

## rFactor 2

### This is a short Tutorial about how to use “fixed Setups” in Single- and Multiplayer.

Note: these Instructions only take effect, if you use the same Player Profile with that you have made the described Steps. That also includes the Multiplayer.

If you want to use it with another Profile or with another rFactor 2 Installation, you have to copy and paste the needed Files/Folders into the according Folders of the other Profile/Installation.

I use the ISI Formula Renault 3.5 on ISI Silverstone GP as example.

And I use the default profile “player” here.

First and **important** Step:

Open your player.JSON File, that can be found in the Folder: ..\Userdata\player and edit the following Values, that they both are set to “true”. It should look like this:

```
"Fixed AI Setups":true,
```

```
"Fixed Setups":true,
```

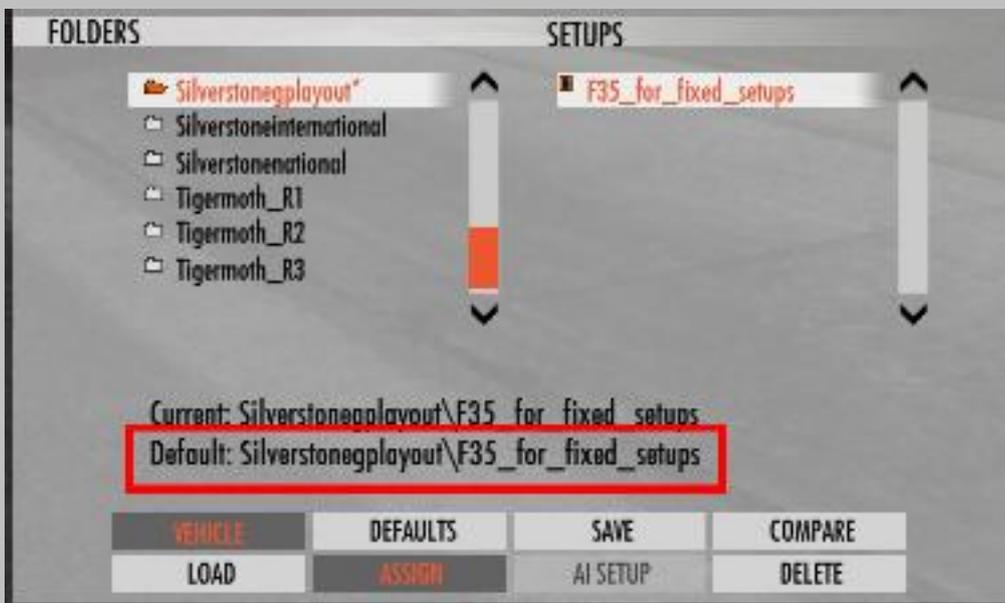
Save the File after you’ve made the Changes.

Now “fixed Setups” should work in Single Player Mode.

Now enter the Game in Single Player, select the Track and the Car for that you want to use the fixed Setup later.

Setup the Car until you’ve found a Setup that you want to use.

Save it, then mark it and click “ASSIGN”, to make it the “Default” Setup, as shown in this Screenshot:



2 Things did happen now.

1. The Setup-File **F35\_for\_fixed\_setups.svm** has been saved in the folder:

..\UserData\player\Settings\Silverstonegplayout

2. A new Entry in the File **FavoriteAndFixedSetups.gal** has been written.

This File can be found in the folder:

..\UserData\player

And the Entry looks like this:

AutoLoadEntry

```
{  
  Track="SilverstoneGPLayout"  
  Classes="FR3.5_2014"  
  Session=10 // not currently used  
  File="H:\rFactor2\UserData\player\Settings\Silverstonegplayout\F35_for_fixed_setups.svm"  
}
```

These both Files are needed to make “fixed Setups” work for the F3.5 on Silverstone GP.

You can repeat the Procedure for every Car/Track Combination that you want.

**BUT** you always have to take care, that the in the **FavoriteAndFixedSetups.gal** written Entries, have matching Setup Files existent in the ..\UserData\player\Settings\[TRACKNAME] Folders.

To use the “fixed Setups” for the Multiplayer, just check the Box

“Fixed Setups” (see Screenshot) in the Dedicated Server UI, when you set up the Server.

