



Know your rig. Understand your game.

Your complete guide to performance, system health,
session reports and second-screen monitoring.

VERSION 0.1.2 ALPHA



INSTALL / MONITOR / RECORD / REVIEW

01 / START HERE

Ready in a few minutes

Install on the gaming PC. Open the dashboard. Connect your second screen.

1. Install the Windows companion

Run **DIAG-Setup-0.1.2-Alpha-x64.exe**. The runtime is included; you do not need development tools. This Alpha targets Windows 10/11 on Intel/AMD x64 and checks for .NET Framework 4.7.2 or later.

2. Complete the setup options

Use an administrator Windows account and approve its own setup prompt. Keep **advanced sensors** and **private local-network access** selected for the full experience. The sensor driver is downloaded only if absent. Desktop shortcut and start-at-sign-in are optional.

3. Find the Violet tray icon

Open DIAG from the Start menu. **Left-click** the tray icon to show the connection panel; click again to hide it. **Right-click** for Open dashboard, Pair a phone / browser, Restart companion and Exit DIAG. Look in the tray's hidden-icons area if needed.

Start with Overview

Open the dashboard and wait for Connected - LIVE. Use Game On before play, or jump directly to a section below. The dashboard opens on Overview. Clicking a menu section starts at its first tab. Closing the browser does not exit DIAG.

Find your way through this guide

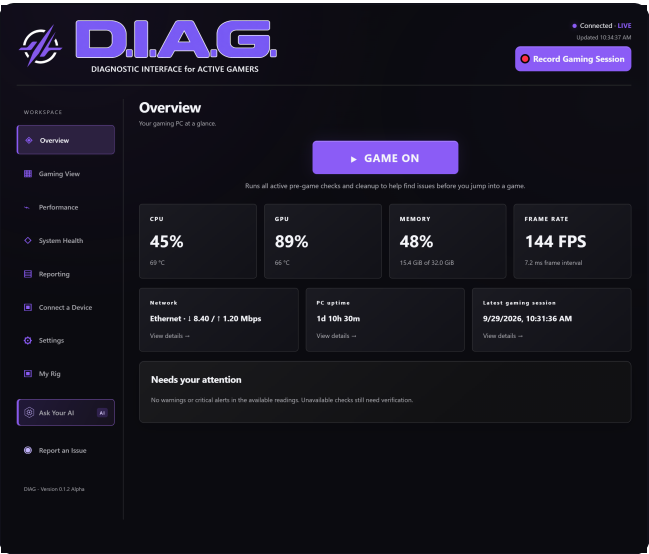
- | | | | |
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Screenshots show the actual interface with illustrative readings and example connection details. They are not benchmarks. This Alpha installer is unsigned and may trigger a Windows publisher/reputation prompt.

02 / OVERVIEW

Your dashboard at a glance

The starting point for checking your PC and finding anything that needs attention.



Overview: quick readings, navigation, session recording and the pre-game checklist.

01 / Open the details

Select a performance card to jump to Hardware. Network, uptime and latest-session cards open their related views.

02 / Review attention items

Warning and Critical rows include a Review button. Navigation badges show where attention items are grouped.

03 / Keep context in sight

Connection status and recording stay at the top. The installed version appears at the bottom of the navigation.

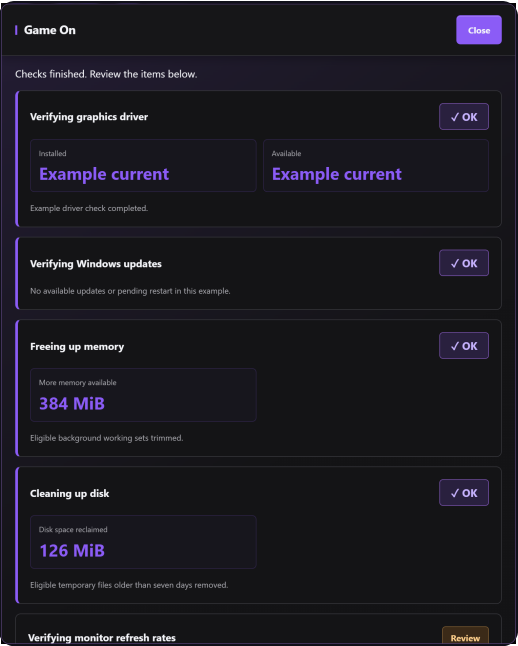
Section	What you will find
Overview	Game On, quick performance cards, network traffic, uptime, latest session and Needs your attention.
Performance	Hardware: CPU, memory, GPU, FPS and fans. Network: adapter traffic and live connection stability.
System Health	Updates; Displays; Storage; Power & Battery.
Reporting	Saved gaming sessions, speed-test history and session-based stability reports.
Connect a Device	QR code, network address, pairing code and access controls on the gaming PC.
Settings	Temperature units, Threshold Overrides and live visual/sound alert preferences.
My Rig	Hardware inventory, Copy Text and your personalized downloadable Rig Card.
Report an Issue	Support-file preview, download and prepared email.

Read the status, not only the color. Warning and Critical mean a configured limit was crossed. Unavailable or Unverified means DIAG lacks a trustworthy result. Connected - LIVE confirms communication, not that every sensor works. On a phone, use **Menu** to open navigation.

03 / OVERVIEW / GAME ON

Check before you jump in

One checklist combines fresh update checks, cleanup and your configured thresholds.



Example checklist. Highlighted values show the result of each action.

Run it before play

Choose **Game On** in Overview. Review optional app closing on the gaming PC, then let the checklist finish, then review every row. Some update checks can take a few minutes.

More than a scan

This button also frees eligible background memory and removes eligible old temporary files.

Follow the result

OK means that check passed. Review points to something worth checking manually. Unverified means DIAG could not establish a result.

Check or action	What DIAG does
Graphics & Windows updates	Checks compatible driver/update availability and Windows restart status. Shows installed/available driver values when verified.
Memory & disk cleanup	Reports the measured increase in available memory and reclaimed temporary-file space.
Displays & sensor thresholds	Reviews reported refresh-rate choices, CPU/GPU temperatures, RAM usage, storage space, fan RPM, uptime, battery when detected and the last completed download test.

Know what changes

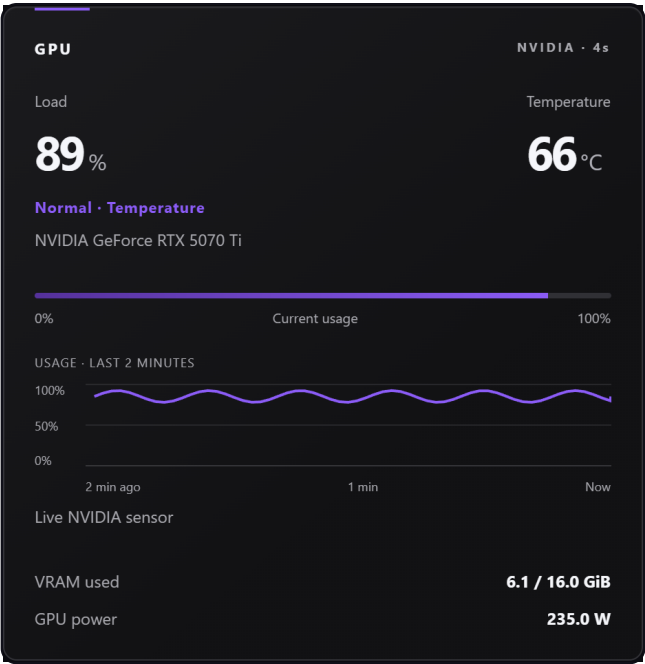
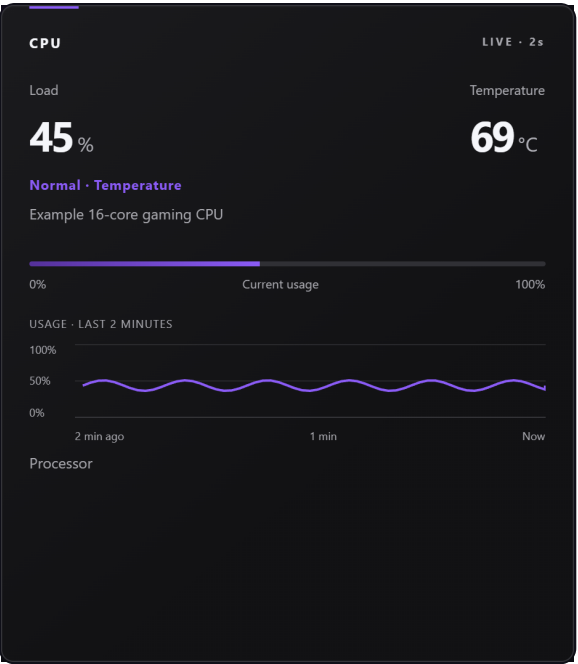
Game On cleans eligible temporary files older than seven days. Personal files and the Recycle Bin are left alone. It does not install updates, change refresh rates or power plans, reboot the PC, or start a new speed test.

All checks passed appears only when every checklist row is OK. Treat “optimized for gaming” as the result of these checks, not a guarantee of maximum FPS. Review, Restart, Unverified, Warning or Critical results still need attention.

04 / PERFORMANCE / HARDWARE

Load, heat and cooling

Use current readings and short trends together to understand what your PC is doing.



CPU and GPU cards pair load with temperature. These example values are illustrative.

CPU

Load is overall processor utilization. **Temperature** uses a main/package reading when available rather than listing every core. The CPU status badge evaluates temperature, not load.

Memory

Shows the percentage and amount of physical RAM in use. **Free up memory** trims eligible background-app working sets and reports how much more RAM became available. Apps remain open and may load that memory again.

GPU

Shows load, temperature, used/total VRAM and reported power. The current Alpha's live GPU card relies on NVIDIA telemetry; AMD/Intel live-GPU support is not equivalent. An absent reading is not a zero.

Cooling & fans

Lists supported RPM readings. **More temperatures** expands additional available sensors. If needed, use **Install sensor helper** on the gaming PC. Some hardware does not expose every fan or sensor.

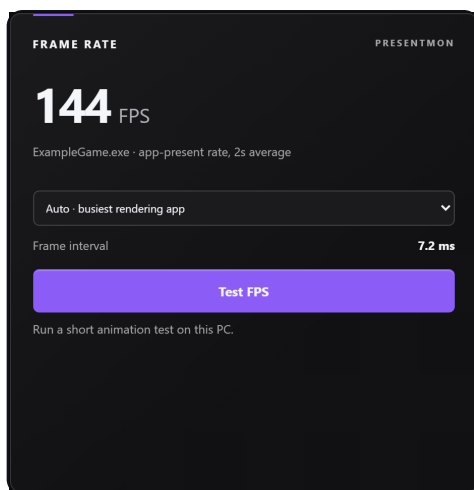
How to read the bars and graphs

The straight bar shows current usage from 0 to 100%. The graph below covers the last two minutes, also 0 to 100%. CPU and memory refresh about every two seconds; NVIDIA readings about every four. A low fan reading may be normal for a fan-stop design: compare it with temperature and hardware behavior.

05 / PERFORMANCE + SYSTEM HEALTH

FPS and your display

Frame rate, frame interval and refresh rate describe different parts of the experience.



Choose the rendering app you actually want to follow.

Live game FPS

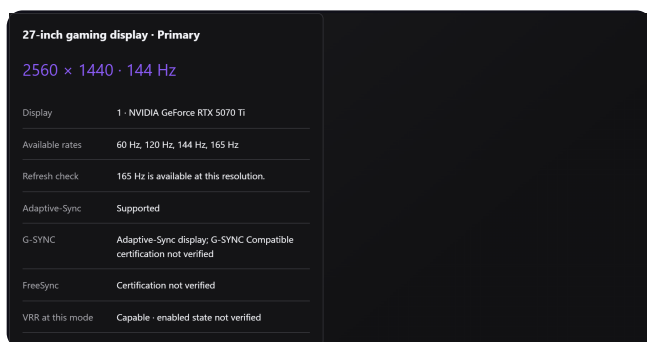
PresentMon follows active rendering apps. Auto chooses the busiest rendering stream; it does not know which process is your game. Choose the game from the list for a more consistent session recording.

Frame interval

Milliseconds between reported presents. Consistency matters as well as the average: 60 FPS is about 16.7 ms; 144 FPS about 6.9 ms.

Test FPS

Runs a short animated browser test on the gaming PC: roughly one second of warmup and an eight-second measurement. Keep the tab visible; hiding it cancels the test. It measures that browser's animation timing, not a game benchmark or frames physically displayed. It is unavailable from a paired remote device.



System Health > Displays: current mode, available rates and reported sync capabilities.

Current Hz versus available Hz

DIAG compares Windows-reported refresh rates at the current resolution and color depth. **Display settings** opens Windows on the gaming PC so you can review a higher rate. DIAG does not apply one automatically.

Adaptive-Sync is a capability check. Reported capability does not prove G-SYNC/FreeSync certification or that variable refresh is enabled in the current game. Live FPS is an app-present rate, not guaranteed displayed or generated-frame FPS.

06 / PERFORMANCE / NETWORK

Watch the connection

See traffic on your adapters and compare the local route with the internet route.



Adapter traffic is measured activity, not your maximum internet speed.

Ethernet & Wi-Fi

Each connected physical adapter shows current download and upload traffic, link speed and a two-minute graph. The graph scale adjusts to the traffic. Link speed describes the adapter connection; it is not a speed-test result.

Connection stability

The gaming PC sends a small ICMP probe to its default gateway and Cloudflare about every two seconds, with a one-second timeout. The rolling view covers up to ten minutes and does not run bulk downloads.

Reading	How to use it
Current / average latency	Time for a probe reply now, and the mean over the retained samples.
Jitter / peak / 95th percentile	Variation between consecutive successful replies; the largest delay; and a value that most successful samples do not exceed.
ICMP loss / local errors	Missed probe replies and failures in issuing/processing a probe are shown separately. Neither is a direct measurement of game-packet loss.

Pause, resume and clear

Pause monitoring stops new stability probes; **Resume** starts them again. **Clear history** resets the live rolling history. It does not delete your already saved gaming-session reports.

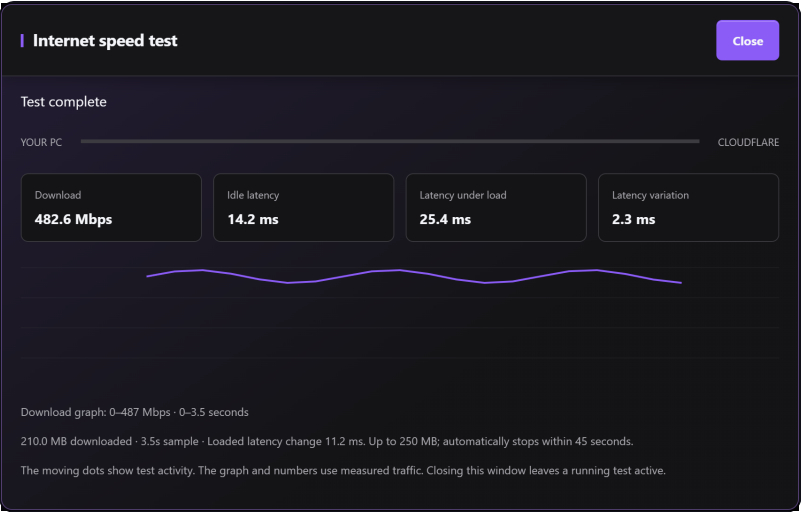
Compare, then investigate

If both targets worsen, start by reviewing the local connection. If only the internet target worsens, investigate the upstream route as well. These are clues, not proof of a cause: routers and providers can block or deprioritize ICMP replies.

07 / REPORTING / SPEED TESTS

Measure download performance

An active test gives a measured result and saves it for later comparison.



The animation shows activity; the graph and figures represent the test measurements.

Result	What it means
Download speed / throughput	The same measured download rate expressed as Mbps and MB/s. Divide Mbps by eight to estimate MB/s.
Idle latency	HTTP response timing before the download load. This is different from game-server ping.
Latency under load / variation	Response timing during download, and the average change between consecutive idle-latency samples.
Data downloaded	How much data the test used. Useful on capped or metered connections.

Run, view and cancel

Choose **Run speed test** to open the live test window. **View test** reopens it. Closing that window leaves an active test running; use **Cancel test** to stop. DIAG targets Cloudflare, does not measure upload speed in this test, and stops within 45 seconds.

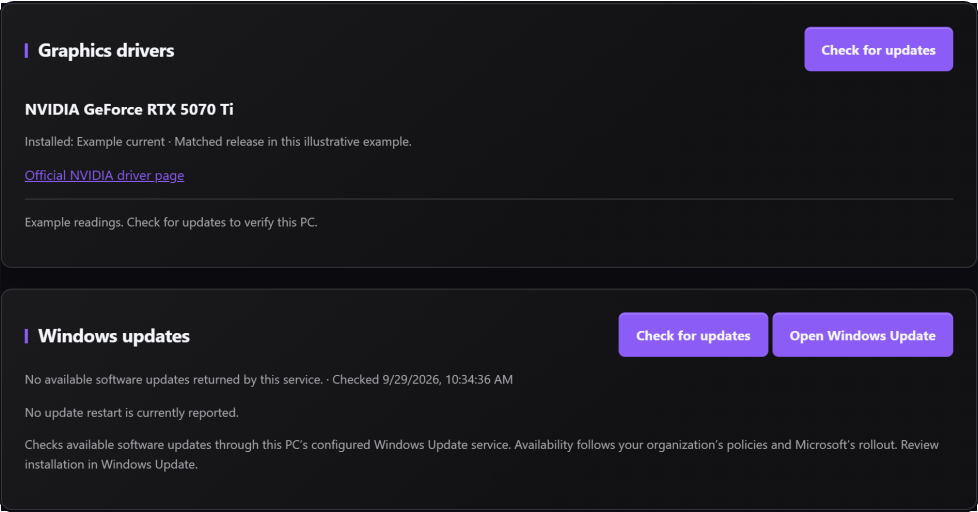
Best run between matches

The test can download up to 250 MB and compete with your game for bandwidth. History retains the last 100 completed, canceled or failed results across restarts. The network threshold uses the most recent completed download result, not current adapter traffic.

08 / SYSTEM HEALTH / UPDATES

Keep update status clear

DIAG checks availability and sends you to the appropriate place to review installation.



Graphics-driver and Windows Update checks are separate. Neither installs updates automatically.

Graphics drivers

Check for updates compares supported NVIDIA cards with a matched WHQL Game Ready catalog result. AMD and Intel checks use compatible Windows Update offers. No offer is not proof that the vendor’s newest release is installed; use the official driver page when DIAG cannot verify it. Laptop manufacturers may recommend a different package.

Windows updates

Check for updates uses the PC’s configured Windows Update service. Results can include update names, KB references, availability and pending-restart status. Organization policy and rollout timing affect what Windows offers. **Open Windows Update** opens Windows settings on the gaming PC.

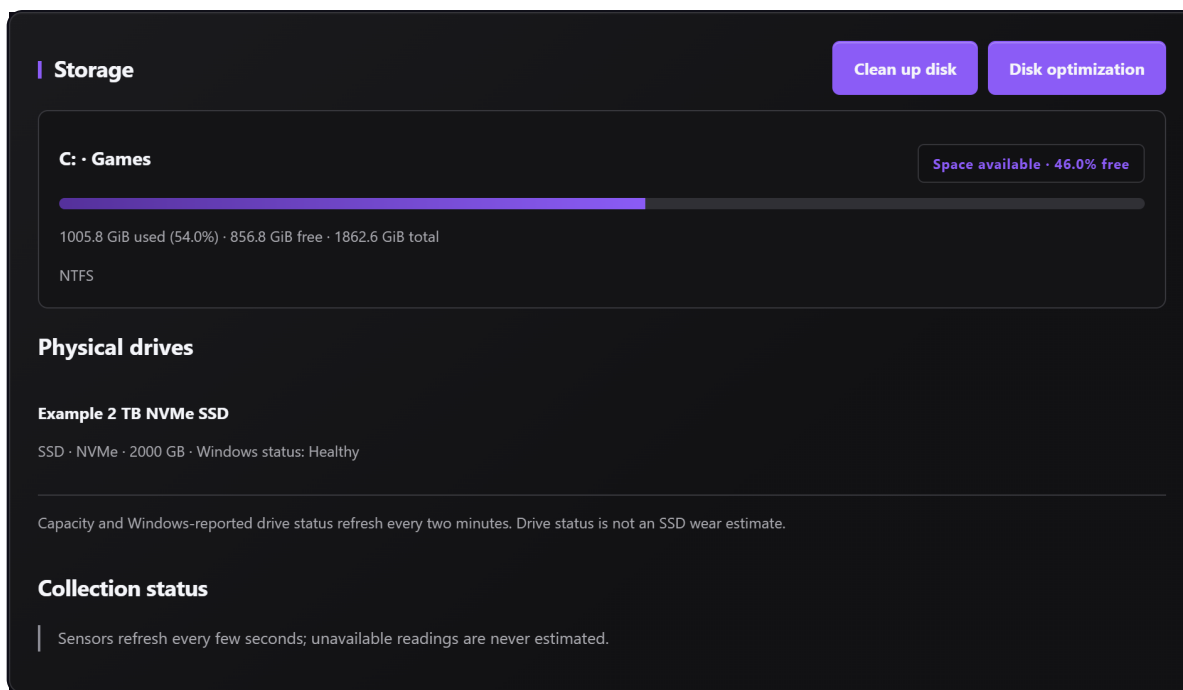
Status	Your next step
Update available	Review the identified package and install through the official vendor or Windows workflow.
Restart required	Save your work and restart Windows when convenient, then check again.
Unverified / partial / failed	Review the message and official source. An incomplete check is not an “up to date” result.

Available graphics and Windows updates default to **Critical** in DIAG. This is your chosen attention level, not a claim that every offered update is an urgent security incident. You can change each to Warning in Settings.

09 / SYSTEM HEALTH

Storage and drive care

Review capacity and open the right Windows tools for cleanup and optimization.



Storage separates volume capacity from physical-drive information.

Capacity & physical drives

Each volume shows free percentage, used/free space, total size and file system. Physical drives add the model, reported type, connection bus, size and Windows status. Inventory refreshes about every two minutes.

Clean up disk

Opens the Windows **Disk Cleanup** dialog on the gaming PC. You choose the categories to remove. This differs from Game On's silent cleanup of eligible old temporary files.

Disk optimization

Opens Windows **Optimize Drives**. Review the drive and Windows' recommended operation. The button does not automatically defragment every drive; SSD optimization and HDD defragmentation are different operations.

Your hardware summary

Open **My Rig** in the left menu for your hardware inventory, **Copy Text** and a personalized downloadable **Rig Card**. See page 20 for the complete walkthrough.

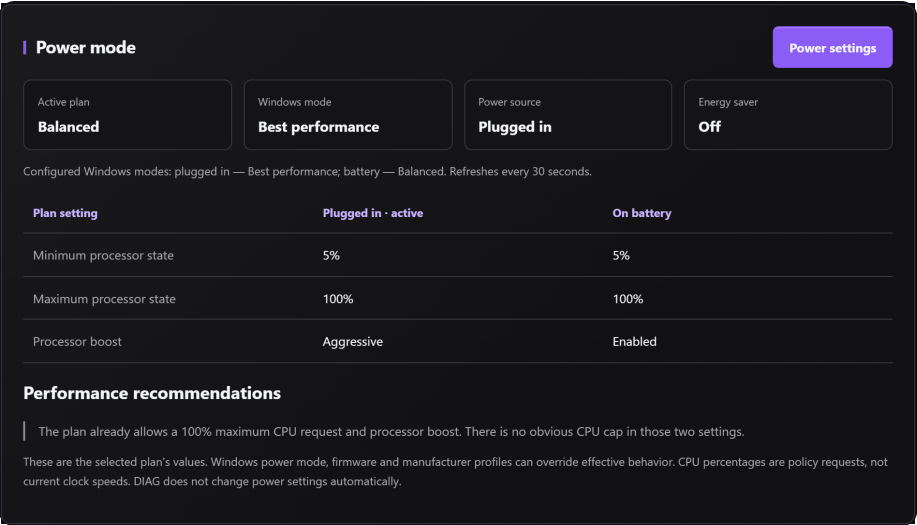
Read capacity and health separately

Low free space can trigger your storage threshold. "Healthy" is Windows-reported drive status, not a complete SMART diagnosis or an SSD wear estimate. Collection status explains missing readings and detected issues. If automatic copying is blocked, DIAG provides selectable text.

10 / SYSTEM HEALTH / POWER & BATTERY

Power, battery and uptime

Understand the selected plan and review restart reminders without automatic changes.



Power settings show configured policy values, not a measurement of current CPU clock speed.

Power mode

Shows the active plan, Windows power mode, current power source and energy-saver state, plus plugged-in and battery values for reported plan settings. Recommendations call out possible limits such as disabled boost or a capped maximum processor request. **Power settings** opens Windows; DIAG does not change the plan for you.

Battery health

Appears only when a battery is detected. Charge tells you how much energy remains now. Estimated health compares full-charge capacity with original design capacity. Capacity, chemistry and cycle count depend on what Windows and firmware report.

PC uptime

Shows elapsed Windows uptime. DIAG defaults to a Warning at three days and Critical at five days. These are configurable reminders, not a universal performance rule. No automatic reboot occurs. Use Windows **Restart** after saving your work.

Refresh / interpretation	Detail
Battery readings	Charge about every 30 seconds; capacity health about every 10 minutes. Zero reported cycles can mean firmware does not track them.
Power readings	About every 30 seconds. Firmware, Windows modes or vendor profiles can override the effective behavior of a selected plan.

Battery alerts use charge, not estimated health. Review temperature and actual game performance when comparing power modes. More power or a more aggressive setting does not automatically mean a better experience.

11 / RECORD GAMING SESSION

Capture the whole session

Turn a “something felt wrong” moment into a timestamp you can investigate later.

Gaming session recording

Stop recording & view report

RECORDING · 0h 0m 12s · 6 samples saved

Recording performance data on your gaming PC every 2 seconds. Tracks CPU, GPU, RAM, available fan and power sensors, frame timing, network traffic and stability, thresholds and settings. This is a telemetry recording, not video.

CPU load 46.2 %	CPU temperature 69.4 °C	Memory usage 48.0 %	NVIDIA GeForce RTX 5070 Ti load 89.8 %
NVIDIA GeForce RTX 5070 Ti temperature 66.0 °C	Sampled present rate 144.8 FPS	Mean frame interval 7.2 ms	

Frame source: ExampleGame.exe · rolling PresentMon intervals.

Switch to your game whenever you are ready. Recording continues in the companion. This window stays open until you stop; reopening DIAG brings it back. No speed test or cleanup runs automatically.

Mark the Moment · What happened?

Lag spike, stutter, dropped connection...

Mark the Moment

■ +0h 0m 10s · Lag spike at the start of the round

The recording window stays open outside Gaming View; Gaming View provides inline controls. Example readings and notation shown.

Start recording

If you want a particular game’s frame timing, choose it under **Performance > Hardware** first. Select **Record Gaming Session** at the upper right. The companion saves telemetry about every two seconds: CPU/GPU load and temperature, RAM, available power/fan sensors, frame timing, network traffic/stability and context.

Mark the Moment

Enter a short reason such as “stutter during a team fight,” then select **Mark the Moment**. The report saves a user-requested notation and nearby readings from roughly 15 seconds before and after it. Notes can be up to 300 characters.

Stop & review

Choose **Stop recording & view report**. DIAG compiles the collected readings, saves a dated report locally and opens the results. Find it later under **Reporting > Gaming Sessions**.

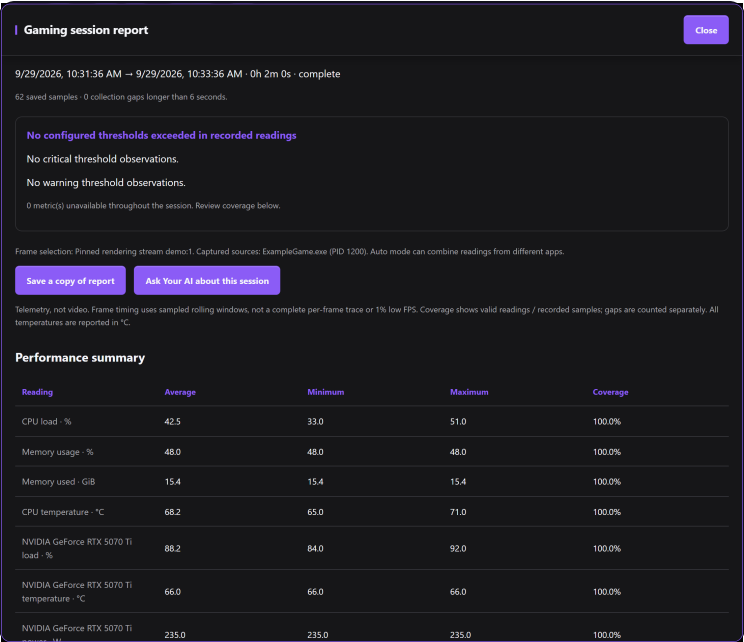
Keep the companion running

Switch to your game or another app; recording continues on the gaming PC. Reopening the dashboard restores recording controls; Gaming View keeps them inline. This records telemetry, not screen video or audio, and runs no automatic cleanup or bulk speed test. Exiting or restarting the companion interrupts the recording.

12 / REPORTING / GAMING SESSIONS

Read the story in your data

Start with coverage, then compare the timeline, thresholds and your marked moments.



Summary & coverage

Average, minimum and maximum describe the valid samples. Coverage is the share of saved samples with a valid reading. Unavailable sensors and collection gaps reduce what you can conclude.

Timeline & moments

Choose a chart metric, inspect its trend, and use white marker lines to locate your notes. Expand a moment to compare nearby readings with what you experienced.

Open a saved report with View report. Example session shown.

Report area	How to interpret it
Threshold observations	Counts of sampled Normal, Warning, Critical and Unavailable states. These are not continuous durations. Saved overrides active at each sample are used.
Network stability	Whole-session totals of unique captured probes, latency, jitter, unanswered replies and local probe errors. Reporting > Stability opens this part of saved sessions.
Inspect saved readings	Previous readings / Next readings page through the saved sample timeline. Hardware, display, power, update and threshold context is also available.

Save a copy and find the originals

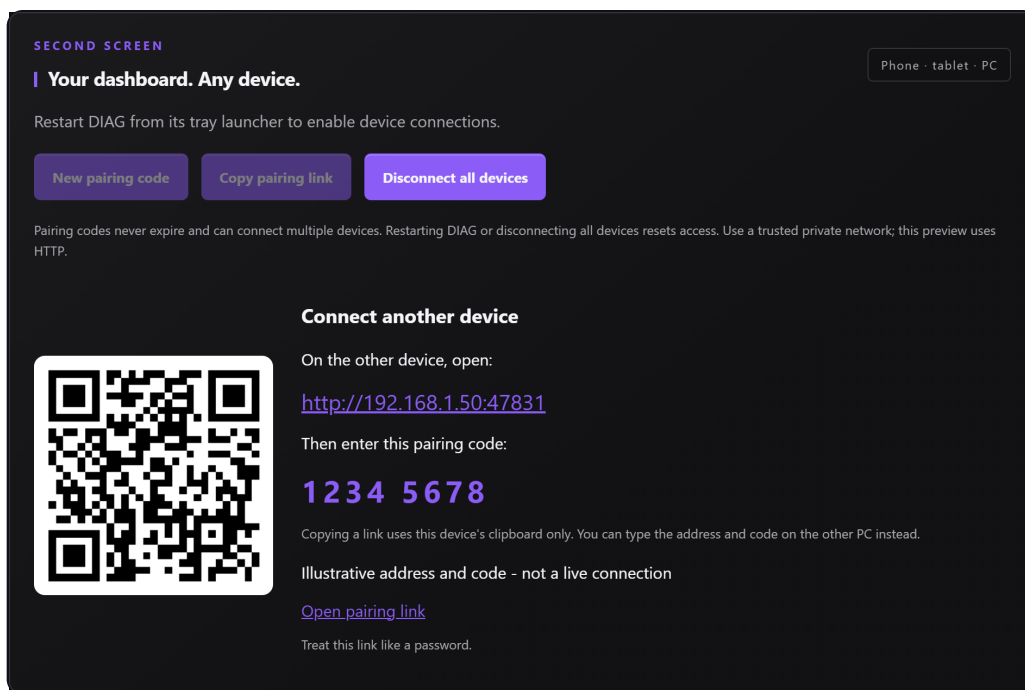
Save a copy of report downloads a standalone HTML report to the browser you are using. Original session files remain on the gaming PC under **%LOCALAPPDATA%\DIAG\reports\sessions**. HTML is readable; JSON and JSONL retain structured summaries and samples.

Frame timing uses sampled rolling windows, not a complete per-frame trace or 1% low FPS. Auto selection may mix apps. Report temperatures use °C. Interrupted sessions are recovered from available saved data when possible; missed periods cannot be reconstructed.

13 / CONNECT A DEVICE

Your second screen, connected

Use a phone, tablet or another PC without installing a separate mobile app.



Illustrative address, code and QR only. Use the actual details displayed by your own gaming PC.

Phone or tablet

On the gaming PC, left-click the tray icon or open **Connect a Device**. Scan its QR code with your phone and open the link. Keep both devices on the same reachable private network.

Another computer

Type the displayed network address, including its port, into the other PC's browser. Enter the eight-digit pairing code. Use the PC's LAN address, not localhost or 127.0.0.1.

Pairing controls

Copy pairing link copies to the clipboard of the device where you clicked it. **New pairing code** replaces the displayed invitation. Use **Disconnect all devices** to revoke existing paired access and create a new invitation.

How long access lasts

Codes have no timed expiration and can connect multiple devices. Restarting DIAG resets pairing access; reconnect using the new details. Generating a new invitation alone is not the same as revoking existing sessions.

Pair only devices you trust

Paired dashboards can run supported controls on the gaming PC; Windows dialogs still open on that PC. Sensor installation, Test FPS and Close selected apps remain PC-only. Keep pairing links private. This Alpha uses HTTP for trusted local networks; do not forward its port to the internet.

14 / SETTINGS

Make the thresholds yours

Choose display units and set the levels that determine DIAG’s attention states.

Temperature display

Choose **Celsius** or **Fahrenheit**. This display preference is remembered by the current browser. Enter threshold temperatures in **°C** even if the dashboard displays °F. Session reports also use °C.

Check	Warning begins	Critical begins
CPU temperature	At or above 80 °C	At or above 95 °C
GPU temperature	At or above 70 °C	At or above 90 °C
Memory usage	At or above 80%	At or above 90%
Disk free space	At or below 15% free	At or below 10% free
Fan speed	Below 1,000 RPM	Below 100 RPM
Download test	Below 100 Mbps	Below 20 Mbps
Battery charge	Below 25%	Below 10%
PC uptime	At or above 3 days	At or above 5 days
Graphics / Windows updates	Optional Warning setting	Critical by default when available

Save, reload or restore

Edit the full **Threshold Overrides** list and choose **Save overrides**. Settings apply to the dashboard and Game On across connected devices. **Reload saved values** discards unsaved edits and loads the current saved values. **Restore defaults** fills in the defaults above; choose Save overrides to apply them.

Critical takes priority

For high readings, Warning must be lower than Critical. For low readings, Warning must be higher. A critical value is displayed as Critical even though it also crosses the warning boundary. Missing or stale data remains Unverified.

These defaults are DIAG preferences, not manufacturer thermal limits or universal fault definitions. A stopped fan, a slow internet plan or long uptime can trigger a threshold without proving hardware failure. If another device saves changes first, reload before editing again.

15 / HELP & QUICK REFERENCE

When a reading needs a second look

Use the relevant status message first, then the matching check below.

What you see	What to check
Blank CPU temperature or fans	Wait for fresh readings. On the gaming PC, open Performance > Hardware and retry Install sensor helper if setup was skipped. Confirm setup completed. Some sensors are not exposed by the hardware.
No game FPS	Start active gameplay and choose the correct rendering app. Auto can follow another app. A desktop at rest is not a game-FPS test; use Test FPS for browser animation timing.
Phone cannot connect	Keep the companion running. Check the displayed LAN address and port, private-network access, guest Wi-Fi isolation and VPN routing. Re-pair after restarting DIAG.
Controls unavailable remotely	Confirm pairing and the connection state. Sensor installation and Test FPS require the gaming PC. Windows dialogs launched remotely appear on that PC.
Disconnected / stale	The browser cannot confirm live state. Reconnect to the companion rather than treating the last values as current. During a recording, reconnect to verify that collection is still running.
Update status unverified	Check the official vendor page or Windows Update. No compatible offer or an incomplete scan does not prove that every update is installed.
Memory cleanup freed little	Background memory may already be available or may be reclaimed immediately. The reported result is measured availability, not a promised FPS increase.
An interrupted recording	Open Reporting after DIAG restarts. Recoverable saved data is compiled as an interrupted session. Review coverage and gaps before drawing conclusions.

A useful routine

Before play: review Overview, run Game On and address relevant results.

During play: use a paired second screen or record a session; mark stutters when they occur.

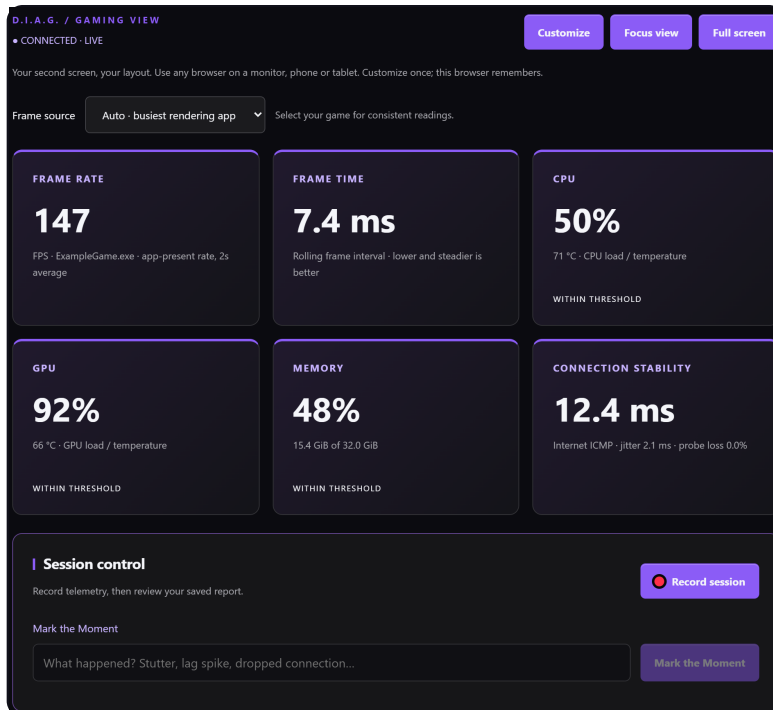
After play: stop recording, review marked moments and save a report copy if needed.

Keeping your history: uninstalling the Windows companion retains local reports and preferences. The shared sensor driver is retained too. Alpha hardware coverage varies; this guide describes the controls in Version 0.1.2 Alpha and does not promise compatibility with every PC.

16 / GAMING VIEW

Your game. Your chosen readings.

A dedicated monitoring view for a second monitor, phone, tablet or another PC.



Gaming View shown with illustrative readings. Available sensors vary by PC.

Start with the default layout

Open **Gaming View** in the left menu. The default tiles show FPS, frame interval, CPU, GPU, memory and connection stability. Use it in a normal browser window on another monitor or through a paired device.

Customize your view

Choose **Customize** to show or hide tiles, move them up or down, and choose tile size and desktop column count. Additional tiles cover traffic, fans, VRAM, GPU power, uptime and battery. Restore defaults returns the original arrangement. Preferences are saved in this browser for this address; each device can have its own layout.

Focus, fullscreen and recording

Focus hides the surrounding dashboard navigation. Fullscreen uses your browser capability when available. Choose the rendering app, start or stop a session, and use **Mark the Moment** without leaving the view. Leaving Gaming View during recording restores the recording window.

Narrow screens reduce the number of columns automatically. Disconnected or stale readings become unavailable instead of appearing current. Missing data is not zero.

17 / ASK YOUR AI

Better context for better questions

Prepare a prompt locally, inspect it, then take it to your preferred AI service.

Ask Your AI is highlighted below My Rig. No AI account is connected by DIAG.

Ask a specific question

Choose a topic and goal, add the game if relevant, and describe what you want to improve. For example: "How can I tune my graphics settings for smoother frame times?"

Choose the evidence

Include selected hardware details, current readings or a saved gaming session. Choose a marked moment when investigating a specific event. Review the included information and notes before sharing; current readings and historic session context are kept distinct.

Preview, copy or download

Generate the prompt, review the exact text, then copy it or download a text file. Paste it into the AI service you choose. DIAG does not send it automatically, require an AI desktop app or provide an AI answer itself. Your chosen provider controls its own account requirements and charges.

Use advice as a starting point

An AI answer can be wrong or miss hardware-specific limits. Verify recommendations before changing settings. Unavailable measurements and incomplete saved hardware context remain limitations in the prompt.

18 / MEMORY + GAME ON

Close only the apps you choose

An optional, user-controlled step before you start gaming.

Open the app list

On the gaming PC, use **Close selected apps** in Memory or start **Game On**. DIAG lists eligible visible apps from your Windows account and session. Nothing is selected automatically. The list excludes protected processes and apps DIAG identifies as active or in use.

Review before sending requests

Select only apps you want to close. DIAG sends normal Windows close requests; it does not force termination. An app may ask you to save your work, decline to close or remain open. A reported request does not prove the app has exited.

Continue into Game On

Choose **Close selected apps & continue** to send requests and run the checklist, or **Continue without closing apps** to skip this step. Canceling the selection window does not start the checklist. Paired devices cannot list or close apps; their Game On checks continue without this action.

Fresh selection, each time

DIAG rechecks selected app identities and eligibility before acting. An expired list, a restarted process or an app that became protected may be skipped. Refresh and review a new list instead of assuming an old selection is still valid.

Different from Free up memory

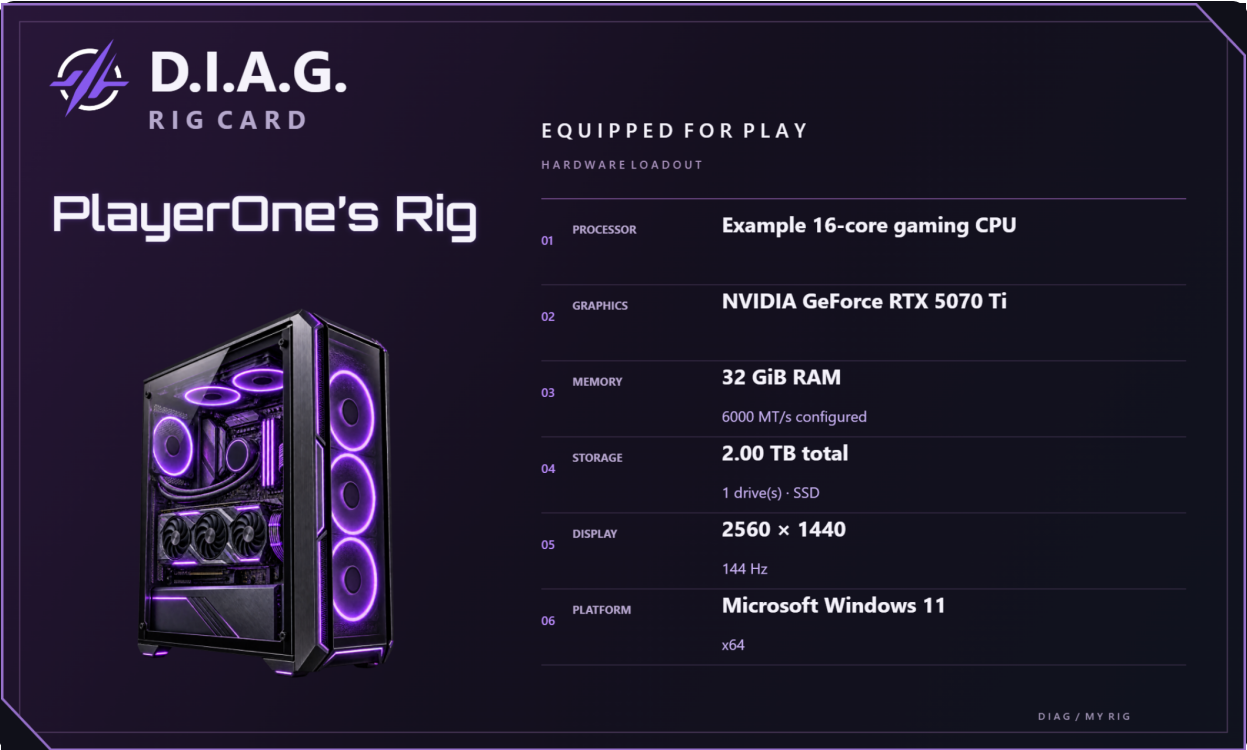
Free up memory trims eligible background working sets while keeping apps open. Close selected apps asks your chosen apps to exit normally. Neither action guarantees a particular amount of RAM or a higher frame rate.

Scrollable dialogs now keep their header controls visible. Stop recording and FPS cancel actions are also kept within reach.

19 / MY RIG

Your rig. Your identity.

View your hardware, copy the details or create a card with your gamer handle.



Example Rig Card with illustrative hardware. The PC artwork is decorative, not a detected case model.

Find your hardware

Open **My Rig** directly above Ask Your AI. Review the detailed hardware inventory. Displays and refresh-rate controls remain under **System Health > Displays**.

Create and download your card

Choose **Rig Card**, enter your gamer handle and create the preview. The title identifies the rig as yours. Choose **Edit handle** to revise it or **Download PNG** to save the 2000 x 1200 image to the device running your browser.

Copy Text is separate

Choose **Copy Text** for the full specification summary without creating a card. If copying is blocked, use the selectable-text fallback. The card is a shorter overview of CPU, graphics, memory, storage, display and Windows.

Card storage totals below 1.1 TB use GB; larger totals use TB. Missing details remain unavailable. Creating or downloading a card does not publish it or send it to another service.

20 / LIVE GAMING ALERTS

Stay aware while you play

Choose the warnings you want to see and hear on your dashboard.

Live gaming alerts

Get a visual alert and an optional sound when a reading stays beyond your threshold. Uses Threshold Overrides above. Preferences apply to this browser.

☒ Visual alerts
 ☐ Sound alerts
 ☒ CPU temperature
 ☒ GPU temperature

☒ Memory usage
 ☒ Fan speeds
 ☒ Battery charge
 ☒ Disk free space

☒ PC uptime
 Warning delay (seconds)
 Critical delay (seconds)

Sound alerts are off.

Keep this dashboard open and the device awake. Alerts appear here, not over the game. Browser suspension, device sound settings and Bluetooth routing can affect audio. Enable sound on each device after opening DIAG.

Recent alerts

No alerts this visit.

Settings > Live gaming alerts. Preferences are saved separately in each browser.

Choose your signals

Enable or disable **Visual alerts** and **Sound alerts** independently. Select CPU/GPU temperature, memory, fans, battery, disk space and uptime. These use your existing Threshold Overrides. Select **Save alert settings** to apply changes.

Enable sound on this device

Visuals default on; sound defaults off. Click **Enable / test sound** after opening DIAG to activate browser audio. Use **Mute for 15 minutes** or Unmute sound. Check your device volume and audio output.

Filter brief spikes

Defaults require 10 seconds of warning readings or 3 seconds of critical readings; either delay can be set from 0 to 60 seconds. Ongoing conditions do not constantly repeat. Recovery must last 10 seconds; same-condition/severity alerts have a 60-second cooldown. Critical escalation can produce a new alert.

Keep the dashboard open and device awake. Alerts appear inside DIAG, including Focus and fullscreen, not over your game. Browser suspension may prevent delivery. Stale readings do not trigger alerts. Recent alerts retain 30 events for this visit. Speed-test and update results are separate dashboard checks.

21 / REPORT AN ISSUE

Turn a problem into useful feedback

Describe it, review the support file, then choose what to send.

The screenshot shows a dark-themed 'Report an Issue' dialog box. At the top left is the title 'Report an Issue' and at the top right is a 'Close' button. Below the title is a text input field for 'Issue title' containing 'Temperature reading unavailable'. Underneath is a larger text area for 'What happened? Include steps, expected behavior and actual behavior.' containing 'After starting DIAG, CPU temperature remained unavailable. Other readings appeared normally.' Below this are two checked checkboxes: 'Include hardware summary' and 'Include current readings and service status'. A small disclaimer text follows: 'No pairing codes, network addresses, serial numbers, raw logs or recordings are collected automatically. Review your description for personal information. The complete file is shown below before you share it.' At the bottom are three buttons: 'Prepare support file' (highlighted in red), 'Save support file', and 'Copy email text'. A final line of text at the very bottom states: 'Send to diag.software.support@gmail.com. Save the file, open your email app, attach the file manually, and review before sending. Downloads are saved on the device using this browser. If no email app opens, use Copy email text and paste it into your webmail. DIAG does not send email automatically.'

Report an Issue is in the left menu. This example uses illustrative text.

1. Describe and prepare

Enter a short issue title, steps to reproduce, expected behavior and what actually happened. Choose whether to include hardware and current readings. Select **Prepare support file** and review the full JSON preview.

2. Save the file

Select **Save support file**. The dated JSON downloads to the device running your browser. On a paired phone, it saves on the phone. No raw logs, recordings, pairing secrets, network addresses, serial numbers, usernames or file paths are collected automatically. Review your own description for private information.

3. Attach and send

Select **Open email** for a prepared message to **diag.software.support@gmail.com**. Attach the saved JSON file manually, review the message and send it. If no email app opens, select **Copy email text** and paste into your webmail. DIAG does not send email automatically.

Changing the description or included data invalidates the prepared file. Prepare it again before downloading. If DIAG cannot connect to the companion, restore the connection before preparing a report.

22 / RELEASE HISTORY

Release notes

Current compilation: September 29, 2026. Earlier build entries are retained below.

0.1.2-Alpha

September 29, 2026

Build: 2026-09-29-alerts-support

Compiled for testing - Live alerts and issue reporting

- Live gaming alerts with independent visual and sound controls in Settings. Select CPU/GPU temperature, memory, fans, battery, disk space and uptime alerts using your Threshold Overrides.
- Configurable warning and critical delays, Enable / test sound, 15-minute mute and recent alert history. Sustained conditions, recovery handling and cooldowns reduce repeat alerts; stale or unavailable readings do not trigger alerts.
- Visual alerts support the dashboard, Gaming View, Focus and fullscreen. Browser must remain open and the device awake; sound requires activation on each device.
- Report an Issue in the left menu creates a reviewable, dated JSON support file with optional hardware and current readings. Downloads save on the device using the browser.
- Prepared email to diag.software.support@gmail.com and Copy email text fallback. Users manually attach the support file and send; no automatic email or account credentials.
- All previous features retained. Refreshed installer, screenshots, user guide, product pamphlet, READMEs and cumulative release notes.

23 / RELEASE HISTORY

Earlier release notes

Current compilation: September 29, 2026. Earlier build entries are retained below.

0.1.1-Alpha

September 28, 2026

Build: 2026-09-28-version-reset

Compiled for testing - Alpha version numbering reset

- Changed the current application version from 1.1.0 Alpha to 0.1.1 Alpha across the dashboard, tray menus, package metadata, launcher, installer and Windows installed-app entry.
- Refreshed the user guide, product pamphlet, screenshots and release package with the new version.
- This is a version-number correction; existing features, settings and recording formats are unchanged. Previous distributed builds and their original release history are retained.

24 / RELEASE HISTORY

Earlier release notes

Current compilation: September 29, 2026. Earlier build entries are retained below.

1.1.0-Alpha

September 25, 2026

Build: 2026-09-25-rig-card

Recompiled for testing - Rig Card refresh

- Personalized Rig Card: enter a gamer handle, preview the approved Violet card, edit the handle and download a 2000 x 1200 PNG. Copy Text remains a separate action for the complete hardware summary.
- Rig Card design uses the selected straight Orbitron title, enlarged D.I.A.G. heading and Violet PC illustration. It summarizes CPU, graphics, memory, storage, display and Windows; unavailable details stay explicit. Storage totals below 1.1 TB display in GB.
- My Rig now has its own left-menu page immediately above Ask Your AI. Displays remains in System Health. Removed the extra Ask Your AI shortcut from the My Rig page.
- Opening the dashboard starts on Overview. Clicking a left-menu section returns to its first tab; direct links to a specific detail still open that detail.
- Added the red recording indicator to the Gaming View / Focus recording control. Tray menus and the dashboard show the current 1.1.0 Alpha version.
- Retains the initial 1.1.0 Alpha features: customizable Gaming View, Ask Your AI prompt builder, optional normal app-close requests in Memory and Game On, persistent dialog controls and refreshed installed graphics-driver detection.
- Recompiled for testing on September 25, 2026, without changing the version number. Refreshed the illustrated user guide, product pamphlet, screenshots and cumulative release history. Previous builds are preserved.

25 / RELEASE HISTORY

Earlier release notes

Current compilation: September 29, 2026. Earlier build entries are retained below.

1.1.0-Alpha

September 24, 2026

Compiled for testing

- New customizable Gaming View with 12 selectable tiles, saved tile order, sizing and column preferences, Focus mode and fullscreen support for desktop and mobile browsers.
- Gaming View includes session recording controls and Mark the Moment, with live connection and stale-reading handling.
- New Ask Your AI workspace prepares a local, reviewable prompt using selected hardware, current readings and saved session context. Copy or download the prompt for your preferred AI service.
- New Close selected apps action in Memory and Game On uses normal Windows close requests for apps you explicitly select on the gaming PC; it does not force termination.
- Dialog headers and close actions remain visible while scrolling. Recording stop and FPS cancel controls are easier to reach.
- Graphics-driver status now refreshes the detected installed version and invalidates stale update results after a driver change.
- Updated user guide and product pamphlet, with versioned release archives and cumulative release notes.

[26 / RELEASE HISTORY](#)

Earlier release notes

Current compilation: September 29, 2026. Earlier build entries are retained below.

1.0.0-Alpha

September 21, 2026

Compiled for testing

DIAG 1.0.0-Alpha was compiled for testing.