

HOW TO USE THE F12019DRIVERNAMES.TXT FILE

F12019 (and 2018) online sessions give an online ID as the driver name instead of your username.

This online ID is NOT tied to your username..it is given to you when you join the session. If you leave the session and rejoin you MAY get the same ID or you may get a new ID assigned.

If you leave the session..and another person joins...they MAY get YOUR original ID assigned or they may get another ID..then if you rejoin you get a new one etc etc...

So..there is no fool proof way of linking an ID to a username....that is where this 'work around' comes in.

THIS IS ONLY USABLE IF YOU KNOW THE DRIVER LINEUP IN THE SESSION (EG. PRE-PLANNED LEAGUE RACE)...BUT YOU CAN MAKE CHANGES 'ON-THE-FLY' SO NORMAL PUBLIC SESSIONS CAN USE THIS AS WELL....

OK.... On to the 'work around'....

This driver name system I have implemented is based on CAR NUMBER.

This is the car/race number the player chooses when they set up their profile.

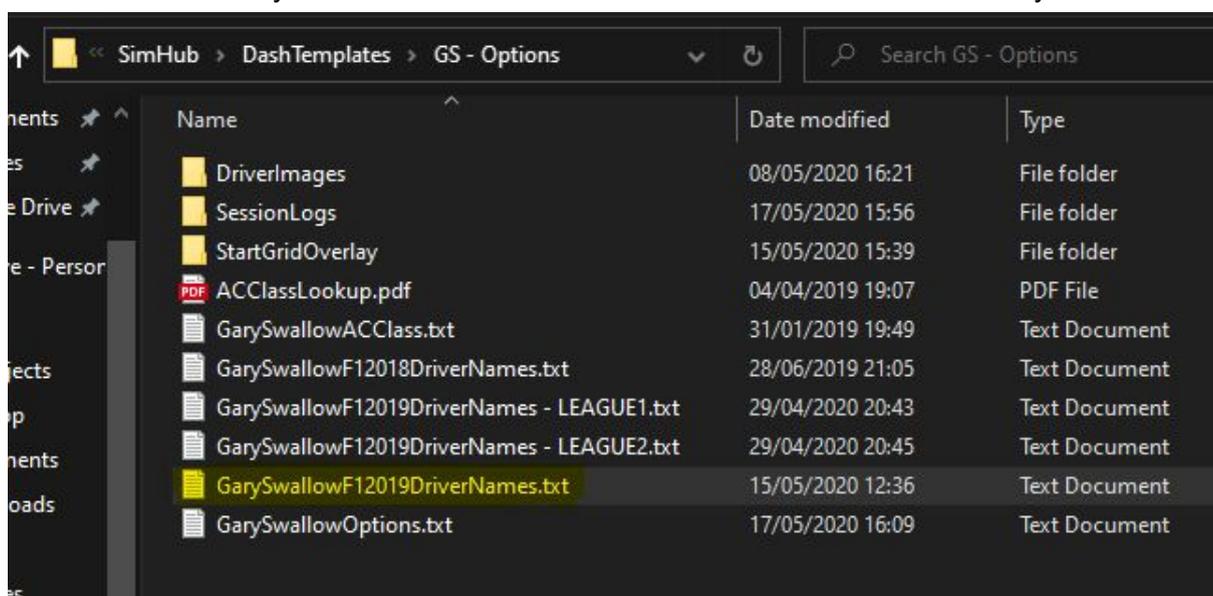
EXAMPLE: Lewis Hamilton is always car #44..

In your pre-planned league races you MUST make sure that each number is UNIQUE TO ONE DRIVER ONLY or you will get duplicated names on the leaderboard etc..

The names you enter into the file can be ANYTHING...it does not have to be their PSN username or STEAM name etc...it can be ANYTHING!!!!

WHERE IS THE FILE?

The file is located in your SIMHUB\DASHTEMPLATES\GS - OPTIONS directory folder.



Open it in any text editor (NotePad, Word, Notepad++ etc)...

You will see a list of numbers and DEFAULT names:

 GarySwallowF12019DriverNames.txt - Notepad

```
File Edit Format View Help
##CarNumber=Driver Name##
1=No Driver#1
2=No Driver#2
3=No Driver#3
4=No Driver#4
5=No Driver#5
6=No Driver#6
7=No Driver#7
8=No Driver#8
9=No Driver#9
10=No Driver#10
11=No Driver#11
12=No Driver#12
13=No Driver#13
14=No Driver#14
15=No Driver#15
16=No Driver#16
17=No Driver#17
18=No Driver#18
```

If you scroll down you will see ME as an example next to number 44:

 GarySwallowF12019DriverNames.txt - Notepad

```
File Edit Format View Help
42=No Driver#42
43=No Driver#43
44=Gary Swallow2019
45=No Driver#45
46=No Driver#46
47=No Driver#47
48=No Driver#48
49=No Driver#49
```

All the other names are set as “No Driver#XX” (where XX is the car number)..
YOU MUST LEAVE ALL NAMES/NUMBERS LINES IN THE FILE..EVEN IF THEY ARE
NOT TO BE USED (or the code may give errors in your log)...

NOW WHAT?

So now you need to edit ONLY the numbers that your drivers have chosen.

ONLY change the data to the RIGHT of the '=' (equals) sign...

You can enter a single word..multiple words..symbols..numbers..profanity..ANYTHING..

Whatever you write here WILL BE SHOWN ON THE LEADERBOARD EXACTLY AS YOU
TYPE IT!!!!

So:

44 = Lewis Hamilton

Or

44 = LEWIS HAMILTON

Or

44 = LeWiS HaMiLToN

Will give different results shown...

Click SAVE and your file is ready to go..

***HINT:**

Leaving the other 'No Driver#XX' names in the list also allows you to 'debug' and highlight any drivers you have missed (or who have not told you their correct car number)...

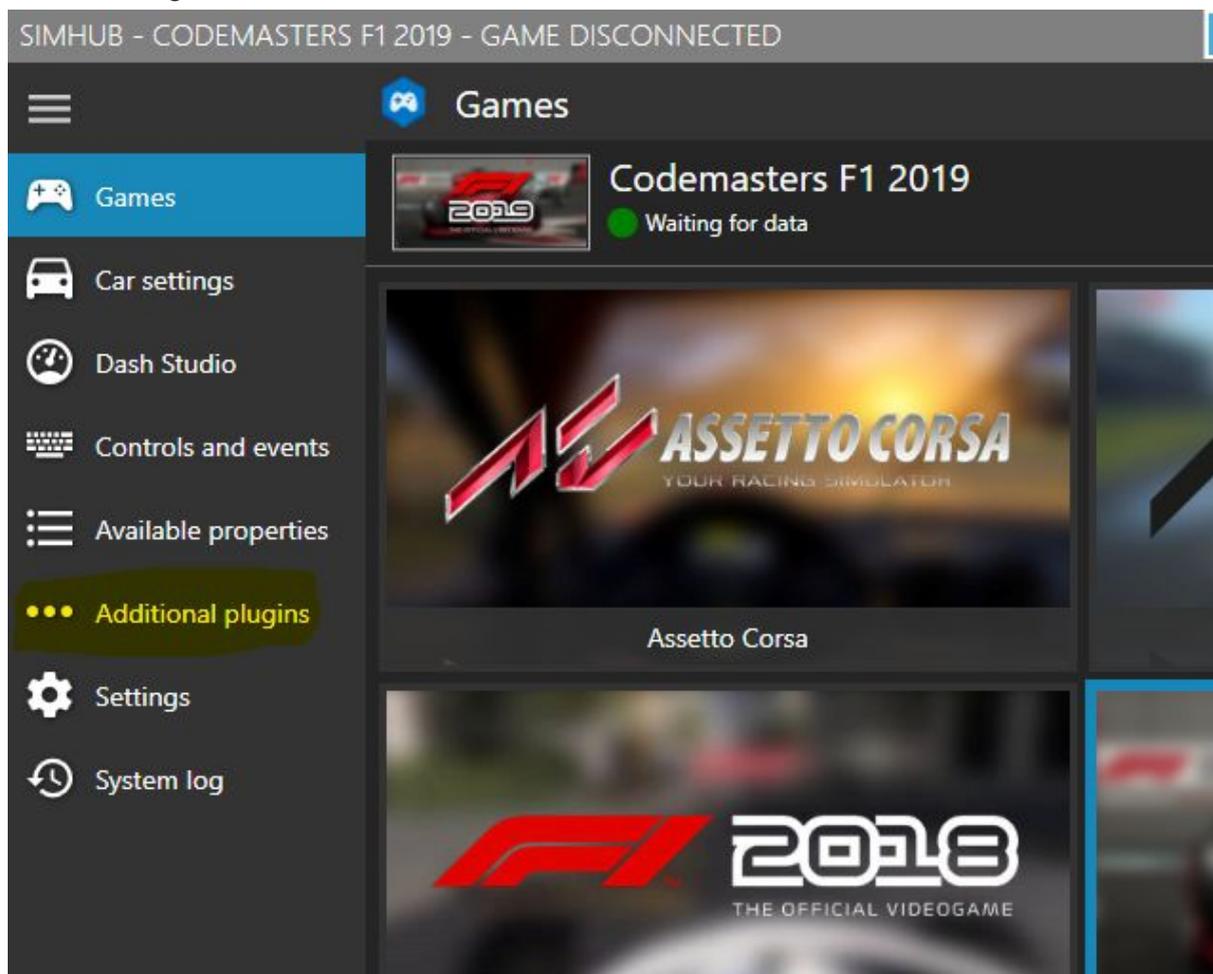
If you see any of the 'No Driver#XX' names appear in the leaderboard then you know which car numbers are in the session and who has not had their name 'mapped' yet..

So if you see 'No Driver#69' listed on the leaderboard then someone in the current session is driving car number 69 and you just need to go into the text file.. Find line 69..and add the name you want to show..then click save..

HOW TO ACTIVATE THE FILE:

So now you have a text file full of names..how do you get them to show?

In SIMHUB..go to ADDITIONAL PLUGINS:



Then click on 'Gary Swallow Plugin' tab to access my OPTIONS GUI:

SIMHUB - CODEMASTERS F1 2019 - GAME DISCONNECTED ▶ Live

- ☰
- 🎮 Games
- 🚗 Car settings
- 👤 Dash Studio
- ⌨ Controls and events
- ☰ Available properties
- Additional plugins
- ⚙ Settings
- 🕒 System log

Additional plugins

About Gary Swallow Plugin More ...



- Create new data
- Create new actions
- Process game data

And much more !

Build your own plugin using the provided SDK

OPEN SIMHUB SDK

Then click on the 'MISC tab':

SIMHUB - CODEMASTERS F1 2019 - GAME DISCONNECTED ▶ Live 

- ☰
- 🎮 Games
- 🚗 Car settings
- 👤 Dash Studio
- ⌨ Controls and events
- ☰ Available properties
- Additional plugins
- ⚙ Settings
- 🕒 System log

Additional plugins

About Gary Swallow Plugin More ...

Director Theme
Misc

Options are saved automatically in the GarySwallowOptions.txt file in the Simhub\DashTemplates\

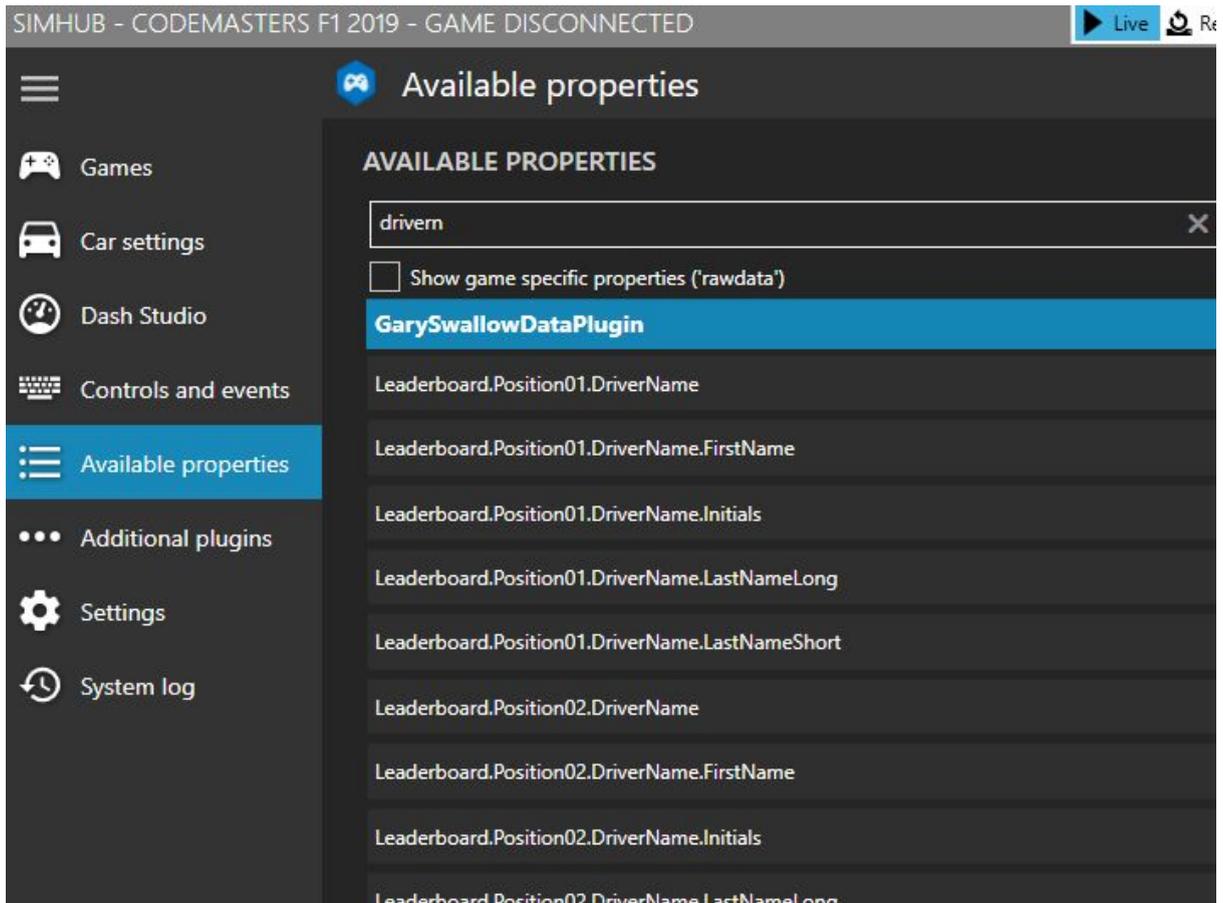
DIRECTOR SECTION (Live toggle):

- Lap Count Toggle (Total Laps Override)
- Tyre Info (RF2/RRRE/F12017/F12018 Only)
- Pit Count Visible
- Interval Timing Visible (Visual Override)
- Show short names on Player Location Circle overlay
- Show Observed Driver Overlay (Choose observed position from in-game menus/options)

You will see “USE F1 2018/2019 DRIVER NAME FROM EXTERNAL FILE” as a toggle switch:



This is a LIVE override..it does not affect the game data..it simply swaps between the data it is giving as Leaderboard.PositionXX.DriverName (and the associated First/Initials/Short/Long variants)...



You can turn this switch on/off at any time and it will remember the setting for next time so you could leave it turned on and it will be on next time you boot your PC etc...

THIS DOES NOT CHANGE ANY OF THE STANDARD SIMHUB DRIVER NAME DATA... IT ONLY CHANGES DATA FROM MY PLUGIN

WHAT NEXT?.....TEST:

Open a leaderboard (that uses my data) and turn the switch on/off/on/off and you should see the names instantly changing between OnlineID101 (for example) and whatever name you gave that car number..

(so for example switch off='OnlineID101'..switch on='Gary Swallow2019')..

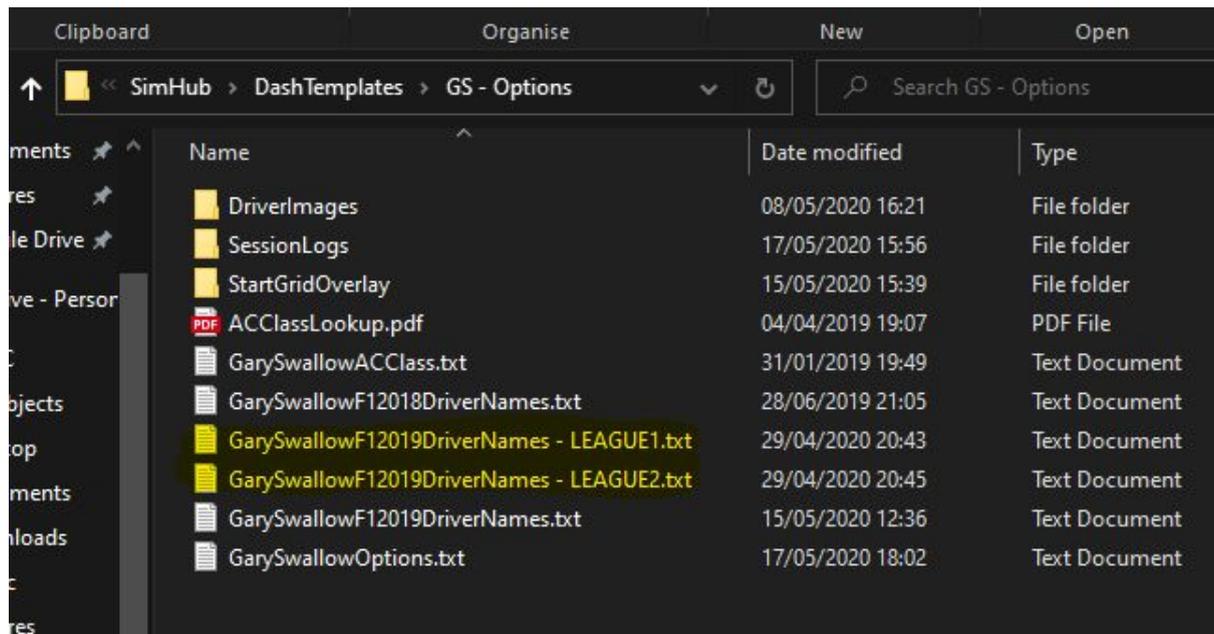
Awesome..it works...

ADVANCED:

If you run the same drivers all the time then you do not need to make any changes to the text file..(unless someone changes their car number or a new driver joins your league)...

If you run MULTIPLE leagues..you can either make changes each time OR...

You can have multiple copies of the file..just saved as a different name...



These files are NOT 'active'..meaning they are not going to be read by the plugin...
 Change the names inside to match that league...
 You can also add text onto the FIRST LINE ONLY to identify the list you are looking at:

*GarySwallowF12019DriverNames - LEAGUE1.txt - Notepad

File Edit Format View Help

```
##CarNumber=Driver Name## *LEAGUE 1 NAMES*
1=No Driver#1
2=No Driver#2
3=No Driver#3
4=No Driver#4
5=No Driver#5
6=No Driver#6
7=No Driver#7
8=No Driver#8
9=No Driver#9
```

MY PLUGIN WILL ONLY READ THE FILE THAT HAS THE CORRECT NAME.....

So to make that exact list (ie League1.txt) the 'active' list you MUST RENAME IT (or take a copy and rename it) to be EXACTLY **GarySwallowF12019DriverNames.txt**

Whichever file has this name is the one that will be used....

Open it to see which version is the active list (this is why you should add a 'list title' to the first line)...

And that is it..you should now be able to change the names and get them showing in the leaderboards...easy :)

- Gary Swallow 2020