rFactor 2

This is a short Tutorial about how to use " fixed Upgrades" 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 GT as example.
And I use the default Profile "player" here.

Enter the Game in Single Player, select the Track and the Car for that you want to use the fixed Upgrades later.
Enter the Menu "TUNING" where the available Upgrades can be selected.
Select the Upgrades that you want to use as "fixed Upgrades" later.
If everything is selected, click on the Button "FORCE SETUP" (see Screenshot):
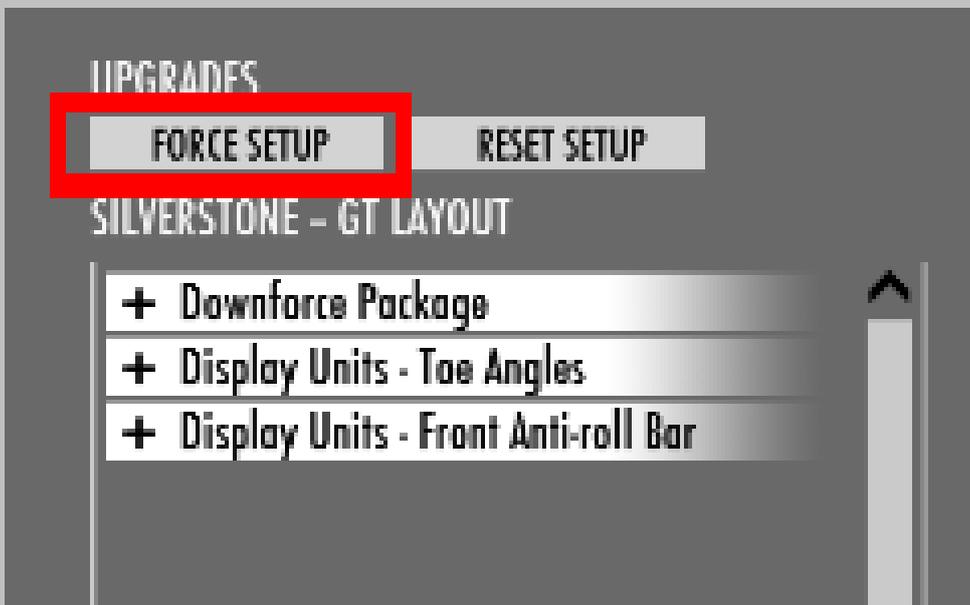
Now a File, in the folder:
..\UserData\player\Settings\ISI_FormulaRenault35_2014\FR35_2014_UPGRADES
has been created.
It's called **trackconfigSilverstone -- GT Layout.ini**

This file contains the Information which Upgrades for the FR35_2014 have to be used on the Silverstone GT Track, if "FORCE SETUP" for Single Player or "fixed Upgrades" for Multiplayer is activated.
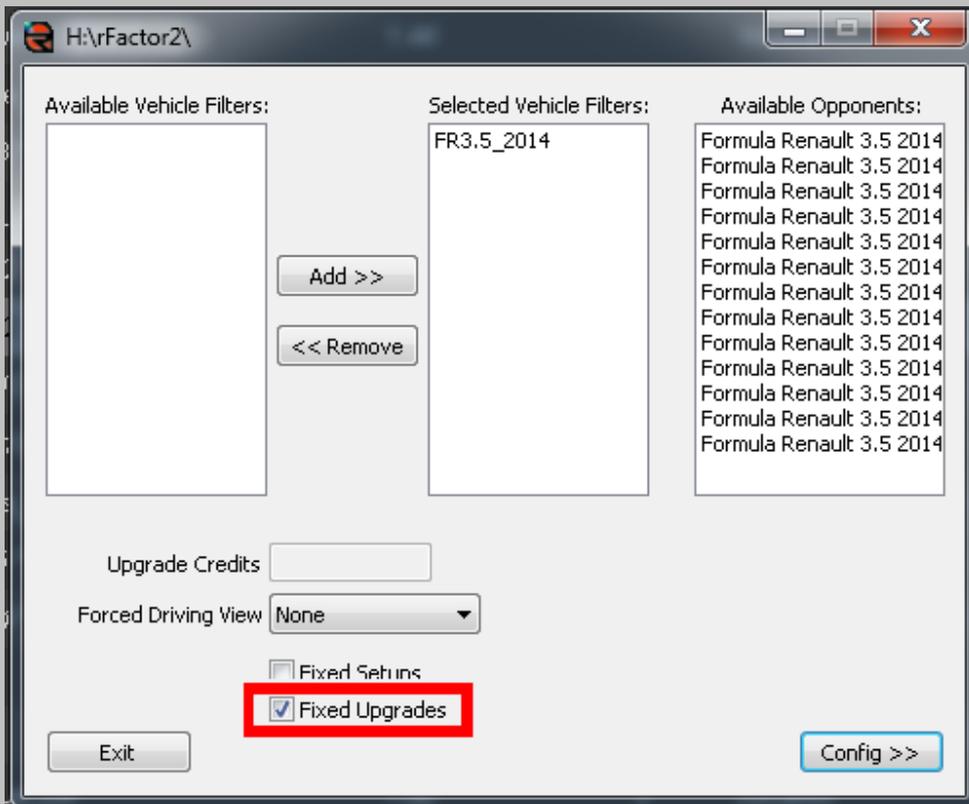The Entry looks like this:
"Silverstone -- GT Layout":
Downforce Package=0
Display Units - Toe Angles=1
Display Units - Front Anti-roll Bar=0

To make the "fixed Upgrades" work in Multiplayer, just check the Box
"Fixed Upgrades" (see Screenshot) in the Dedicated Server UI, when you set up the Server.

You can set as many Upgrade-Configurations for different Car-Class/Track Combinations as you want.

As longs as the "fixed Upgrades" Option is activated, the Game uses it, if it finds matching files for the used Car/Track Combination.