

# ALIVEDRIVE DESKTOP

## USER GUIDE - WINDOWS

|          |              |
|----------|--------------|
| Revision | 2.1          |
| Date     | Jul-23, 2026 |

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## REVISION HISTORY

| Revision | Date      | Description                                                                                                                                                                    | Author      |
|----------|-----------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------|
| 1.0      | 15-Dec-25 | First version of user guide for AliveDrive Desktop Release R1.0 for Windows                                                                                                    | A Nicholson |
| 1.1      | 20-Jan-26 | Added description of .NET requirement to installation section                                                                                                                  | A Nicholson |
| 1.2      | 09-Apr-26 | Revision for application release R1.1; addition of Playback menu and recently opened file history; ability to view/hide inlap/outlap; extended keyboard shortcuts for playback | A Nicholson |
| 2.0      | 19-May-26 | Revision for application release v2.0; dual outing playback, multilap playback, export clip, legacy outing support                                                             | A Nicholson |
| 2.1      | 23-Jul-26 | Revision for application release v2.1; dual-video distance-based comparison, track import; map display; improved check for updates                                             | A Nicholson |

## Introduction

This user guide describes the functionality of the AliveDrive Desktop v2.1 application available for Windows 11. The application enables owners of vehicles equipped with Cosworth's AliveDrive system to view and analyse their outing recordings outside the vehicle, and provides a way to share the content with others.

### Which vehicles are supported?

In release v2.1, recordings from vehicles equipped with ALL variants of the Performance Data Recorder (PDR) are supported:

**First-generation PDR**, also known as PDR1:

- Corvette C7 2015 to year 2019
- Chevrolet Camaro 2017 to 2024
- Cadillac ATS-V and CTS-V 2016 to 2019

**Second-generation PDR**, also known as PDR2:

- Corvette C8 2020 to year 2025
- Cadillac CT4 and CT5 2022 to 2025

The third-generation, **Enhanced PDR** (a.k.a. PDR 2.5) is available on the following models:

- Corvette C8 2026 and onwards
- Cadillac CT5 2025 and onwards

## Getting Started

### Download and Member Portal

The AliveDrive Desktop application is available for download via the Cosworth [Member Portal](https://members.cosworth.com). The portal, accessible via the main Cosworth homepage, is your gateway to the latest in software available from Cosworth. Here you can download and subscribe to Cosworth's data analysis applications, access product updates, software releases, and technical documentation, and stay informed with the latest development news. The Portal also provides a central location for support, ensuring you always have the tools and information needed to extract maximum performance from your Cosworth-equipped vehicle systems.

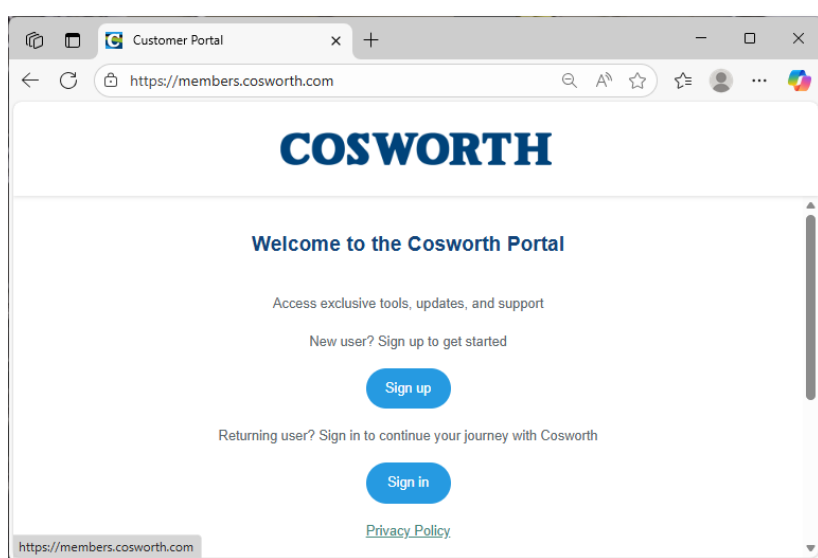


Figure 1 - Cosworth Member Portal

Once access to the portal is set up, the application download is available from the AliveDrive Desktop product page. The application can be downloaded for both Windows and macOS via dedicated download buttons.

## Installation

The Windows application is designed and tested for deployment on Windows 11 target machines. The MSIX installer provides guidance on the installation steps.

### Microsoft Windows Desktop Runtime

You will need to have the .NET desktop runtime installed in order to run the AliveDrive Desktop application. You will be prompted, if necessary, during installation to either install the .NET runtime, or upgrade it to version 10.

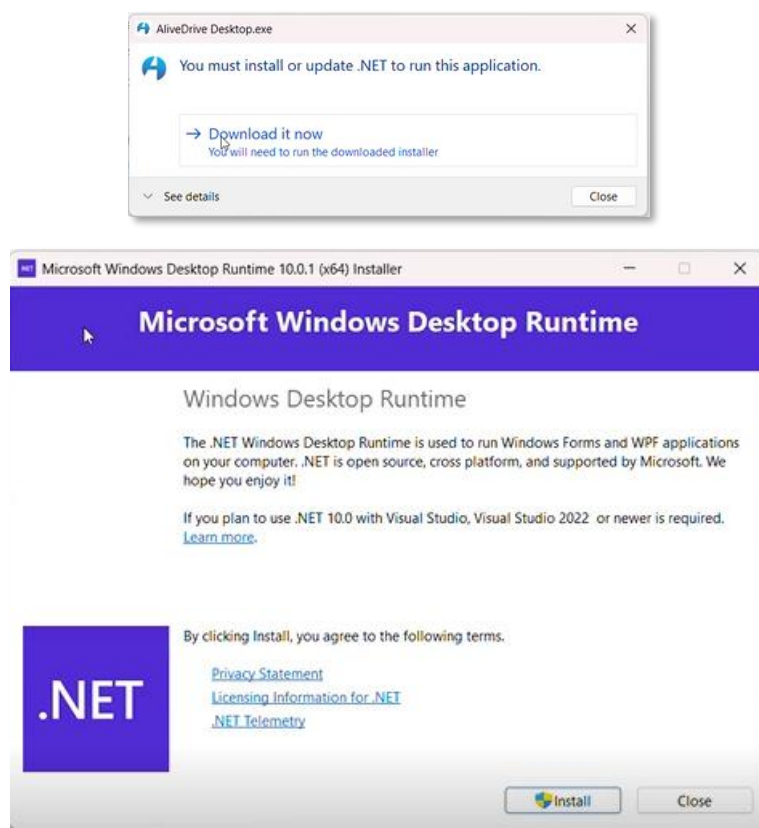


Figure 2 – Windows Desktop Runtime requirement

Once this is done, the AliveDrive Desktop application can be opened.

## Licensing Agreement

The licensing agreement is presented during the installation; acceptance is required in order to proceed to use the application. The installation of a licence key is not required, and the application does not require a payment for use.

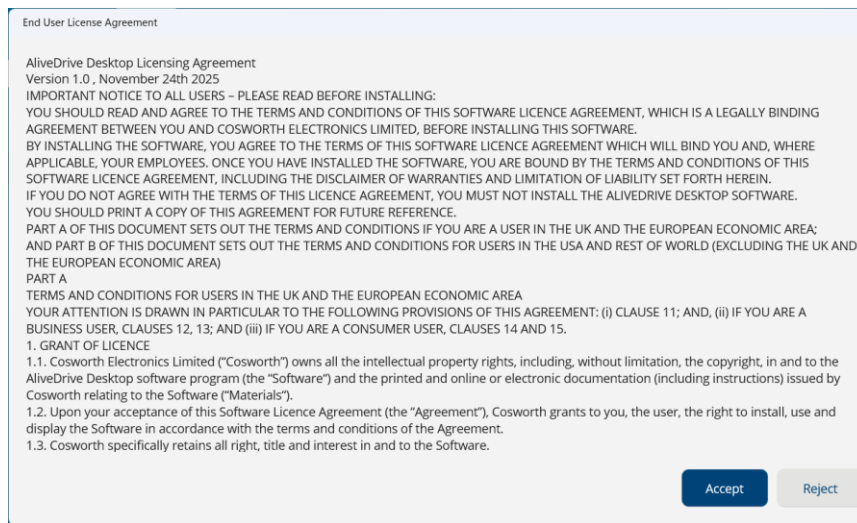


Figure 3 - Licence Agreement

Acceptance of the agreement is only required for the initial installation, and when the licensing terms get updated. Re-acceptance is not required each time the application is loaded or when the application is updated.

The Licensing Agreement is available [here](#) should reference to it be required at a later date.

## Application Navigation and User Interface

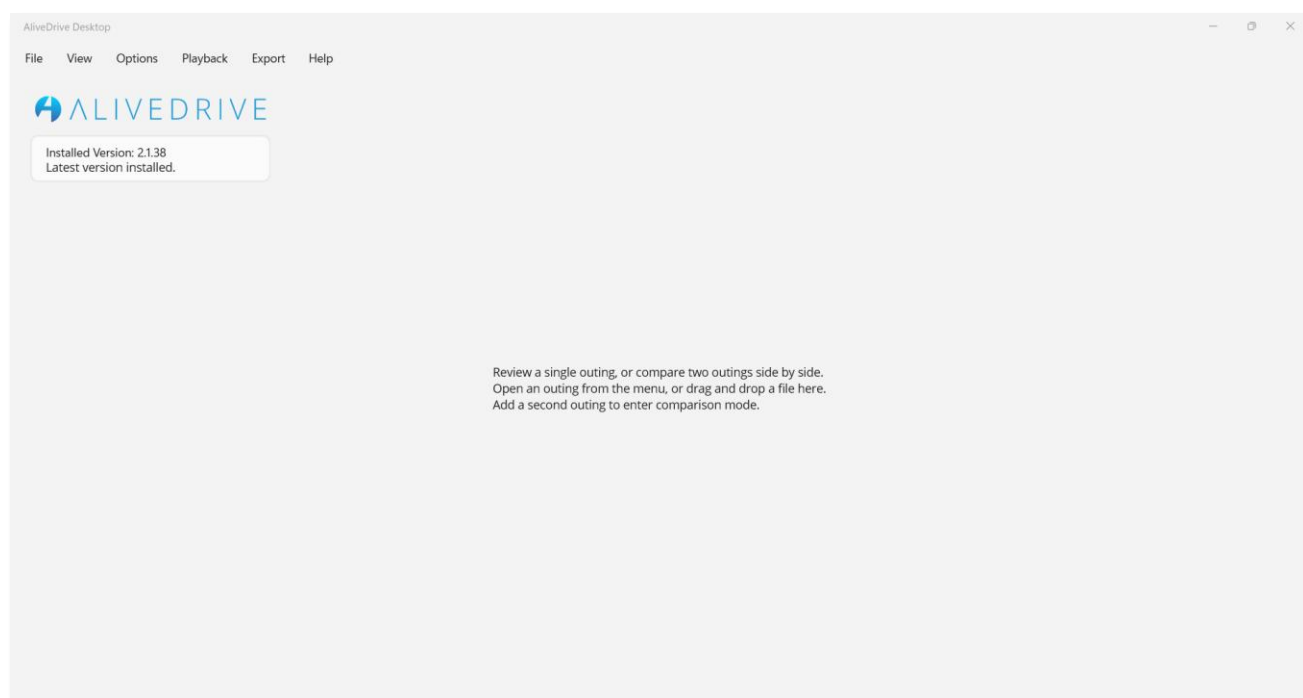


Figure 4 – Application Launch

The main menu provides centralized navigation for outing selection, playback, export, and application settings/information. A link to the help resources is also available via the menu.

Once an outing is opened, playback controls for play, pause and skip are provided via a scrubber bar, and a lap breakdown and lap selector is shown - time per lap plus indicators for fastest and selected laps.

### Mouse Controls

Mouse actions are used for the majority of menu selection and button control of the application. In addition, a mouse drag-and-drop can be used to open an outing, refer to section [File Management and Outing Operations](#).

### Keyboard Shortcuts

| Shortcut         | Description                       |
|------------------|-----------------------------------|
| CTRL-O           | File > Open Outing                |
| CTRL-W           | File > Close Outing               |
| CTRL-I           | Import Track                      |
| CTRL-P           | Toggle Play/Pause                 |
| CTRL-SHIFT-RIGHT | Step forward 10s during playback  |
| CTRL-SHIFT-LEFT  | Step backward 10s during playback |
| CTRL-LEFT        | Go to Previous Lap                |
| CTRL-RIGHT       | Go to Next Lap                    |
| CTRL-SHIFT-DOWN  | Mute audio                        |

## Settings

The app has its own settings for speed, distance, time format and temperature units with three options:

- UK
- Metric
- US Customary

The app will default to the location based on the regional settings of the device hosting the app, but this default can be over-ridden via the menu.

Speed and distance values displayed within the app including those displayed on the outing overlays are adjusted according to the chosen setting.

## Light/Dark mode

The appearance of the app can be adjusted according to light/dark mode settings of the device.

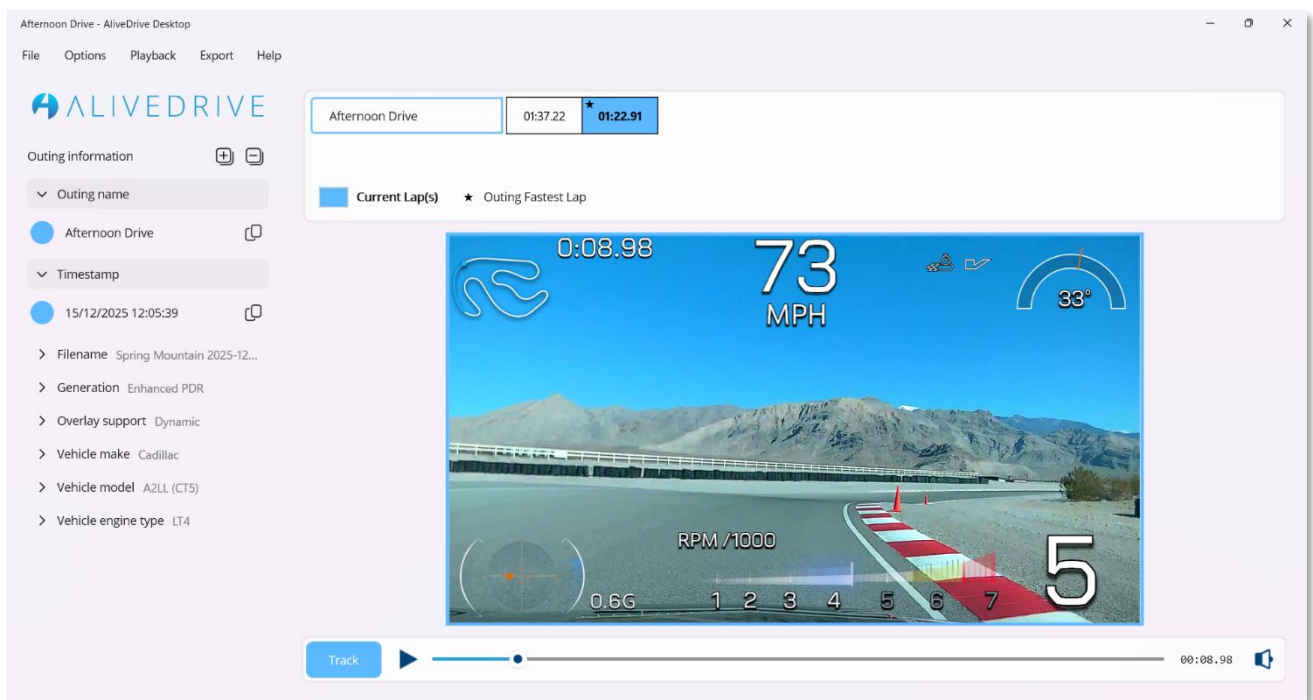


Figure 5 - Light Mode

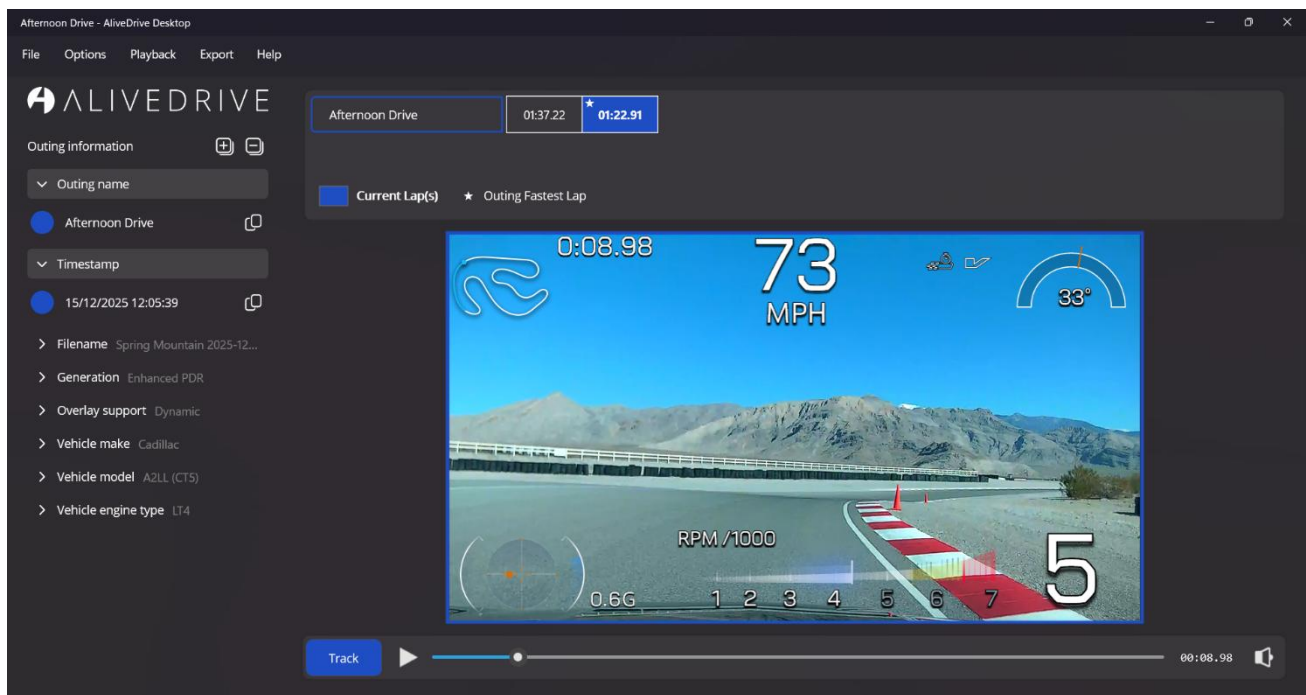


Figure 6 - Dark Mode

## Audio

The on/off control of audio playback is provided in the playback bar. The application utilises the device settings for choice of audio output device and volume.

## File Management and Outing Operations

The outing and track files from the vehicle need to be copied from the SD card to a suitable Windows device folder or personal cloud storage area.

### Outing types supported

All types of outing can be opened for playback and export – circuit, autocross and dashcam.

Outings recorded with any generation of PDR (PDR1, PDR2 or PDR 2.5) system are supported.

Free choice of outing can be made in dual-video mode. For example, a PDR2 outing can be compared with a PDR 2.5 outing.

Outings can be opened via the **menu**, via **keyboard shortcut** (Ctrl+O), via a **right-click** action within the window, or via a **drag and drop** action from Windows File Explorer into the application window.

### Open via menu

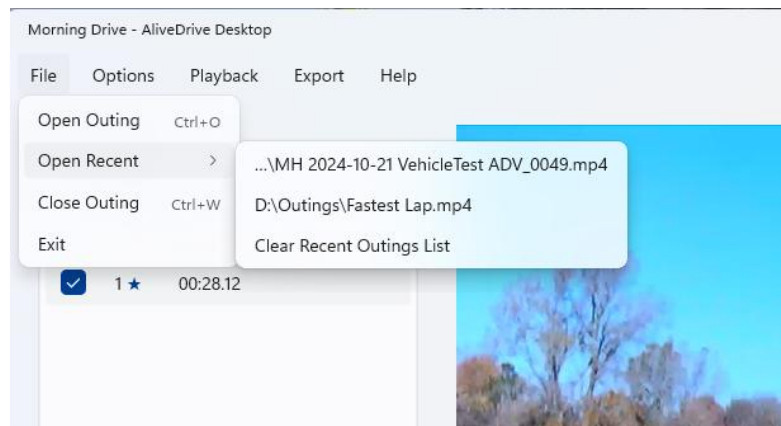


Figure 7 - Opening an outing using the menu

The application remembers the most recently opened outing files to enable easier access to recent outings. Recently opened outings can be re-opened via the menu. The recently opened outings list can contain a maximum of five entries, and can be cleared if required.

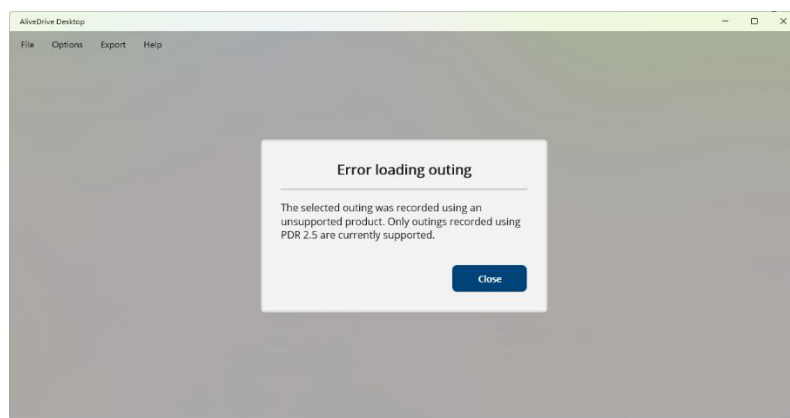


Figure 8 - Attempt to open an un-supported outing file

## Switching to another outing via the menu

To switch between outings using the menu, first close the original outing then open the new outing.

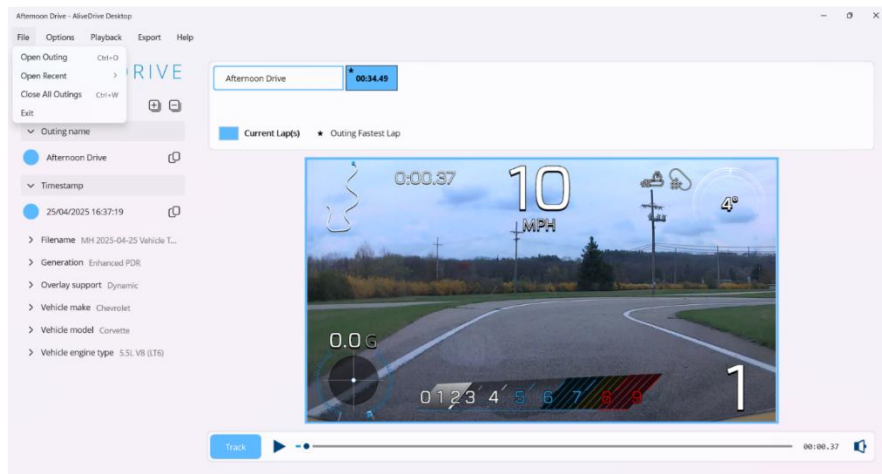


Figure 9 - Opening an outing via the menu to replace Current or become the Reference

## Adding a Reference outing via the menu

Opening a second outing via the menu without first closing the existing outing has the effect of opening the second outing as a reference outing for comparison.

## Right-click to open

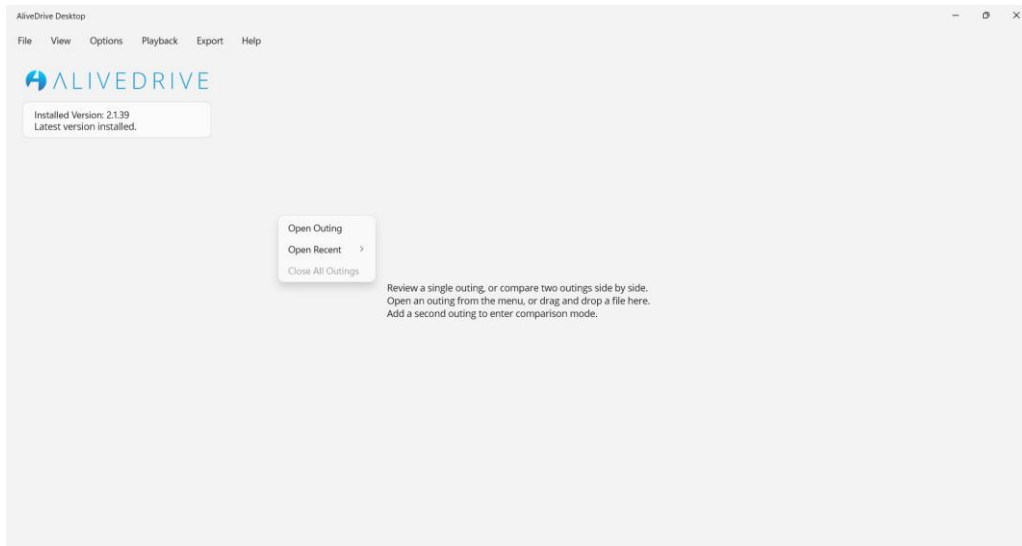


Figure 10 - Right-click to open outing

## Drag and Drop

When the application is first opened, and an outing has not yet been selected, an outing can be selected using Windows File Explorer and dropped within the Application Window to open it.

In addition, drag&drop can be used to open a second outing whilst an outing is already open.

There are two variants of this procedure, based on where the file gets dropped in the application window:

- Open an outing that replaces the Current outing, remain in single-video mode
- Open an outing that becomes the Reference outing, view changes to dual-video mode

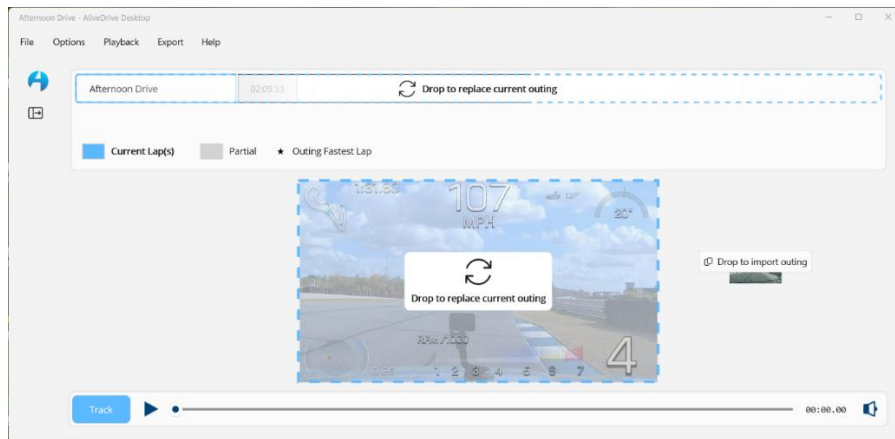


Figure 11 - Drag&drop new outing onto existing outing to replace it, or elsewhere to add the outing as a Reference

## Opening an outing whilst two outings are already open

When an outing is opened either via the menu or via drag&drop and two outings are already opened, there is a choice given as to which outing should be replaced with the new one.

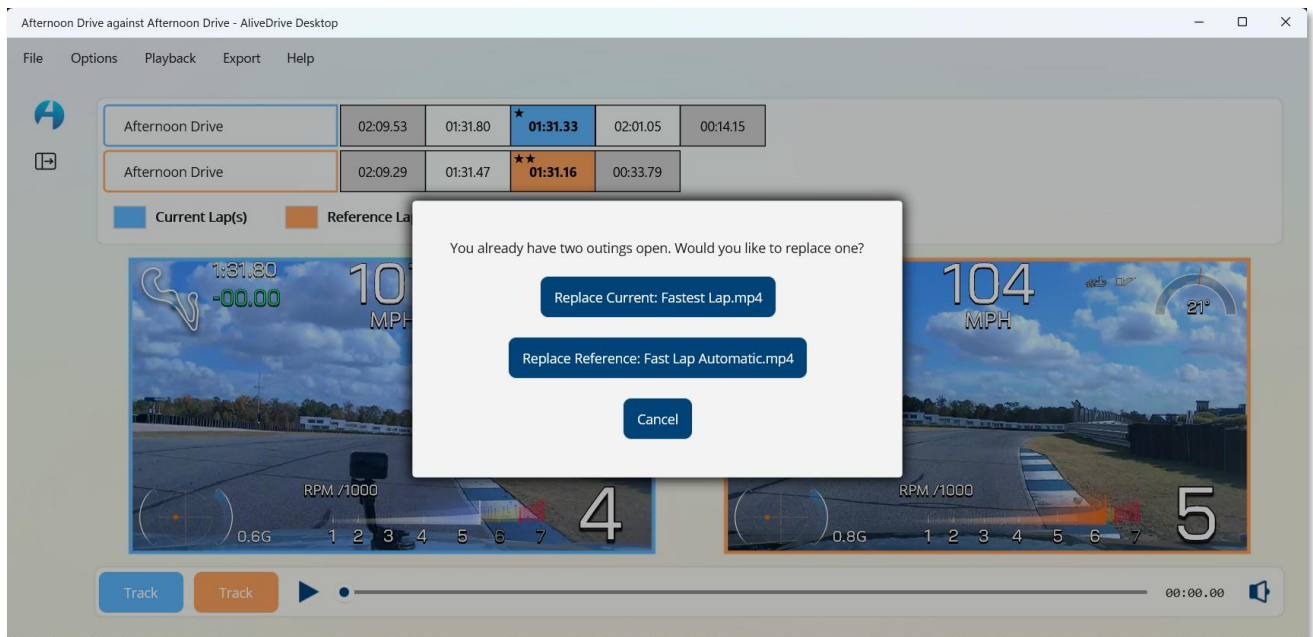


Figure 12 - Prompt to choose outing for replacement when menu used for opening new outing

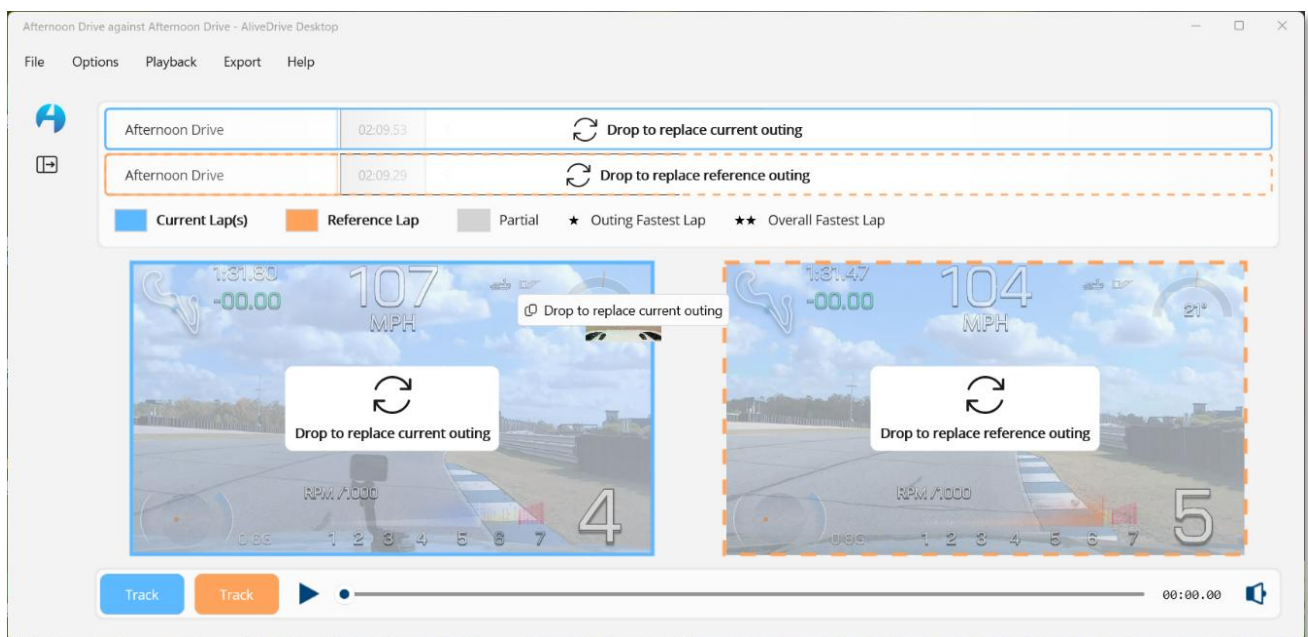


Figure 13 - Drag&drop zones provide choice of which outing to replace

A further way to open outings is via the Explorer Bar, as described below.

## Explorer Bar description and use

|                                                                                    |            |             |          |          |
|------------------------------------------------------------------------------------|------------|-------------|----------|----------|
| Commentary Lap.mp4                                                                 | ★ 01:32.87 | 01:33.52    | 01:33.41 | 02:02.72 |
| Fastest Lap.mp4                                                                    | 01:31.80   | ★★ 01:31.33 | 02:01.05 |          |
| ■ Current Lap(s)   ■ Reference Lap   ★ Outing Fastest Lap   ★★ Overall Fastest Lap |            |             |          |          |

Figure 14 - Explorer Bar showing two outings

The Explorer Bar is the area above the video panel where the lap times are displayed. It is separated horizontally into zones to allow right-click actions with the mouse to act upon either the Current Outing (top row of Explorer Bar) or Reference Outing (bottom row of Explorer Bar).

The Explorer Bar makes use of colour coding to indicate the chosen lap or laps from the Current Outing, and the chosen Reference Lap. The Outing Fastest Lap indicates the fastest recorded lap within the Current Outing. The Overall Fastest Lap indicates the fastest lap for the two outings loaded.

In addition to displaying the lap choices and data, the Explorer Bar can also be used as a way to choose outings, and toggle from single to dual mode, as described below.

### Opening outings using the Explorer Bar

Once an initial outing has been opened, the Explorer Bar can be used to choose alternative or additional (reference) outings.

### Right-click on current outing

With a right-click within the Current Outing zone (anywhere in the top row), the already open outing can be replaced, and the view will remain in the single-video mode.

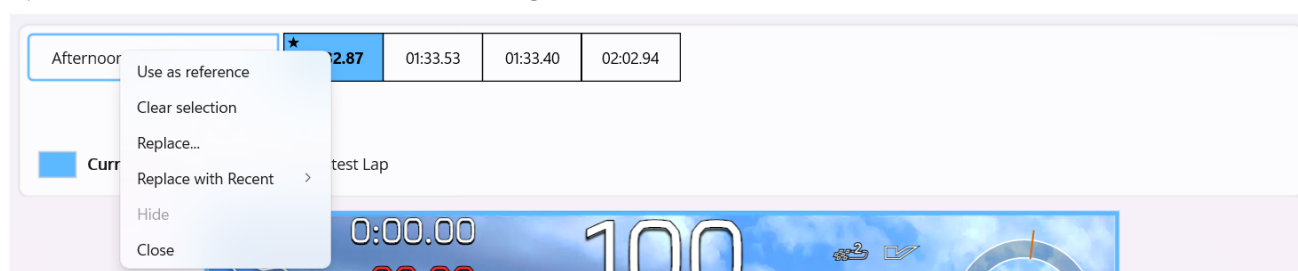


Figure 15 - Right-click on the currently open outing

Additionally, choosing the “**Use as Reference**” option as shown in Figure 15 above will toggle the display to dual-video mode. The current outing will be used as both Current and Reference outings, which facilitates a comparison of laps within the same outing.

The “**Clear Selection**” choice will clear the currently chosen lap within the outing.

## Right-click beneath current outing

With a right-click within the zone beneath the current outing (anywhere but the top row), a second outing can be opened as a reference outing. The view switches to dual-video (comparison) mode). Figure 16 shows the menu that appears for the right mouse click action within this area.

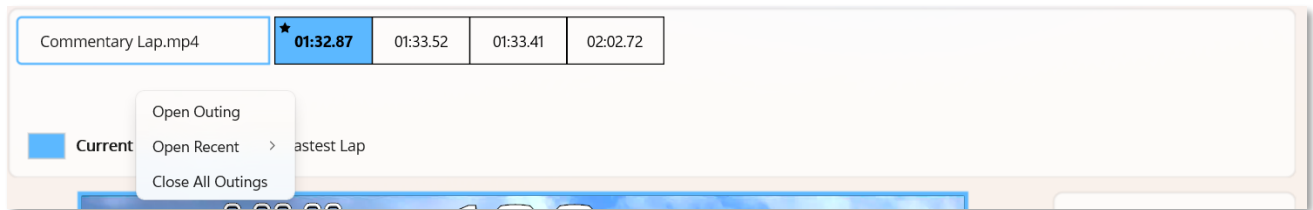


Figure 16 - Right-click beneath the currently open outing

## Swap the Current and Reference

When two outings are open (Current and Reference), their position can be swapped using a right-click action. With a right-click of the Current outing, and choosing the ***“Use as Reference”*** option, the Current outing will become the Reference, and the Reference outing will become the Current.

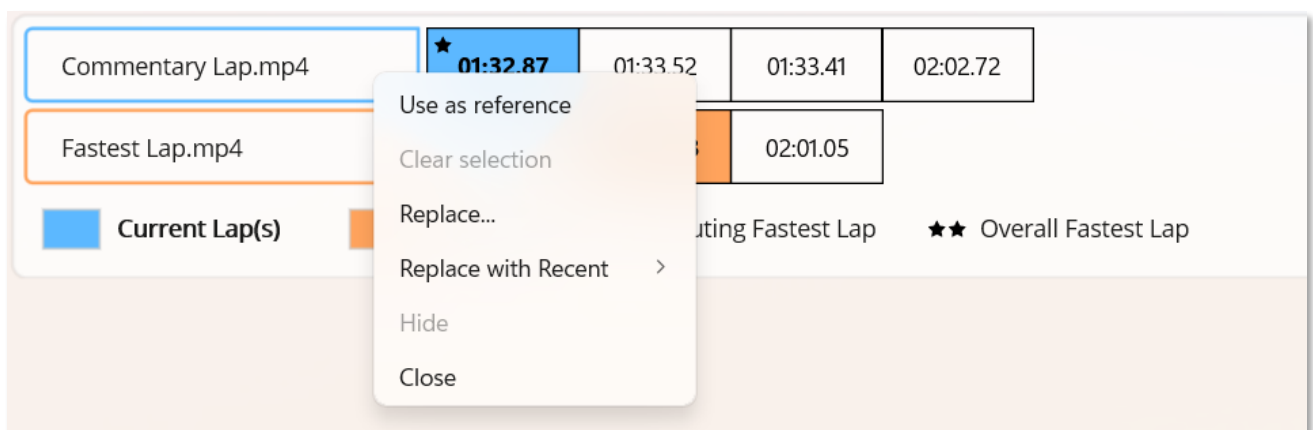


Figure 17 - Right-click on Current outing to toggle position of Current and Reference

## Outing Properties Sidebar

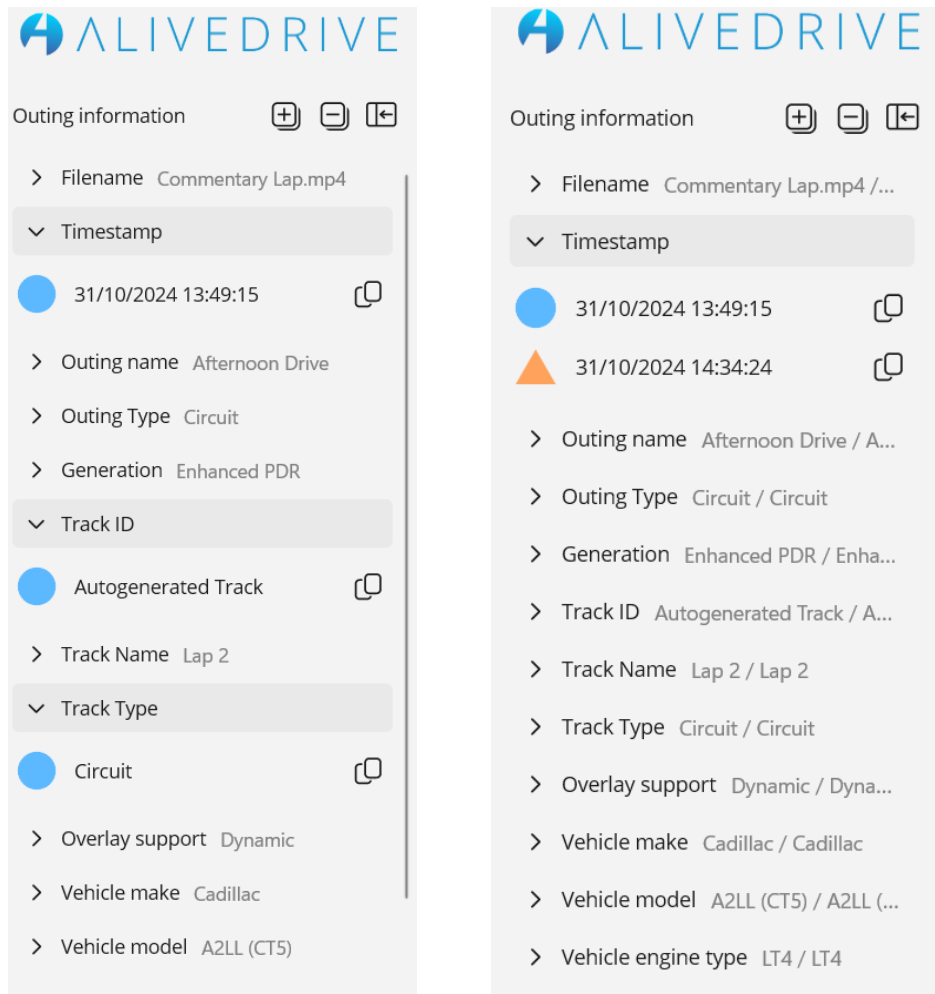


Figure 18 - Outing Properties sidebar – two views, different properties expanded

The outing properties sidebar provides information taken from the outing file for each open outing.

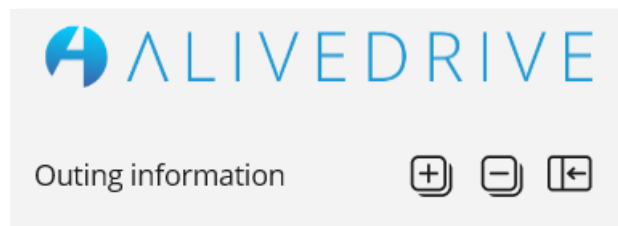


Figure 19 - Outing Properties control buttons

The sidebar can be toggled closed/opened so that focus on the video panels is made possible. Full expansion of all outing property details is achieved with the '+' button, and collapse with the '-' button.

## Single Outing Playback

With a single outing file loaded, the outing video is presented along with outing properties (name, date, time, vehicle make/model) and a breakdown of the outing into laps (for circuit outings). By default, for a circuit outing, the playback position will be set to the beginning of the fastest lap (marked with \*) within the outing. For autocross and dashcam outings, the outing will open with the lap selector showing a single lap – this ‘lap’ being the whole outing.

The overlay toggle button can be used to switch between any available overlay if the outing file is from a PDR 2.5 system. Overlay choices presented are determined by the vehicle type used to make the recording.

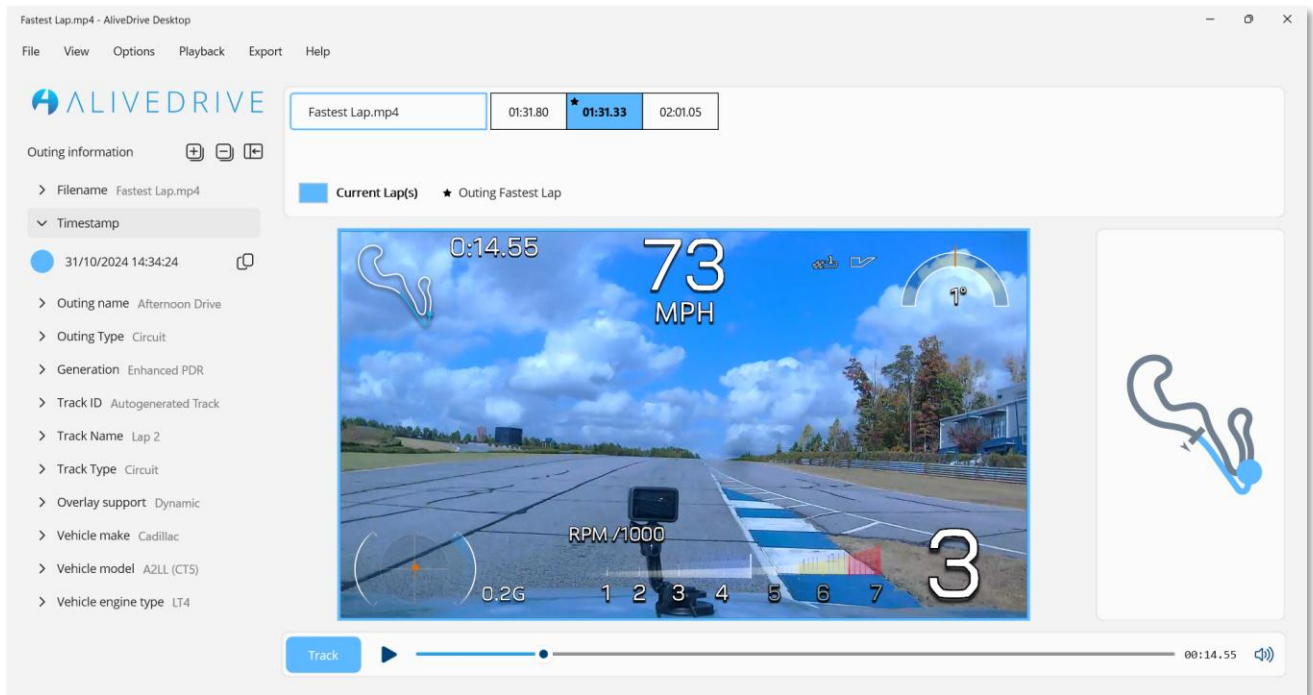


Figure 20 – Single outing playback, circuit outing example, fastest lap is lap 2, lap 2 selected

## Lap Selection

Single lap, multilap, or full outing playback is supported. Lap choice is made using the Explorer Bar.

- Choose a single lap using mouse click – playback will be set to beginning of chosen lap, and extent of playback will be the single lap
- By holding the Shift key, multiple, sequential laps can be selected for playback – the extent of playback will be the chosen laps
- By holding the CTRL button and clicking the mouse, a chosen lap adjacent to an already selected lap can be chosen
- CTRL+click is similar to SHIFT+click but applies only to laps adjacent to each other whereas SHIFT+click can be used on a start lap and an end lap that are several laps apart, and the range of laps between start and end will be selected
- Un-select all laps – whole outing playback mode (all laps including Out Lap and In Lap)

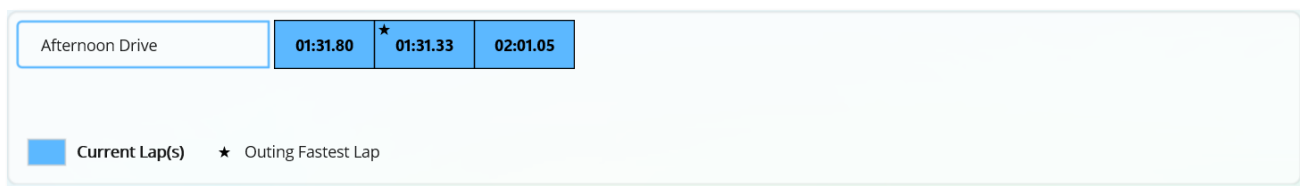


Figure 21 – Explorer Bar, single outing, multiple laps selected using Shift-click or CTRL-click

## Partial Laps (In lap/Out lap) Display

By default, the lap selector will only show the timed, full laps for selection in the lap selector. Using the Options menu, it is possible to toggle the display to show the partial laps in addition.

The Partial Laps are those where the timing does not include the full start line to finish line region:

- For circuit outings – the in lap and out lap, or the partial laps where the lap timing was incomplete due to the vehicle stopping or going off track.
- For autocross events – the staging and return to paddock regions

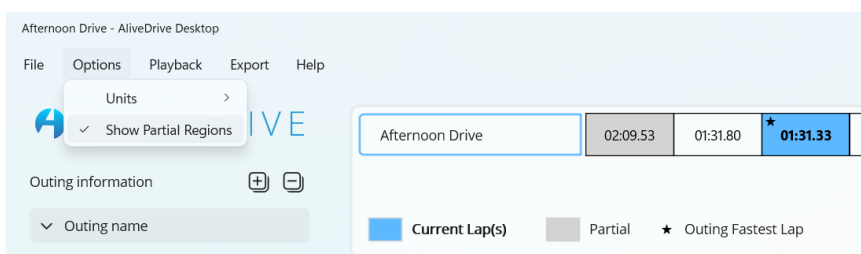


Figure 22 - Control the visibility of in lap/out lap

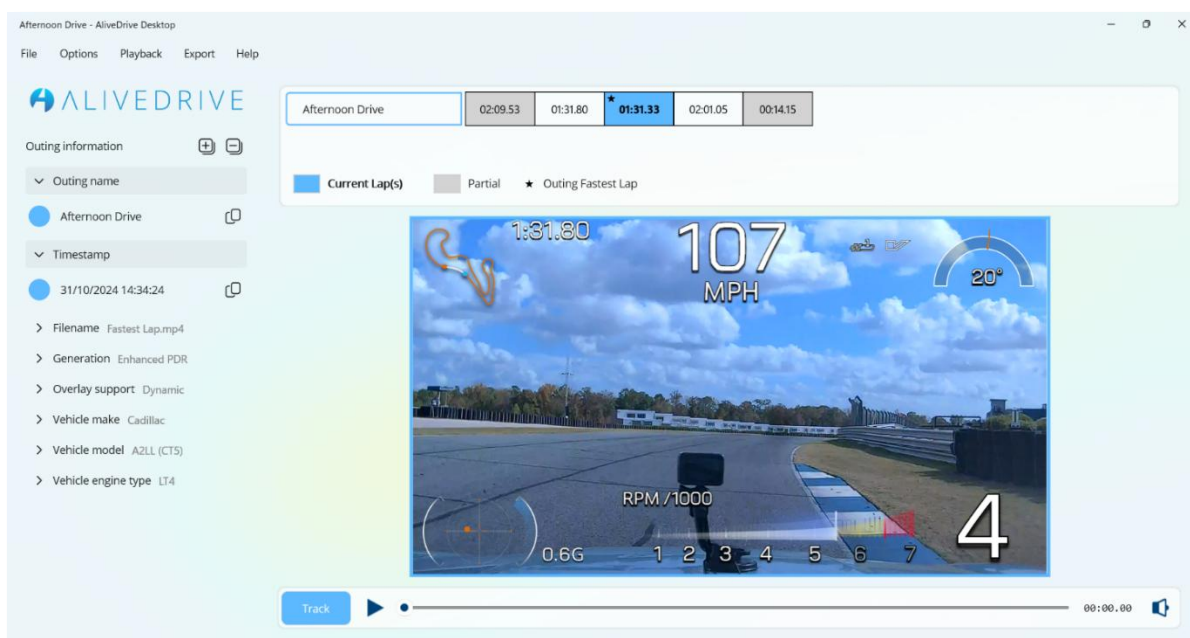


Figure 23 - Circuit Outing showing In lap/Out lap available for playback

If you have Partial Laps set to 'On' then these laps can also be chosen for playback

## Playback Control

Playback is controlled using the playback bar. A toggle button enables the adjustment of the displayed overlay. By default, for PDR 2.5 files, the overlay will be set according to the outing type opened:

- Circuit outing - defaults to 'Track' overlay
- Autocross outing - defaults to 'Track' overlay
- Dashcam outing defaults to 'None'

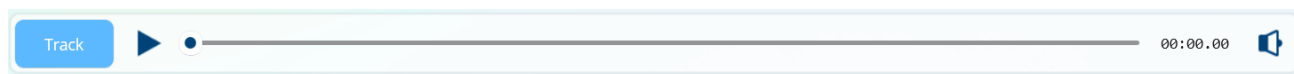


Figure 24 - Playback bar example, Track overlay selected, audio set to 'on'



Figure 25 - Playback bar example, scrubber marker part way through lap, elapsed lap time shown, Sport overlay selected, audio set to 'off'

For PDR1 and PDR 2 files, the overlays are not adjustable, and the button shows as 'Static'



Figure 26 - Playback bar example, PDR1 or PDR2 file with Static overlays

Playback of audio from the outing can be toggled on/off within the app. Volume control of the audio is handled by the device settings, not within the app.

## Menu Control of Playback

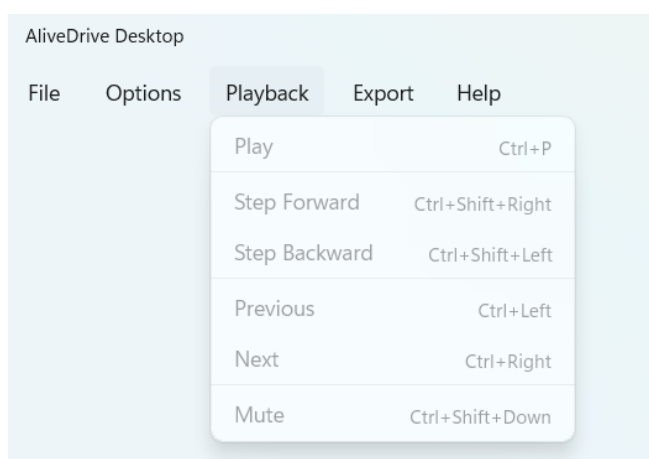


Figure 27 - Playback control via the menu

See section [Keyboard Shortcuts](#) for details of the above Playback menu item shortcuts.

## Dual Outing Playback

With both a Current and a Reference outing opened (see section File Management and Outing Operations for instructions on how to open files), the outing videos are presented along with outing properties for both files (name, date, time, vehicle make/model,...), and a breakdown of the outings into laps.

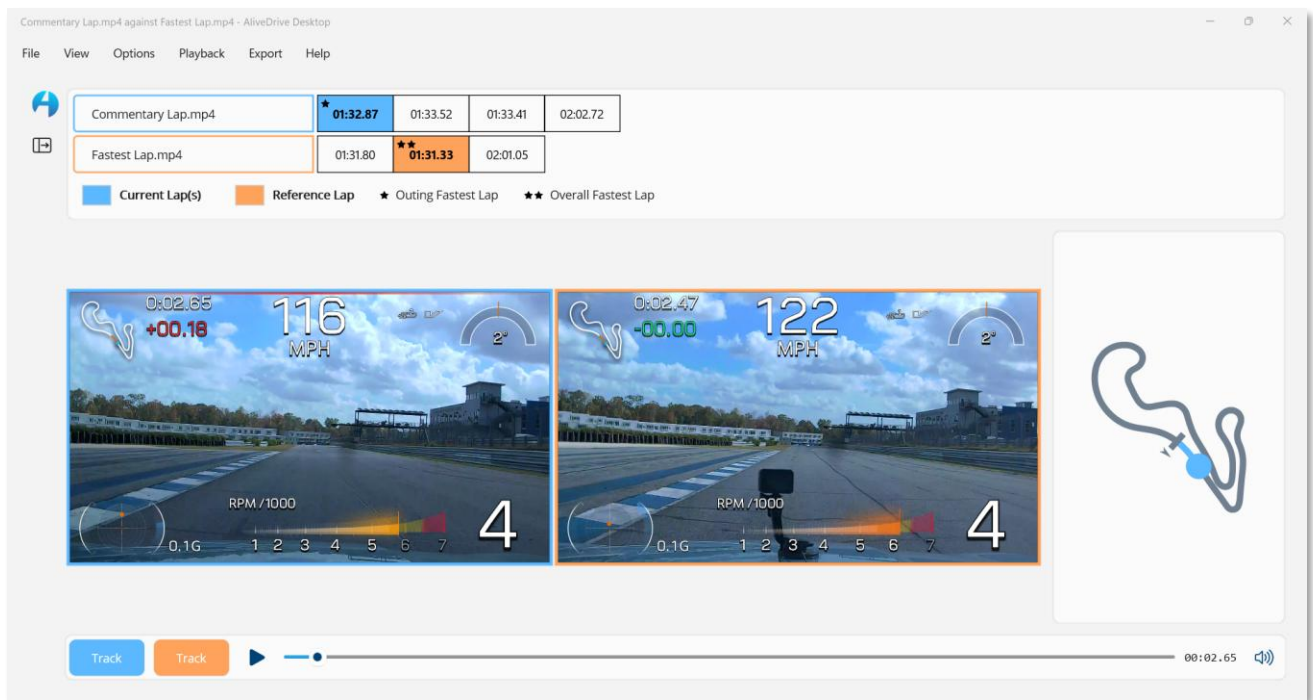


Figure 28 - Dual-video (comparison) playback mode

If the outing file is from a PDR 2.5 system, the overlay toggle buttons can be used to switch overlays independently for each outing. If the outing file is from a PDR1 or PDR2 system, the overlay button is non-active and displays 'Static' to indicate that the overlay cannot be changed.

## Lap Selection

The Explorer Bar is used to select (via mouse click) a lap from the Current outing to be compared with a lap from the Reference outing. Refer to Explorer Bar description and use for instructions.

## Setting the analysis mode

There are two analysis modes available – time-based and distance-based. The choice is made via the *Options* menu. The default is distance-based. Any adjustment to this setting will persist between app launches and updates until the setting is manually changed.

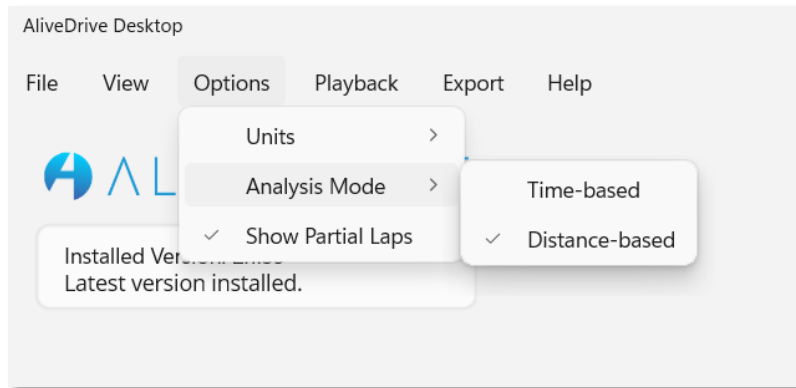


Figure 29 - Setting the analysis mode

### Time-based comparison

The selected laps are both played back at normal speed. Video and map panels display vehicle position for both vehicles for the two laps (distance ahead/behind). This enables a visualisation of where time was gained or lost for the lap.

### Distance-based comparison

The Current outing lap is played back at normal speed, the Reference lap is played back with playback speed adjusted so that a comparison of the two laps can be undertaken with the videos showing the same track position for each outing as the lap is played back. This enables an analysis on a corner-by-corner basis.

## Control of dual-outing playback

The single Playback Bar is used to play back the two outings. A time delta value is also added to the Current outing overlay to give a numeric value for the amount of time ahead/behind at any given point on the lap.

## Map display

When an outing or outings is open for analysis in the application, a non-interactive<sup>1</sup> track map panel is displayed alongside the video panel(s) enabling analysis of outing trajectories and vehicle positions synchronised to the video/data playback, and an ability to easily relate the track position shown on the video to the specific section of the track being driven at any given time.

### Adjusting map size and display options

The map panel shows the outline of the track for the loaded outing in a panel alongside the outing video. By default, the map panel is a smaller size than the video panels to enable the focus to remain on the video.

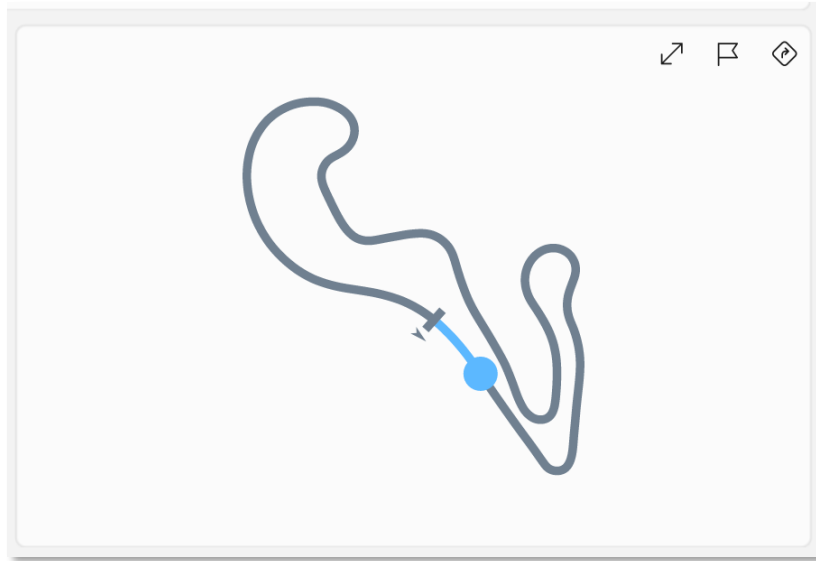


Figure 30 - map panel

The vehicle position adjusts in real time as the outing is played back. For dual video mode where time-based comparison is chosen, two vehicle indicators will be shown marking the respective positions of the vehicles around the track for the chosen comparison lap.

Using the map panel controls, the size of the map panel can be enlarged to give more of a focus on the map, and the map display can be adjusted.

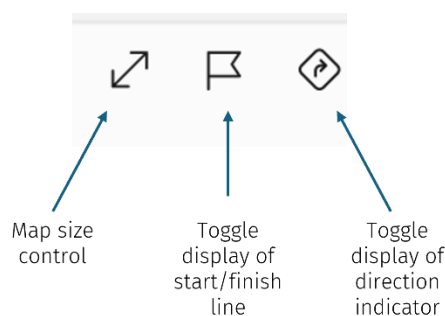


Figure 31 - Map Controls

<sup>1</sup> **Note:** Interaction with the map such as the ability to pan/zoom to a particular area is a roadmap feature.

## Map for single outing playback

For single outing playback of a circuit or autocross outing, the map panel is displayed and populated with the track outline, the start/finish line, and a display of the real-time position of the vehicle corresponding to the playback position of the video. The AliveDrive system can also capture outing recordings without the need to learn a track first (dashcam and valet modes). For these outing types, a map will not be drawn.

In-vehicle, when an outing is recorded following a track learning phase, a track map is created as a separate file and stored along with the outing video (mp4) file. When viewing PDR outings, it is therefore possible that the outing file could already have an associated track map (gpx) file, or it may be absent. In order to use the track map files generated in-vehicle with the AliveDrive Desktop application, they first need to be imported. (Opening an outing does not automatically search for and import the track file for the outing). See the section below (Track import) for instructions on how to import tracks.

Video playback with map display of an outing that has an associated track map file will populate the map panel with the data from the gpx file.

If playback with map display is initiated for an outing that does **not** have an associated track map file, then the map panel will be populated with gps co-ordinate data taken from the fastest lap of the outing. This means that PDR recordings even where a track file is not available can be played back along with a map display. The track is identified in the outing properties sidebar as “autogenerated” in this instance.

## Map for dual outing playback

For dual-video playback, there are two possible track maps that could be used for populating the map display panel. Even though the track files are likely to be of the same track, they might have small variances. For the most accurate dual-outing comparison, a single track file needs using, and the track file for the Reference outing is the one that is used.

## Track File management

### Track import

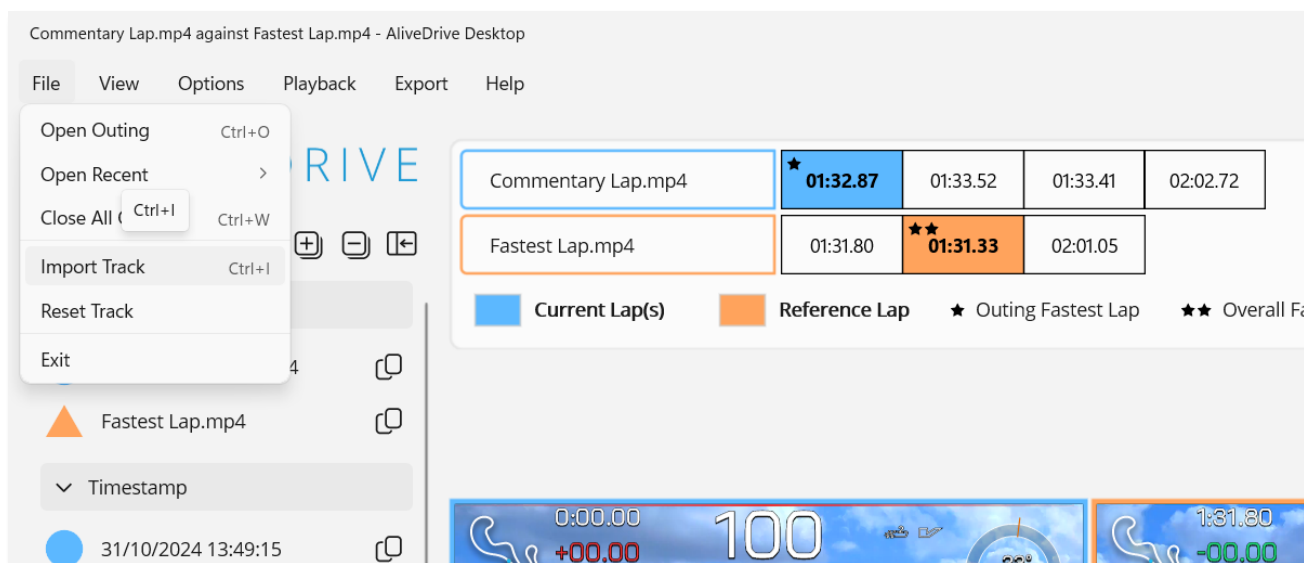


Figure 32 - Track Import

A track import can be initiated from the main menu; tracks imported to the app get stored as database entries<sup>2</sup>. Track import is used for importing the original track files captured in-vehicle along with the outing files, and for import of shared tracks from other users. Tracks form the foundation for advanced analysis features such as segment definitions, racing-line comparison, and time-loss mapping.

### Track Import checks

Multiple checks are undertaken when a track file is selected for import. If the import is undertaken from the launch screen (before an outing is opened) two checks are made:

- Gpx file is AliveDrive compatible
- File has not previously been imported

The following set of additional checks is undertaken when a track import is initiated and an outing is already open for playback:

- Track is not the original track for the outing
- Track type does not match the outing type
- Distance between the track and the outing's centre points is < 8 km (5mi)

<sup>2</sup> Management of the tracks database is a future roadmap feature

Warning messages are used for each check to allow the user to proceed or cancel if appropriate.

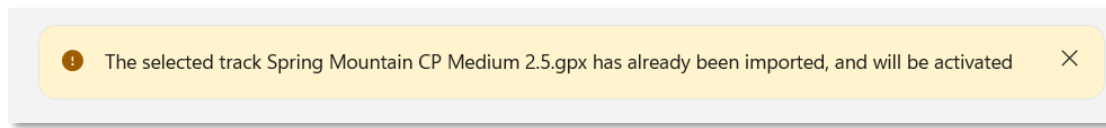


Figure 33 - Track already imported message

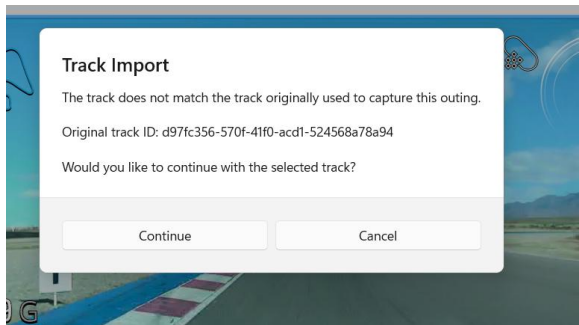


Figure 34 - Track is not the original warning

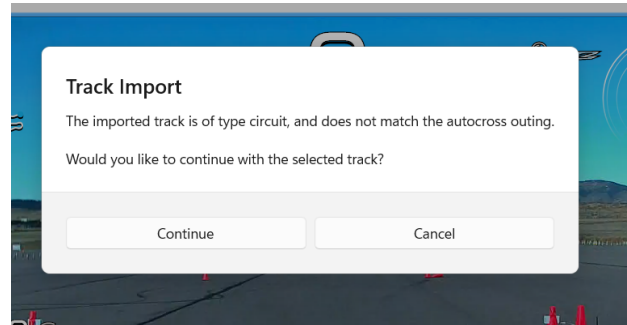


Figure 35 - Track type mismatch warning

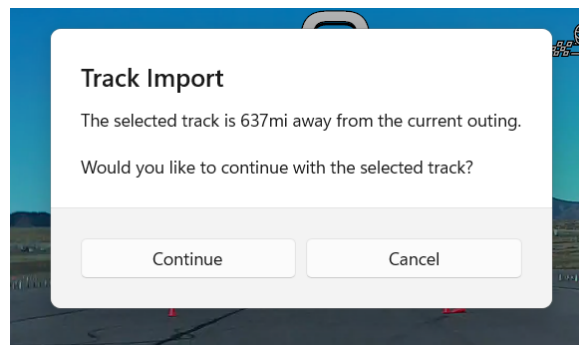


Figure 36 - Track is located far from outing location warning

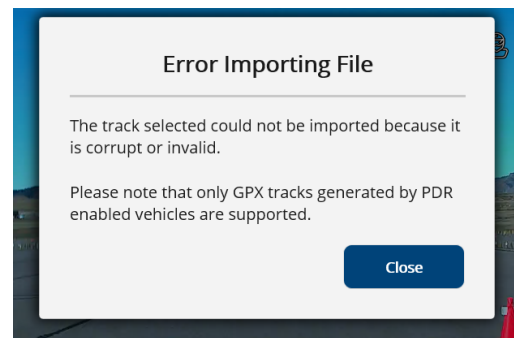


Figure 37 - Invalid gpx file warning

The imported track definition is used both to render the track map that is displayed in the map panel and to calculate lap timings for the loaded outing or outings. The imported track may differ slightly in overall lap length to the auto-generated track created from the fastest lap of the outing, which would create small variations in displayed lap times. Use of a common track file between users enables the most accurate comparison of outings to be made.

## Track Association with outings

When an outing is open for analysis, details of the autogenerated or associated track is shown in the sidebar. If a subsequent track import is undertaken, these details will be updated to reflect the new track now associated with the outing.

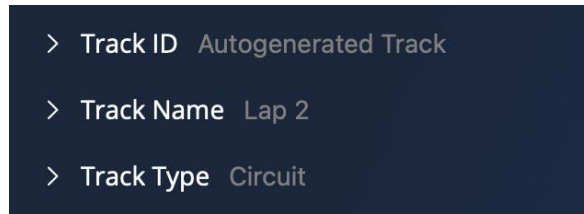


Figure 38 - Track properties in sidebar

A further track import action will over-ride the current track association.

### *Persistence of track associations*

The track import function will allow the import and association of a track even if it is the wrong track for the outing or outings that are open at the time of import. If the imported track is the wrong type (e.g., autocross and not circuit) or is too far from the outing, then the association will **NOT** persist – it is removed when the outing is closed.

Tracks will only persist if the track is:

- The original track file captured with the outing, **OR**
- A track of the same type and with gps co-ordinates within 5mi (8km) of the outing

Via the File menu, it is possible to undo a track association and revert the outing back to no track associated, track ID = autogenerated.

**File > Reset Track**

## Export

Outings from Enhanced PDR systems (PDR 2.5 outings) have dynamic overlays where the overlay data is held separately to the outing video/audio. This enables full control in the creation of videos for sharing with the overlay choice made at time of export, and not pre-set when the outing recording was captured.

The export function is a key facility for Enhanced PDR users to create videos with visible telemetry data for sharing with others.

Outings from PDR 1 and PDR 2 systems have static overlays. At the time of in-vehicle capture, the overlay chosen in the vehicle is embedded with the video and audio stream of the outing mp4 file. This means that the overlay cannot be adjusted with the AliveDrive Desktop application using the export function. The export of PDR1/PDR2 outings is still a useful function, however, as it enables a chosen lap or time-clip of the outing file to be created, meaning smaller files to share and quicker uploads to social sites.

### Export Initiation

With an outing open for playback (or two outings if in dual video mode), an export function can be initiated from the menu. The export will always be of the Current outing (not the Reference).

If an outing has been under analysis in the application, and choices made as to lap and overlay choice, then these choices will be carried across to the export function to enable quick export of the part of the outing that was previously being analysed. The export function does however allow these defaults to be freely adjusted if required.

Export setup and preview is provided via a pop-up window.

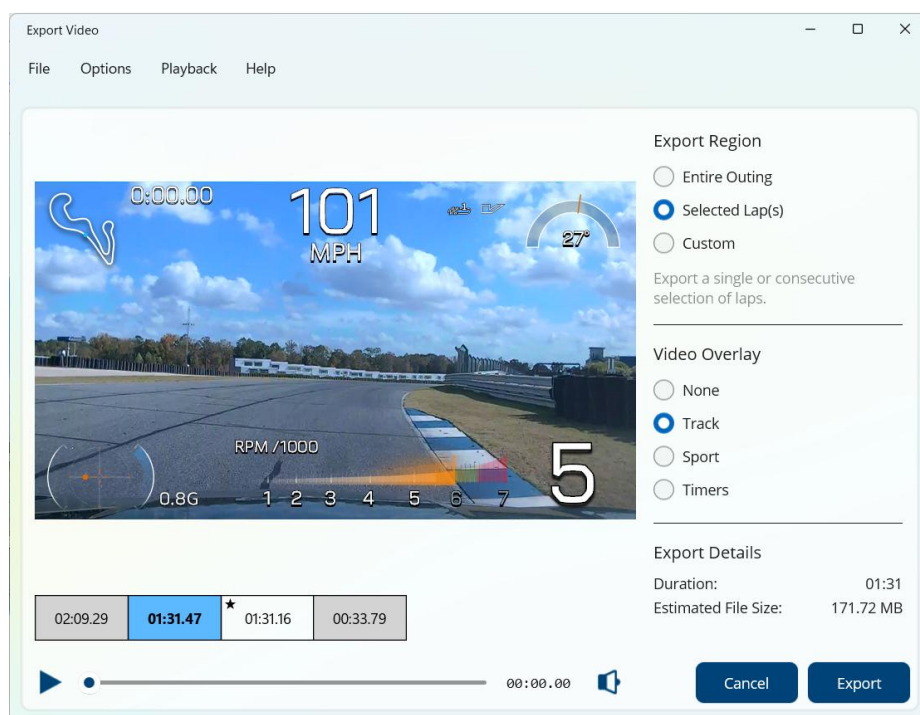


Figure 39 - Export opens up in a separate window

## Types of export

Support for four types of export is provided:

- Whole Outing export
- Single Lap export
- Multi-lap export
- Time-based clip export

Laps for export are selected with the mouse.

A multi-lap choice (via CTRL+click or Shift+click) needs to be sequential laps.

Choice of overlay is possible for PDR2.5 outing exports.

## Time-based clip export

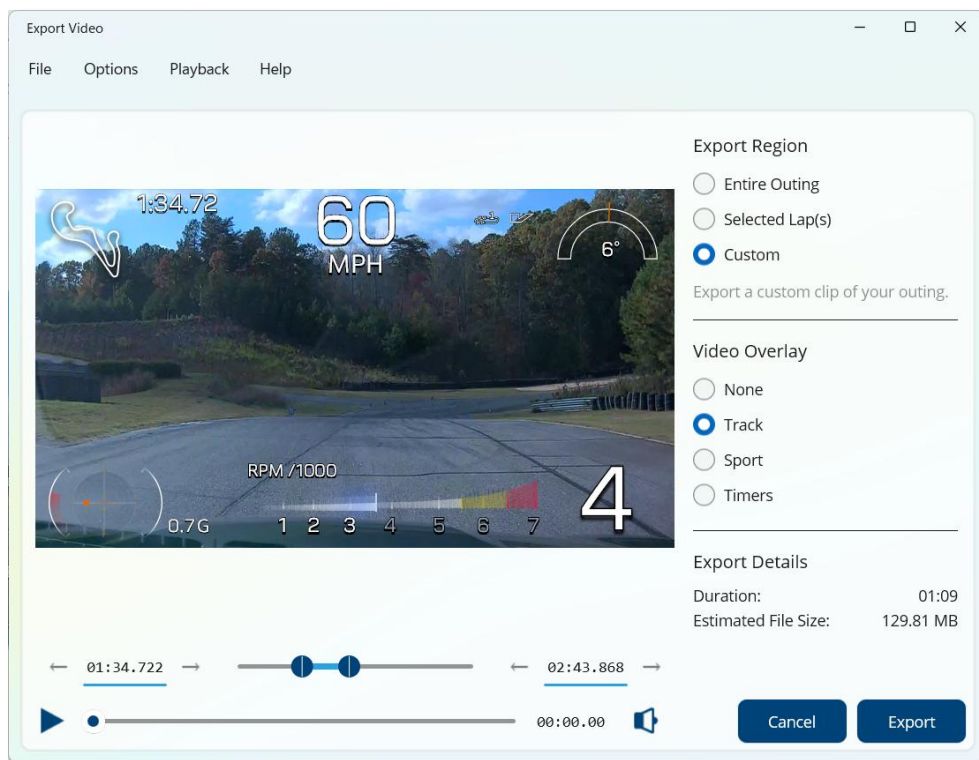


Figure 40 - Time-based clip export

For scenarios where the user does not want to be constrained to laps for the export (for example a dashcam recording), a time-based clip export is possible. Full control of start and endpoints is possible either by manually entering digits into the start/end time areas or using the two scrubber-bar markers as shown in Figure 41 below.

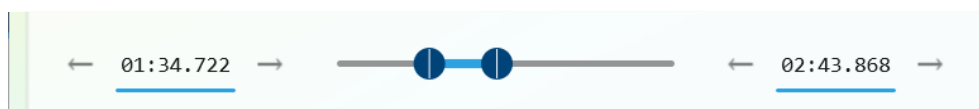


Figure 41 - Choose the start and end points

## Export Preview

The Export Preview panel within the Export window enables the user to see the chosen export settings, and an estimate of export file size.

In addition, full and independent playback of the export is possible, without affecting the playback in the main application window.

Note that if silent export preview is chosen (audio = OFF in the preview window), this will **not** affect the inclusion of audio within the exported file. Exported files will always include audio.

## Export Progress

With the export setting choices made, the 'Export' button will initiate the process.

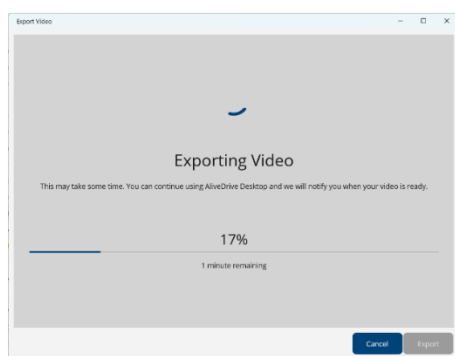


Figure 42 - Export Progress

The native file management application is then used to decide upon export location, and export filename. A default filename for the export is chosen, derived from the source outing name for clarity, but this name can be over-ridden.

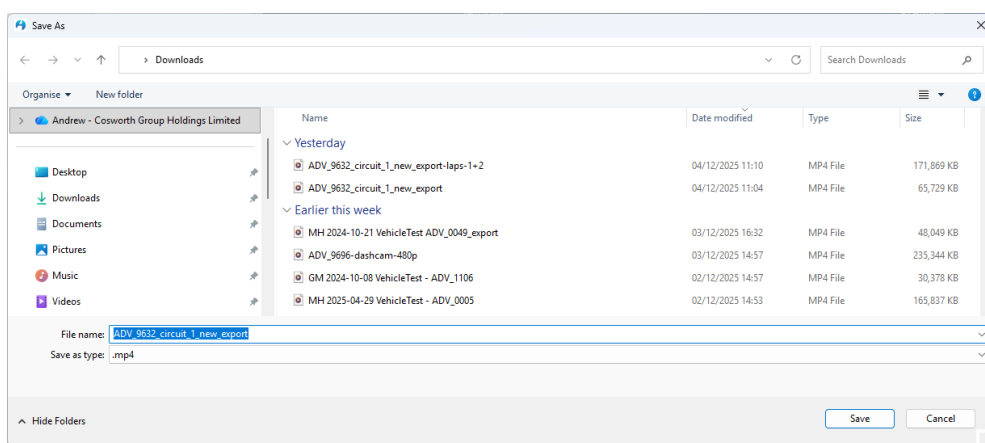


Figure 43 - Export location and filename choice

The application also has a built-in check for sufficient disk space and will provide warnings if the chosen location does not have sufficient space for the export.

The export file is of MP4 format and includes the selected video/audio and chosen overlay data. The file can be played on all mainstream video player apps and is suitable for upload for sharing to social sites.

## Software Updates and Stability

A manual check for updates can be initiated via the 'Help' menu.

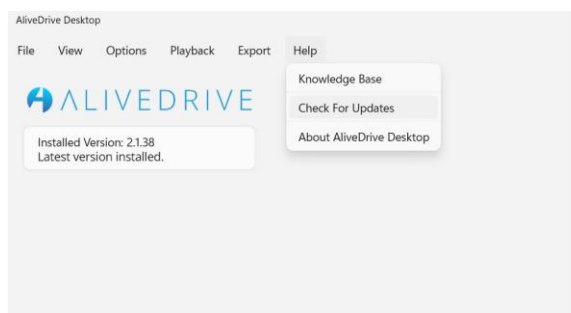


Figure 44 - Check for updates via the menu

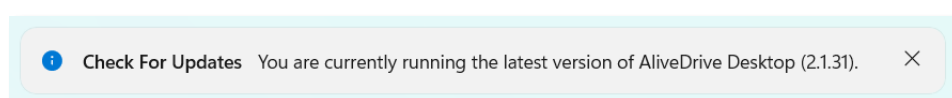


Figure 45 – Latest version message

The current version can be found via the main menu bar, and is also shown in the version information panel on the launch screen.

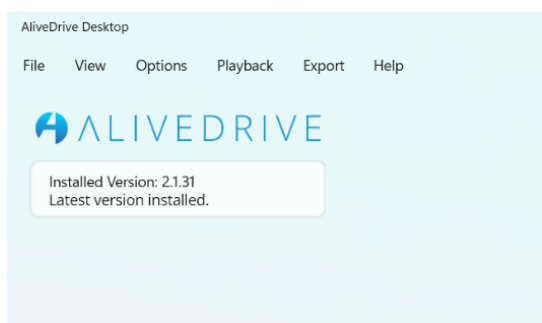


Figure 46 – Launch screen app. version panel

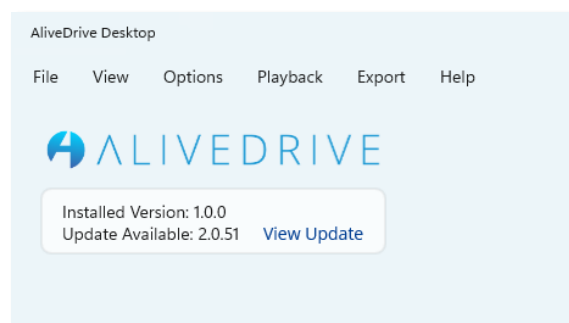


Figure 47 – Newer version available

The information regarding available app versions inclusive of release notes is available on the Cosworth website, on the [AliveDrive Desktop product page](#).

The app has built-in stability monitoring that constantly captures analytical data. This data is anonymised and is solely used to provide feedback to aid diagnostic analysis and bug fixes in the case of app crashes. In the situation where an app crash is experienced, the app will send the data to Cosworth with the ability for the user to add any additional notes to the report.

## Support

For further assistance in using the application or the in-vehicle AliveDrive system, please refer to the Cosworth Support Forum:

[Customer Support](#)