

Push & Lift

The reference-lap engine underneath every DDU — how it works, and how to feed it a lap.

01 · THE ENGINE

A lap that actually happened, not a preset mark.

Most overlays guess your braking point from a preset mark someone typed in for that car, on that track. Push & Lift doesn't. It compares your live telemetry — throttle, brake, speed, steering — against a **real lap**, one someone actually drove, resampled by **distance around the track** rather than by time. That's what makes the countdown, the live brake correction and the corner-by-corner delta work on any car, on any track, with no database of preset points to maintain.

We call the engine behind this **CSV·DDU**: a parser and comparison engine built from scratch for this app, not a wrapper around someone else's telemetry tool. It reads any CSV with **Throttle** and **Brake** columns — column order doesn't matter, the header row can sit anywhere in the file, and it auto-detects whether your values run 0–1 or 0–100, degrees or radians, km/h or m/s. That flexibility is deliberate: your reference lap can come from more than one place.

02 · TWO WAYS IN

Download one, or record your own.

A · Garage 61

Garage 61 runs quietly in the background while you drive in iRacing, capturing your laps automatically. Open your session there, find the lap you want — your own, or a faster driver's if it's shared with you — and export it as a CSV. Load that file into Push & Lift and you're comparing against a lap someone actually drove.

B · Record your own (● REC)

- 1 Press ● **REC** on the overlay.
- 2 Choose **best lap of the session**, or **every lap**.
- 3 Drive. Laps under 90 % track coverage — a spin, a pit lap, an incomplete out-lap — are discarded automatically.
- 4 Leave the session or track — or close the app with laps still unsaved — and it asks: "Download the recorded laps as CSV?" Say yes, and it's saved straight into a **grabaciones** folder next to the app (**RaceCanvas_grabaciones** for ADVANCE), one file per lap, ready to load.

Any tool that exports Throttle and Brake in a CSV works too — MoTeC i2, a generic iRacing SDK logger, whatever you already use.

03 · LOADING IT

One file, and the whole DDU wakes up.

Right-click → Reference → pick the CSV. A badge appears in the header:

REF ✓ {track} (green)	Matches your live session — you're good to go.
WRONG TRACK · {name} (red)	It's a different track, so you're never coached against the wrong lap by mistake.
REF · {name} (plain)	Loaded, but you haven't joined a session yet.

From there, that one file drives everything: the 5-LED brake countdown, the live trace row next to yours, and the corner-by-corner BRAKE / PRESS / Δ readout.

04 · PRO TIP

Don't chase the world record.

Pick a lap **1–2 seconds faster** than yours — close enough to copy, far enough to learn from. When you match it, upgrade the reference.

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