ALIVEDRIVE DESKTOP USER GUIDE - WINDOWS	Revision	2.0
	Date	May-19, 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

Introduction

This user guide describes the functionality of the AliveDrive Desktop v2.0 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.

What vehicles are supported?

In release v2.0, 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. 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.

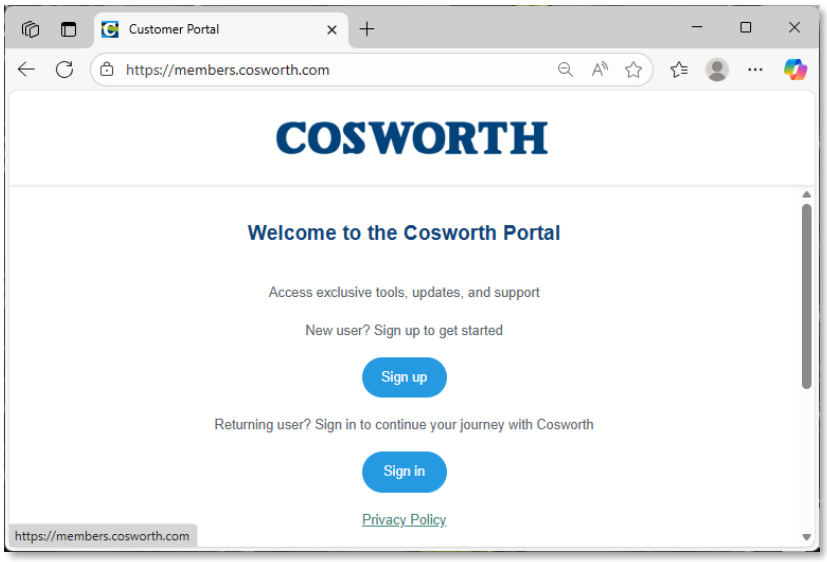

Figure 1 - Cosworth Member Portal

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.

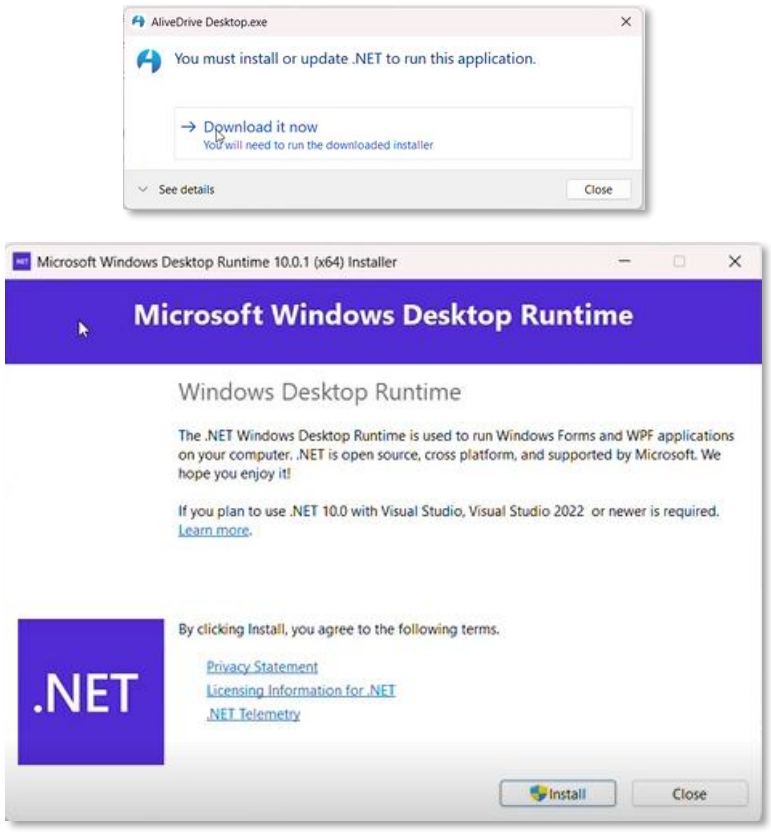

Figure 2 – Windows Desktop Runtime requirement

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.

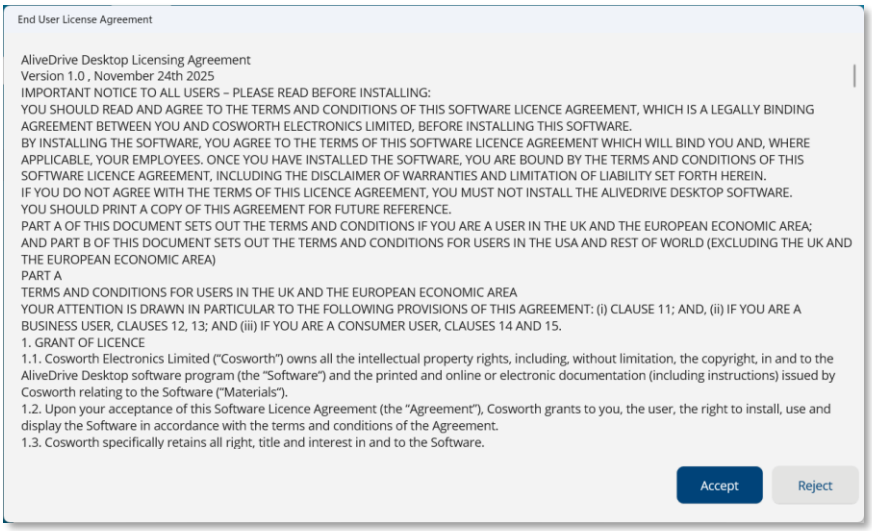

Figure 3 - Licence Agreement

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

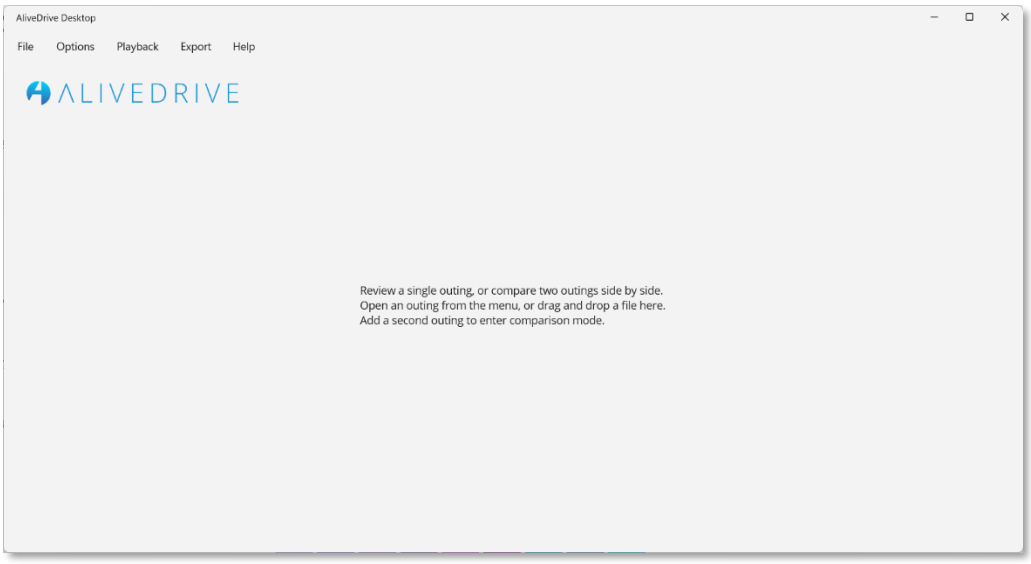

Figure 4 – Application Launch

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
Spacebar	Control of play/pause function during playback
CTRL-P	Play
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.

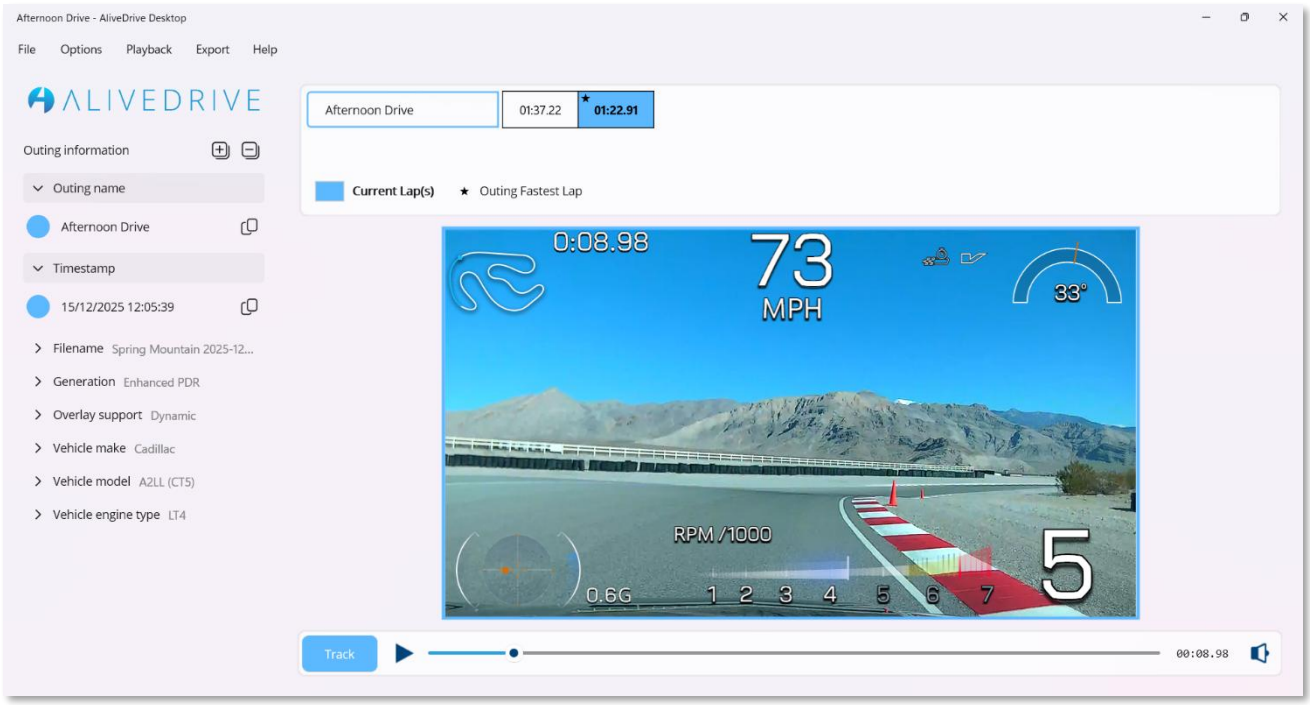

Figure 5 - Light Mode

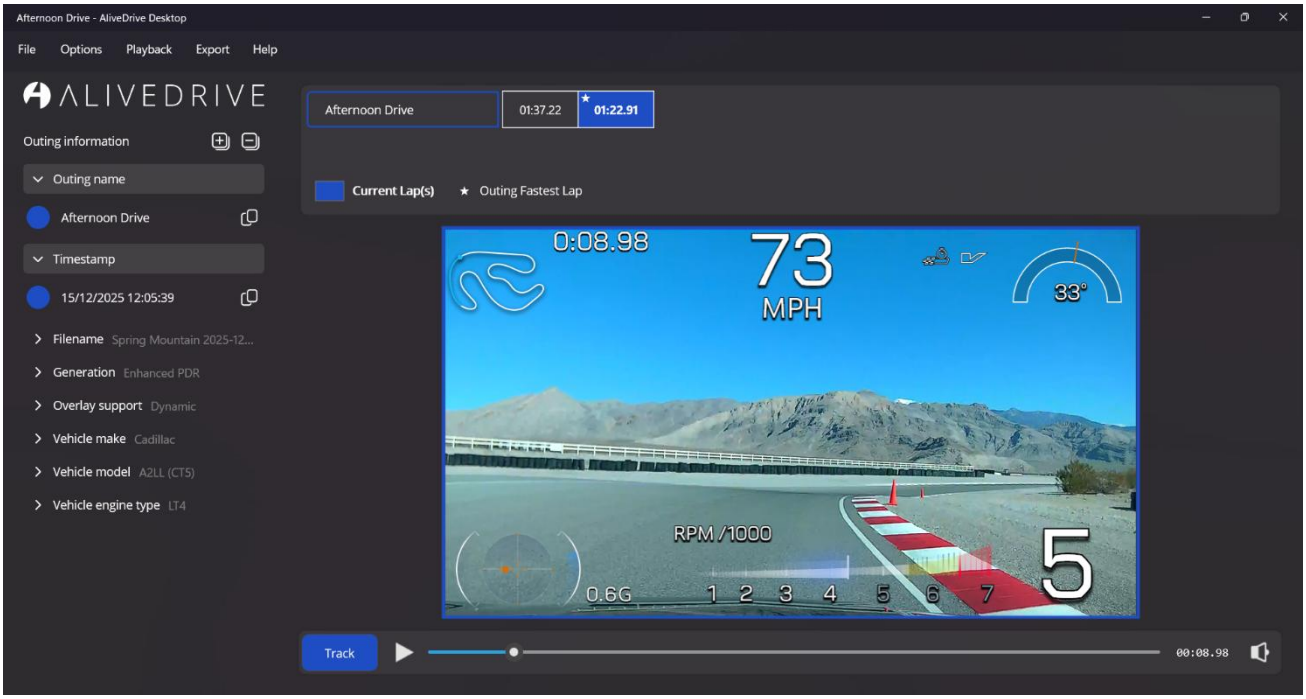

Figure 6 - Dark Mode

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 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

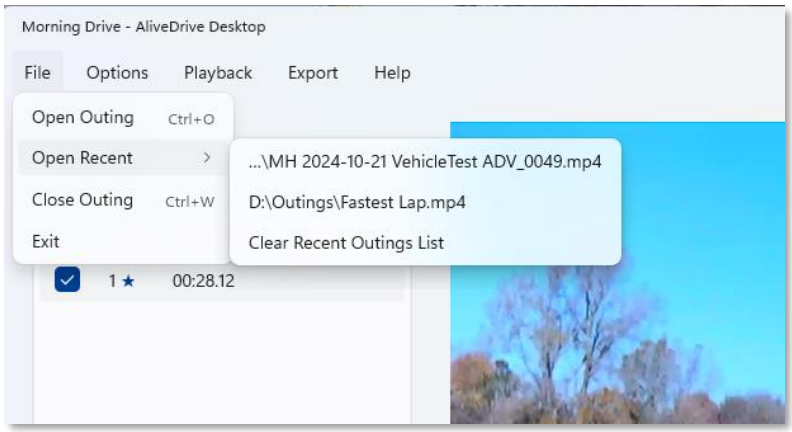

Figure 7 - Opening an outing using the menu

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.

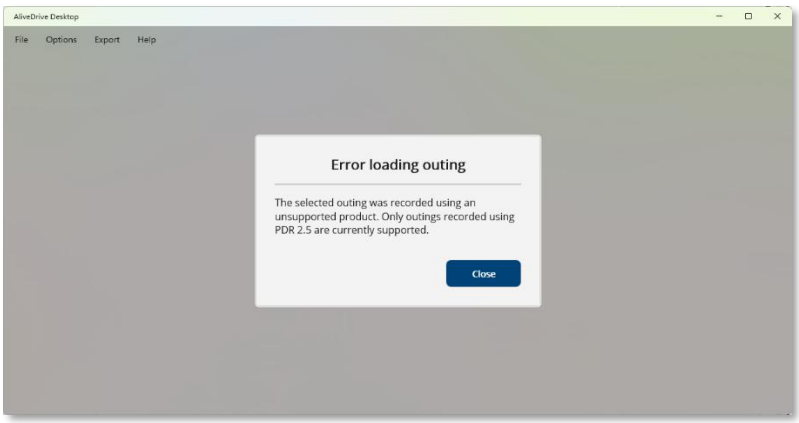

Figure 8 - Attempt to open an un-supported outing file

Switching to another outing via the menu

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

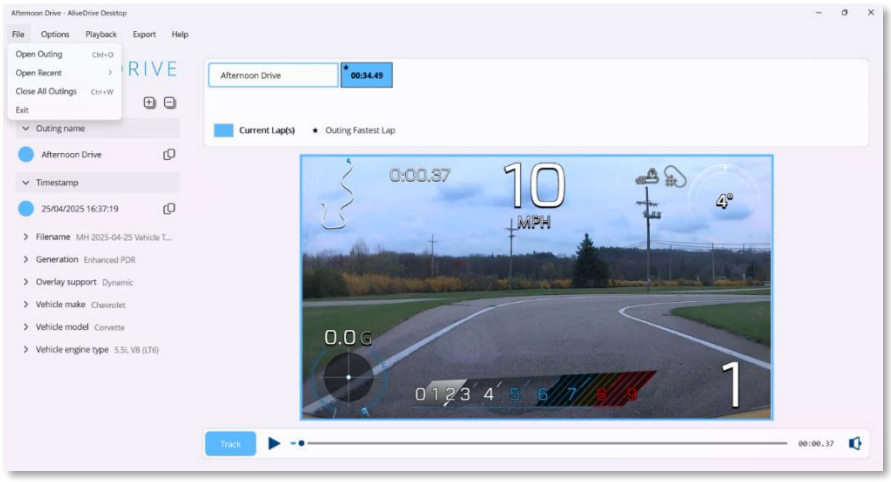

Figure 9 - Opening an outing via the menu to replace Current or become the Reference

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.

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

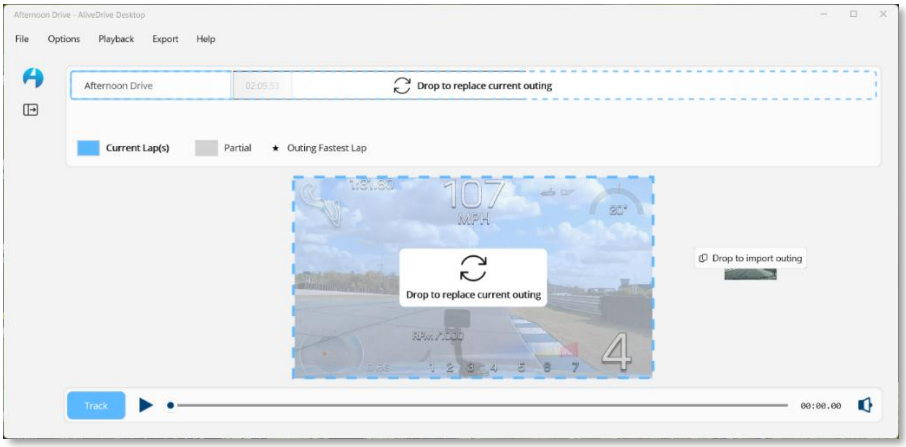

Figure 10 - Drag&drop new outing onto existing outing to replace it, or elsewhere to add the outing as a Reference

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.

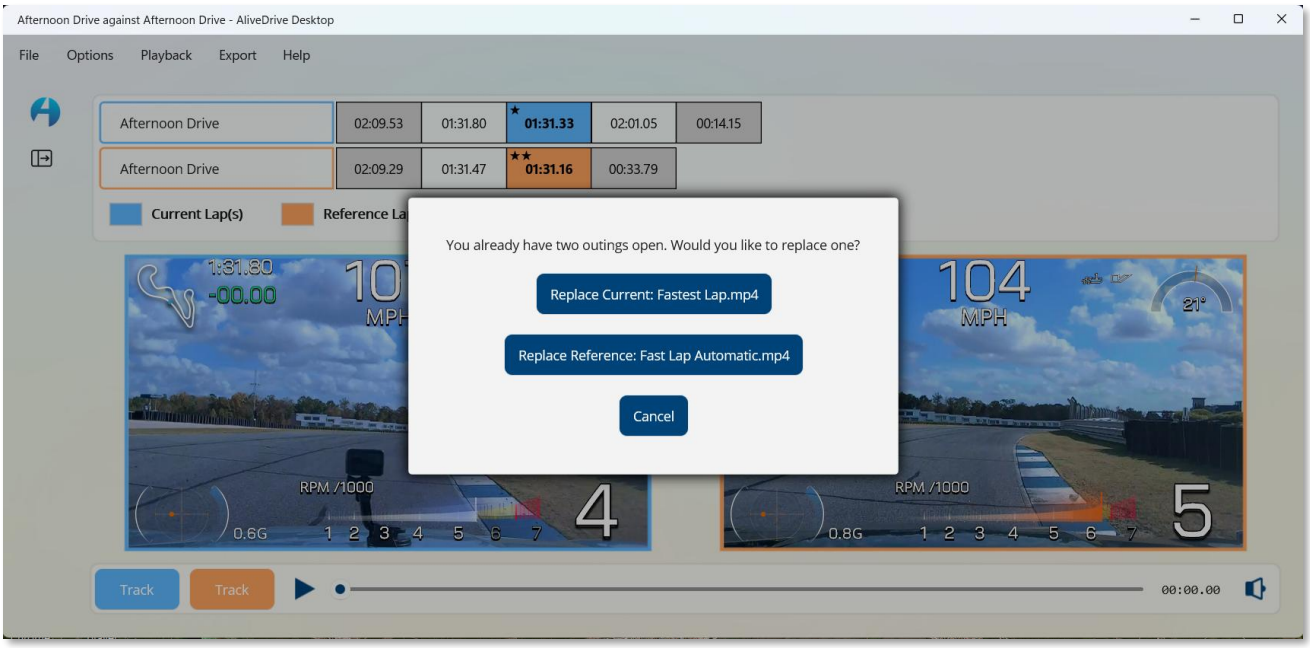

Figure 11 - Prompt to choose outing for replacement when menu used for opening new outing

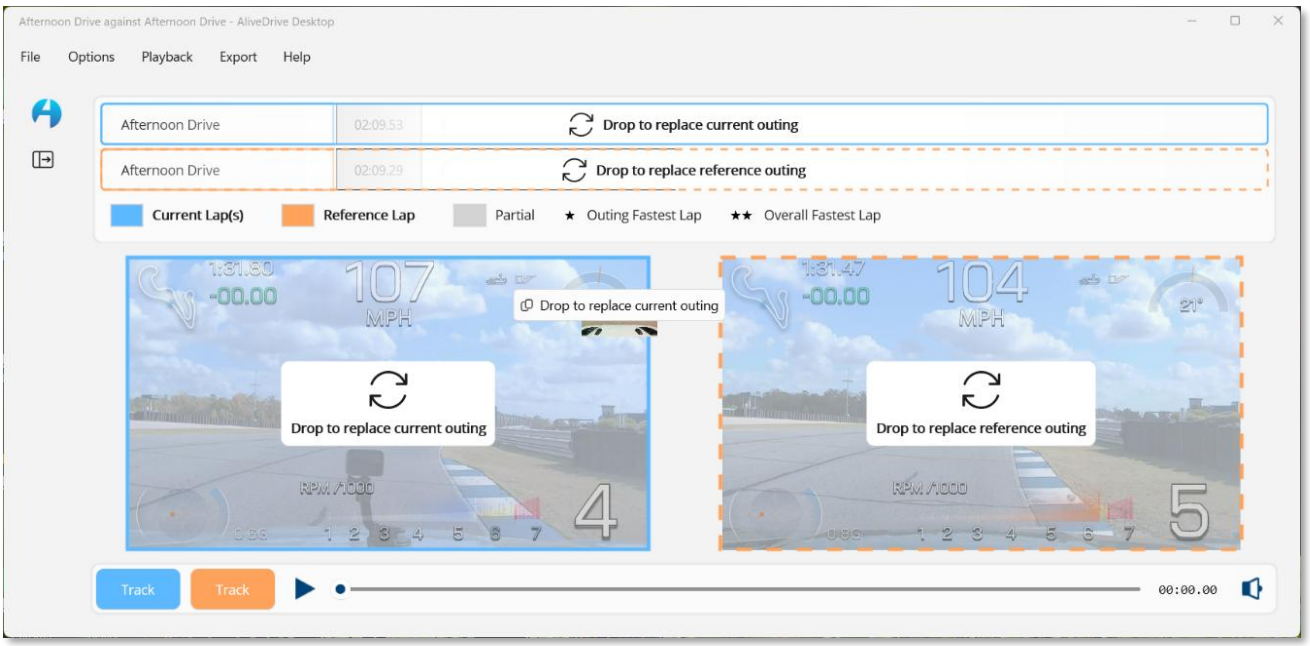

Figure 12 - Drag&drop zones provide choice of which outing to replace

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

Explorer Bar description and use

Figure 13 - 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 14 - Right-click on the currently open outing

Additionally, choosing the "***Use as Reference***" option as shown in Figure 14 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 15 shows the menu that appears for the right mouse click action within this area.

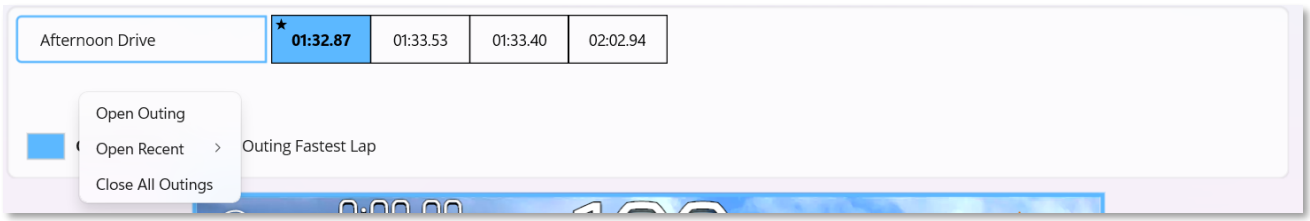

Figure 15 - Right-click beneath the currently open outing

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.

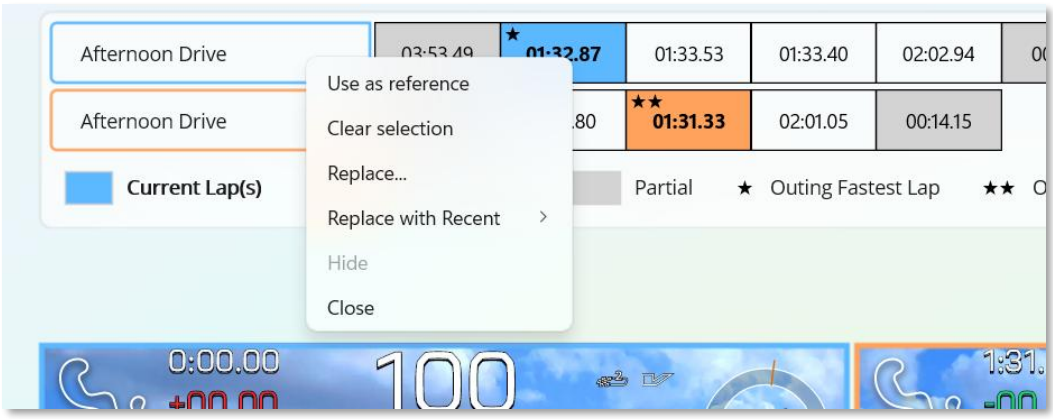

Figure 16 - Right-click on Current outing to toggle position of Current and Reference

Outing Properties Sidebar

Figure 17 - Outing Properties sidebar – two views, different properties expanded

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

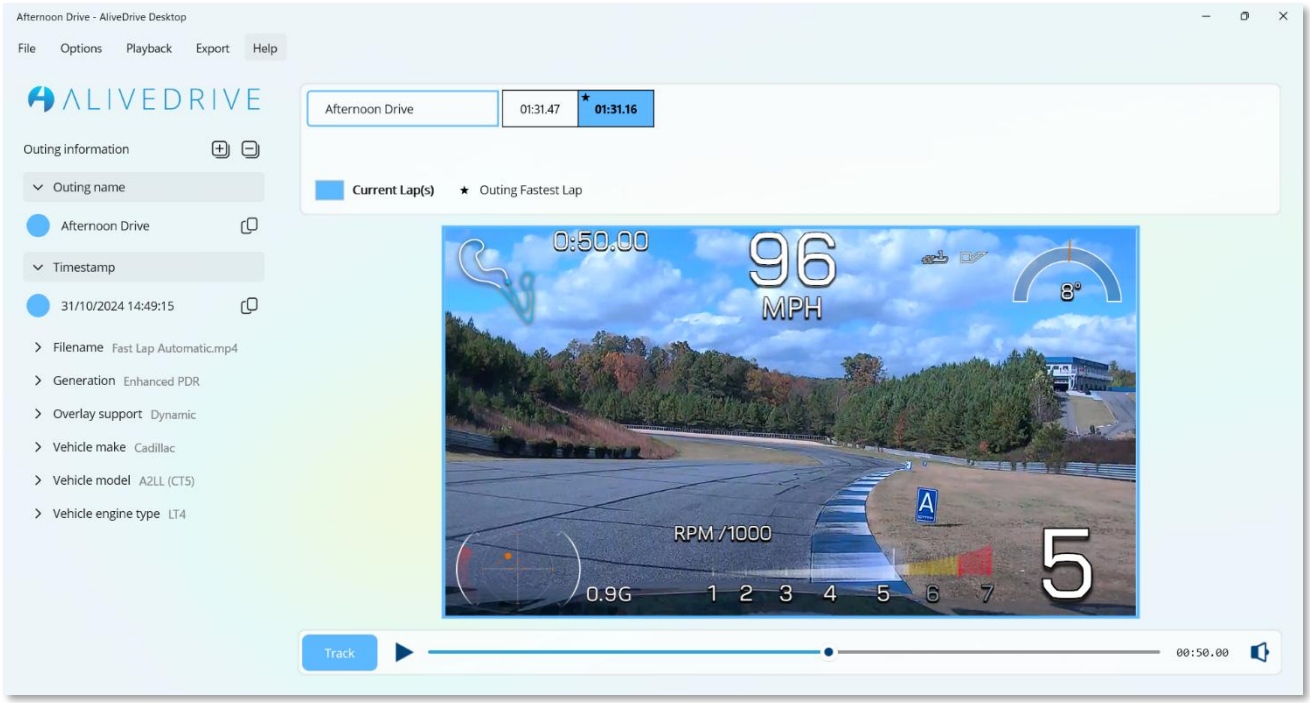

Figure 18 – Single outing playback, circuit outing example, fastest lap is lap 2, lap 2 selected

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)

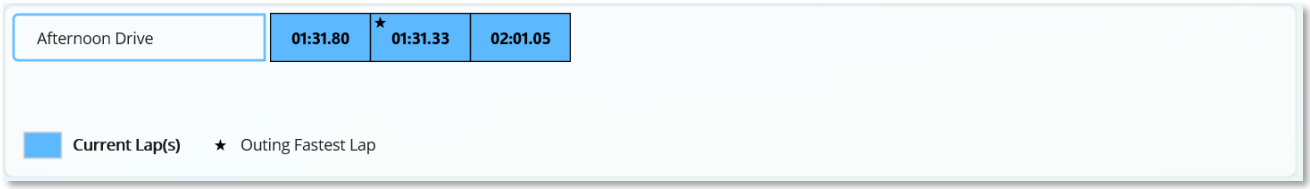

Figure 19 – Explorer Bar, single outing, multiple laps selected using Shift-click

Partial Region (Inlap/Outlap) 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 Regions are those where the timing does not include the full start line to finish line region:

- For circuit outings – the inlap and outlap, 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

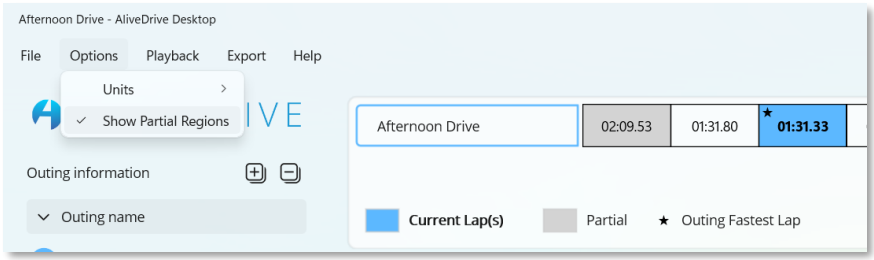

Figure 20 - Control the visibility of inlap/outlap

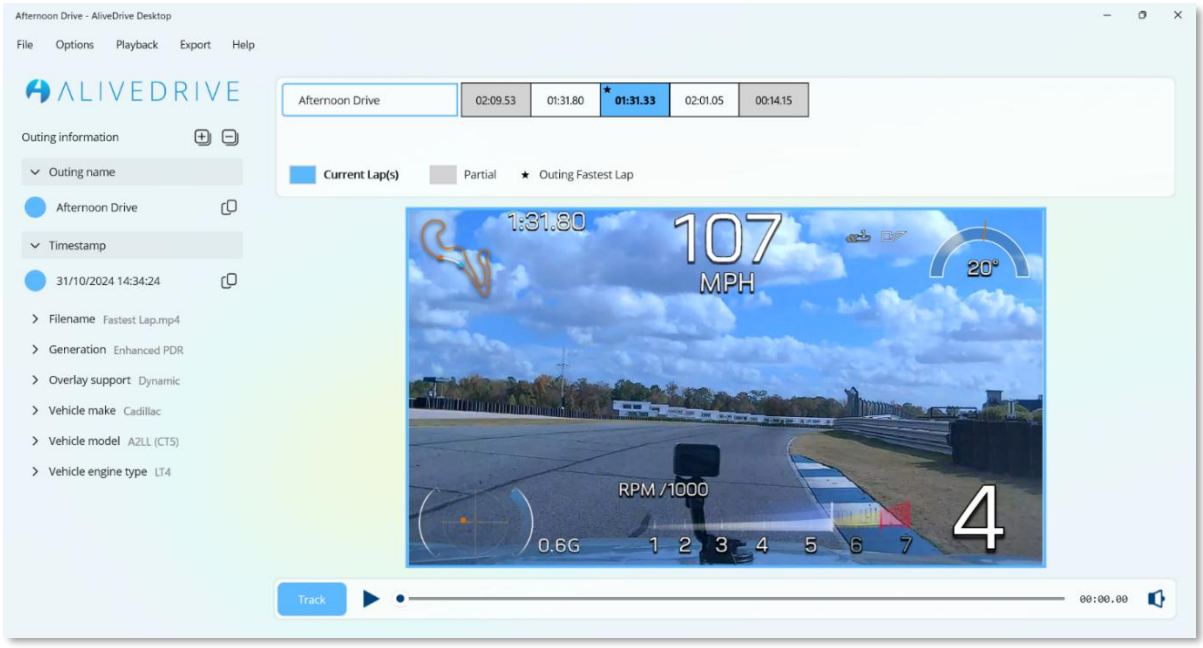

Figure 21 - Circuit Outing showing Inlap/Outlap available for playback

If you have Partial regions set to 'On' then these 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’

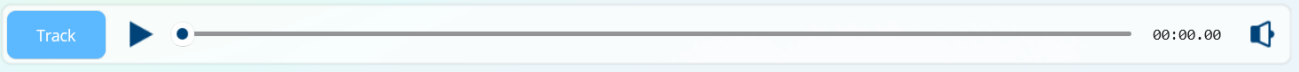

Figure 22 - Playback bar example, Track overlay selected, audio set to 'on'

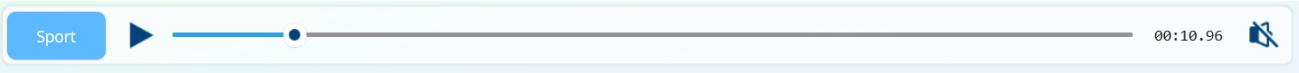

Figure 23 - Playback bar example, scrubber marker part way through lap, elapsed lap time shown, Sport overlay selected, audio set to 'off'

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

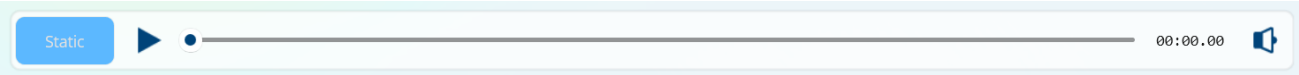

Figure 24 - Playback bar example, PDR1 or PDR2 file with Static overlays

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

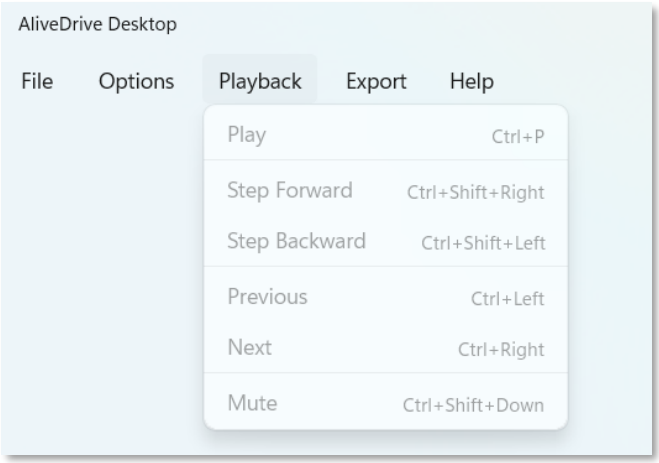

Figure 25 - Playback control via the menu

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.

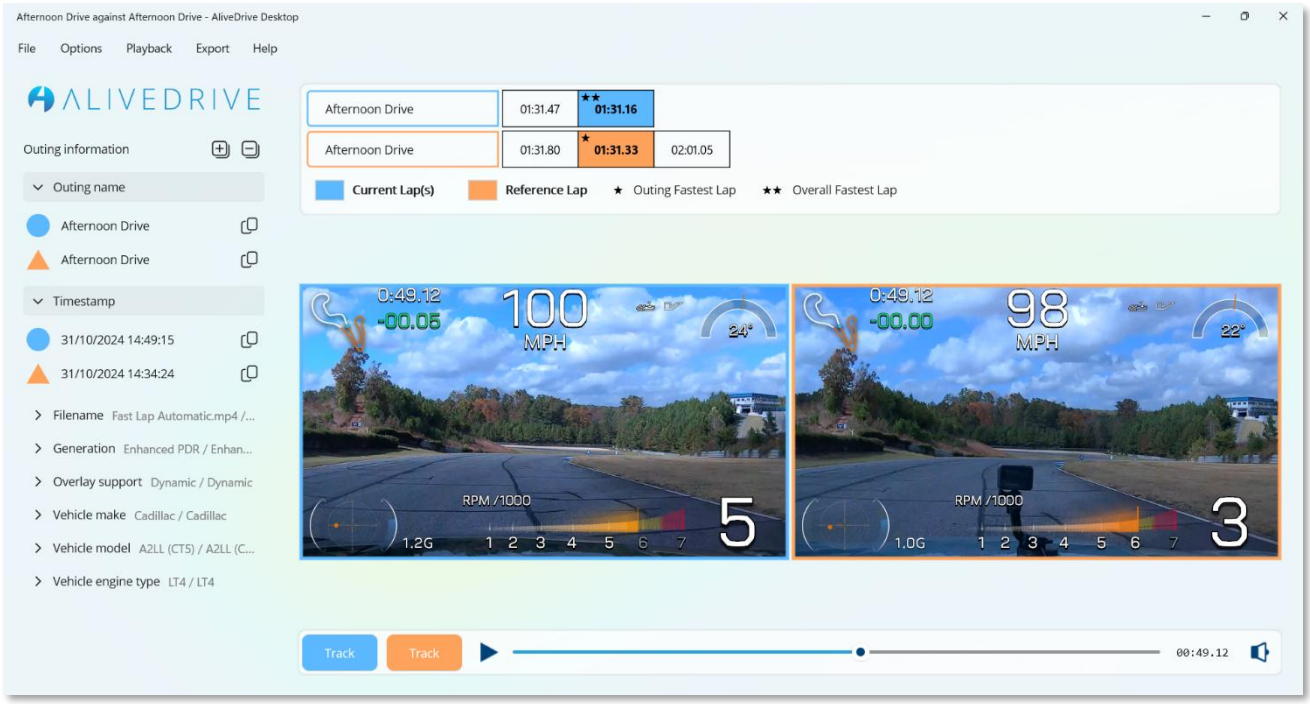

Figure 26 - Dual-video (comparison) playback mode

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.

Control of dual-outing playback

The single Playback Bar is used to play back the two outings in a time-synchronized manner[1]. (The outings will both be played back at full speed; circuit location differences will be shown indicating how far ahead the driver was on one outing vs. the other.

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.

[1] Distance-based comparison is a feature being delivered in a later release

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.

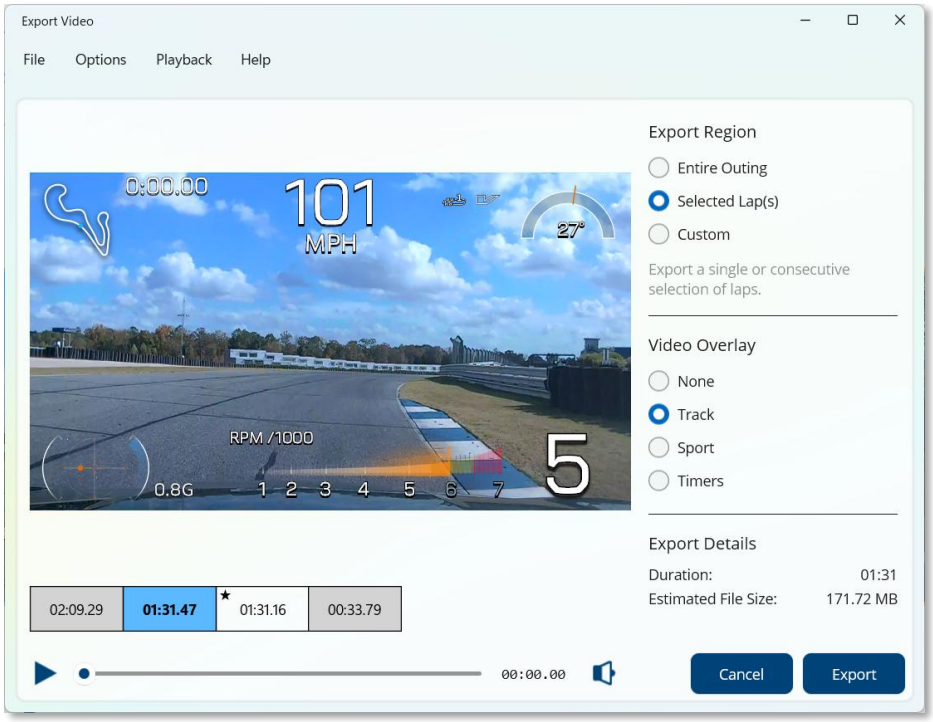

Figure 27 - Export opens up in a separate window

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

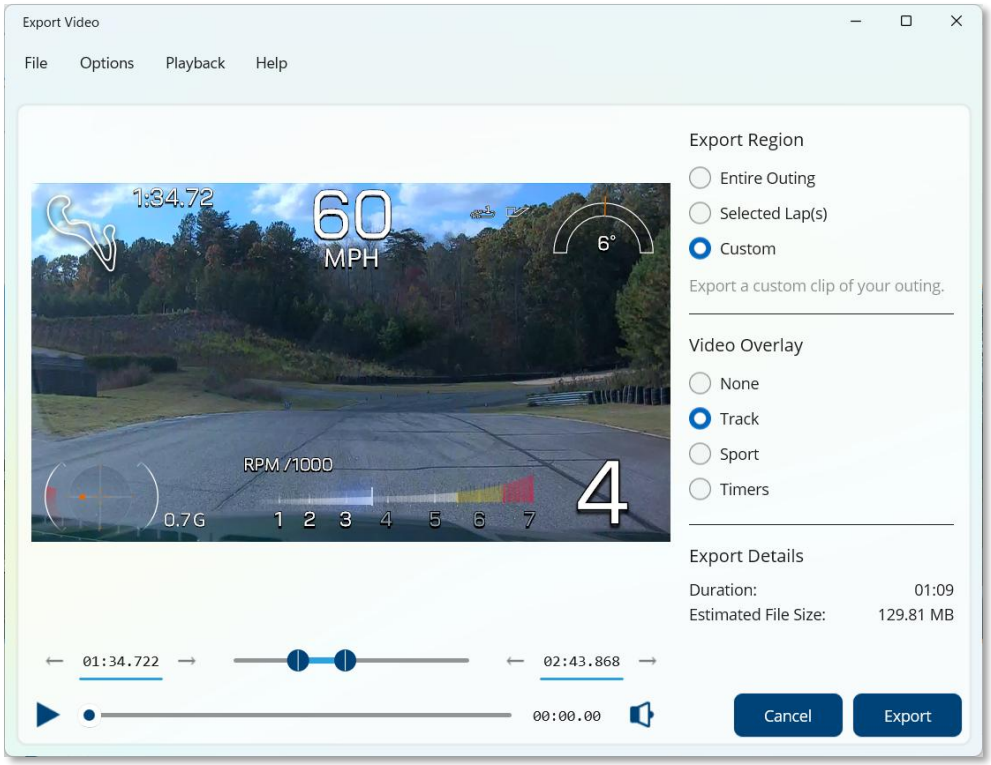

Figure 28 - Time-based clip export

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 29 below.

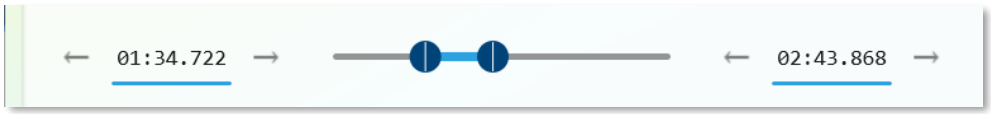

Figure 29 - Choose the start and end points

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.

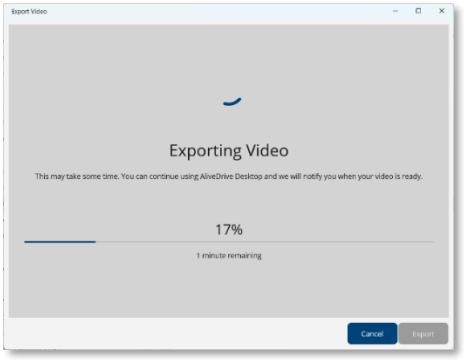

Figure 30 - Export Progress

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.

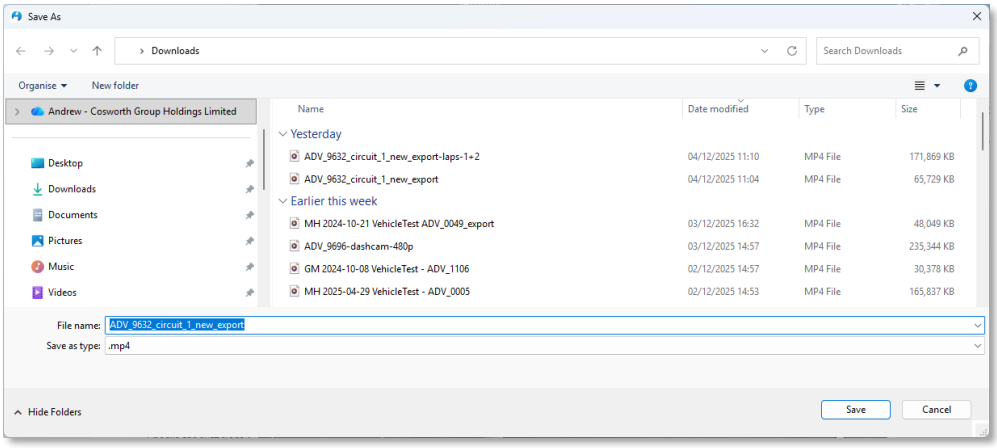

Figure 31 - Export location and filename choice

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. The current version can be found via the 'Help' menu item. 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