



Bullrun 2008 Driver Swap Guide

This guide describes the rFactor v1.255 driver swap on pit feature which makes possible running on-line endurance events where driver teams join and can change drivers during the race.

The following sections describe the preliminary setup required by drivers along with the procedures to join the server and to perform swapping.

Preliminary Setup for Driver Swapping

Key Mappings

Several special keys are used to accomplish the driver swapping procedure. This guide refers to the default key mappings as found in a clean, unaltered rFactor install. You will need to check your own key mappings and change them if necessary. All of the key mappings are found by navigating to the Customize, Settings, Controls page.

Passenger Select – **E** key (need to re-map from default **P** key)

Use: Toggles between being a Spectator and being a Passenger in the car.

By default, Passenger Select is mapped to the P key; this mapping should be changed since rFactor also maps this key to the Pause function. We changed the mapping to the E key.

HUD Tachometer – **5** key

Use: Toggles the tachometer on and off.

The tachometer fuel display shows a driver the current amount of fuel in the tank.

HUD Multi-Function Display (MFD) – **6** key, **ENTER** key and **ARROW** keys

Use: The 6 key toggles the HUD MFD on and off. The ENTER key and ARROW keys are used to select and make changes to the MFD screen.

The MFD pit settings screen is used by the current driver to select the passenger's name who will become the new driver. If the current driver leaves his own name displayed, a pitstop will occur with no driver swapping. The refueling load may also be changed here if desired.

The ENTER key is used to cycle through the available MFD screens to navigate to the pit settings screen; the ARROW keys are used to scroll and make changes to settings on the screen. Note that with some vehicles you may need to scroll down to see the driver name select line in the display.

Creating a Setup

Drivers are allowed to each have their own personal setup. Each driver needs to create a setup off-line, save it using the proper name, and assign it as the default. The setup must then be copied to the vehicle folder.

For the Bullrun track, the proper name is **Bullrun_2008.svm**. Once the setup is created, you will name it Bullrun_2008 and save it to the Bullrun_2008 setup folder. Assign it as the default setup by clicking the Assign button.

The setup file Bullrun_2008.svm which you just created resides in your \UserData\playername\Settings\Bullrun_2008\ setup folder. The setup file now needs to be copied and pasted to the vehicle folder of the model you are driving. If you are driving a Corvette for example, copy it to the \GameData\Vehicles\NAGT_VEH\NAGT\C6\ folder.

Note that if you join as a Spectator without first having assigned the Bullrun_2008 setup as the default, you can still do so at any time by selecting the setup and clicking the Assign button. Spectators will find the Load setup button is disabled, but rFactor will use the setup assigned as the default.

Refueling at Pitstop

Pitstop refueling amounts are specified in the car setup. An exception to the way refueling is normally done occurs when a driver swap is made. The passenger swapping into the car will receive the Stop 1 fuel load specified in the current driver's MFD. On subsequent stops where no swap occurs, the car will be refueled to the amount specified in the current driver's setup. If a driver manually changes the Stop 1 refueling load using the pit menu screen and then swaps at the next pitstop, that is the amount the new driver will receive.

An exception is that during qualifying and race sessions if the refueling amount specified is less than the amount of fuel currently in the tank, no change in the fuel will occur; fuel can only be added, never removed.

Driver Swap on Pit Procedure

1. All drivers have created and assigned their setups off-line as described above in the Creating a Setup section. Drivers should also have the **E key** (Passenger Select), **ENTER** and **ARROW keys** correctly mapped.
2. Driver 1, the starting driver, joins the multiplayer server as usual and connects to the session with the team car.

Driver 2 (and Driver 3) need to start the game and navigate to the Multiplayer Settings screen and change Spectate to on. Now Driver 2 joins the multiplayer server with the team car. Upon joining, Driver 2 is now a Spectator. The server does not announce spectators as having joined in the way it does drivers, and spectators will not show up on the driver list in the monitor.

3. Driver 1 starts the race. On the pit lap, Driver 2 (a spectator) becomes a passenger by clicking on his team car in the driver list and then pressing the **E key** (Passenger Select). Driver 2 then clicks the Race button to join the driver on track as a passenger in the car.
4. Driver 1 slows and enters pit lane. Before entering the pit box, Driver 1 navigates to the HUD MFD pit settings screen using the **ENTER key**. Now Driver 1 uses the **ARROW keys** to scroll down the screen and select the passenger's name to be the next driver. Driver 1 needs to make the next driver selection before entering the pit box or the swap will not occur.

When Driver 1 enters the pit box, the swap to Driver 2 is made automatically. After the swap Driver 1 becomes a passenger. Driver 1 should now press the **E key** to become a spectator, and then Esc off the track and back to the monitor.

Note that on the swap pitstop, Driver 2 will be refueled to the Stop 1 amount shown in Driver 1's MFD . Subsequent pit stops by the same driver will fuel the car to the amount in the driver's setup.

5. Process repeats with the next spectator becoming a passenger and then a driver.