

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.
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