Team Telemetry Manual Guide

Team Telemetry is developed by JL Desert to obtain telemetry data for F1 series games. You can view more intuitive timing tables, weather information, vehicle status, rival status, etc. than in the game through the telemetry data obtained on Team Telemetry. In order for everyone to better use Team Telemetry, you can solve your questions by flipping through the manual guide. If you have any other questions or suggestions, you can contact us through the following methods.
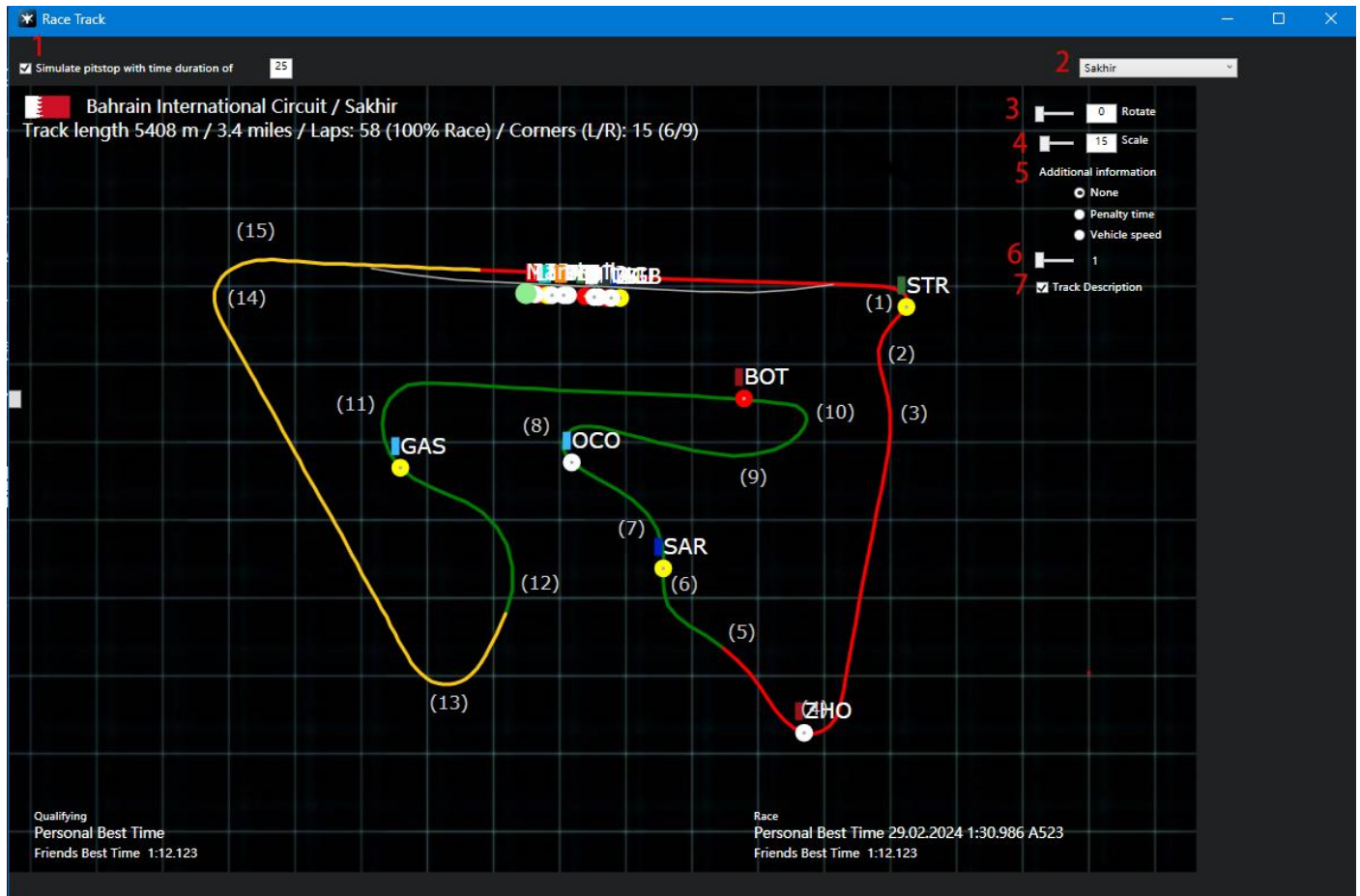
Team Telemetry website: **https://www.teamtelemetry.de/**

Discord: https://discord.gg/euHG8fNKpG

TABLE OF CONTENTS

Team Telemetry

Race Track

1: enable simulated pitstop exit as a full red dot (can be edited pitstop time)

2: select track map

3: rotating track diagram

4: enlarge or shrink the track map

5: select additional information that needs to be added (none/penalty time/vehicle speed)

6: update frequency

7: check to enable description of track corners (If the turn has a name, the name will be added next to the turn number)

Q Timing Table

Pos		Driver	Best Lap	Gap	S1	S2	S3	Laps	Tyre	Status
1	🟥	LECLERC	1:31.294		29.302	39.468	22.523	0	Ⓢ	IN PIT
2	🟩	HAMILTON	1:31.413	+0.119	29.323	39.530	22.559	0	Ⓢ	IN PIT
3	🟩	ALONSO	1:31.548	+0.254	29.373	39.559	22.615	0	Ⓢ	IN PIT
4	🟥	SAINZ	1:31.577	+0.283	29.393	39.591	22.592	0	Ⓢ	IN PIT
5	🟧	NORRIS	1:31.726	+0.432	29.450	39.645	22.630	0	Ⓢ	IN PIT
6	🟧	PIASTRI	1:31.873	+0.579	29.454	39.767	22.651	0	Ⓢ	IN PIT
7	🟩	RUSSELL	1:32.001	+0.707	29.399	39.964	22.637	0	Ⓢ	IN PIT
8	🟦	PEREZ	1:32.081	+0.787	29.864	39.502	22.715	0	Ⓢ	IN PIT
9	🟩	STROLL	1:32.174	+0.880	29.529	39.874	22.771	0	Ⓢ	IN PIT
10	🟦	OCON	1:32.234	+0.940	29.581	39.892	22.759	0	Ⓢ	IN PIT
11	🟦	GASLY	1:32.273	+0.979	29.579	39.917	22.776	0	Ⓢ	IN PIT
12	🟥	BOTTAS	1:32.379	+1.085	29.589	39.935	22.855	0	Ⓢ	IN PIT
13	⬜	TSUNODA	1:32.404	+1.110	29.614	39.971	22.817	0	Ⓢ	IN PIT
14	🟦	ALBON	1:32.432	+1.138	29.621	39.975	22.836	0	Ⓢ	IN PIT
15	⬜	MAGNUSSEN	1:32.469	+1.175	29.640	39.973	22.854	0	Ⓢ	IN PIT
16	⬜	HÜLKENBERG	1:32.470	+1.176	29.661	39.942	22.867	0	Ⓢ	IN PIT
17	⬜	RICCIARDO	1:32.652	+1.358	29.665	40.109	22.877	0	Ⓢ	IN PIT
18	🟦	SARGEANT	1:32.874	+1.580	29.723	40.225	22.925	0	Ⓢ	IN PIT
19	🟥	ZHOU	1:32.914	+1.620	29.669	40.397	22.847	0	Ⓢ	IN PIT
20	🟦	VERSTAPPEN	NO TIME					0	Ⓢ	IN PIT

Time Remaining 04:11   Theorectival Best Time 1:31.293   Cars On Track 0

Q Timing Table mainly used for qualifying sessions

Pos: Ranking based on the fastest lap time of the drivers

Driver: display the driver's name

Best Lap: the fastest lap for drivers

Gap: the gap between the driver's current fastest lap and pole position
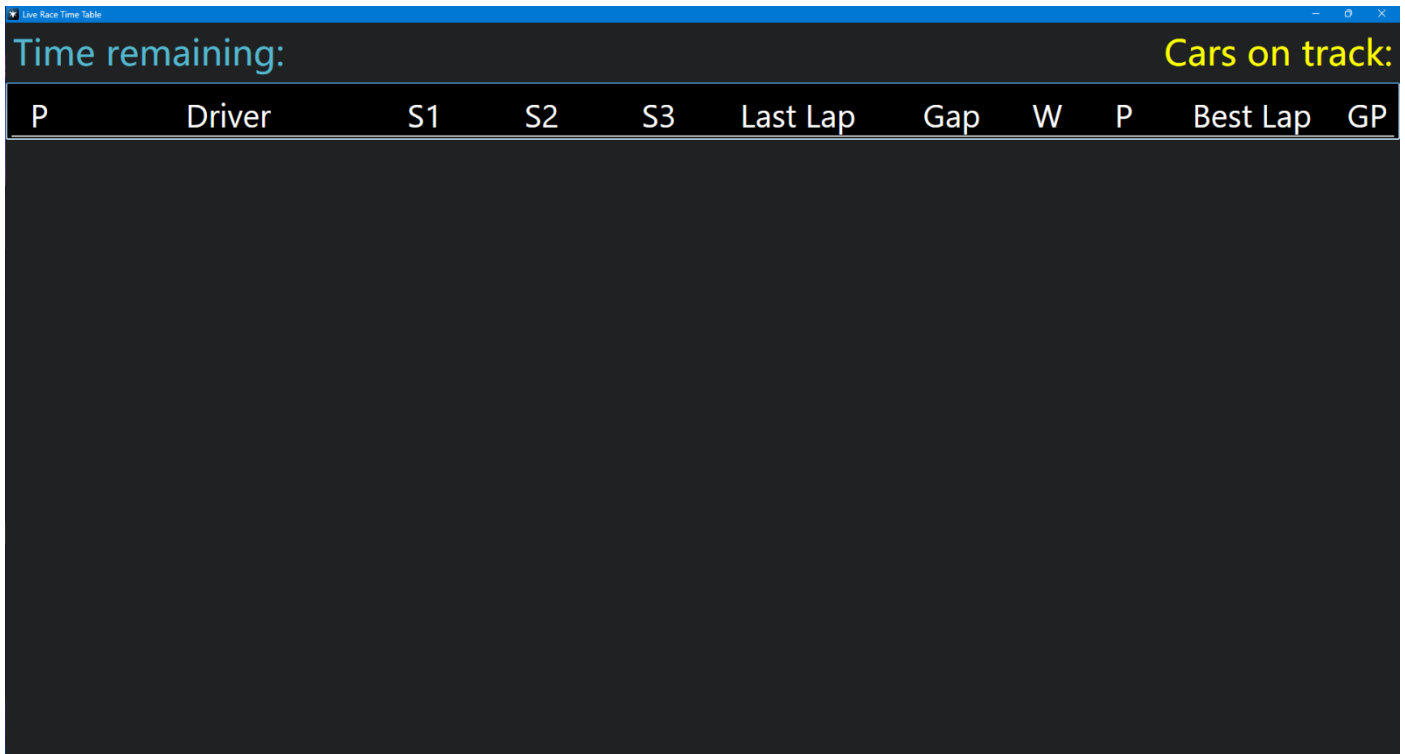
S1/2/3: sector 1/2/3

Laps: effective hotlaps for drivers (in multiplayer mode online, due to the different choices of hotlaps by players, there may be some confusion, so there may be errors in the statistics of this function in multiplayer mode)

Tyre: which was used for fastest lap

Status: the current state of the driver (out lap/in pit)

Feature: by double-clicking on the driver's name a new window will be displayed with driver's statistics

Team Telemetry

Timing Page

P: position

S1/2/3: sector 1/2/3

Last Lap: the driver's last lap time

Gap/Interval: the gap between each driver and the P1/Interval represents (switch between Gap and Interval by click)

W: warnings (including corner cutting warnings)

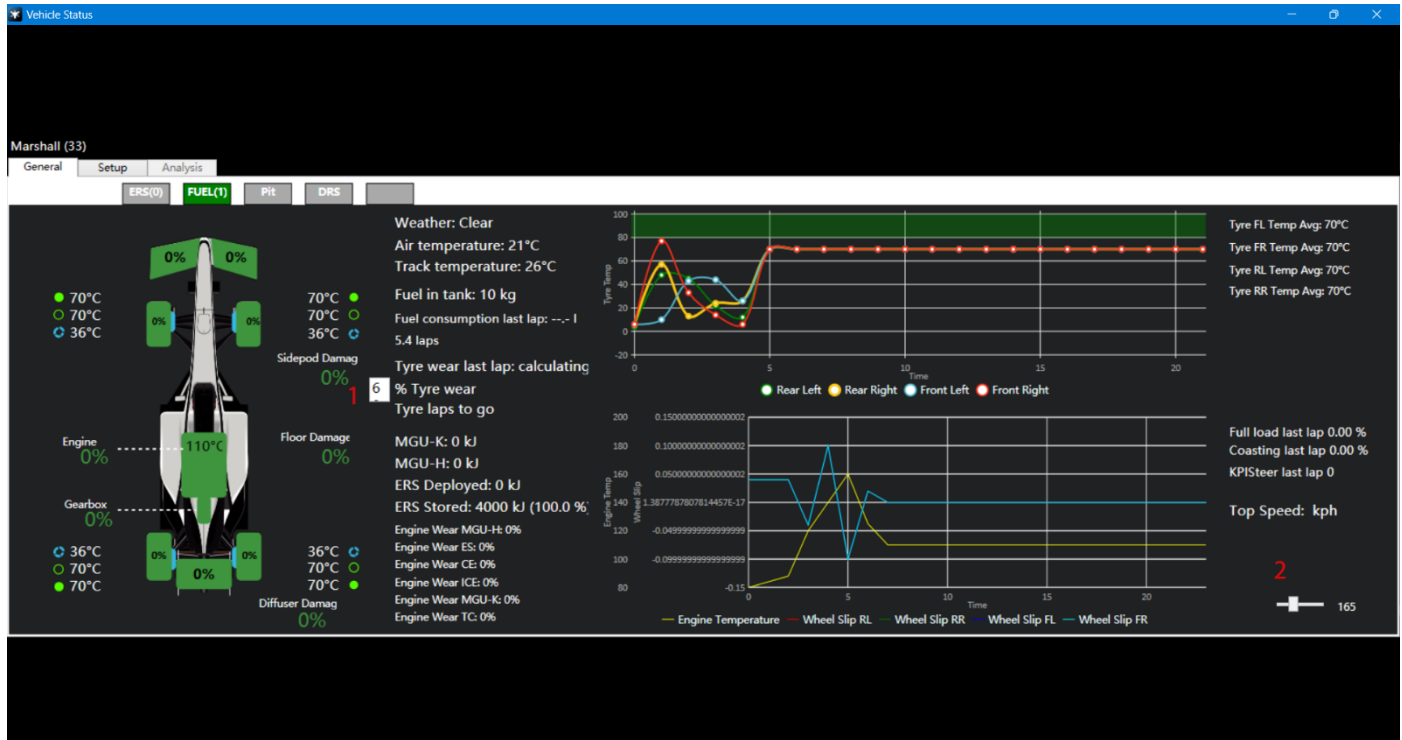**P:** penalty(the unit is seconds, for example, displaying 2 represents a penalty time of 2 seconds)

Best lap: the fastest lap time of the driver's own

GP: grid position

Feature: by double-clicking on the driver's name a new window will be displayed with driver's statistics

Vehicle Status

General

1: users can customize the wear level target of the tyre, and the software calculates how many more laps can be run with the current tyre worn to the target wear level

2: update frequency

Team Telemetry

Setup

1: name the set up that you want to save

2: save locally in Excel format

3: add explanatory text to this set up

Tabwindow

Race Strategy
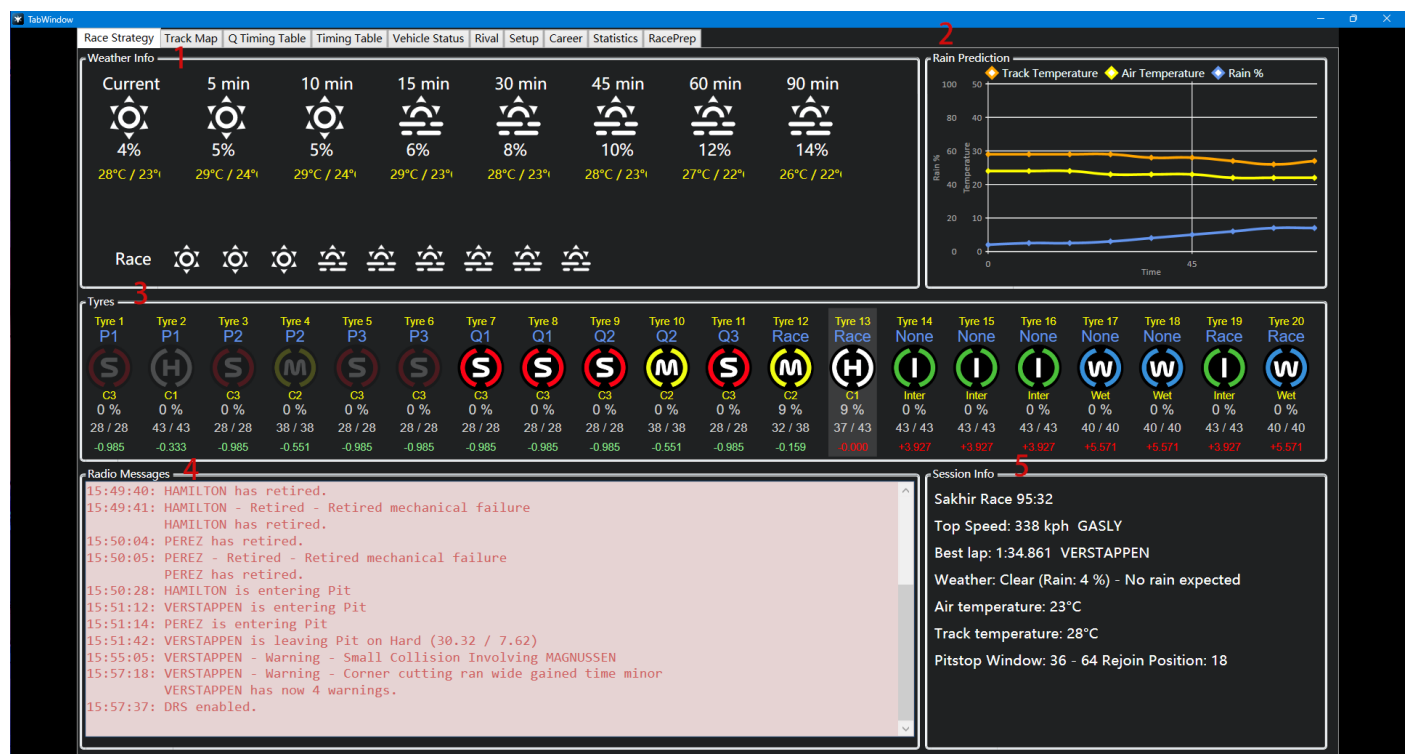
1: the accuracy of weather forecast is related to the game settings. If it is set to approximate within the game, the forecast in Team Telemetry will also display approximate values

2:[1] rain% does not represent the probability of rainfall, but rather represents the track humidity / wetness

3: the information related to tyres is mainly used for racing, and the delta between different tyres is only evaluated based on the performance of the driver sending telemetry, and does not represent other drivers

4: this will display all the messages sent by FIA in the game

5: other information about the racing

Track Map

Q timing Table

Pos: position

Gap: the gap between each driver and pole position

Team Telemetry

Timing Table

P	Driver	S1	S2	S3	Last Lap	Gap	W	P	Best Lap				GP
1	ALONSO	31.632	42.116	23.697	1:37.446		0	0	1:35.568	⊛ 14			6
2	LECLERC	31.664	41.776	23.914	1:37.355	+0.155	0	0	1:35.507	⊛ 14			1
3	RUSSELL	30.877	41.606	23.787	1:36.271	+0.584	0	0	1:35.643	⊛ 14			4
4	SAINZ	31.517	41.882	23.737	1:37.138	+1.332	0	0	1:35.431	⊛ 14			5
5	STROLL	32.148	42.543	23.891	1:38.582	+4.579	0	0	1:36.192	⊛ 14			8
6	ALBON	31.553	41.925	24.705	1:38.184	+5.090	0	0	1:36.050	⊛ 14			10
7	ZHOU	31.919	42.898	24.527	1:39.345	+8.072	0	0	1:36.356	⊛ 14			12
8	OCON	31.782	43.205	25.095	1:40.083	+8.739	0	0	1:36.287	⊛ 14			9
9	NORRIS	31.389	43.773	25.502	1:40.666	+10.257	0	0	1:35.992	⊛ 14			7
10	GASLY	31.099	43.984	25.590	1:40.674	+10.750	0	0	1:36.183	⊛ 14			13
11	PIASTRI	31.729	43.589	26.460	1:41.778	+10.761	0	0	1:36.287	⊛ 14			11
12	VERSTAPPEN	30.364	41.669	30.090	1:42.124	+10.887	4	0	1:34.861	⊛ 6	⊛ 8		20
13	TSUNODA	31.175	42.175	24.135	1:37.486	+12.182	0	0	1:36.471	Ⓢ 14			17
14	HÜLKENBERG	31.159	42.381	24.061	1:37.603	+12.838	0	0	1:36.600	Ⓢ 14			14
15	RICCIARDO	31.280	42.337	24.128	1:37.746	+13.341	0	0	1:36.629	Ⓢ 14			16
16	MAGNUSSEN	31.352	42.472	23.985	1:37.810	+13.902	0	0	1:37.416	⊛ 14			15
17	SARGEANT	31.466	42.602		1:38.133	+15.941	0	0	1:37.354	Ⓢ 13			19
18	BOTTAS	31.384	42.969		1:38.511	+18.018	0	0	1:37.173	Ⓢ 13			18
19	PEREZ	31.488	42.505	23.544	OUT	+ 9 LAP	0	0	1:35.422	⊛ 5			3
20	HAMILTON	30.778	41.468	23.577	OUT	+ 9 LAP	0	0	1:35.333	⊛ 5			2

P: position

Gap/Interval: the gap between each driver and the P1/Interval represents(switch between Gap and Interval by click)

W: warnings(Including collision warning and corner cutting warning)

P: penalty(the unit is seconds, for example, displaying 2 represents a penalty time of 2 seconds)

GP: grid position

Team Telemetry

Vehicle Status

1: users can customize the wear level target of the tyre, and the software calculates how many more laps can be run with the current tyre worn to the target wear level

2: Users can customize which lap the current tyre needs to run in the race, and the software will calculate the amount of tyre wear after reaching the target lap count

3: 1 represents that the user has publicly disclosed telemetry, 2 represents that it has not been publicly disclosed

Rival (not finished yet!!!!)
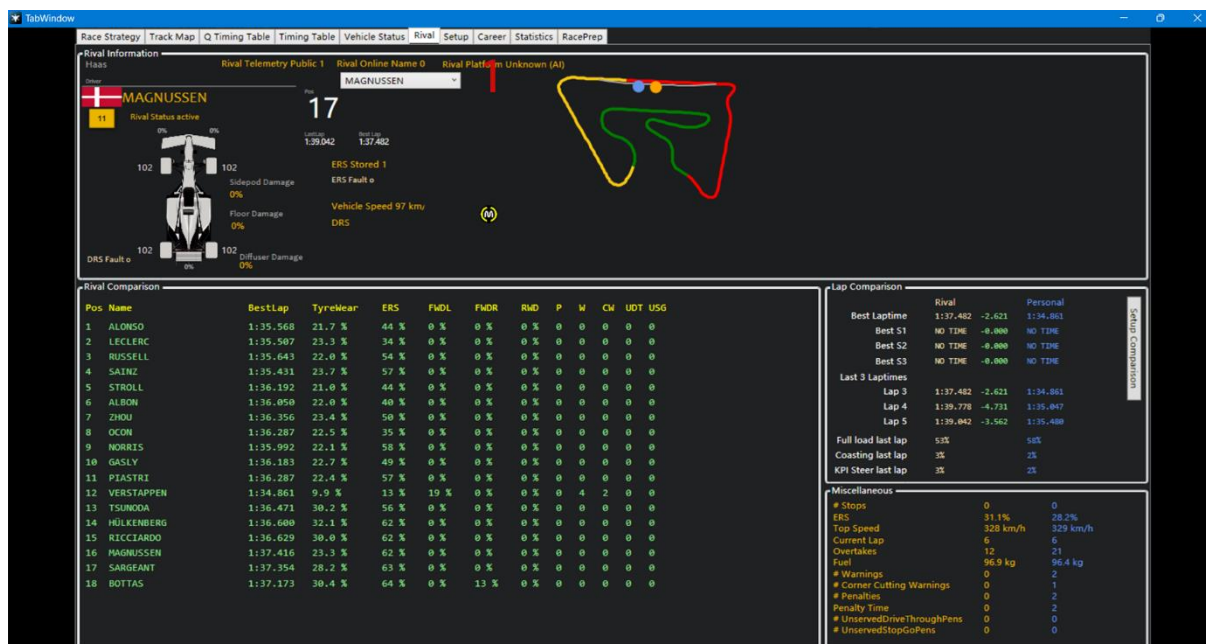
1: select detailed data of other drivers you want to view

ERS: the driver's current remaining ERS

FWDL/FWDR: front wing damage left/right

RWD: rear wing damage

P: penalty(the unit is seconds, for example, displaying 2 represents a penalty time of 2 seconds)

W: warnings(Including collision warning and corner cutting warning)

CW: corner cutting warnings

UDT: unserved driving through penalty

USG: unserved stop&go penalty

Team Telemetry

Setup
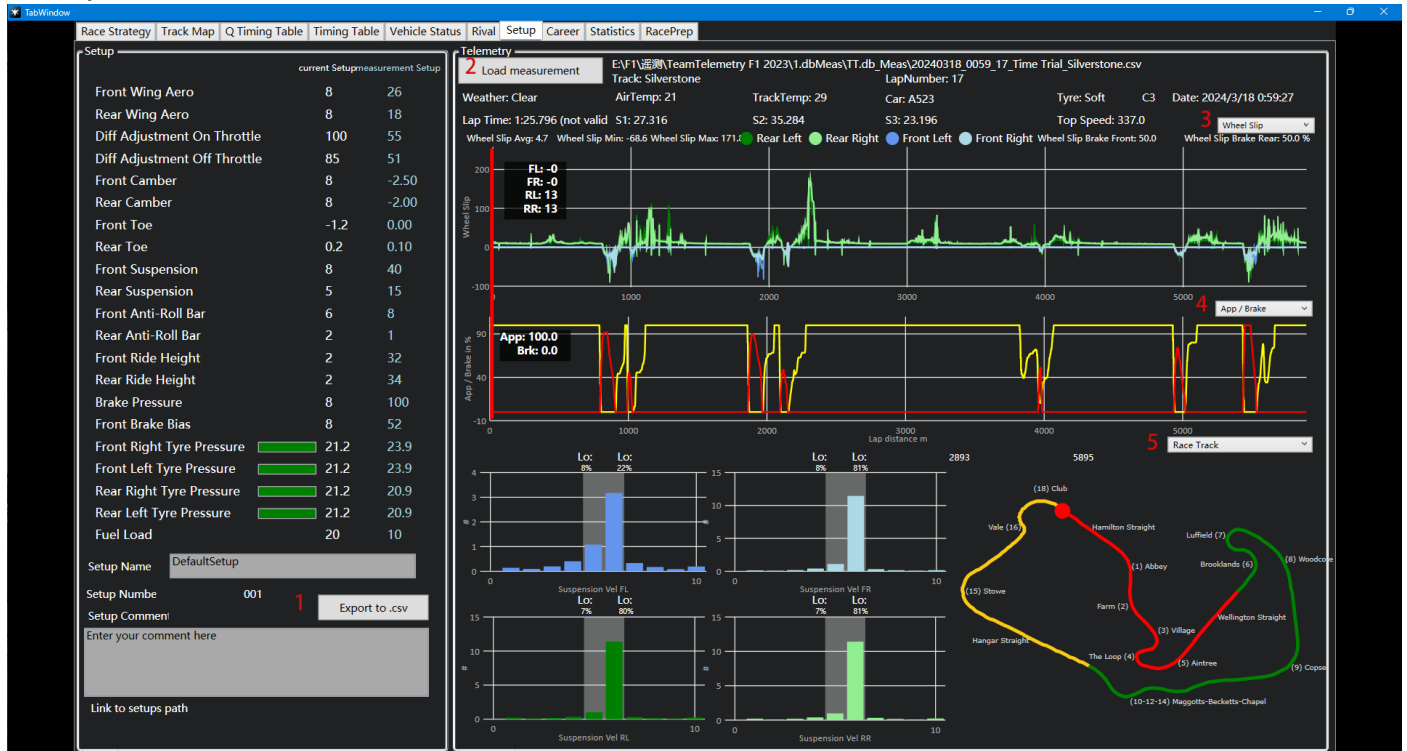
1: save locally in Excel format

2: select the single lap telemetry that needs to be loaded

3/4/5: switch the data that needs to be displayed

Career
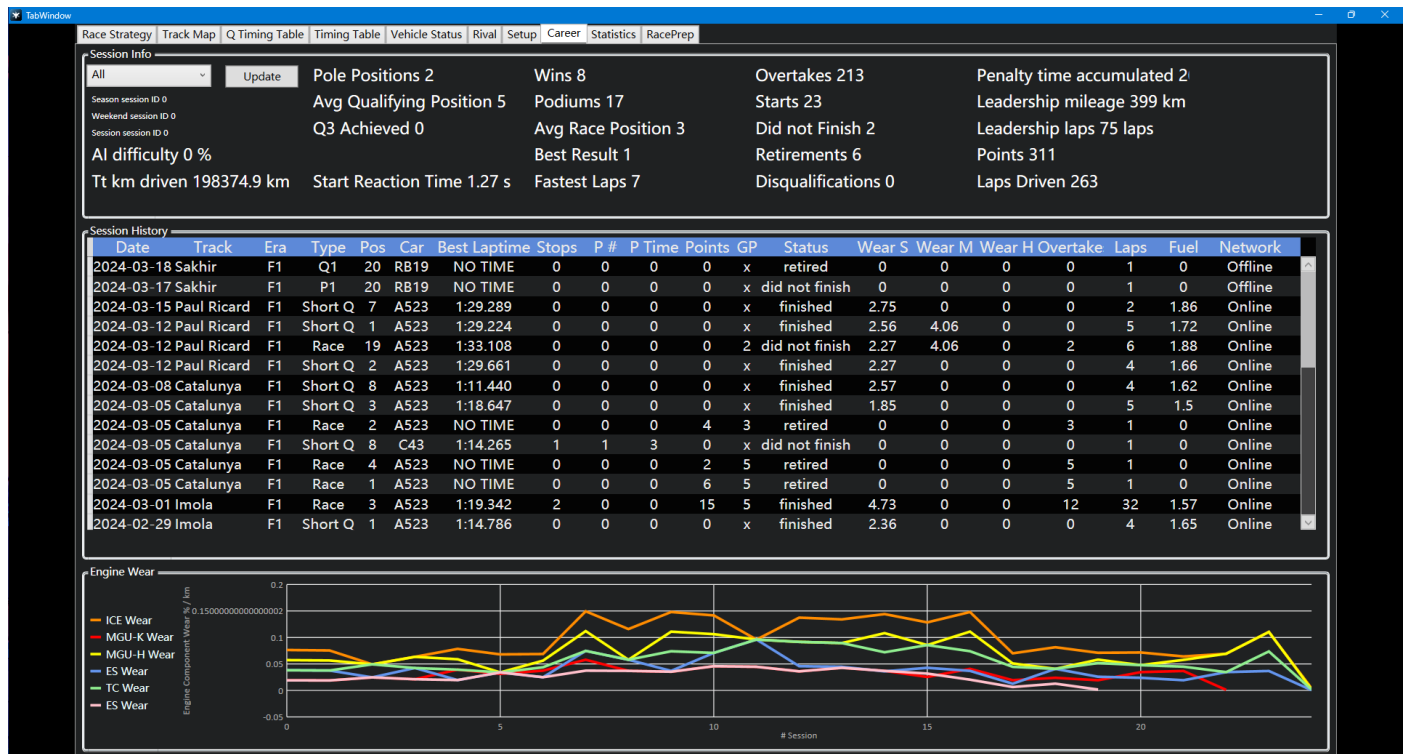
this page not only displays personal or double career, but also shows the Grand Prix tournaments participated in. users can arrange in reverse or positive order by clicking on the title

Statistics
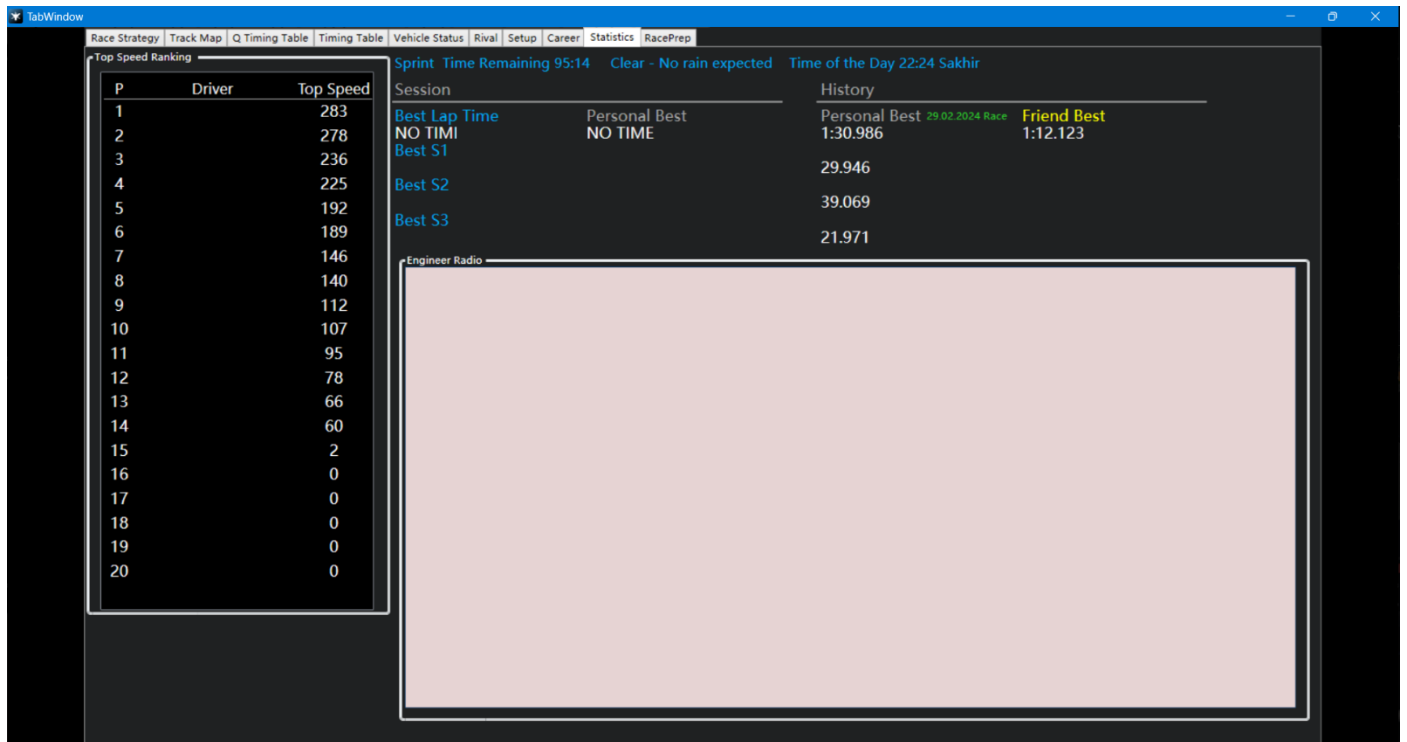
this page can be used in racing

RacePrep
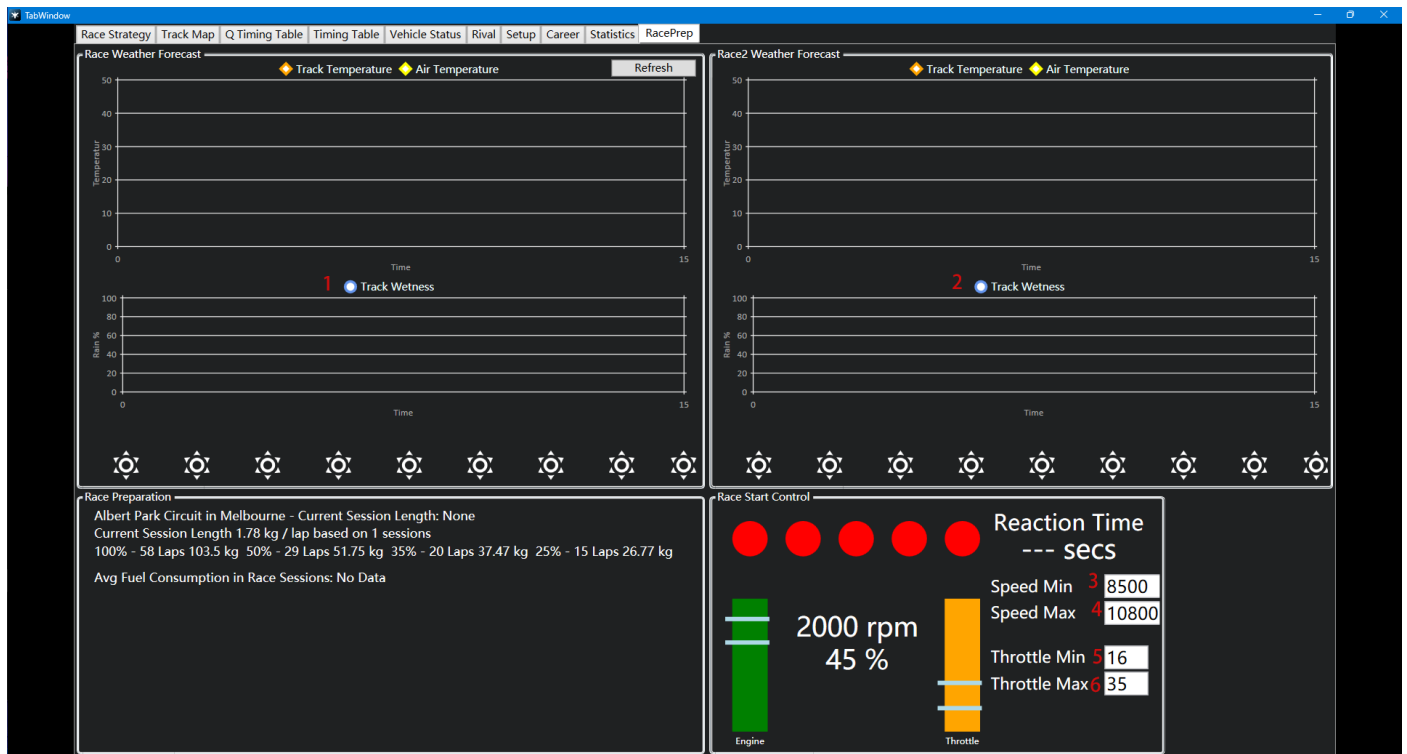
1/2[1]: track humidity / wetness

3/4: set the engine speed range required for starting the race

5/6: set the throttle range required for starting the race(throttle percentage)

this might be useful for the driver to hold the engine speed or acceleration position in the optimal range

Team Telemetry
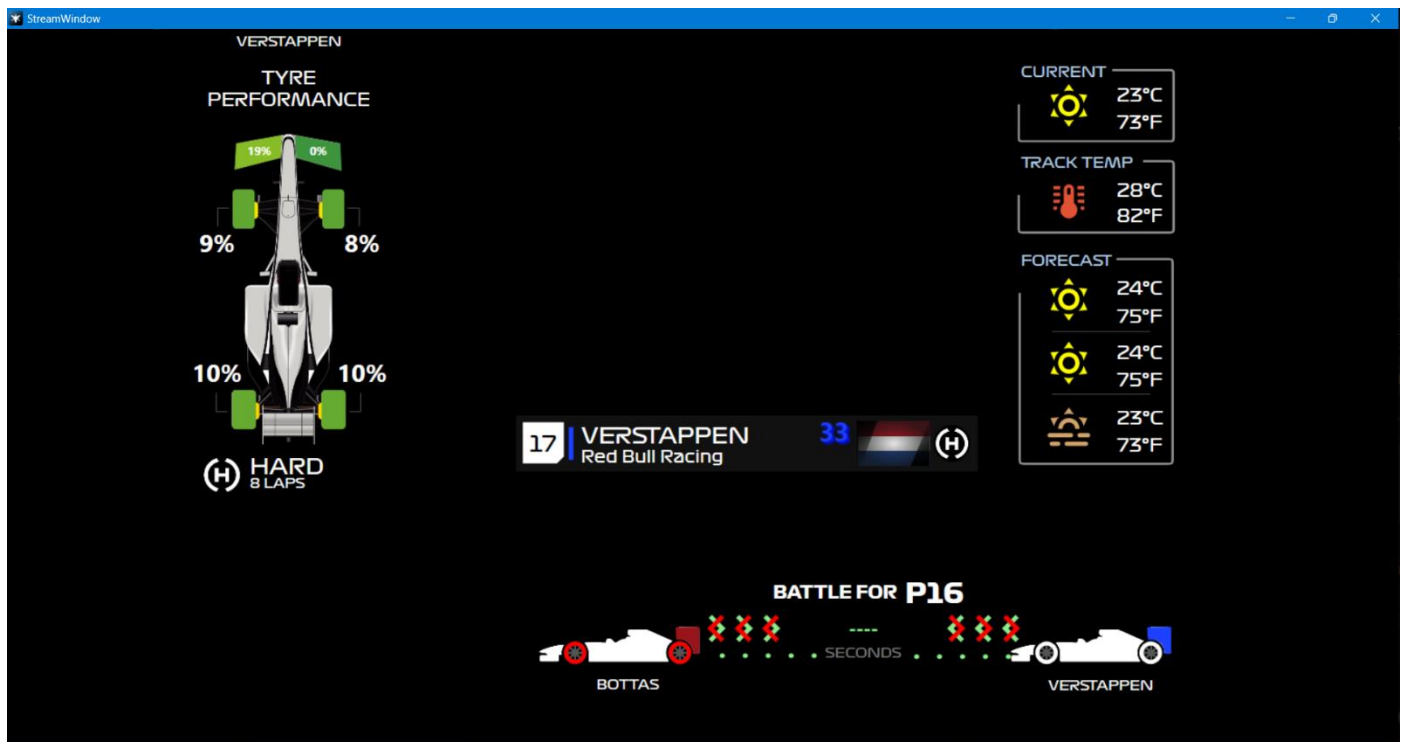
Stream Overlay

this function is mainly aimed at anchors who need to display some data during live streaming, and can display this page to the audience

Team Telemetry

Options

GameOverlay

1: only after checking can it be displayed widgets
2[3]**:** set a button to choose whether to display or not to display all widgets
3: enabling this function will add an additional Debug page in the option
4: choose whether to permanently display the Session Timer during practice or qualifying
5: the time displayed here is the real time, not the in-game time
6[3]**:** choose a button to switch between displaying different information on widget2
7: engineers can use F1 hotkeys on keyboard to switch display widget2 info
8: tyre wear will be determined based on whether the drivers have publicly disclosed telemetry, if telemetry is publicly available, the actual tyre wear will be displayed, if not publicly disclosed, tyre wear will only be displayed through software calculation when Percentage(estimated) is selected
9[3]**:** switch between different layouts for Widget 4

Team Telemetry

TabWindow

1 [3]**:** after setting a button, the driver can cycle through the tabwindow pages while driving

2/3 [3]**:** by setting the buttons, you can quickly switch rival on the rival page

4: engineers can use F2 hotkeys on keyboard to switch display widget2 info

Team Telemetry

Details
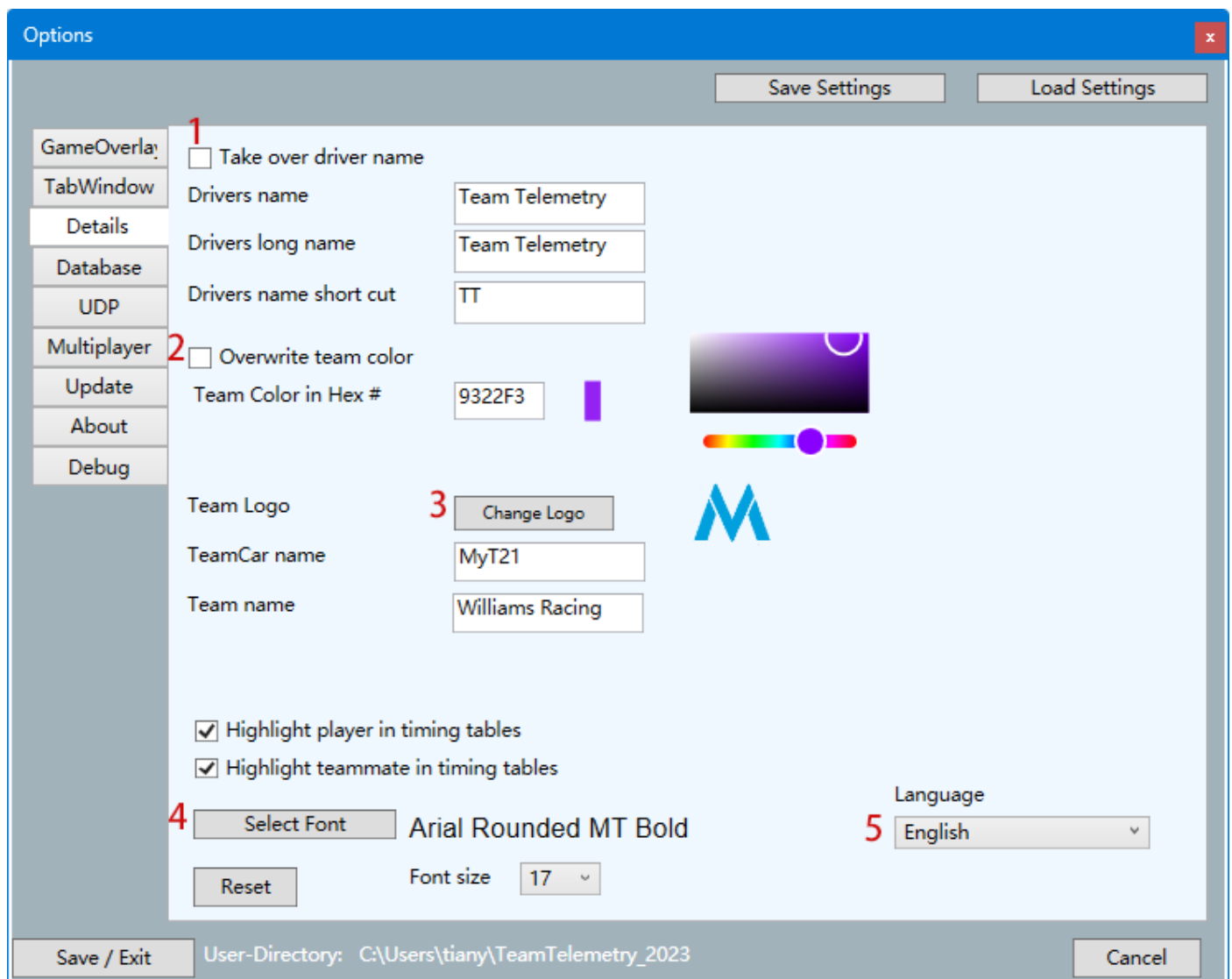
1[4]: after activation, it will overwrite the user's name in the game, including in the multiplayer Grand Prix

2[4]: overwrite the team colors displayed by the user in the game

3[4]: the changed team logo can only be selected locally

4: changing fonts can only be selected from local files

5: currently only supported Chinese, English, German

Team Telemetry
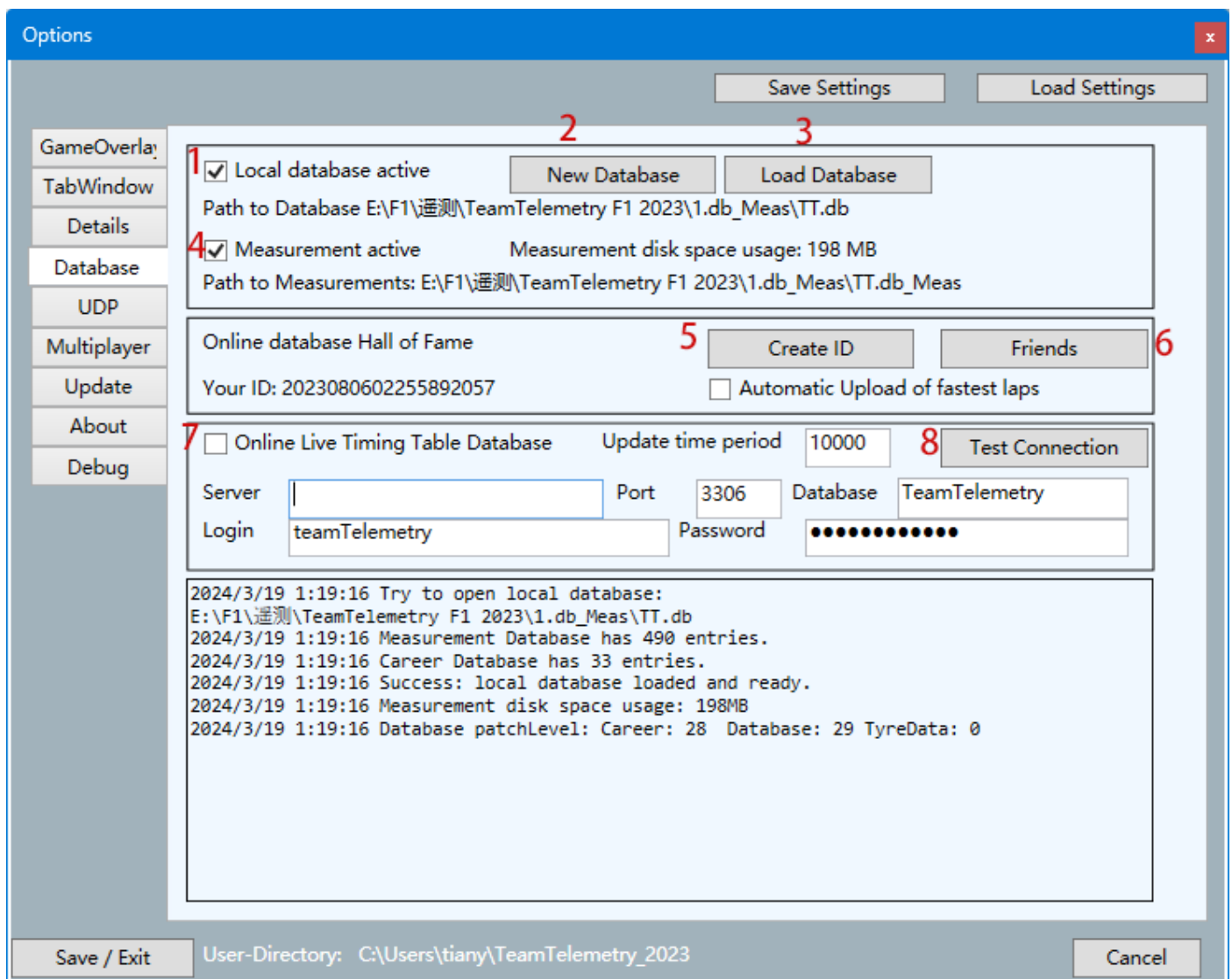
Database

1: only after checking will the local database be used

2: creating a new database locally and allows for the creation of multiple databases

3: load the created database

4: only after checking will the competition results be recorded in the database

5: create an ID on the official Team Telemetry database

6: view data of friends in the Team Telemetry Hall of Fame / Track map statistics for best friend

7: only after checking will this feature be enabled. This feature can be used, in order to provide race statistics on your own server. (e.g. HTML page creation for live timing table, final results)

8: test the connection with the server

Team Telemetry

UDP
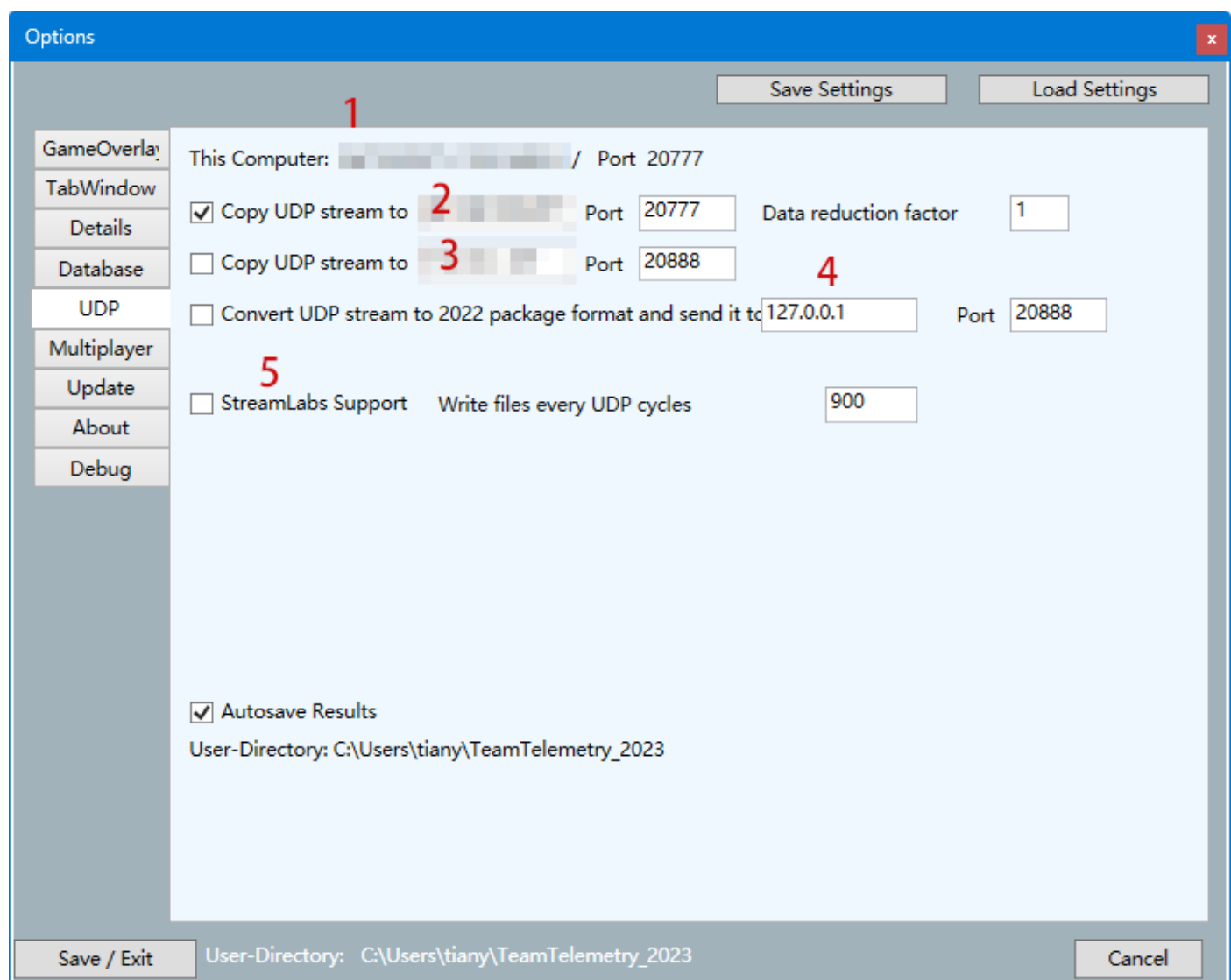
1: here show the users local IP

2/3/4[2]: enter the IP that you want to send the telemetry to

5: text files will be created which can be used by OBS / StreamLabs

Team Telemetry

Multiplayer

1: Update – all text fields will be updated with current names of the race session

2: Rename – after you have changed the drivers name the new name will be taken over

3: Reset – all change drivers name will be reseted

4: Load – a set of driver's name will be used / previously saved driver list

5: Save the current driver list

6: a text mask can be filtered of driver's name (e.g. AOR_VETTEL -> VETTEL)

7: if the driver's name was not made public in multiplayer sessions, a name could be generated out of these tags %car%, %racenumber% and %driverID%

8: if drivers translation set was sent to TeamTelemetry-server (using the displayed session ID) this set could be reused by choosing specific item from drop down table (the verbal text in (8) is linked to the session ID.

9: Upload CSV, a previous saved .csv table could be uploaded to TeamTelemetry-server (with

Team Telemetry

linked session ID)

10: Save: the current session ID could be saved (later visible in the drop down list (8))

11: Upload: the current set of translation is uploaded to TeamTelemetry-server ((with linked session ID)

Update
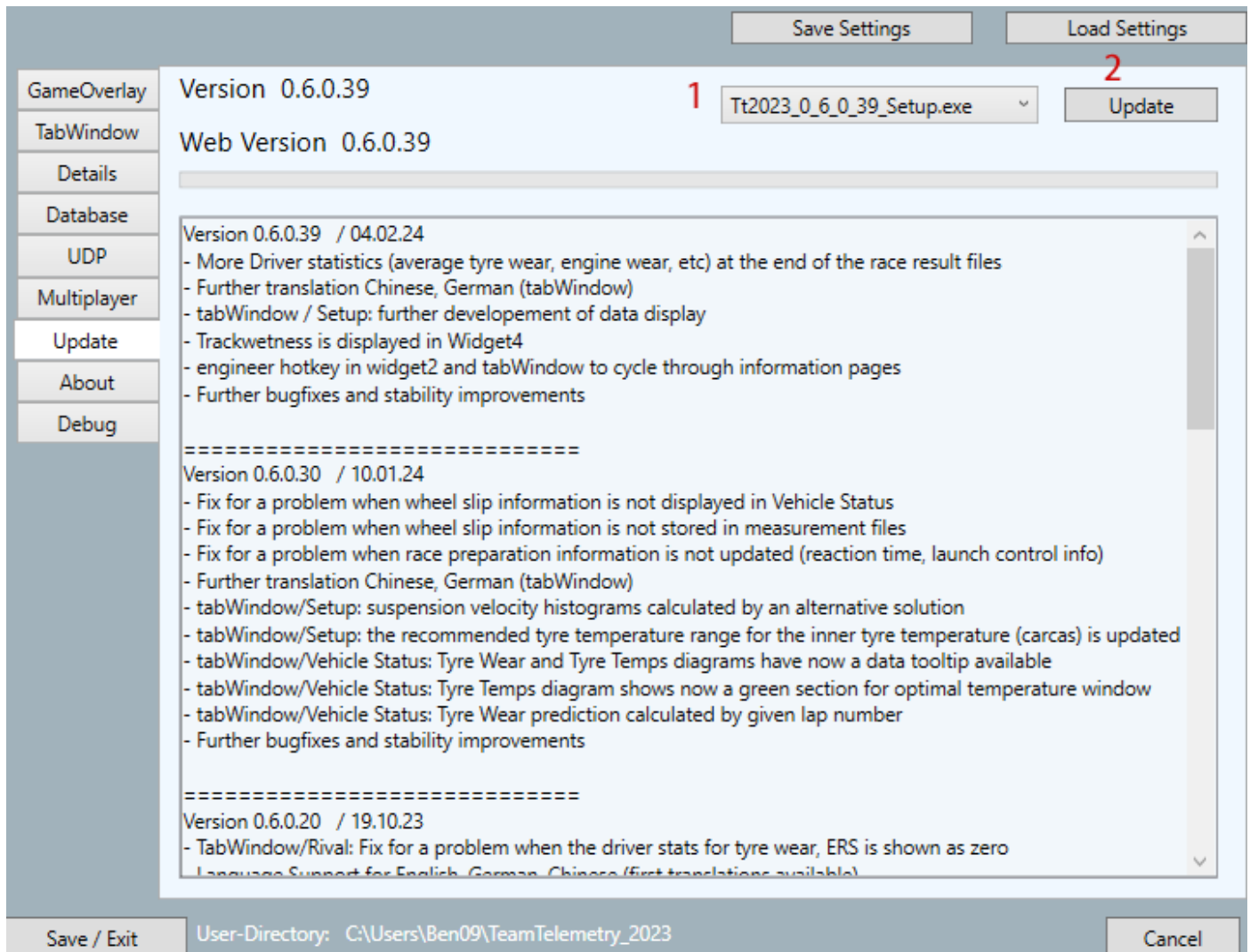
1: select the version you want to update

2: click to update

Team Telemetry

About
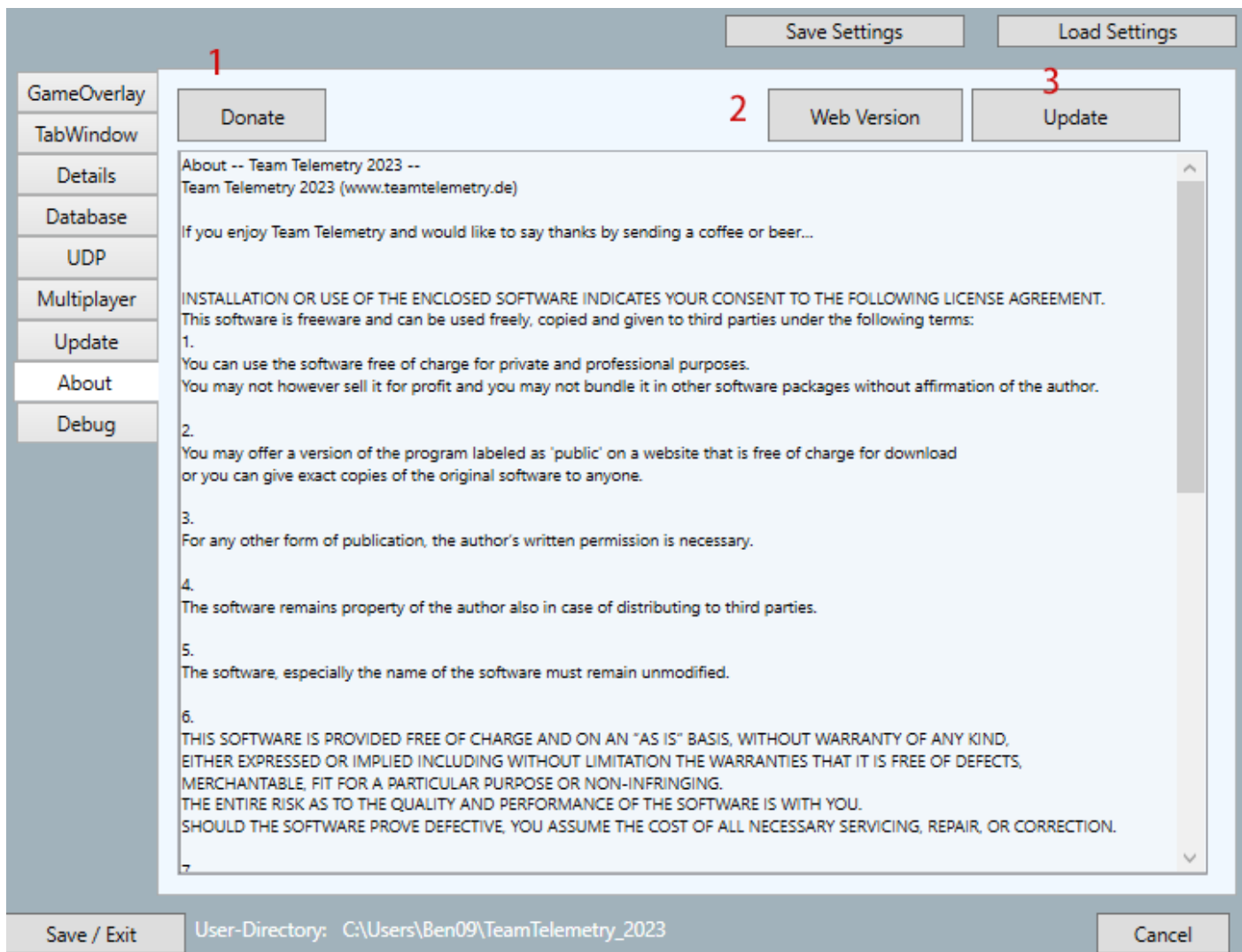
1: at present, the Team Telemetry is free to download, but it requires a lot of effort for software development and maintenance. If you are willing, you can click this button to donate, and we would be very grateful

2: click to open the Team Telemetry website

3: click to enter the download page of the website

Team Telemetry
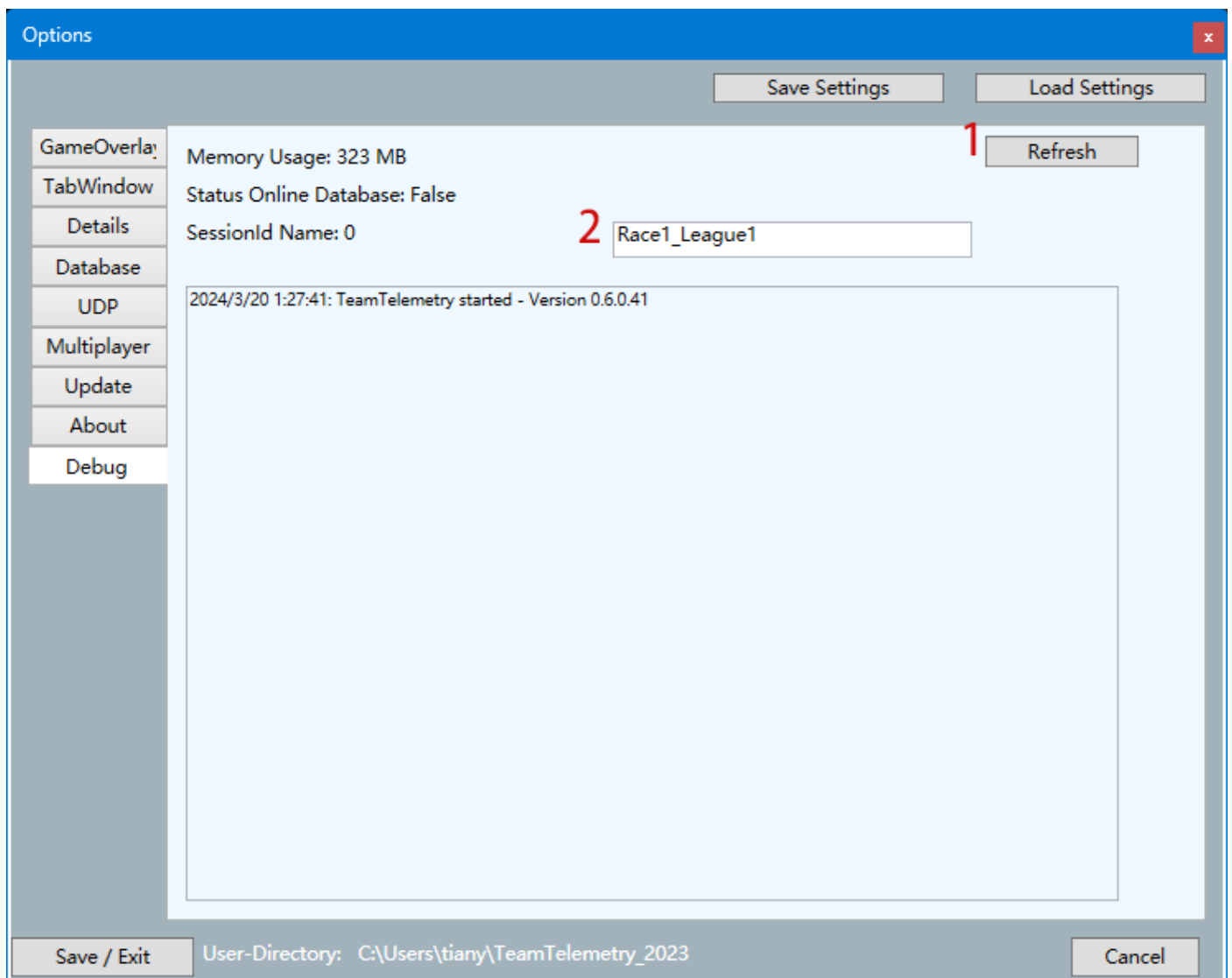
Debug

only debug stuff, not important for the user

Team Telemetry
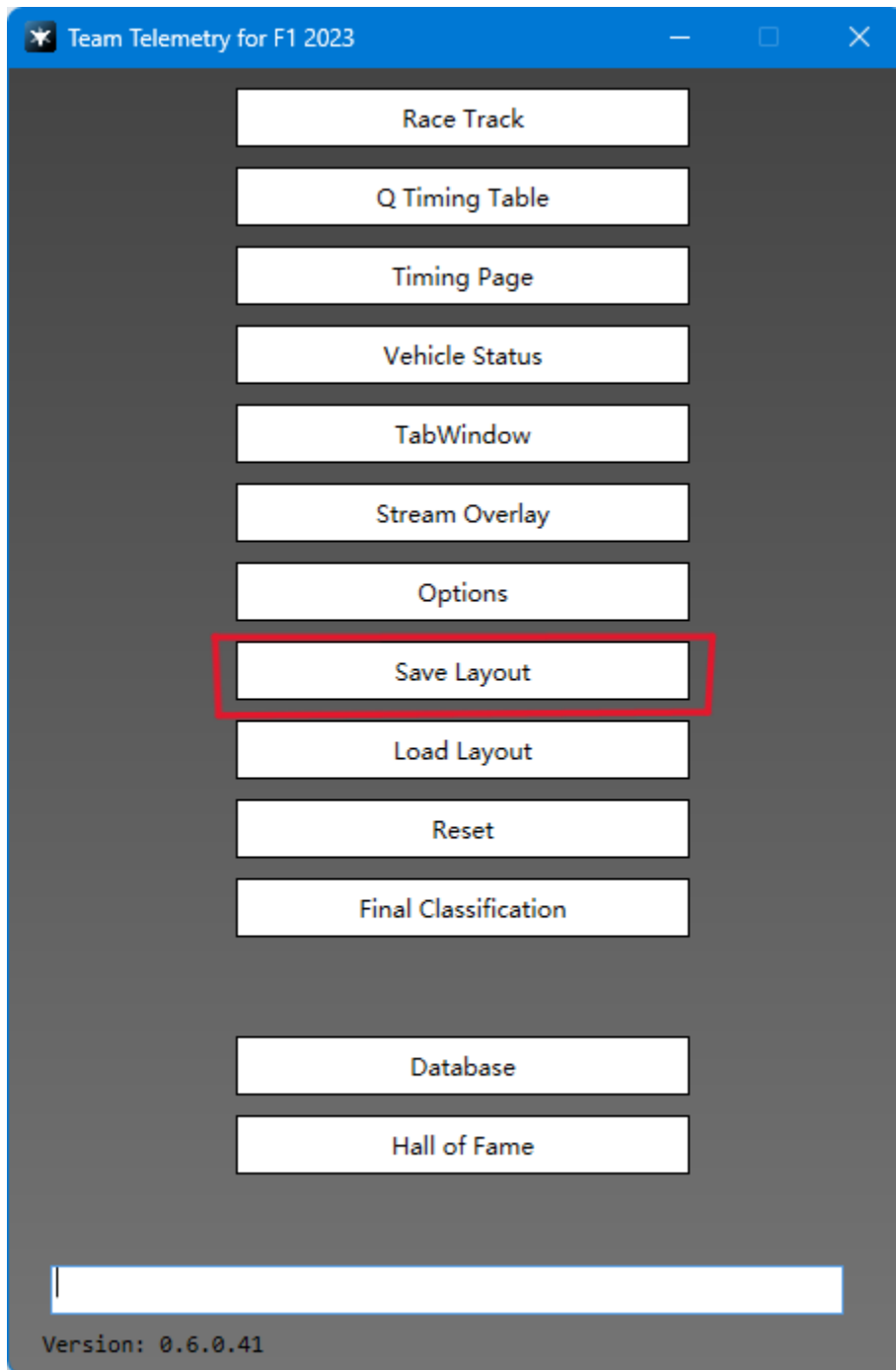
Save Layout

save the layout of the widget and windows (TabWindow, Q timing table, etc)

Team Telemetry

Load Layout
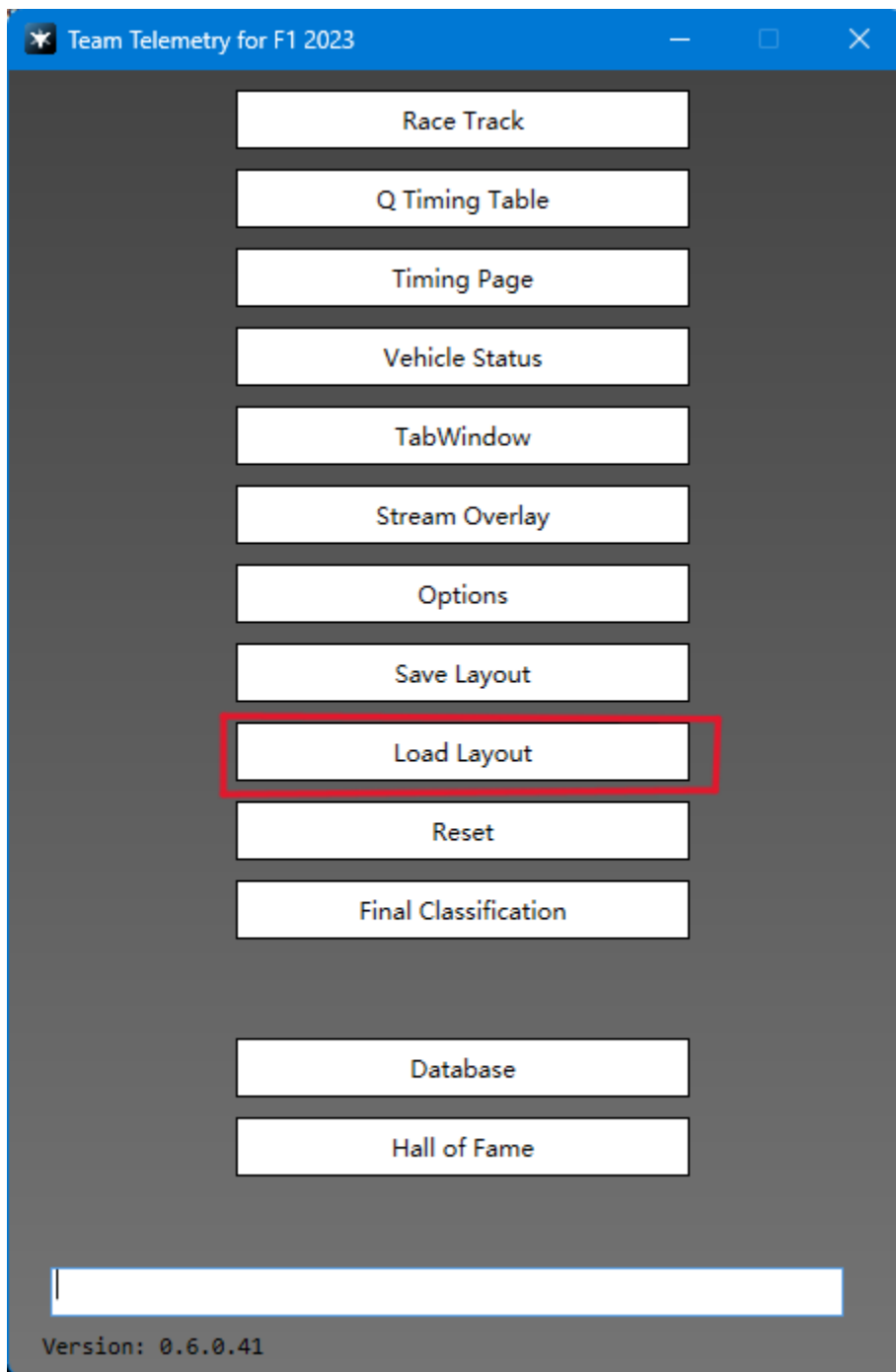
load previously saved widget and windows layout
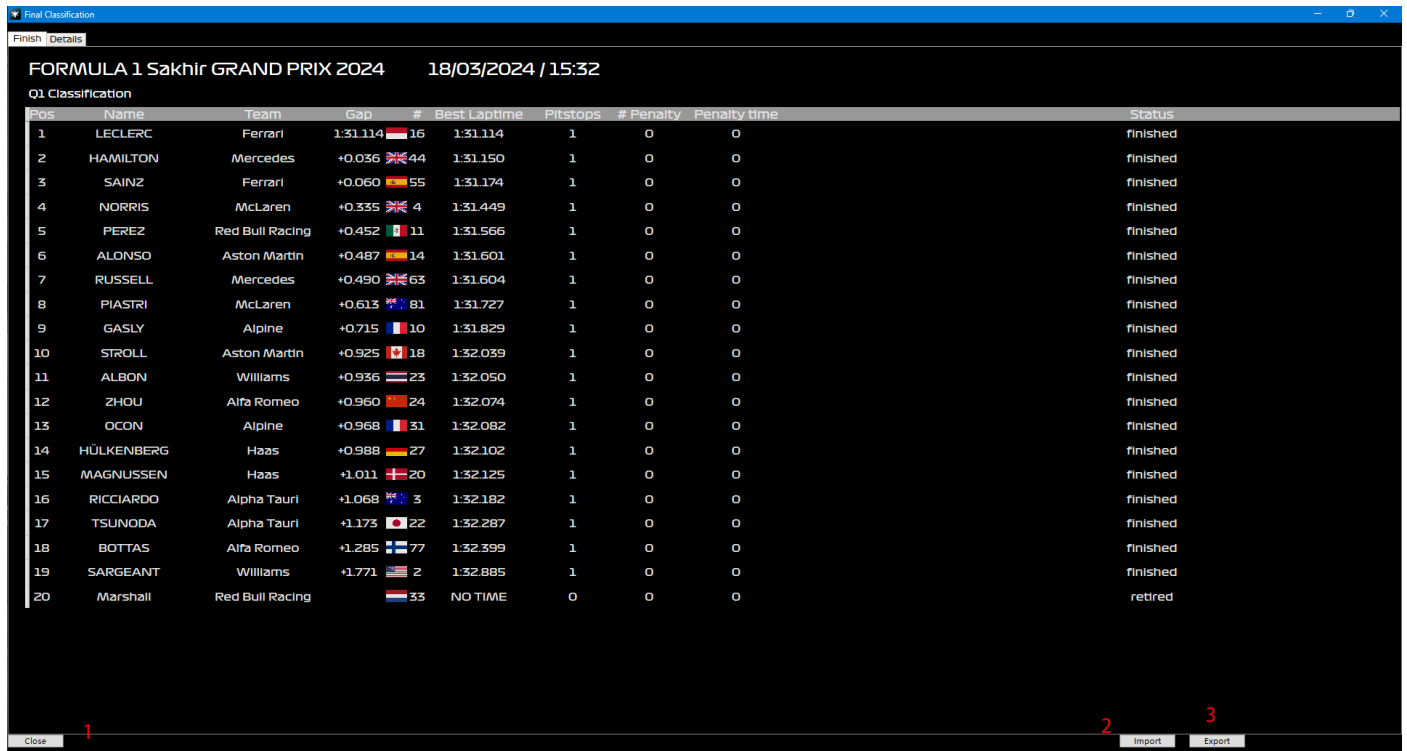
Reset
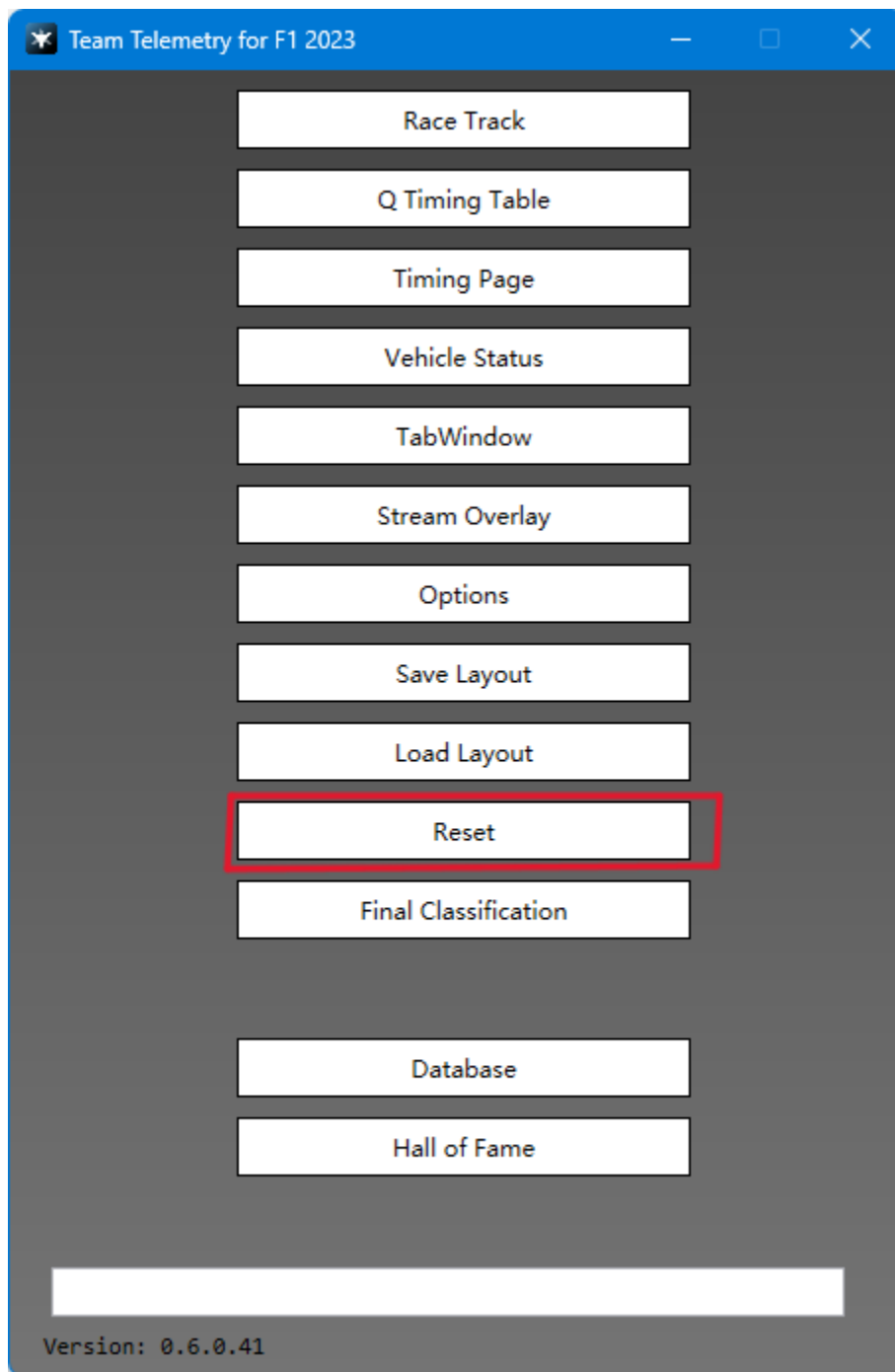
not important for the driver

Team Telemetry

Final Classification

Finish

1 click to close the window

2: import previously saved game results

3: save the results of the current racing

P.S.: users can drag the title to adjust the information bar, and it can be arranged in order or reverse by clicking on the title

Team Telemetry

Details

1/2/3/4: switch the information that needs to be displayed

5/6/7/8: switch the number of drivers that need to be displayed

9: manually select the driver you want to view

10: import previously saved game results

11: save the results of the current racing

Team Telemetry

Database

1: click to close the window

2: send SQL Query (SELECT * FROM Database, etc..) to the database

3: selected datasets

4: Delete selected datasets

5: search for desired racing results by filtering categories

6: show selected dataset related measurement file in TabWindow/Setup

7: upload users' fastest lap to Team Telemetry's database (this is useful when you want to compare your lap times with your friends)

8: delete all lap times from Team Telemetry database

Team Telemetry

Hall of Fame
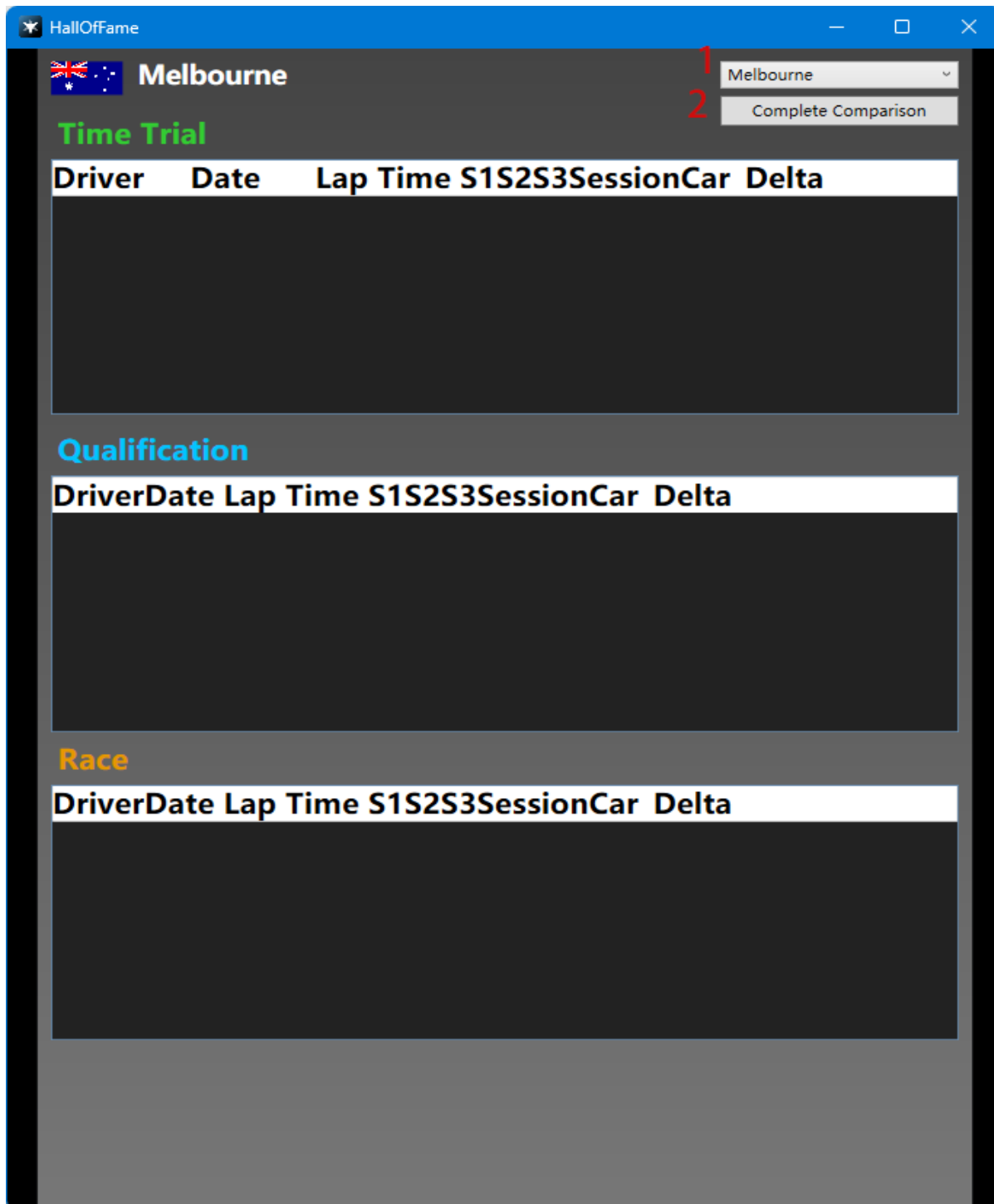
1: overview about all tracks

2: complete comparison of Trial lap times with best friend

Team Telemetry

Other info

Track humidity:

after we tested in game, we suggested users select tyres in different track humidity(according to game settings, the weather forecast may be set to approximate, the specific situation needs to be combined with feedback from drivers in the game)
0%-25% dry tyres
25%-40% light rain, but dry tyres
40%-60% light rain, equal dry/inter
60%-85% light rain, inter
85%-100% heavy rain, wet

.send telemetry to others:

At first you should know to send telemetry to others,all of you need to be in a same local network,we recommend a software that can help you join the same LAN, or you can also use other software.

download Radmin VPN: **https://www.radmin-vpn.com/**

For PS/Xbox:1st, make sure you all in a same local network
        2nd, change udp IP Address(your/drivers' own IP)in F1 23

Team Telemetry

COMMUNICATING WITH ONLINE SERVICES...

GAME OPTIONS

Settings	
Credits	
Delete Local Save Data	
Autosave	‹ › On

Report Code: PETE-EPHM-PEEP-JRHE

↵ SELECT   Esc BACK

SETTINGS   F2 SETTINGS FILTER | Standard

ASSISTS	GRAPHICS SETTINGS	ACCESSIBILITY OPTIONS	CRO
ON-SCREEN DISPLAY	AUDIO SETTINGS	EYE AND HEAD TRACKING	LEG
CONTROLS, VIBRATION & FORCE FEEDBACK	TELEMETRY SETTINGS Share telemetry data with other devices on your network	EA MUSIC	

F10 HELP   ↵ SELECT   Esc BACK

Team Telemetry

Team Telemetry

3rd,write engineer's IP{the IP shows on VPN} into TT on driver's PC

Team Telemetry

For PC: 1st,make sure you all in a same local network

2nd,write engineer's IP{the IP shows on VPN} into F1 23 on driver's PC

38

Team Telemetry
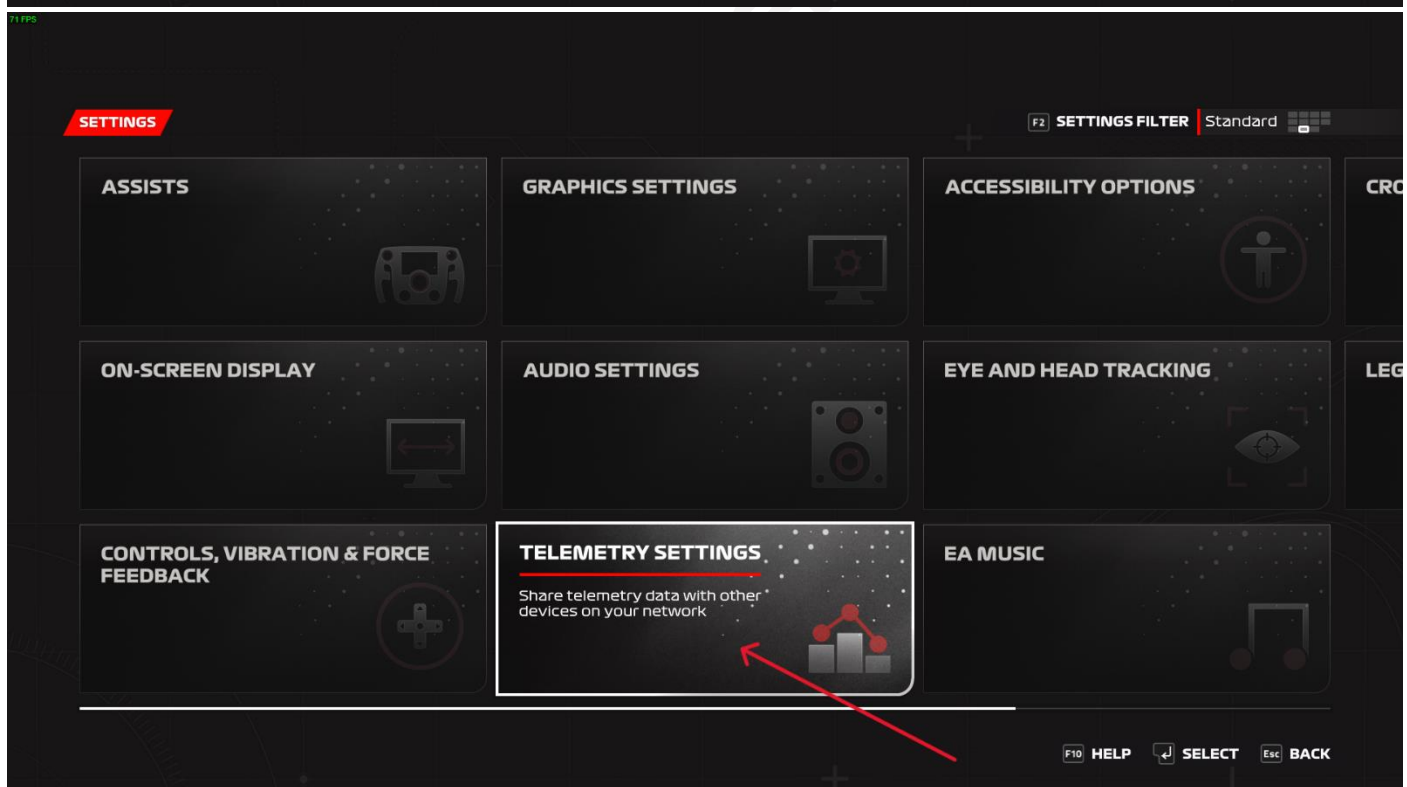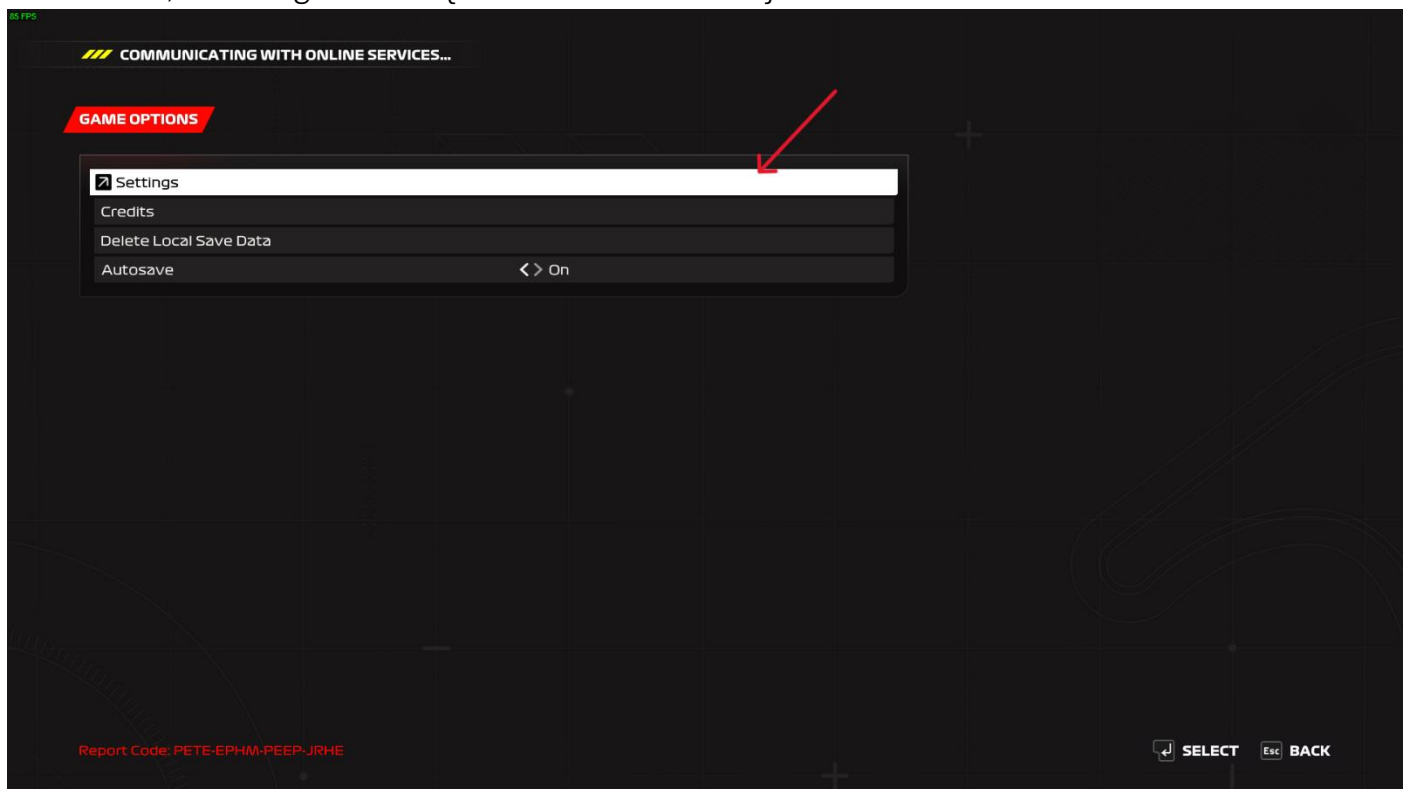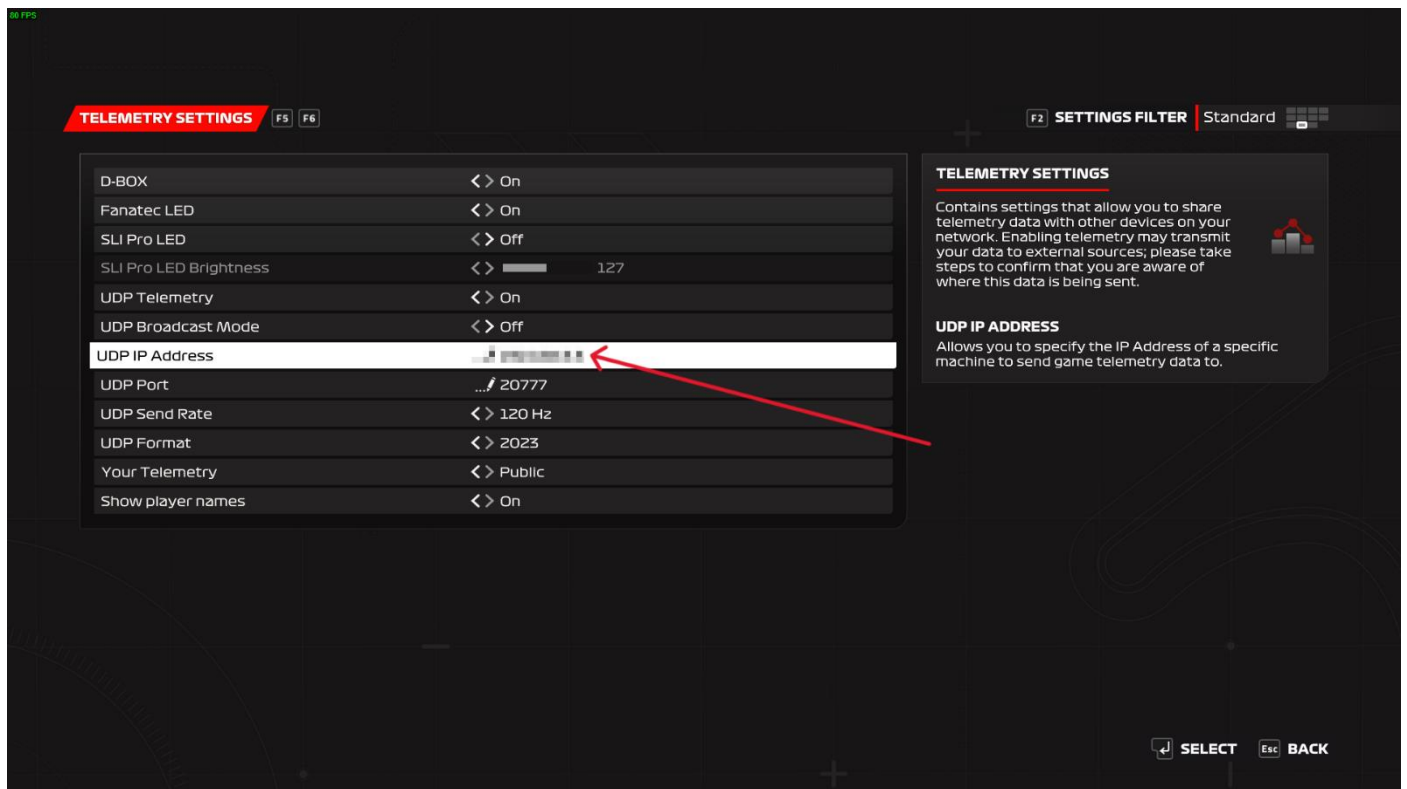
You can watch this video to learn how to operate it: https://youtu.be/HFtEhFNRaxo

Team Telemetry

set button

since F1 23 can be directly adapted to Logitech and other devices, there is no need to bind buttons in the game, for other devices, UDP action buttons need to be bound in the game.

0000002

41

Differential Increase	Unassigned
Differential Decrease	Unassigned
ERS Mode Increase	Unassigned
ERS Mode Decrease	Unassigned
Ability Mod Panel	Unassigned
UDP CUSTOM ACTIONS	
UDP Action 1	Num 1
UDP Action 2	Num 2
UDP Action 3	Num 3
UDP Action 4	Num 4
UDP Action 5	Num 5
UDP Action 6	Num 6
UDP Action 7	Num 7
UDP Action 8	Unassigned
UDP Action 9	Unassigned
UDP Action 10	Unassigned
UDP Action 11	Unassigned
UDP Action 12	Unassigned

CONTROLS, VIBRATION & FORCE FEEDBACK

Allows you to select/create controller presets and configure bindings.

UDP ACTION 12
To bind a control and ensure optimal calibration, make sure to push your control to its maximum range and return it to its starting position.

F3 TEST BUTTONS   ↵ SELECT   Esc BACK

41

Team Telemetry