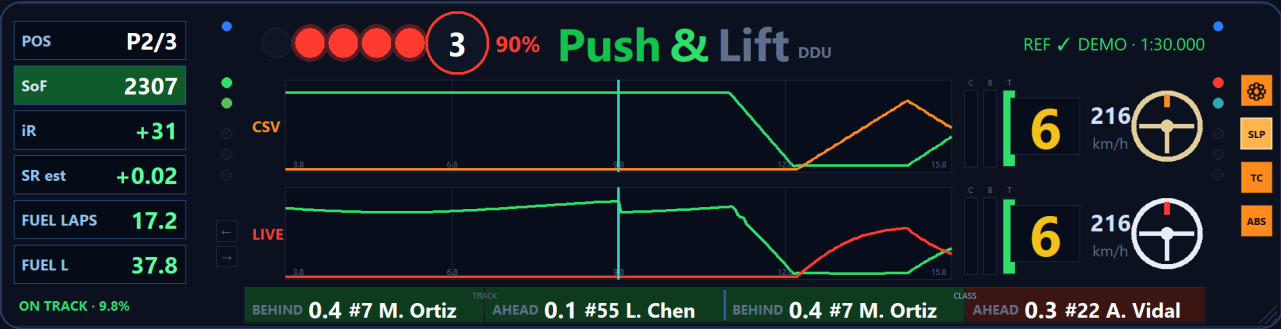
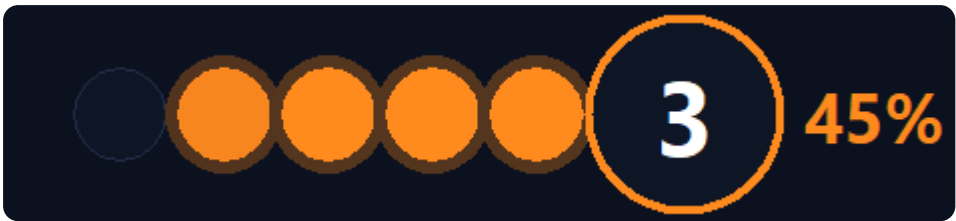


Push & Lift DDU

The braking co-pilot for iRacing. Real-time telemetry against a reference lap, translated into lights, colours and numbers you can read at speed.



01 The countdown



Five dots light up **3 seconds** before the reference driver's braking point and go out left to right — the last one dies exactly on it. The big LED counts **3 · 2 · 1 · BRAKE** (or **LIFT** when the corner needs no brake). The colour arrives before the corner and tells you how hard the stop is; the expected peak brake % is shown next to the LED.

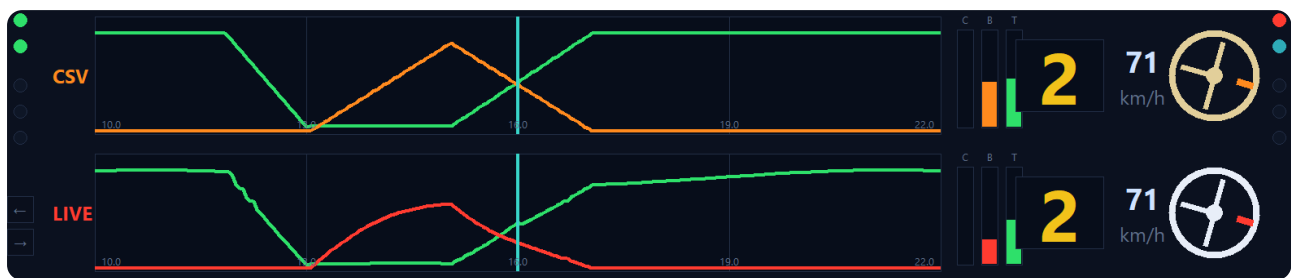
LIFT	blue — no brake, just lift
<10%	green — a brush of brake
10-25%	yellow — light braking
25-60%	orange — proper braking
>60%	red — big stop

02 Inside the braking zone



While you brake, the LED coaches you live: **flashing red** = more brake needed · **blue** = you are over-braking. When you release, the **&** of the logo keeps the verdict until the next corner: **green** = nailed · **red** = braked short · **blue** = over-braked. A yellow & means an incident on track.

03 The telemetry traces



Two rows, same stretch of track ($\pm 6\%$ around you; the cyan line is your position). Top: the reference lap, gold steering wheel. Bottom: you, white wheel. Green = throttle, red/orange = brake, plus clutch/brake/throttle bars, gear, speed and real steering rotation. Read it after the corner: if their throttle rises earlier, you are late on power; if their braking is shorter and deeper, they brake later and harder.

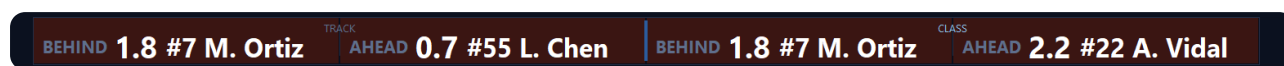
04 The side screens

- **POS** — live position; background green/red = last lap faster/slower than the previous.
- **SoF** — strength of field; its background is the flag (green, yellow, chequered...).
- **iR** — iRating you are gaining/losing right now.
- **SR est** — estimated Safety Rating change this race.
- **FUEL LAPS / FUEL L** — fuel in laps and litres; green you make it, yellow save, red you don't. Set the stint length in the menu for endurance.

05 Tyres & traction

Two temperature LEDs per side (real car sides): blinking blue = dangerously cold, green = in the window, red = overheating. The three purple LEDs are a meter for the channel chosen with the orange side buttons: **SLP** predictive traction (1–2 = warning, 3 blinking = losing traction), **TC** or **ABS** activity.

06 The race bar



TRACK (left pair): the cars physically ahead/behind on track, any class — your traffic. **CLASS** (right pair): your real fight, the rival of your class ahead/behind by actual progress. Each cell shows gap, car number and driver; the background is the trend: green you are gaining, red you are losing ground.

07 Your reference lap

Load any driver's lap from **Garage 61** as CSV (right-click menu) or record your own with • **REC** and export it in the same format. The app checks it belongs to the session's track (REF ✓ in the header). Tip: pick a lap 1–2 seconds faster than yours; upgrade it when you match it.

08 Controls & setup

- `right-click` menu — load CSV, REC, show/hide every module, VR mode, language (EN/ES), license.
- `←/→` position offset (`Shift` = fine) · `↑/↓` scale.
- Drag anywhere with the mouse; resize from the bottom-right corner; opacity from the menu.
- Single screen, triple screen or VR (bordered-window mode for OpenKneeboard and similar).

Push & Lift reads only the data iRacing officially exposes to external apps. It never touches the simulator.