

StintLogic

User guide - English

Edition: 1.5.x, based on Desktop 1.5.5 beta

Platform: Windows 10/11 x64 | **Simulator:** iRacing

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StintLogic is a local race engineer. It reads iRacing telemetry, remembers the session, prioritizes communications, calculates fuel range and strategy, speaks through Piper and saves recordings for review.

This guide covers the English interface and engineer language. It does not announce a new Microsoft Store release. Private Early Access requires admission; public applications are open and each application is reviewed before an invitation is issued. BETA and ESTIMATED features retain their validation limits. StintLogic does not replace regulations, race control or the team's judgment.

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1. How StintLogic works

The processing flow is telemetry, session memory, contextual evaluation, priority, message, then voice and Command Center. StintLogic communicates useful information supported by evidence rather than narrating every change.

Capabilities include lateral spotting; flags, penalties, incidents and critical alerts; lap times, position and pace; fuel range and pit calls; measurable Race Plan objectives; independent strategy and subtitle overlays; automatic recordings and isolated replay; communication profiles and radio treatment; Team Strategy across PCs; and pit-box countdowns.

Individual telemetry, memory, strategy, voice and recordings run locally. The backend listens only on the computer and the package includes its runtimes. Team Strategy requires Internet and uses <https://relay.stintlogic.com> over HTTPS/WSS. It does not require a Platform login or open browser. Platform manages applications, admission and feedback; Microsoft Store manages installation and updates.

StintLogic does not control the car, modify iRacing, execute stops, invent missing telemetry or present estimates as direct readings. Disabling noncritical categories does not disable safety alerts. Generative AI does not decide flags, proximity or critical alerts.

2. Installation and first launch

Requirements: 64-bit Windows 10/11, iRacing in the same Windows session, an available audio device and WebView2. Use windowed or borderless iRacing for overlays. Java, Python, Node.js and Piper do not need separate installation.

1. Obtain private Early Access admission, accept the invitation and confirm consent. Your Microsoft account must also be in the authorized Store group. Sending an application alone does not grant access.
2. Sign in to Microsoft Store with that account, which can differ from your Windows account.
3. Open the official supplied StintLogic listing and install the Store package.
4. Launch from Start and check the version in Command Center.
5. Close StintLogic and overlays before updating through Store. Do not install INTERNAL packages or older executables over the Store version.

Windows manages the signed package location. Do not modify WindowsApps. Personal data lives under %LOCALAPPDATA%\StintLogic; normal updates/uninstalls should retain it by default.

Without iRacing, the header shows NO SESSION and telemetry waits. Voice can become ready independently. AUTO opens the overlay in Edit mode. Opening the application does not activate a Race Plan. Test voice in Settings and dialogue in Engineer before driving.

Close the main window when finished. The launcher stops backend, voice and overlays. An interrupted .part recording is recovered at the next launch when possible.

3. Preparing to drive

1. Start StintLogic in the Windows account used for iRacing; check backend and voice readiness.
2. Select interface language, Piper voice and radio treatment; test actual audio.

3. Choose engineer profile, cadence and noncritical categories.
4. Join iRacing and wait for the correct session type and active telemetry.
5. Position overlays and select Race mode for click-through behavior.
6. Review Strategy activation and policy. Manual requires an explicit action; only a team's coordinator edits its shared plan.
7. Understand PREPARED versus ACTIVE, check recording and persistent errors, then listen to the briefing.

Move, resize and adjust overlays while stationary in the pits, never while driving.

4. Status and evidence

Status	Meaning
ACTIVE	Implemented and usable when required data is available.
BETA	Operational, with further calibration or validation needed.
NO DATA	Current evidence is insufficient.
ESTIMATED	Calculated rather than directly read from iRacing.
COMING SOON	A future control without an operational effect.

A dash means no reliable reading, not zero. Fuel shown as a dash does not mean an empty tank. Track temperature can be a direct reading; range is calculated from fuel and consumption; rejoin depends on pit loss and rival pace. Tire temperatures describe the last inspection, not continuous stint temperatures.

LEARNING, NO DATA and silence can be correct outcomes. They prevent uncertain evidence from becoming an instruction.

5. Command Center

Section	Purpose
Live	Current telemetry, session status and communications.
Strategy	Fuel, Race Plan, alternatives and evidence.
Engineer	Communication behavior, profiles and history.
Team	Room, participants, trust and coordination.
Sessions	Recordings, replay and export.
Settings	Language, voice, radio, recordings and diagnostics.

The top bar shows session type/lap, local time, telemetry, voice, recording status and version. Developer tools are INTERNAL-only; Store builds hide them and block direct routes.

6. Live

Live shows the relevant engineer message and priority; official position; last valid timed lap; fuel and consumption-learning status; incident total/limit; nearby cars when coherent evidence exists; flags, track temperature and time/laps remaining.

An OUT LAP is not a fastest timed lap. Practice best-lap standings do not create artificial competitive pressure. The lateral spotter remains independent. If NO DATA appears, confirm an active iRacing session, wait for a sample and inspect Settings > Diagnostics. An isolated missing value may simply be unpublished.

Feedback opens Platform in the browser. Desktop does not request Platform credentials. Request a private link using your application email if you lack a browser session; open it in the same browser and choose feedback from My application. Only Participating status permits reports. Comments and optional `.stintlogic-recording` packages are accepted, with separate consent for recordings. Logs and screenshots are not form attachments.

7. Strategy and Race Plan

Strategy Engine v2 is the controlled primary authority. BETA/ESTIMATED labels still apply. Cards become available as evidence improves.

Fuel, range and reserve

Fuel liters are direct readings. Consumption distinguishes a conservative qualifying reference from a robust race/practice average, with accepted/rejected samples and confidence. Valid samples require complete, coherent laps without pit visits or obvious physical anomalies. LEARNING, STABILIZING and STABLE reflect coverage and dispersion. Range retains decimals because small differences can determine another lap.

The minimum reserve on reaching the pits is **0.5 L**. Critical pit calls use position within the lap and need not wait for the finish line. Command Center's fuel-to-finish value excludes reserve. The overlay's finish margin is:

```
current fuel - fuel needed for remaining distance - 0.5 L reserve
```

Positive means surplus beyond reserve; zero projects exactly 0.5 L left. A negative value is a deficit. Its absolute value is the minimum fuel addition needed if stopping now, subject to capacity and other stop constraints. The overlay can show Refuel n.n L instead. Use this deficit, not raw projected finishing fuel, for an exact refuel amount. Fuel and remaining distance update together. Timed races estimate distance from pace/time; lap races use official distance.

Pit loss, window, rejoin and tires

Pit loss separates pit-lane transit, equivalent track time, net transit loss and stationary service. Fuel, tires and repairs can overlap; elapsed service time avoids double counting. The window is feasible under fuel, reserve, capacity, entry location and traffic assumptions, not a universally optimal undercut/overcut window. Missing service time keeps tactical rejoin and total loss uncertain.

Tire readings show the last published inner/middle/outer temperature and remaining wear for four tires, with lap/pit context. Readings freeze during the stint. There is no invented universal optimal temperature or automatic tire-change recommendation solely from these readings.

Activation and objectives

Manual requires explicit activation. Automatic prepares the chosen policy once on joining an event server. Phase changes within the same event preserve driver intent but reset phase-specific evidence. Another event reapplies the preference. Opening the application alone does not activate a plan.

A policy can remain PREPARED while waiting for race evidence. The available desired outcome minimizes expected race time; other visible outcomes remain future options. Conservative, Moderate and Aggressive tolerance are applied progressively with calibration and never override reserve or safety.

Objective	Behavior
Adaptive	Monitors the baseline and recommends with sufficient evidence.
Extend the stint	Targets extra laps, consumption and measurable saving.
Target pit lap	Checks feasibility of the driver's requested lap.
Reduce a stop	Attempts to remove stops through extensions; needs a reliable baseline.

Planned stops can use AUTO; service time can remain pending. Blank does not mean zero. Extension/target lap accepts a number or AUTO. Review fields before preparing/activating. Cancellation stops the objective and can retain editable values. A shared active plan is read-only without coordination authority.

States and supervision

State	Meaning
DRAFT	Saved but not authorized for execution.
PREPARED	Authorized, waiting for race conditions/evidence.
ACTIVE	Running within its margin.
AT RISK	Achievable, but saving must recover.
INFEASIBLE	Cannot meet evidence/reserve requirements.
REPLANNED	Replaced by the best available safe plan.
COMPLETED	Race ended; not merely enough fuel saved.
CANCELLED	Explicit cancellation or corresponding closure.

A prepared plan can appear without iRacing but accumulates no saving before execution. Yellow/neutralized periods suspend saving evaluation. After valid laps, the engine updates consumption, saving, range, window, reserve and feasibility. One missed target does not automatically cancel a plan.

Baseline, committed lap and consumption target are fixed per stint. Actual saving can rise or fall; it is not a simulation of only the last lap. Securing an objective permits normal consumption under protected assumptions, but material race changes can affect viability.

A sufficient final refuel closes saving and shows no more stops. Intermediate refueling can start a new commitment; passing through pit lane without adding fuel is not refueling. An infeasible objective returns to a safe plan with updated displays and communication. Critical fuel calls retain priority.

8. Engineer and subtitles

Balanced gives context, facts and recommendations; Direct is shorter and action-focused; Motivating adds contextual encouragement. Profiles share telemetry, decisions, figures and priorities. English uses controlled phrases, not free-form conversation.

Low, Normal and High cadence set 40, 20 and 8 seconds between noncritical coaching messages. They do not delay safety. Practice guidance can suppress nonessential coaching. Low demand can reduce coaching; Medium retains normal behavior and High the full flow. Further Medium/High differentiation remains under calibration.

Strategy, pace, traffic, race situation, fuel and final summaries are configurable. Proximity, safety, incidents, damage and flags stay enabled. Mute for 5 min affects only noncritical speech; Slow Down and critical alerts remain active.

The channel shows engine/model, readiness, radio, current message and queue. Test dialogue generates a manual communication. History distinguishes played, queued, omitted, expired and interrupted messages with reasons. Fuel-range calls estimate laps supported by fuel, not official race laps; wording does not change reserve or facts.

Pit-box countdown

The countdown is enabled by default in Engineer > Cadence. Disable one countdown if also using iRacing's voice. StintLogic prefers the official box assignment, otherwise a stable stationary starting position. A learning stop is unnecessary; initial pit exit does not count down.

On returning, an approximate 100-meter call can precede Five, Four, Three, Two, One, Box. Numbers represent estimated time, not meters. Braking can skip untimely numbers instead of playing them late. Missing reference/position/track length causes silence. Reverse, tow, replay, service, position jumps and prolonged data loss cancel it. Safety takes priority; watch your box and brake yourself. In Team it runs locally on the active driver's PC. Track timing validation remains necessary.

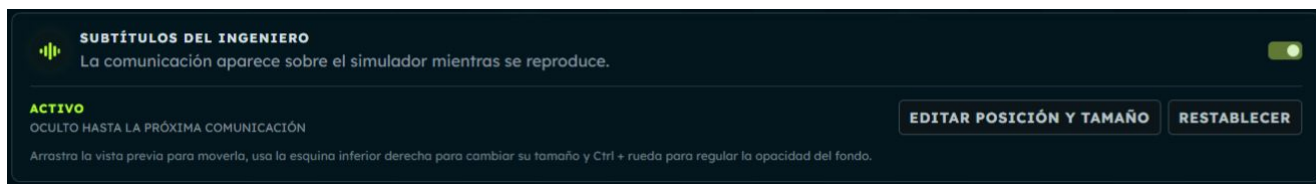
Subtitle overlay

Enable subtitles in Engineer, open their settings, position the preview and test local audio. The window is independent of the strategy overlay and displays the engineer's message during playback; it does not transcribe a microphone.

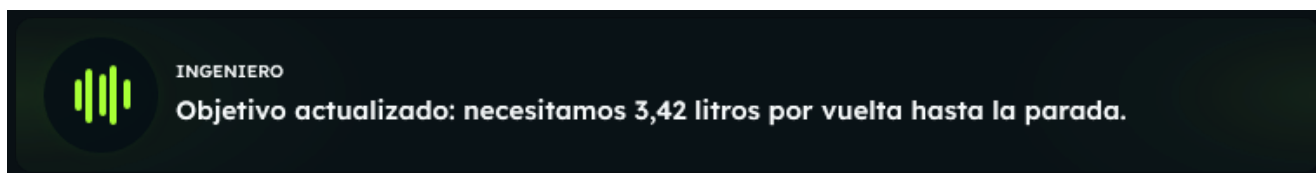
Controls follow interface language. Message content follows spoken language: an English interface with a Spanish voice intentionally shows Spanish subtitles. Quantities appear as digits while speech remains natural; values and priorities are unchanged.

Historical screenshots below use Spanish demonstration data. They illustrate placement, not translated UI or installed-package audio synchronization.

Subtitle settings - historical Spanish screenshot



Subtitle overlay - historical Spanish screenshot



9. Sessions and recordings

Automatic recording starts with valid telemetry, samples up to 5 Hz and saves important changes immediately. Returning to pits does not split a session. Prolonged disconnection or session-type change closes it; normal closure compresses it.

Finalized recordings use `.json.gz` and metadata. Active `.jsonl.part` files must not be copied during writing. Recovered means an interrupted recording was recovered/compressed at launch, not necessarily corrupted.

The catalog filters practice/qualifying/race and preserves reliable event/track/series/season information. Replay supports prepare/resume/pause, 1x/4x/16x and snapshots. Selecting another recording resets time/speed. Replay is isolated from the live session and iRacing and does not speak by default. It reconstructs laps, fuel, incidents, positions, messages and contextual insights.

Open folder works only in Windows Desktop and opens `%LOCALAPPDATA%\StintLogic\recordings`. Export recording creates an intact `.stintlogic-recording` package containing manifest, compressed recording and metadata. Active recordings and older recordings without verifiable anonymization cannot be exported; older files remain playable.

Export neither deletes nor uploads. Driver names were replaced by aliases before storage, but telemetry remains sensitive. Share voluntarily with consent. Historical messages keep their original language; changing interface language does not rewrite them or user names.

10. Settings and languages

Settings > General selects Spanish or English for Command Center and both native overlays. The preference persists locally. Demo/certification preferences are separate. Failed saves report the error rather than claiming persistence.

Settings > Audio / voice selects an installed Piper model and therefore the engineer's spoken language, independently of interface language. Subtitles follow speech.

Voice	Language	Availability
Daniela	Spanish, Argentina	High-quality Spanish voice.
DaveFX	Spanish, Spain	Medium alternative when installed.
LJSpeech	English, United States	Default English voice, medium quality.
Lessac	English, United States	Alternative English voice, medium quality.

Only compatible installed model/configuration pairs are selectable. Other pre-existing voices are not thereby endorsed for distribution. Norman remains a laboratory candidate.

A voice change prepares the model. Playing messages finish in their original voice; queued messages retain their spoken language. Test when ready. Spanish is not deliberately sent to an English model as a fallback. Windows fallback requires a compatible installed Windows voice. Older Spanish producers/recordings remain Spanish.

Clean voice has no radio treatment; Soft, Balanced and Strong add increasing coloration without changing content or priority. Check the first syllable after model preparation. Recording settings enable/pause capture and open its folder. Diagnostics distinguish backend, telemetry, voice and recording failures.

Output device, master volume, units, dictionary, recording path/retention, Windows startup and tray can remain COMING SOON. Interface and engineer language selection are operational.

Settings > General checks Platform's release catalog and opens the official Microsoft Store listing. Store installs the signed package; StintLogic does not run its own installer. Offline checks do not affect the local core. All team PCs should use the same updated version.

11. Strategy overlay

Control	Effect
Open	Starts in Edit mode, restoring geometry/opacity.
Edit	Move, resize and change opacity.
Lock	Fix geometry, retain mouse interaction.
Race	Fix geometry and pass clicks through to iRacing.
Close	Stop overlay without closing StintLogic.
AUTO	Open with Command Center; does not activate a plan.

AUTO persists; mode does not. Every opening starts in Edit. Native controls require Windows Desktop. Drag the header, resize the lower-right corner. Minimum/default geometry is 680 x 220 logical pixels. Geometry persists per user; entirely off-screen positions are discarded after monitor changes.

In Edit, Ctrl + mouse wheel changes background opacity from 45% to 100% in 5% steps. Text/figures/bars stay opaque. Green means connected, red reconnecting.

Columns show fuel/tank bar; decimal qualifying and race/practice range; operational pit lap/window/reserve; projected rejoin/pit loss/track state; and plan/status, finish margin and tires. Negative margin can become a refuel instruction. Saving objectives add progress and remaining liters; abandoning them removes the bar. Language changes labels, never calculations, units or plan IDs.

12. Session-specific behavior

Practice builds fuel/pace references and tests voice, spotting and overlays. Best-lap rankings do not create competitive/lapped-car calls. Fuel/range is reported without race-style fuel pit orders. A Race Plan stays PREPARED without accumulating savings.

Qualifying excludes OUT LAP from timed-lap announcements. Incidents can invalidate a flying lap. Lone Qualify does not report cars that do not share the track. Consumption supplies a conservative race reference; no race-style fuel pit orders are issued.

Race prioritizes green flags, requires sustained attack/defend evidence and can activate the plan. After checkered, the driver's crossing can make the debrief eligible after about 0.75 seconds. Priorities can delay audio; a timed fallback handles unconfirmed crossing. Exact playback at 0.75 seconds is not guaranteed.

Endurance plans belong to the car/team. Driver and coordinator changes are separate. Spectator telemetry may lack private car signals; the active driver's authorized PC supplies them. Test before handoff.

13. Voice priorities

Conceptual order: safety/proximity, critical alerts/penalties, flags/incidents, operational fuel, actionable strategy, session/lap information, coaching. Spotter warnings can repeat while alongside; other messages use cooldown/deduplication. Attack/defend requires distance, trend and persistence.

An incident increase can prompt damage checks. x2 can mean contact or loss of control; contact is not asserted without evidence. Published damage/repairs can be reported independently of the expected incident increment. Yellow includes sector when known; debris is described as debris; Slow Down requests returning time to avoid a black flag.

14. Local data and privacy

Data root: %LOCALAPPDATA%\StintLogic. Recordings normally use recordings\YYYY\MM\, with .json.gz, .meta.json, optional .review.json and active/recoverable .jsonl.part. Logs include stintlogic.log, stintlogic-piper.log and launcher.log.

Preferences include settings\engineer.properties, settings\voice.properties, settings\race-plan.json, settings\interface-language.txt and native-overlay.json.

Individual processing is local. Team shares aliases, roles, strategy and relevant telemetry over the Internet. Keep invite codes, credentials and identity packages private. Export is local; Platform upload is voluntary and consented. Logs can contain sensitive data and are not form attachments.

Terms: <https://pilot.stintlogic.com/en/terms/>. Privacy: <https://stintlogic.com/privacy.html>. Choosing a language does not alter consent versions or access requirements.

15. Troubleshooting

No telemetry: confirm iRacing is in a session under the same Windows account/session, inspect Diagnostics, then restart off track. Preserve time and local backend/launcher logs.

Telemetry but no voice: test in Settings, check Windows default device, wait for Piper readiness, inspect mute/history. If the test fails, retain time/model/device and local logs. VOICE READY in Team is technical status, not proof someone heard sound. Test every PC. English needs an installed model/config pair; Windows fallback needs an English Windows voice.

Quiet/missing first syllable: wait for loading, retest, try clean voice and inspect Windows audio enhancements.

Overlay absent/disconnected: inspect the CC error and AUTO, close older instances, verify the installed native host and reopen. Red means reconnecting; confirm backend/main window are open. Restart off track if necessary.

Plan absent/PREPARED: check activation and evidence. DRAFT is not operational. PREPARED can correctly wait for race, on-track data, consumption or window. Missing service can limit rejoin without preventing energy-only objectives.

Recovered recording: review duration/events; coherent recovered recordings remain usable.

Race disconnect: keep StintLogic open. It retains consumption, strategy, progress and stints for ten minutes. Rejoining the same SessionID/SubSessionID restores them; another event or timeout discards old data. Full application restart does not preserve this in-memory continuity.

Startup animation/blank screen: animation alone does not prove readiness. Keep failure time/local logs, close off track, check Store updates and reopen. Do not delete data or Reset first. A development dashboard can require restarting its local services. Report behavior through feedback without logs.

Team: transfer requires a connected authorized non-observer; read-only Strategy reflects coordinator authority; rejected codes require the same version and a fresh unused invite. After relay recovery verify roles and plan freshness. Operational audio on only the active driver's PC is intentional.

16. Known limitations

Strategy/Race Plan, pit countdown timing, subtitle synchronization and multi-driver continuity require real track and installed-package validation. A feasible pit window is not full undercut/overcut optimization. Tire readings are not continuous; historical degradation and persistent car/track learning across days are unavailable.

There is no free-form voice conversation, and iRacing is the supported simulator. Team needs Internet/compatible versions and does not synchronize all preferences. Overlay Race mode resets on opening. Device selection/master volume remain future controls.

This guide does not announce a new Microsoft Store release. Human listening, iRacing resource use and Store-package checks remain separate from automated tests. Historical screenshots/messages retain their original language; unknown external errors can retain diagnostic source wording. Official distribution is Store; INTERNAL packages are not Early Access. Public applications are open; participation requires review and invitation.

17. Frequently asked questions

Internet? Local telemetry, strategy, voice, overlays and recording work offline. Team, Platform and Store use Internet.

Updates? A later published version links to Store. Dismissing the notice hides it for the current run; it can return at next launch. Settings offers a manual check.

Silence? Evidence, cooldown, category, expiry or priority can justify it. Check history.

Does Direct change strategy? No, only noncritical wording. Safety calls cannot be disabled through normal settings.

Different consumption references? Qualifying is conservative attack consumption; race learns a robust average and saving.

AUTO or blank? AUTO waits for evidence; blank does not become zero.

No plan activated? Baseline fuel/range/alerts continue without an operational Race Plan badge.

Different interface and voice languages? Yes. Select General's interface and Audio's voice separately. Subtitles follow speech. Configure while stationary.

18. Glossary

Term	Meaning
Fuel range	Estimated laps supported by current fuel.
Backend	Local telemetry, memory, decision and API engine.
Target pit lap	Driver's requested lap for entering pits.
Click-through	Mouse clicks pass to iRacing.
Cooldown	Minimum repeat interval.
Debrief	Post-session summary.
Evidence	Data/coverage supporting a recommendation.
Gap	Time difference to another car.
Out lap	Pit-exit lap, not a flying timed lap.
Piper	Local speech synthesis engine.
Baseline plan	Conservative strategy without deliberate saving.
Target plan	Strategy pursuing the declared objective.
Rejoin	Estimated position/traffic after stopping.
Reserve	Protected fuel on reaching pits.
Shared memory	iRacing's local telemetry channel.
Stint	Driving segment between stops/driver changes.
Tow	Towed return to pits/garage.
Pit window	Feasible range of stopping laps.

19. Race checklist

Before iRacing: authorized version; voice/language tested; profile/cadence chosen; recording enabled. In session: telemetry and session type correct; overlays positioned in Race mode; plan authorization and state understood. Before pit exit: balanced audio, no persistent errors, reserve/range checked, configuration complete. At finish: wait for compression, review Sessions/debrief and preserve recording/time for issues.

20. Reporting an issue

Include version, interface/voice language, session/car/track/time, expected behavior and observed result. For voice include selected model/history; for strategy, objective/state/evidence; for Team, roles/continuity without secrets.

Optionally attach an intact exported .stintlogic-recording with specific consent. Export does not upload. The form accepts comments and recordings, not screenshots, logs or relay exports. Avoid sensitive pasted data. A written report without an attachment is valid.

Prepare in pits, listen while driving and review afterward. NO DATA or silence is preferable to invented certainty.

21. Team Strategy and driver changes

A room supports multiple PCs/drivers. Everyone needs StintLogic, the same version and Internet. Platform login is unnecessary.

Create and join

1. Open Team and choose an alias; it need not be your Windows name.
2. Create an event room. That installation starts as coordinator.
3. Generate/copy an invite. Copied means text copied, not teammate connected.
4. The teammate enters alias/code and joins.
5. Generate a separate code per installation. Codes are single-use and expire after ten minutes.

A room can form before iRacing; event/car binding must be coherent before race telemetry is authorized.

Roles and policies

Coordinator maintains one shared plan. Active driver receives operational speech. Authorized telemetry identifies the supplying PC. Observers are not driving/coordinating targets. VOICE READY is technical availability requiring a local listening test. Roles can coexist; driver handoff does not transfer coordination, and an invite alone does not authorize replacing the coordinator.

Other participants' cards hold local Trusted teammate and Automatic handoff policies; automatic handoff requires trust and retains identity/coherence checks. The coordinator grants May take coordination and Observer only. The active driver cannot become observer through that control. Review local trust policies on a new coordinator PC.

Interface language is local. Shared instructions retain the originating coordinator's spoken language. Agree on engineer language and verify compatible voices on every PC before driving.

Stints and handoffs

The coordinator prepares Strategy; other participants receive the active shared plan read-only. Valid changes propagate while connected.

1. Everyone tests audio, version, room and roles.

2. The first driver supplies telemetry. The next keeps StintLogic open and joins the same event/car before the stop.
3. Cockpit entry can detect a handoff. Take the wheel requests a StintLogic role; it does not operate iRacing controls.
4. The coordinator confirms unless an authorized automatic policy applies.
5. Verify active driver, telemetry authority and plan before continuing. Operational voice/countdown follow the active driver.

Do not close the room/restart all PCs for a normal stop. Refueling with driver change is not towing. If displayed state disagrees with the car, stop safely and review.

Coordination transfer and recovery

Authorize a connected non-observer, select that recipient, transfer and confirm. Verify coordinator and preserved plan. Active driver/telemetry source do not change. With only one participant the section is absent; without candidates, authorize someone first.

Connection, presence and authority are distinct. An absent coordinator can permit a previously authorized PC to Take coordination after detection; this differs from voluntary transfer. Do not assume stale strategy is current. Agree who recovers, restore the link and verify one authority before editing. Disconnected local strategy does not make every PC coordinator.

Expired-room/401 rejection invalidates obsolete credentials so a new valid join is possible. Request a fresh code; never publish credentials.

Leave room disconnects only that participant. Coordinator's Close room ends the room; transfer first if others continue. Export evidence produces local Team diagnostics, not a Sessions recording or accepted Platform attachment. For multi-driver issues retain local versions, times, roles and recordings/logs without publishing invitations, tokens, keys or identities.