

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.

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