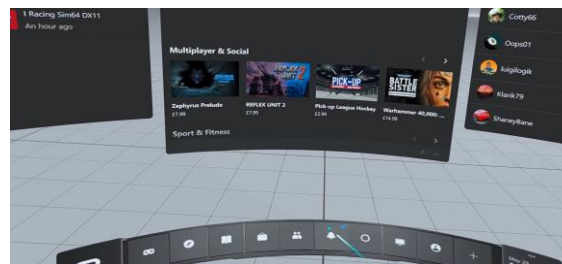
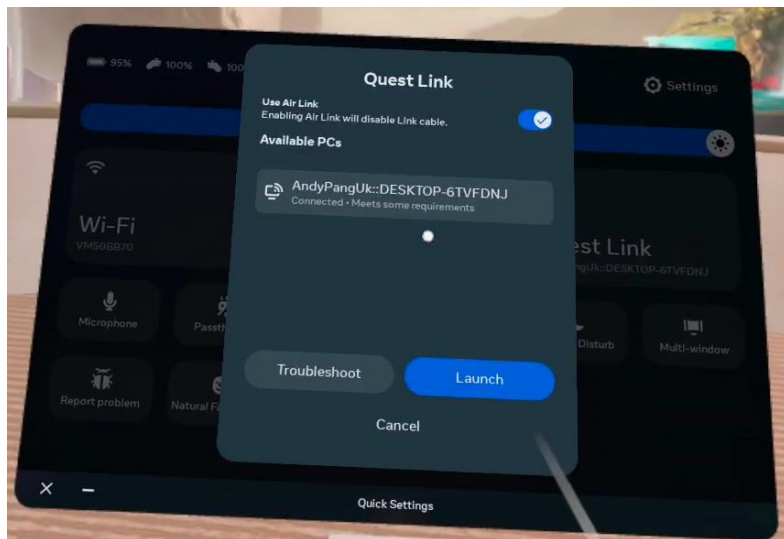
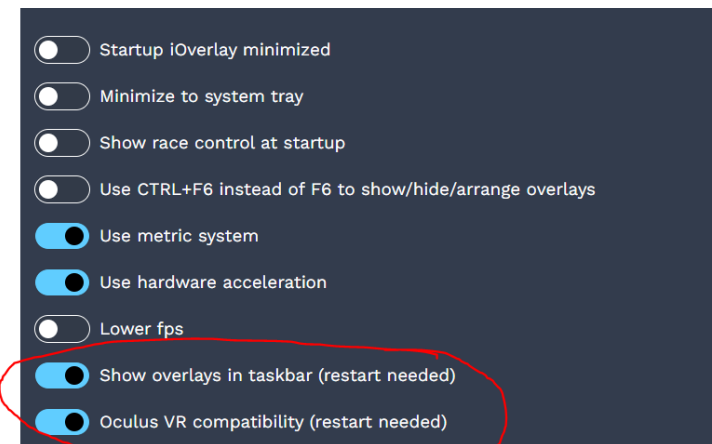


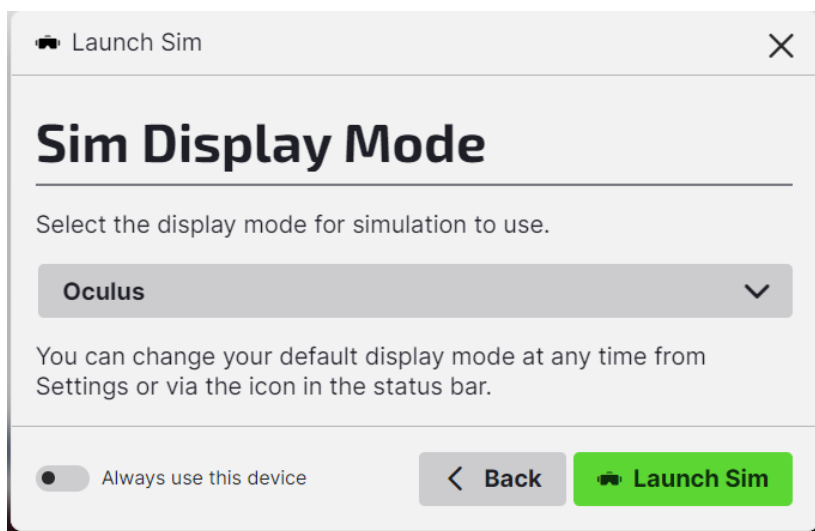
First thing is to switch on your Oculus and launch the Quest Link



Start iOverlay with both settings on, and restarted if necessary

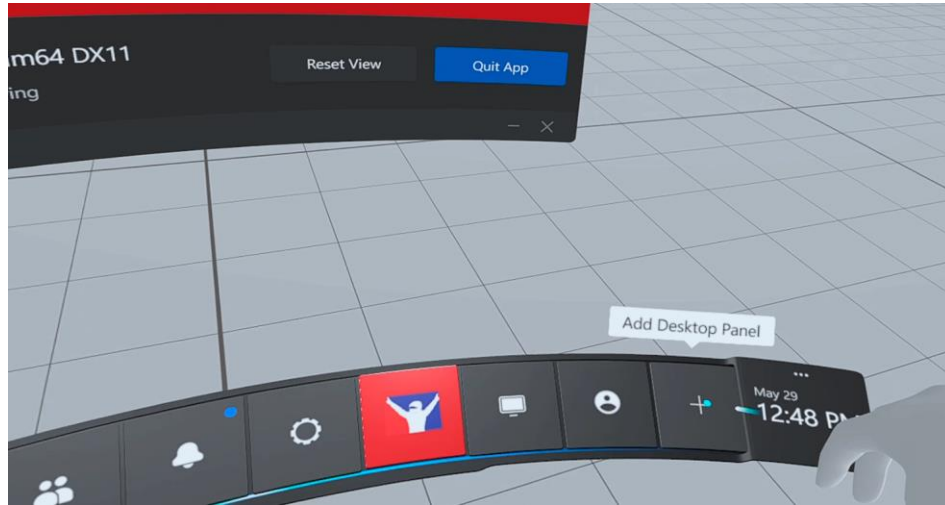


Then on your PC, open iRacing, and launch your sim – here I am doing test drive, and select the Oculus display mode

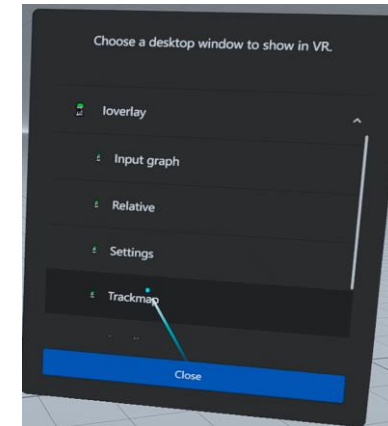
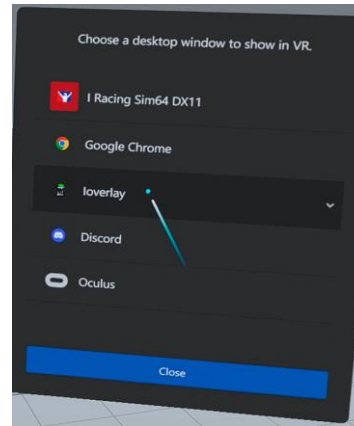


Press the Oculus button on your controller to return to the Oculus quest link home screen.

On your controller use the trigger to move the selection boxes on the bottom to the right so you see the Add desktop panel
Select this with the right trigger.



Select the down arrow to open up iOverlay
and the overlays will be present as long as you made them visible



Selecting Standings first, use the grab button and drag the window to the desired location, and then the thumbstick up/down to move the overlay towards/away from you or thumbstick left/right to zoom the overlay in/out

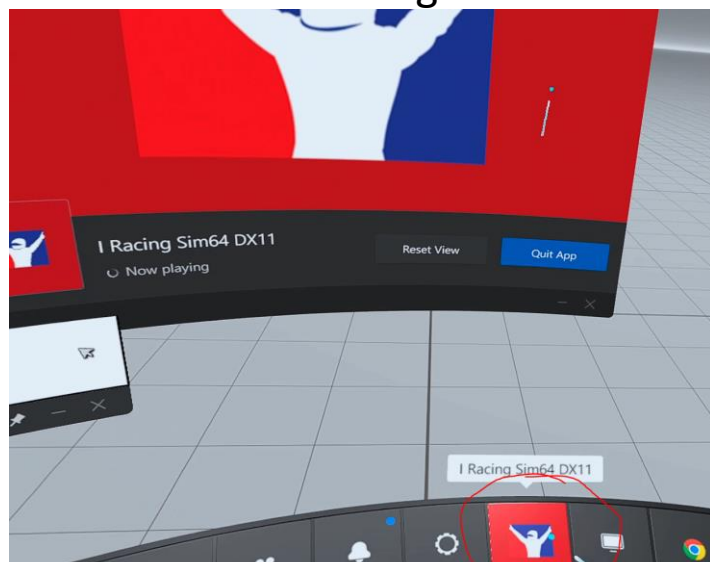


Repeat for your other overlays
I use Standings/relative/input graph/Trackmap

Once the overlays are open, select the pin on each overlay window with the trigger so that this turns white. The overlays will now be visible in the game



Now select the Iracing sim64 icon on the bottom to return to the game in VR



Select Test to enter your car



Your overlays will now be in the game

Use the oculus button to return to the Oculus link screen and use the grab button on each Overlay to position your Overlays to where they are best positioned for your preferences. This is trial and error so just be patient to get your overlays where you want them. Enjoy!

