

AUTOMOBILISTA®

MOTORSPORTS SIMULATOR



AUTOMOBILISTA USER GUIDE

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Friday, 04 Mar 2016

English

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Please note that this document is work in progress.

Introduction

AUTOMOBILISTA puts you in the driving seat of one of the most advanced racing simulators and delivers a uniquely diverse motorsports experience!

As the natural successor to Reiza Studios' previous title - the highly regarded Stock Car Extreme, originally released in 2013 - AUTOMOBILISTA continues to simulate the premium Brazilian racing series such as Stock Car V8, Copa Petrobras de Marcas, Formula 3 Brasil and Mitsubishi Lancer Cup, now packing every car and every track from their respective 2015 championships.

Beyond the brazilian core, AUTOMOBILISTA is extensively complemented with one of the most diverse selections of racing vehicles you will find in a racing game: only in AUTOMOBILISTA will you be able to jump from a rental kart to a 800-HP F1 car; from drifting a Rallycross EvoX to jumping ramps in a Supertruck; from mastering the driving basics in a Formula Vee to managing a full 24h race in an endurance prototype; back and forth through historical and modern content featuring a sample of several decades of GP racing - all of this and much more within a few mouse clicks. Thoroughly researched and cohesively developed for maximum simulation accuracy, AUTOMOBILISTA captures the fun only motorsports in its various forms can provide.

In addition to the content already present in Stock Car Extreme - all of which comprehensively upgraded - AUTOMOBILISTA turns it up to a new level by adding all the new cars & tracks proposed in the SimRacing Bonanza crowdfunding campaign, new simulation features such as dynamic track conditions, advanced transmission and tire modelling, substantial upgrades to physics, graphics & audio, new game modes and much more!

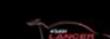
Early Access – What it means

Presently the game is in Early Access. That means that not all features are presently complete. We are working hard over the next couple of months to get it ready for a full release. So hopefully you should see significant improvement over that time and also clearing up of any bugs you may find.

Notes for this:

- Online area will be significantly improved. Joining servers via Steam client is only a temporary solution.
- Time Trial feature is not yet complete. It will be improved.
- Championships may not work at present. They will be fixed soon.
- There will be more tracks and cars added yet.
- There are more features to come yet. Ones not even present yet.
- This document is also very much work in progress and will be expanded throughout development.

We hope you can be patient whilst we work through issues, and we hope our product brings you great enjoyment!

Formula Vee
84 hp - 530 kgFormula 3
301
242 hp - 560 kgFormula 3
309
225 hp - 565 kgFormula 1
1976
419 hp - 650 kgFormula 1
1976
419 hp - 650 kgFormula 1
1988
566 hp - 620 kgFormula 1
V10
829 hp - 600 kgFormula 1
V12 - 1995
636 hp - 595 kgFormula 1
2012
666 hp - 620 kgFormula 1
DRS - 2014
705 hp - 692 kgChevrolet Camaro
376 hp - 1850 kgMini challenge
174 hp - 1240 kgStock Car Opala
1979
165 hp - 1100 kgStock Car Opala
1989
240 hp - 1080 kgStock Car Chevrolet
V8
451 hp - 1340 kgStock Car Peugeot
V8
451 hp - 1340 kgSuper V8
596 hp - 1410 kgMetalmoro MR18
450 hp - 850 kgSuper Truck
504 hp - 1400 kg**COMING
SOON**Mitsubishi Lancer
R
233 hp - 1490 kgMitsubishi Lancer
RS
269 hp - 1490 kgMitsubishi Lancer
EVO Rallycross
390 hp - 1300 kg**COMING
SOON**Boxer Cup
? hp - ? kg**AND MORE TO COME...**



Marcas Toyota
Corolla
246 hp - 1160 kg



Marcas Chevrolet
Cruze
246 hp - 1160 kg



Marcas Mitsubishi
Lancer
246 hp - 1160 kg



Marcas Ford
Focus
246 hp - 1160 kg



Marcas Renault
Fluence
246 hp - 1160 kg



Marcas Honda
Civic
246 hp - 1160 kg



Kart - Rental
9 hp - 190 kg



Kart - Rental Race
12 hp - 170 kg



Kart - Shifter 6 gears
38 hp - 175 kg



Kart - Direct Drive
30 hp - 155 kg



Kart - Bobywork
30 hp - 155 kg



Super Kart
95 hp - 220 kg

Quick Troubleshooting

Here is a quick guide to troubleshooting commonly found issues.

Neither the Config App nor the Game will start. I get a crash before seeing anything.

We have seen this on occasion when running hardware monitoring software such as MSI Afterburner or Gigabyte OC Guru. We recommend that you do not run this software or see if there is some configuration property within these applications causing the error – usually something to do with onscreen display.

Force Feedback pulls in the wrong direction

Try setting the force feedback strength to a negative value, or if it already has a negative value setting it to a positive value.

The mouse does not move correctly / I have issues with input on the main menu.

Run the config application prior to starting the game and ensure that the native resolution is correctly set. Try setting a different setting and set the correct setting again just to make sure.

I go to drive and the car will not move anywhere.

Double check the clutch assignment in controller settings, it may be already pressed and stopping the car from going anywhere.

I'm having some issues with Graphics Settings

Check the next Graphics Section. We have listed some hints in the first part, with full explanations later on in that section.

I can't see any servers on the Multiplayer section

Check the next section on how to join a Multiplayer Server. It needs to be done via Steam before starting the game now.

I'm getting a Crash to Desktop how can I get help?

First please verify the Game Cache Integrity from the Game Properties in Steam. Then make sure you have the latest drivers installed.

- AMD: <http://support.amd.com/en-us/download>
- Nvidia: <http://www.nvidia.co.uk/Download/index.aspx>

If these do not solve the issues then please gather the following information before contacting support.

- PC Specification & attached peripherals, game controllers etc.
- Describe exactly what you do and when the game crashes
- Describe exactly what you have tried to fix the issue
- Run the game with "-trace=2" in Launch options (right click on the game in the Library - Properties - Set Launch Options") and then post a link to the log file created in "SteamApps\common\Automobilista\UserData\LOG\trace.txt" - IMPORTANT Remove this option afterwards - it stops the config app from working!
- Also include the appropriate dynhud.log relating to the time you ran the game from:
"SteamApps\common\Automobilista\Plugins\DynHUD\Logs\"

Graphics Settings

There are many ways to setup your graphics settings; here we will take some time to explain them, and offer some recommendations to get the best visual quality and performance out of the game.

Firstly you need to setup the basic settings in the Configuration Application before starting the game. Then it is recommended to setup your Antialiasing settings in your Graphics Card control panel, especially with Nvidia.

The in game display settings are largely setup automatically and generally do not require much attention once you have set the appropriate base level for you.

Quick Notes

- You can view FPS whilst driving by pressing ‘CTRL-F’
- Nvidia Users suffering from stuttering should make sure that ‘Maximum Pre-rendered Frames’ is set at 1.
- Running the game Full Screen rather than Windowed mode may reduce stuttering.
- Additionally running in VSync (Only works in fullscreen mode) or setting the FPS limit in the Display Settings to around 1.5x your refresh rate may also help reduce stuttering.

Configuration Application

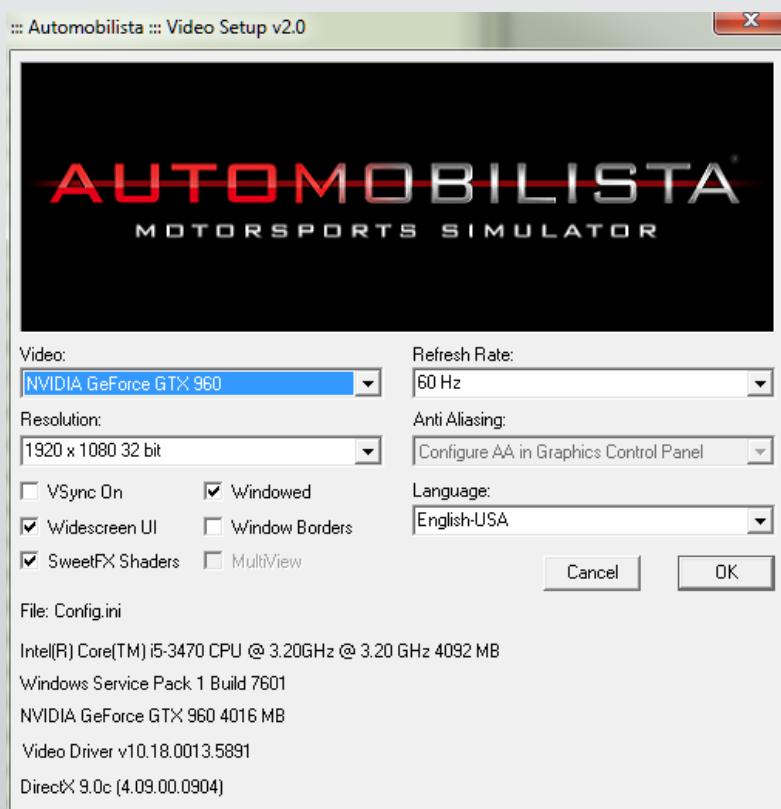
The configuration application is loaded automatically when you first play the game. It allows you to setup some basic display configuration properties. Most of the settings are straightforward, however we recommend taking some time to find the optimal Anti Aliasing setup for you, as this makes a big difference to visual quality.

Video

Which graphics card to use. If there is more than one of the same card listed then this is because you have a multi monitor screen setup. It is a known issue that on Nvidia Optimus Laptop Systems they do not appear here. However the card will be used in game.

Resolution

The resolution you wish to play the game at. The highest resolution is automatically selected for you.



Refresh Rate

How many times per second your monitor refreshes whilst playing the game.

Anti-Aliasing

Anti-aliasing reduces the amount of jaggy edges visible in the game. We allow some basic settings here, however to use these options you must disable SweetFX shaders. Generally the higher the better, however if your card supports 'Quality' or 'High Quality' options you may find these offer better visual display at less performance cost.

Language

Choose the language for the game to be displayed in here.

VSync

VSync will force the game to run at the same refresh rate as your monitor. This is useful if you suffer from tearing. There is also an in game FPS limit which may achieve similar results. Please note VSync only works in full screen mode.

Widescreen UI

This fixes the UI for widescreen resolutions such as those in 16:10 aspect ratio or greater.

SweetFX Shaders

We have embedded SweetFX shaders to tweak and improve the visual quality of the game. At present we have not enabled the AA options in these shaders. If you enable SweetFX then you need to configure AA in your Graphics Card Control panel too. This is explained further in the next section.

Windowed

This runs the game in a window rather than full screen.

Window Borders

This allows you to disable the border of the window when running the game in windowed mode. This allows you to create a fake full screen option without issues of alt-tabling or similar.

MultiView

This setting can be used when setting up triple screens. Please see our dedicated section for this later on in the User Guide.

Configuring Nvidia Graphics Cards

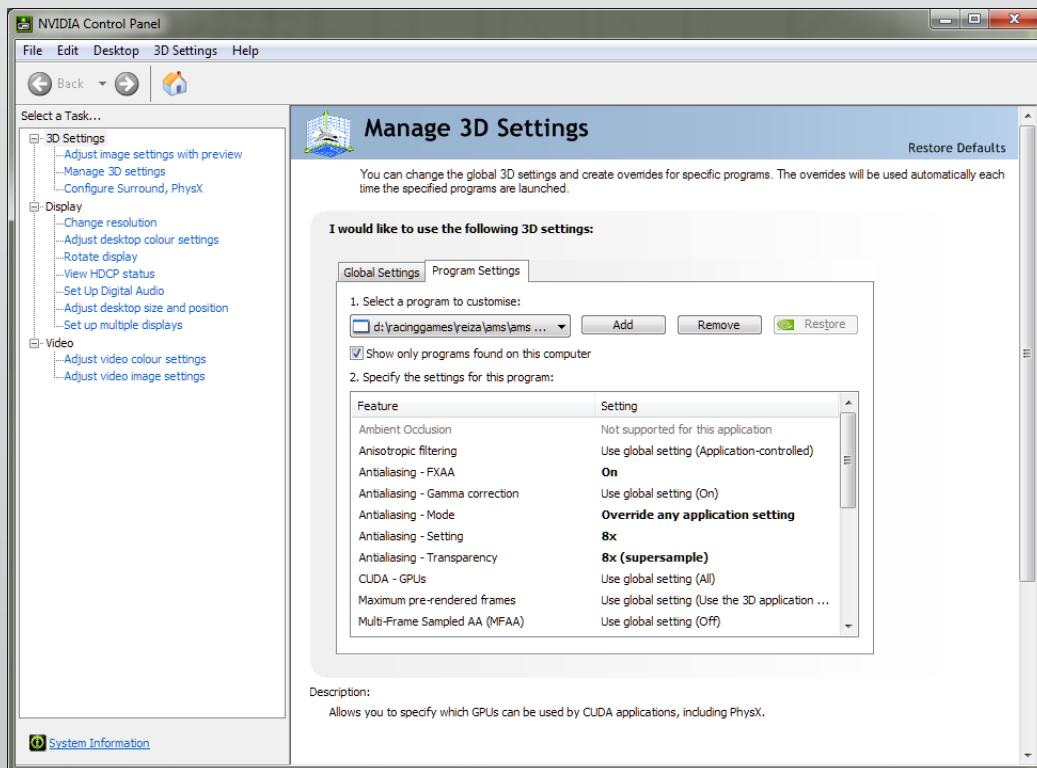
If you have an Nvidia Graphics card and wish to know how to adjust more graphics settings then you are reading the right section!

Nvidia Control Panel

You can access your Nvidia Control Panel by right clicking on some empty space on the desktop and selecting it from the drop down menu. Once it's loaded click on the 'Manage 3D Settings' option.

We recommend setting up a profile just for Automobilista. If it's not in the drop down list then add one manually.

Here are some hints for setting up individual settings:



Feature	Setting
Ambient Occlusion	Not supported for this application
Anisotropic filtering	Use global setting (Application-controlled)
Antialiasing - FXAA	On
Antialiasing - Gamma correction	Use global setting (On)
Antialiasing - Mode	Override any application setting
Antialiasing - Setting	8x
Antialiasing - Transparency	8x (supersample)
CUDA - GPUs	Use global setting (All)
Maximum pre-rendered frames	Use global setting (Use the 3D application ...)
Multi-Frame Sampled AA (MFAA)	Use global setting (Off)

Anisotropic Filtering

Leave application controlled. You can set this in game without issues.

Antialiasing FXAA

This is a post process anti-aliasing effect. If you are just setting up things here then we suggest you enable this. However it also affects the UI and may make text less clear.

Antialiasing Gamma Correction

Leave to default (on).

Antialiasing Mode

Override any application setting.

Antialiasing Setting

Use as high a value that you can use without costing too much performance.

Antialiasing Transparency

We recommend setting this to multisample. We found no improvement in image quality with supersample.

Maximum pre-rendered frames

It is very important to set this to 1. Failure to do so can cause stuttering!

Multiframe Sampled AA (MFAA)

Leave this disabled, it's not supported in DX9 applications at the time of writing.

The remaining settings can largely be left at default values. Negative LOD bias is not required as we have this done automatically by the software. For those interested in tweaking that parameters can be found for it in the PLR file.

Nvidia Inspector

The settings recommended above do not provide the absolute best image quality. Due to reducing support for DX9 engine games, we need to force some settings in Nvidia Inspector.

The latest version of Nvidia Inspector can be downloaded from here:

<http://www.guru3d.com/files-details/nvidia-inspector-download.html>

Just unzip and put in any folder and run from there. You still need to setup basic settings in the Nvidia Control Panel first as shown above. Once that is done, run inspector and click on the settings button next to the Driver Version item.

SettingID	SettingValue	SettingValueHex
Compatibility		
Ambient Occlusion compatibility	0x00000000 (Dragon Age 2)	0x00000000
Antialiasing compatibility (DX1x)	0x00000000	0x00000000
Antialiasing compatibility	0x00000000	0x00000000
Antialiasing fix	On	0x00000000
SLI compatibility bits (DX1x)	0x00000000	0x00000000
SLI compatibility bits	0x00000000	0x00000000
Sync and Refresh		
Frame Rate Limiter	Off	0x00000000
GSYNC - Global Feature	On	0x00000001
GSYNC - Requested State	On	0x00000001
Maximum pre-rendered frames	1	0x00000001
Preferred Refreshrate	Use the 3D application setting	0x00000000
Triple buffering	Off	0x00000000
Vertical Sync Smooth AFR behavior	Off	0x00000000
Vertical Sync Tear Control	Standard	0x96861077
Vertical Sync	Use the 3D application setting	0x60925292
Antialiasing		
Antialiasing - Behavior Flags	None	0x00000000
Antialiasing - Gamma correction	On	0x00000002
Antialiasing - Line gamma	Default	0x00000010
Antialiasing - Mode	Override any application setting	0x00000001
Antialiasing - Setting	&Q [8x Multisampling]	0x00000025
Antialiasing - Transparency Multisampling	Disabled	0x00000000
Antialiasing - Transparency Supersampling	2x Sparse Grid Supersampling	0x00000018
Enable Maxwell sample interleaving (MFAA)	Off	0x00000000
NVIDIA Predefined FXAA Usage	Allowed	0x00000001
Toggle FXAA Indicator on or off	Off	0x00000000
Toggle FXAA on or off	On	0x00000001
Texture Filtering		
Anisotropic filtering mode	Application-controlled	0x00000000
Anisotropic filtering setting	Off [Linear]	0x00000001
Prevent Anisotropic filtering	Off	0x00000000
Texture filtering - Anisotropic filter optimization	Off	0x00000000
Texture filtering - Anisotropic sample optimization	Off	0x00000000
Texture filtering - Driver Controlled LOD Bias	On	0x00000001
Texture filtering - LOD Bias (DX)	+0.0000	0x00000000
Texture filtering - LOD Bias (OGL)	+0.0000	0x00000000
Texture filtering - Negative LOD bias	Allow	0x00000000
Texture filtering - Quality	Quality	0x00000000
Texture filtering - Trilinear optimization	On (will be ignored if using high quality)	0x00000000
Common		
Ambient Occlusion setting	Off	0x00000000

On the following screen click on the little home button and select the 'AMS.exe' profile – this is loaded from the Nvidia Control Panel. Then all we recommend is to change:

- Antialiasing – Transparency Multisampling: Disabled.
- Antialiasing – Transparency Supersampling: 2x Sparse Grid Supersampling.

Sparse Grid Sampling is quite a heavy method but it significantly reduces aliasing. We recommend starting with 2x and ensuring that it doesn't affect your performance too much before trying higher settings.

Apply Changes and then you can close Nvidia Inspector and forget about it – unless we've made you curious to try out other settings. Note, you may need to reapply these settings when you update your graphics card drivers.

Configuring ATI Graphics Cards

Here we have a brief overview of settings for ATI.

Firstly we have had mixed feedback on the new Crimson Drivers, so we recommend sticking with an older Catalyst Driver for now if you can, until they become a bit more stable.

ATI Control Panel

ATI users should also add an application specific profile also for the game in their control panel. And this is required if running Sweetfx.

We recommend setting up the AA as follows:

Anti-Aliasing Mode

Override application Settings

Anti-Aliasing Samples

4x

Filter

Standard

Anti-Aliasing Method

Supersampling

Morphological Filtering

Off

Anisotropic Filtering

Use application settings

Anisotropic Filtering Level

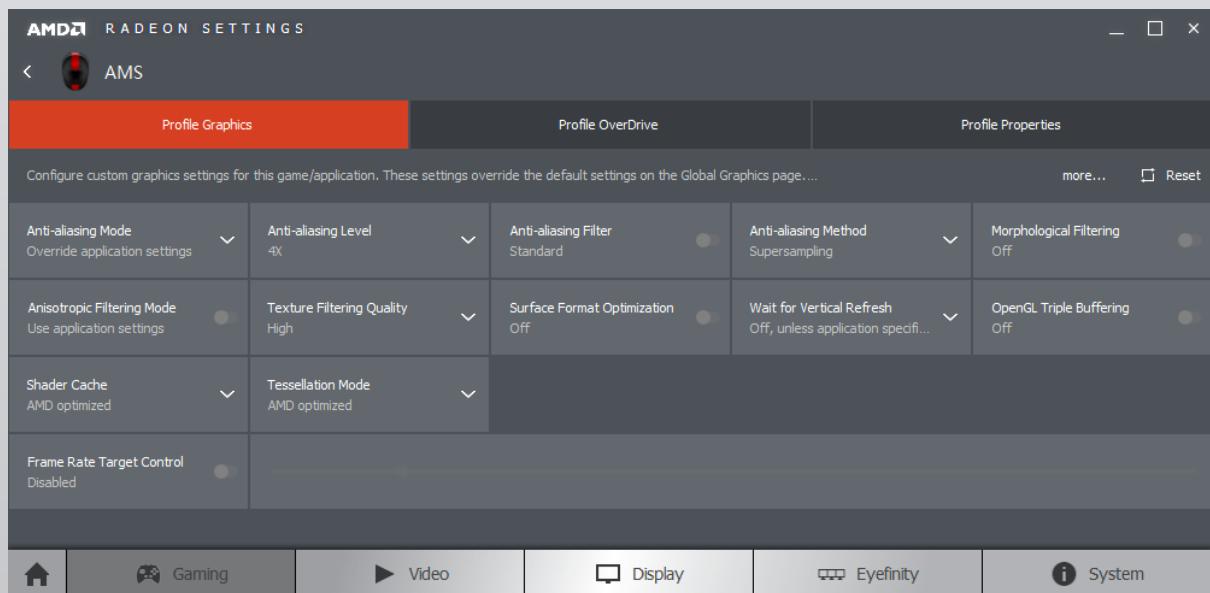
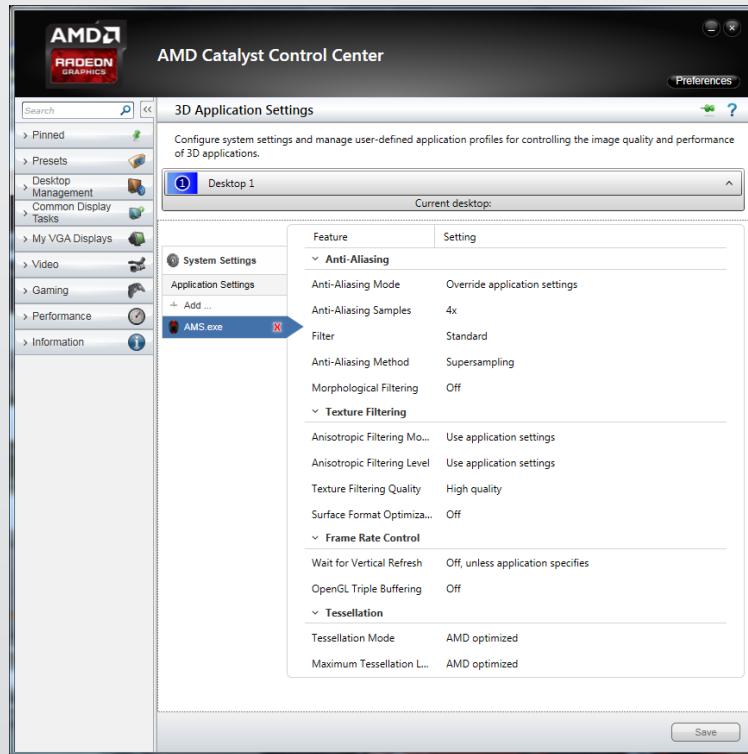
Use application settings

Texture Filtering Quality

High

Surface Format Optimization

Off



In Game Display Settings

Once inside the game we have even more settings for you to play with! However things are a bit simpler here. Firstly the game autoloads the 'High' profile. So for most people you won't need to change much. Then for most people we just recommend changing the Display General profile at the top of the page to begin with. However below is a breakdown of all the settings.



Circuit Objects

This setting changes how many objects are visible on the circuit. Reducing this will take away some details to the lowest setting where the bare necessary objects are visible.

Circuit Textures

This controls the size of textures used on the track. If you find things look a little low resolution, try increasing this. Or if your graphics card does not have much memory you may have to reduce this.

Player Detail

This controls the amount of detail on the player's car. It is recommended to have this setting higher or the same as your opponent detail.

Opponent Detail

This controls the detail of all of the opponent cars. If you are having FPS problems or your graphics card is running out of memory, try setting this a level lower than Player Detail.

Texture Filter

This controls the amount of Anisotropic filtering you use. X4 or X8 should produce nice results.

Special Effects

This effects how many dust effects etc there are, so if you find the dust kicked up by cars causing performance problems, tweak this setting.

Shadows

This setting changes how many shadows are cast. Too many shadows cast can cause fps problems, especially at dawn or dusk. The Max setting casts shadows onto cars where as High does not. So try reducing this if you are getting stuttering.

Shadow Blur

This blurs the edges of the shadows, but can also cause stuttering, so this is something else to be aware of.

Visible Vehicles

Whilst we can have races with many cars, they can also cause a very high stress on performance. If running at the back of a grid causes too steep a slow down, play with this setting.

Message Center

This is an area which will be shown in game whilst driving as to send you messages, hints, warnings etc, either from race control or other drivers.

KPH MPH

Unit of display for speed.

Units

Units of display for setup and other items.

Heads Up Display

Whether to use the ingame Heads up Display showing you information about the race / session.

HUD Type

Choose from two types of HUD. Dynhud offers more information on the screen.

Self in Rearview

If you wish to see your car in your mirrors, obstructing your view.

Mirrors

To enable or disable mirrors.

Vertical FOV

This allows you to tweak just how much of the world you can see on the screen at one time.

Steering Wheel

Whether to enable or disable the in cockpit steering wheel.

FPS Limit

Here you can cap the maximum FPS limit of the game.

Virtual Rearview in Cockpit

Allows you have virtual mirrors in the cockpit at the top of the screen, as well as the modelled ones.

Default View

The camera the game defaults to when you go to track to drive.

How to setup Triple Screens

Running with triple screens really adds to the immersion when simracing! So here is a section with some basic hints how to set that up correctly if you are running such a configuration.

- Setup Bezel Correction in your Nvidia/AMD Control Panel Software.
- If you have the side monitors angled towards you, select ‘multiview’ in the AMS Config application.
- If you have three screens as one ‘flat super wide’ screen, don’t tick ‘multiview’.
- Set your Vertical Field of View correctly in game Display Settings.
 - If you have 3x 16:9 screens, 48:9, using 30 degrees FOV gives you $(48/9)*30 = 160$ degree horizontal FOV. Only you know what FOV you get in your sim!
- You may need to use the adjust seat controls to fine tune your driving position.

Advanced Hidden Settings

We have a few extra settings hidden away that people may wish to play with. These are detailed, and not limited to those that follow here. If people are unsure we recommend to not change these.

Mipmap Bias Clamping

In the users PLR file, which can be found at the game folder\userdata\<playername>\<playername>.PLR, there are many settings in general that maybe tweaked. One that you may wish to look at is the Mipmap Bias Clamping options. These settings can effect just how sharp textures look, or how much aliasing there is in some cases.

- Mipmap Adjust Mode="1" // 0 = Disabled, 1 = Clamp, 2 = Bias
- Mipmap Bias="-0.25000"

Custom D3D9.dll

The game requires 'd3d9.dll' for DynHUD and 'd3d9_2.dll' for SweetFX. If you replace either of these files for any reason (SoftTH etc), then you will lose these features.

Customizing Sweetfx

The profile SFXOn.txt can be found in the game folder. These settings can be modified to adjust the appearance as you please. However please note that:

- These settings will be overwritten in any Steam update.
- We do not offer support on the modification of SweetFx.
- In the future we will allow custom profiles to be chosen from the configuration application.
- Find more information about SweetFx here:
<http://sweetfx.thelazy.net>

Controller Configuration

As we make out and out racing simulations, getting your steering wheel configured optimally is of the highest importance! As such we've dedicated an entire chapter to just that. Hopefully this will help get everything up and running with some awesome force feedback straight away!

We've made some great improvements with regards to setup and force feedback with Automobilista. Firstly we now have Force Feedback running at up to 360hz making sure that you can feel every single little detail on the surface. We also auto configure your wheel's steering lock for every car in the game so there is no more messing around making sure that you have the right lock settings. (Officially supported: upto Logitech G27, Thrustmaster and Fanatec wheels)

Quick Notes

For optimal performance when running a wheel please check the following in general.

- The game will attempt to auto load a profile for your wheel, but it won't autoload if the game doesn't recognise it as the first input.
- Your present settings are auto saved to the controller.ini in your profile. It is not necessary to save a preset other than for future reference if you change your configuration often.
- We support upto 6 USB devices.
- Ensure that Steering Help is switched off for optimal FFB.
- Ensure that Speed Sensitivity is set to 0% in the Controls - Rates options page for steering wheels.
- Pure 360hz force feedback mode is recommended for wheels, however if you are having FPS issues or stutters then we recommend you try Pure 180hz. Pure + Effects levels also run at 180hz.
- If you need to adjust the limits of your controller, how far an axis may go for instance, then you should take a look at the Wingman DXTweak2 Utility.

Logitech G25/G27 Configuration

Logitech G25 & G27 remain some of the most popular steering wheel on the market. We recommend setting them up as follows.

Firstly open up the Windows Game Controllers configuration panel, and then click properties on your wheel.

On the Wheel Properties you can just test that all the buttons, pedals, ranges and force feedback are working correctly.

On the Settings page we recommend that you setup the wheel as follows:

Rotation

900 degrees. The game will automatically adjust the allowed range based on the car.

Force Feedback

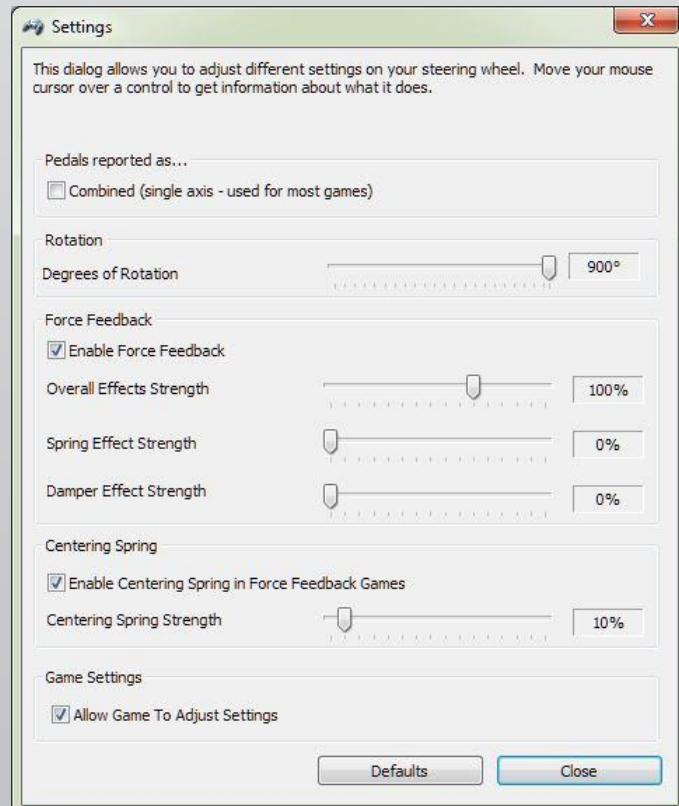
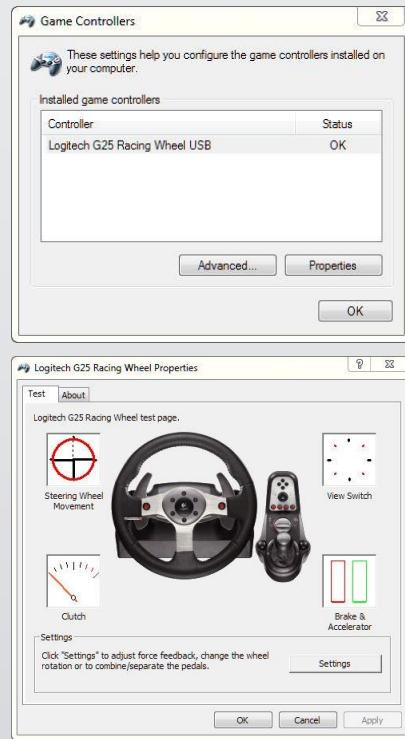
We recommend just running with overall effects strength at 100% and the others reduced to 0%. We want you to feel exactly what is coming from the car.

Centering Spring

We recommend adding a small amount of centering spring as it reduces clipping and doesn't really interfere with FFB

Game Settings

It is very important that you allow the game to adjust settings automatically so we can set the rotation correctly!



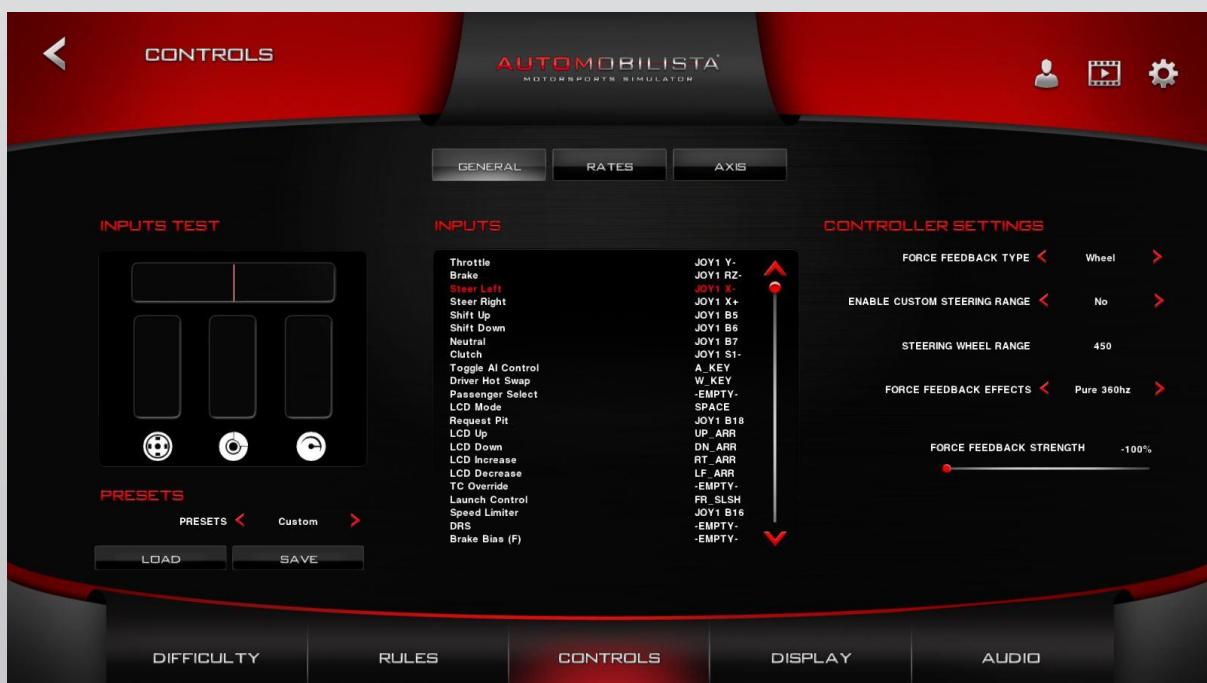
In Game Settings

In game we have some settings which can help configure how your controller responds. When you create a new profile the game will attempt to load a profile matching the first round device on JOY1. We support upto 6 USB devices in game. On the General page we have basic input mappings, as well as force feedback configuration and presets. On the second page are some rates and the third some axis specific settings per controller.

It should be noted that saving a preset is not required to save your settings. They are auto saved to your user profile's controller.ini.

The assignment of inputs is self-explanatory, click on an item to assign a key, it warns you if that key is already assigned to a different function.

Controller Settings



Force Feedback Type

This should be set appropriately to match your device. It should be noted that controllers run on DirectInput, not XInput, so FFB on certain gamepad controllers may not be present.

Enable Custom Steering Range

This is for use with overriding the games automatic handling of steering ranges. It allows you to configure the range that you wish the in game wheel to display. You should set the range beneath to match the angle of steering lock you have configured to be allowed for your wheel.

Force Feedback Effects

We have a range of options that are allowed for force feedback effects. These are as follows:

- Pure 360hz
- Pure 180hz
- Pure + Effects 1 (180hz)
- Pure + Effects 2 (180hz)
- Pure + Effects 3 (180hz)

Our recommendation is to run Pure 360hz if possible. However if you suffer from stutters you may wish to attempt Pure 180hz.

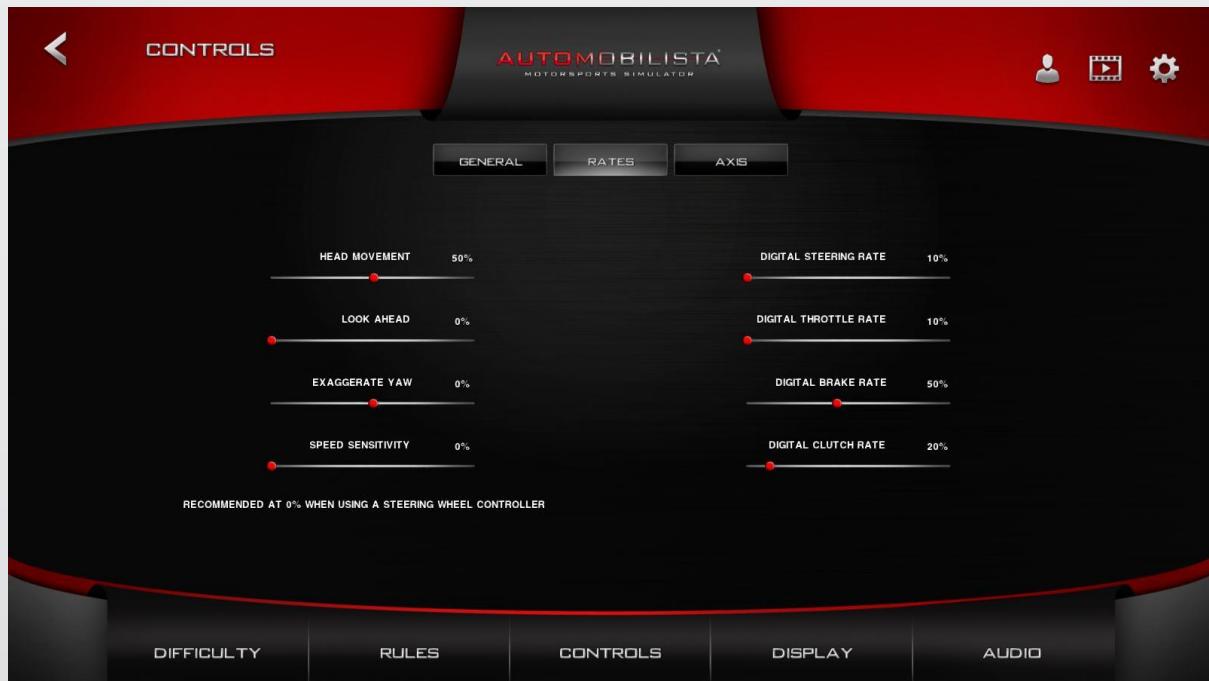
The two Pure modes offer pure forces from the car into your steering wheel force feedback. The effects modes add simulated effects for a different range of things artificially over the top of pure mode, which you may or may not prefer. The higher the level of effects the more effects are included.

Force Feedback Strength

Force Feedback Strength runs from 100% to -100%. Certain manufacturers like a negative or positive value. Logitech for example usually require negative strengths and Thrustmaster positive values, for example.

Rates Settings

This page of the controls settings allows you just how much a few settings affect the view and controls – mostly specific to when using gamepads.



Head Movement

This scales how much the drivers view point reacts to the forces acting on the car.

Look Ahead

This will auto adjust your view to look towards the apex of a corner whilst driving.

Exaggerate Yaw

This extends look ahead by rotating the head viewpoint whilst turning.

Speed Sensitivity

Speed Sensitivity reduces the input sensitivity as speed increases. This should always be 0 with a steering wheel, however is very useful when using gamepads.

Digital Rates

These are used for Gamepads only, and help adjust the input rates of digital inputs to make them feel a bit more analogue. These can be tweaked how you feel best, but you want the values very low normally.

Axis Settings

These settings are quite self explanatory and can be configured for all 6 controllers on various axis.



Sensitivity

Adjusting the sensitivity will make the axis react faster or slower to input, with 50% being normal setting.

Deadzone

This setting will increase the deadzone around no input for each axis. This means more input is required before it registers in game.

Multiplayer

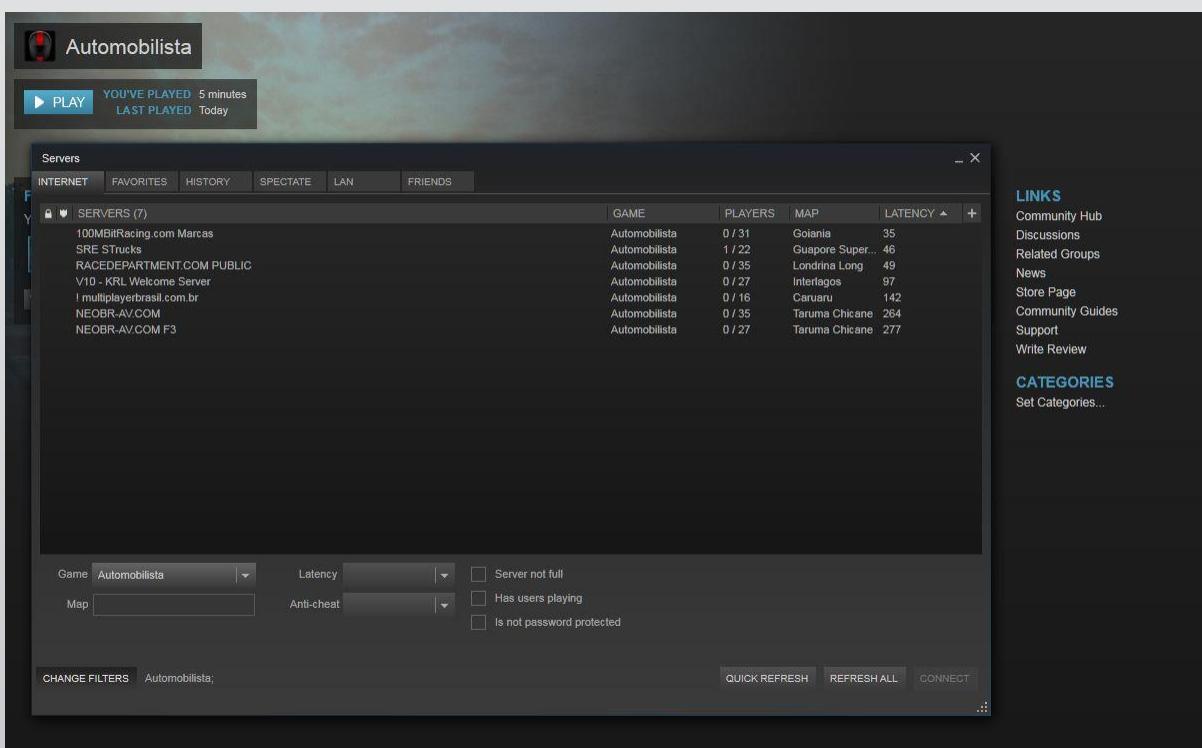
Here we cover racing online. In time we will add more information here.

Joining an Online Server

The method to join a server is not final, and we will in time introduce a better solution. However for now first ensure that Automobilista is not already running, as the server list in game does not list servers from the matchmaker at present.

Then in your Steam Client, click ‘View’, and then ‘Servers’. Then under filters choose Automobilista for Game.

You will then be able to choose from a list of available servers to join. Once you press connect the game will start and connect to your desired server.



General Notes

If you are hosting a server locally you will need to browse servers via LAN to be able to connect.

Setting up Firewall to Host

If you host a multiplayer game using either the dedicated server or the in-game multiplayer option, you need to make sure that that computer is accessible from the internet for other players.

To make your server accessible, you probably need open up some ports in your firewall and potentially forward them from your router to the computer that is running the game.

The ports that the game uses can be configured in the Multiplayer.INI file that can be located in the game folder in UserData/PlayerName (where PlayerName is the name of the player profile you've created). The following four settings configure the ports:

```
Query Port Start="34597"  
Port Start="34697"  
Authenticator Port="8766"  
Master Server Updater Port="27016"
```

You can obviously change these as long as you make sure these ports are actually free. For the example above the following ports need to be opened and forwarded in your firewall and router:

```
34597 UDP  
34697 UDP  
8766 UDP  
27016 UDP
```

If you've successfully set up your server, it should be visible in the "Server" window of your Steam Client, as explained in the previous section. You can access that by going to the "View" menu and then selecting the "Server" option. Make sure to use the "CHANGE FILTER" option to filter on games called "Automobilista".

Multiple Dedicated Servers

The setup of multiple dedicated servers requires a unique player profile for each server, with unique ports configured in each profile's `multiplayer.ini`.

We will expand this part of the User Guide at a later date.