures that car's details and makes them available as message variables.

- **Crash Detection Incident Points** - the minimum incident point delta in a single update that counts as a crash. Default is 4. Lower values will trigger more frequently.
- **Crash Timeout** - how long the captured crash data remains active, controlled by a slider (0-60 seconds).
  - **No Timeout (0)** - crash data persists indefinitely until the next crash is detected and overwrites it. The LED will flash briefly (600ms) on capture to confirm detection, then turn off.
  - **Timed (1-60s)** - crash data is cleared after the specified number of seconds. The LED stays on for the full duration and turns off when the timeout expires.
- **Timeout LED** - select a LED colour (None / RED / BLUE / GREEN / AMBER) to illuminate on your button box when a crash is active.
- **Crash Capture Detection Logging** - when ticked, every crash detection event is written to the log file as a `[Crash Capture Detection Event]` entry, recording the car number, driver name, direction, and lap. This is separate from button press logging and lets you review every detection regardless of whether a button was pressed.

When a crash is active, buttons that have a Crash Fallback message configured will send that fallback message if the button is pressed and no crash is currently detected.

# Incident Capture

Works identically to Crash Capture but for lower-severity incidents. An event is captured as an incident only when the incident point delta meets or exceeds the **Incident Detection Points** threshold *and* is strictly below the **Crash Detection Incident Points** threshold. This ensures that crash-level events are never captured as incidents, and the two detections are always mutually exclusive.

- **Incident Detection Points** - minimum incident delta to trigger incident capture. Should be set lower than the Crash Detection threshold.
- **Incident Timeout** - controls how long incident data remains active (0-60 seconds).
  - **No Timeout (0)** - incident data persists until the next incident overwrites it. LED flashes briefly (600ms) on capture to confirm, then turns off.
  - **Timed (1-60s)** - incident data cleared after the specified seconds. LED stays on for the full duration.
- **Timeout LED** - LED colour while an incident is active.
- **Incident Capture Logging** - when ticked, every incident detection event is written to the log file as an `[Incident Capture Detection Event]` entry. Crash-level events will never appear here.

# Solo Incident Filter

iReporter automatically ignores crash and incident events when no competitor car is within **0.5 seconds** gap ahead or behind at the moment of detection. This prevents false captures caused by solo incidents - for example, running wide on a kerb or spinning without contact - where the incident points are clearly self-inflicted and do not involve another competitor.

If both the gap ahead and gap behind are greater than 0.5 seconds (or no cars are tracked nearby), the detection event is silently discarded and no crash or incident state is set. Pitted cars are excluded from the gap calculation and will not satisfy the proximity check.

# Blue Flag Helper

Tracks the top X cars by race position and alerts you when one of them is approaching from behind and is more than one full lap ahead of your position. This helps you anticipate and respond to blue flag situations before they become an issue.

- **Top [ ] Cars Approaching Within [ ] seconds behind** - configure how many leading cars to monitor and how close they need to be to trigger the alert. The approach seconds field accepts decimal values (e.g. , , ) with no enforced minimum. For example, setting Top 10 and 30 seconds will activate the LED when any of the top 10 cars are within 30 seconds behind you and at least one full lap ahead.
- **Approach LED** - LED colour to illuminate on your button box when a qualifying leader is approaching.

**Note:** The LED will ONLY activate when the approaching car is more than 1 full lap ahead. Cars on the same lap as you will never trigger the alert.

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