TMP
TrackMap Plugin

V0.9 – rFactor2
by Fazerbox (fazerbox@gmail.com)

User Guide

Release notes V0.9

Let me start to thank:

Slow Motion (Marco) - rfactoracingweb
For fantastic TMP logo, for infinite hours dedicated to test plugin and for hints to render plugin really unique.

Description

TMP V0.9 shows a map of the track, cars and a fully customizable set of telemetry information in graphical and literal form. In TMP you find real time grid, gap time, personal and sector time, speed a really synchronized starting lights and many other informations.

TMP is in game configurable or through TrackMapConf.txt configuration file

Requirements

A) DirectX End-User Runtimes from Microsoft
(Select your locale version)

B) Microsoft Visual C++ 2008 Redistributable Package (x86)
(Select your locale version)

Installation

Unzip TrackMap Plugin in rFactor2 folder.

General Info

TMP plugin shows a lot of telemetry infos in graphics and numeric form. All these infos are user in-game customizable or editing **TrackMapConf.txt** file in rFactor2/Plugins/TrackMap.


Pos 1/1
1 Fazerbox 1:53.587
116:04 Laps --/--
Time 15:11
Lap 13/--
CURRENT
GAP Pers T3
GAP BEST T3
PERSONAL
Fazerbox 1:53.587
Last Lap
POS: 1/1
LAP: 13/--
77 KPH
BENZINA: 16/3
PIT: -

Objects

TrackMap uses objects to show infos on screen. Below a fully list.

Object	Description	Command
Timer	In time race or in practice session, time to end	ShowTimer
Place	Car Place	ShowPlace
Laps	Laps done	ShowLaps
Grid	Drivers grid	ShowGrid
Lcd	LCD	ShowLCD
Fuel	Fuel consumption	ShowFuel
Temps	Oil and Water temp	ShowTemps
ATD	Average Time Display.	ShowATD
KM	Total mileage car and mileage of current car in current track	ShowKM
Sectors	Show absolute sectors time and drivers	ShowSectors
Starting Lights	Starting Lights	ShowStartingLights
Split Time, Current Time, Best Lap, Personal Best	Current Time Lap	ShowSplitTime
Map	Track map	No command.
WGL Wheels Grip level	Show drifting tires and suspensions height	ShowWGL
Wear	Engine and Tires wear. Tires, Water and Oil Temp	ShowWear
BrakeTypeTemp	Tires status in table form	ShowBrakeTyreTemp
Meteo	Track and ambient Temp	ShowMeteo
Brake Test	Brake test from 250 Km/h to 10 Km/h	ShowBrakeTest
Drafting or Slipstream	Drafting Effect	ShowSlipStream

Except map, objects must be placed inside a container (box) to be showed. A box can contain more objects, and will be show in vertical order.

Creating a BOX

Syntax for creating a box:

BoxN = Name, X, Y, Visibility, { <*parameters*>, <object>=<profile name> }

N = number between 0 and 19

Name = free text. Name of the box, will be showed during box selection;

X = [LEFT | RIGHT | CENTER | <number>]
- LEFT: box aligned on left
- RIGHT: box aligned on right
- CENTER: box horizontally centred;
- <n%> Screen percentage
- <pixels>: Horizontal screen position.

Y = [TOP | BOTTOM | CENTER | <number>]
TOP: box aligned on top;
BOTTOM: box aligned on bottom;
CENTER: box vertically centred;
<n%>: Screen Percentage
<pixels>: Vertical screen position.

Visibility: SHOW or HIDE

<*parameters*>: Objects parameters list.

Parameter	Description	Applicable Objects
Zoom	Objects Zoom factor	All objects

<object>: refer to “TrackMap - OBJECTS”.
<profile name> = Refers to a layout object. See Description Object file

Box definition string, must be inserted inside trackmapconf.txt in section:
[HUD_BOX,], [HUD_TESTDAY], [HUD_PRACTICE], [HUD_WARMUP], [HUD_QUALIFY], [HUD_RACE], [HUD_SPECTATOR], [HUD_UNIQUELAYOUT].

Ex. Box2 in [HUD_WARMUP].

Box2 = Grid, Left, 100, Show, { ShowGrid=Grid1 }

- Box2 is named “Grid” (text showed when box is selected pressing SHIFT + CTRL + SPACE)
- box is placed on the left (*Left*) and 100px from top.
- Box is visible (*Show)*
- Will be draw a grid object (*ShowGrid*), profile GRID1.txt

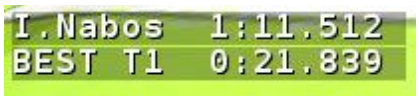
Default boxes configuration

TrackMap comes with default boxes configuration, customizable inside game. A more fine tuning is possible editing **trackmapconf.txt**

1. **BOX POS**: My car Place

2. **BOX LAPS**: number of Laps made and Race length

3. **BOX BEST LAP**:
   - Driver and Best time.
   - On the same row it shows sector time and Gap on Best time.



5. **BOX SECTORS**:
   - Left column shows Absolute sector time and drivers. May be different drivers
   - Right Column report my best sector times. On red if by time is higher than best sector.
   - Last row reports Track Virtual time and my Track Virtual Time, adding sectors, even if for different laps.

7. **BOX TIMER**:
   - Time to end race for time race;
   - Laps done by leader and race length;

8. **BOX LCD**
   It shows a lot of info about race Gap times, Car Status, Speed, Fuel etc... TMP has many different LCD, to load another LCD, press ALT + SPACE for MENU, then select Next LCD.

9. **BOX A.T.D. (Average Time Display)**
   Green if your time is better that Average time based on last 3 Laps. Red if Current time is worse. DeltaTime is store inside Object descriptor file

10. **BOX TEMPS**
    Oil and Water temp in numeric form.
    Green: Temps are OK
    Yellow: Water Temp greater that 100°
    Red: Temp out of range

11. **BOX FUEL**
    it reports different infos related to fuel

consumption.

- Fuel: Current Fuel
- LAPS: Estimated Laps based on real consumption;
- LAST: Fuel used for last lap;
- TIME: Remaining time before Fuels is empty;
- Icon is red when Fuels is 5 liters or estimated laps is less than 5.

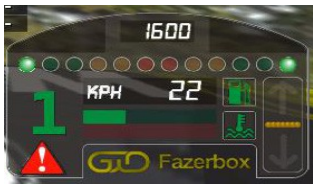
12. BOX STARTING LIGHTS

Starting lights really synchronized with rFactor; Number of rows are stored in StartingLights_Rows parameter in TrackMapConf.txt.

13. **BOX KM**:

- KM reports Km done with current car;
- TRIP reports Km done with current car in current track.
- From MENU you can set these values to Zero;
- KM are stored in rFactor/Plugins/TrackMap/KM.txt;

14. BOX WARNING ICON



If times reported in BOX SECTORS or BEST LAP may be not valid, a small warning icon a Red triangle is showed close to times. A warning icon is showed in LCD too, but only if it was developed to support it. Times may be not valid because when you enter in a started session, rFactor doesn't transmit old laps times to telemetry object.

15. **BOX GRID**. Drivers grid.
    - during test, practice, qualify and warm-up it reports best times;
    - in race it reports gap between me and others drivers;
    - A white dot indicates driver in Pit-Lane/Box
    - A red dot indicates driver out of race
    - inside brackets the number of driver pit stop

Full grid

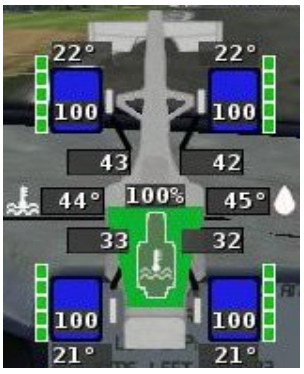
Filter on GT1 class.

New Objects

1) **WGL – Wheels Grip Level**

WGL shows tires sliding. It is composed of 4 red sector, which size is related to sliding factor. If tire is totally sliding, sector size is max. Is tires is not sliding, sector isn't visible. Four vertical bar are drawn, one on each corner, that report car height. They became red when cars touches road.

2) **WEAR – Tires and engine**



Wear object shows tires and engine wear, tires, engine and brakes temperature.

Tire wear is showed inside tire in percentage value.
Upside front wheels and downside rear wheels, tires temp are showed.
Downside front wheels and upside rear wheels brakes temp is showe are showed.

Engine wear is NOT enabled

Tires wear is also showed using 5 dents for each wheel. Each dent valus 20%.
Tire color represent tire temp, and TMP uses same rFactor code color.
Tire Shape change with internal tre temp, from extern to intern side.

	Tire OK. Tire Temp difference less than 5°C
	Too pressure. TLeftSide – TCenter < 5° e TRightSide – TCenter < 5°
	Slow pressure. TLeftSide – TCenter > 5° e TRightSide – TCenter > 5°
	Flat tire

WEAR parameters of WearN.txt.

Changing **DeltaPressureShape** parameter inside Wear object descriptor (WearN.txt), you can change how tire shape work.

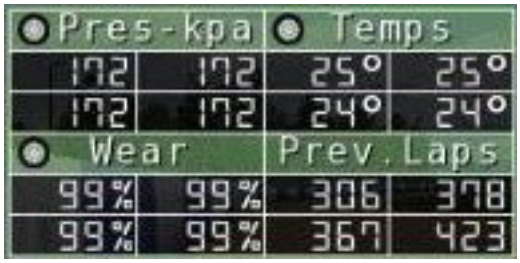
Default value:
DeltaPressureShape = 5, 5

First “5” means temperature difference between left side tire and center tire. Second "5" means temperature difference between Center tire and right side.

3) METEO

It simply reports Ambient and Track temperature. A cloud icon shows cloudiness.

4) **BRAKETYRETEMP**



BrakeTyreTemp shows Pressure, Temperature , wear and Prevision laps for each wheels. Infos are shown inside a table.

Pres-Kpa. Tire Pressure in Kpa.

Temps. Tire temperatur.

Wear. Tire wear. 100% means tire healthy.

Prev.Laps. Means how many laps tire can work. This parameters are refreshed in realtime. In above table, Left tire will work al least 306 Laps before become flat. More lapd you do more reliable are that infos.

5) **BRAKETEST**

BrakeTest is usefull to test brakes during a braking from 250Km/h to 10 Km/h.
Theese parameters can be changed modifing **minSpeed** e **maxSpeed** inside description file BrakeTest1.txt. At the end of breaking results are displayed.

Left column *Force.*
Usefull for Load transfer. It report average forces applied to each wheel. In the center the aum of each forces (585 in picture).

Center column *Force*.
Force in percentage applied in front and rear wheels
In center cell we have deceleration (m/s^2). In picture above -12.3 m/s^2
Cell *Dist*.
How many meters car has done during brake test. In picture 108.4 m.

Cell *Time*.
Brake test during time in seconds. In picture 3.3 s.

6) **DRAFTING o SLIPSTREAM**

Drafting or SlipStream objects display green arroes to indicate Draftng intensity caused by car immediately in front mine. Green arrrows are shown progressivily and become red when drafting is max.

Inside Slipstream file descriptor is possible change parameters to modify object behaviour.

New LCDs

Everyone can create its own LCD, it s no too difficult but not easy too. You need a specific texture and a descriptor file that describe LCD exture elements. I hope to write a tutorial, how create a new LCD in a near future.

LCD_DEF3

LCD_DEF3 is most completed LCD, it display many infos about time, and car status.

In upper row, from lefto to right.
1) Water temperature
2) Oil temperature
3) Gap between my car and previous car
4) Time before session ends
5) Local Time

On the left:
6) Water alarm
7) Fuel alarm

near to Water and fuel alarm
8) Current Gear
9) above rpm engine
10) down car max speed (red background)

In the center
11) Current car speed (Blue background)

12) On the right, with green background, Current Gaps respect eference Best Lap and Personal Best Lap

13) On the right. Two LEDs signal if my current time is above or under Best Lap and Personal Best Lap. In picture Green LEDs.

14) Under car speed, two bars report Brake and Throttle pedals status. Throttle uses green bar, Brake uses red bar.

15) On the right of rpm, a set of rounded LEDs display rpm engine in graphical form. They light from external to internal side

Last bottom row displays:
16) Fuel quantity
17) Fuel used during Last lap
18) How many Laps car can run before fuel finish
19) How many time car can run before fuel finish. This is usefull for Time race.

LCD_F1.

LCD_F1, display and LCD similar to virtual LCD seen in TV during real race.

It shows KERS and DRS status. You must associate 2 keys or buttons inside TrackMapConf.txt, and this icons will be on when you press associated keys. KERS can be used for 6.6s for lap and it will be recharged every new lap. KERS and DRS don't have a real effect, it depends on Mod.

KERSTIME parameter.
This parameter is stored inside [HUD] section in TrackMapConf.txt. It's how many seconds KERS can be used during a lap. Default value is 6.6 seconds.

KERSMINSPEED parameter.
Above this speed KERS can be activated. Change this parameter in [HUD] section in TrackMapConf.txt. Default value 100 Km/h.

LCD_ANALOGIC1

This is an example of analogic LCD. It use lancet to display rpm and speed.

To change LCD, press ALT + SPACE to show MENU, then select "Next LCD".

MENU (ALT + SPACE)

Menu is showed pressing ALT + SPACE keys. From menu you can:

- Select objects and moving them on screen
- clone current Layout to all Layout or copy current layout to an other layout. Plugin support 7 different layout: TestDay, Box, Practice, Qualify, Warmup, Race;
- Using unique layout for all sessions games;
- Load default layout (Reset Layout)
- Reset Km an Trip;
- Select Km or Miles for Speed and distance
- Select Liters or Gallons;
- Select Celsius or Fahrenheit;
- Show Map dashed PitLane;
- Show Map Fading edges;
- Show a map background;
- Show max speeds in Grid object;
- Show cars in same class.

  ALL= all cars;

  AUTO= show cars of my same class

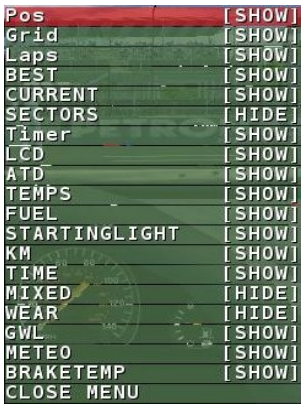
  GT1,GT2,P1,P2. Show cars contains this substring in class name

- Next LCD: Load next LCD;
- Next WGL: Load next WGL;
- Next WEAR: Load next WEAR;
- Next BRAKETEMP: Load next BrakeTemp;
- change WGL MaxGrip parameter. Default value 1. Press SX and DX arrows to change value;
- Starting Synchro: Selects the way Starting Like works. In Auto mode, plugin tries to synchronize starting lights with rFactor. Use Synchro1 or Synchro2 to force synchro using 2 different modes, starting lights could not work . In TELEMETRY

mode, starting will work but it could be not synchronized with rFactor (rFactor update telemetry infos about 2 times for second);

Moving and Showing objects

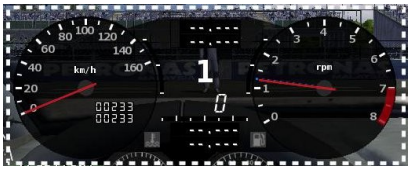
Before moving an object it must be selected.
Press ALT + SPACE then activate **Select Object**, and select object. Press Return to select object. Selected object is surrounding with a dashed frame.



On selected object:

1) Use mouse to move box on screen. Press ALT to move by steps of 10 pixels
2) left button confirms position
3) right button aborts operation
4) central button, centers box horizontally
5) central button + CTRL , centers box vertically
6) <Return> Diplays/Hides box
7) use Left and Right arrows to select next/previous box

Press ALT+ SPACE again to hide MENU.



Selected object with white frame .

Objects Zoom

Select object and press:
CTRL + DX for Zoom
CTRL + SX for un-Zoom.

Small LCD using Un-Zoom.

Box Editor

Command	Keys
Activate TrackMap (Except Map)	**CTRL + SPACE**
Hide/Show selected box	**RETURN**
Zoom In	**SHIFT + RIGHT ARROW**
Zoom Out	**SHIFT + LEFT ARROW**

Box Laps selected. **ON** *means Box is visible*

GRID and parameters

Warning

- During race, times reported in GRID are influenced by the way rFactor2 manage them. In rFactor2, using Arrows keys, change way rFactor2 calculate Gaps. It changes from Real Time Gap, to Sector Gap. GRID will respect this setting. In Real time mode, gap will be refreshed 2 times for second.

- If you experience FLICKERING, press CTRL+F to show Frames per Seconds (FPS).

Manual configuration - trackmapconf.txt

Advanced configuration is possible only by manual editing of **trackmapconf.txt.** File is stored in rFactor2/Plugins/TrackMap folder. File contains different sections (text in brackets) and each sections contains many parameters. A brief list.

GENERAL section

TeamMembers = <Drivers list>
Stores drivers in my own team.
Ex: **TeamMembers** = Paolo, Magicgianca, Slow Motion . These drivers will be displayed in Map as red Circles.

FlickeringMode = [0, 1, 2]
0 = No Antiflickering;
1 = Antiflickering mode 1;
2 = mode 2.

Names = [0 | 1 | 2 | 3] (default: 1)
0=None ; 1=Name; 2=Number; 3 = Number and Name
Display driverrs name and Positions

LimitVisibleCars = Number (default: 100)
0 = all cars
number of visible cars. My cars and car follow/ahead me is always displayed.

ShowMyName = [0 | 1] (default: 0)
0=Hide, 1=Show
Show/Hide my name on map

FLASH_ON = Number, milliseconds (default: 200)
In combination with FLASH_OFF determinates frequency flashing of my Icon car.
During FLASH_ON milliseconds, cars is visible.

FLASH_OFF = Number, milliseconds (default: 100)
In combination with FLASH_ON determinates frequency flashing of my Icon car.
During FLASH_OFF, icon colour car is blended with FLASH_COLOR.

FLASH_COLOR = Hex number (default: 00FFFFFF)
Hexadecimal value in form AARRGGBB. Dove AA = Alpha, RR=Red, GG=Green, BB=Blue.
During Flash_OFF phase, icon car color is blended with Flash_Color. 00FFFFFF colour means Total transparent. To disable Flashing, use FLASH_COLOR = FFFFFFFF

MapFading = [YES | NO] (default: NO)
If this parameter is Yes, Map borders are faded.
Warning: Fading borders have negative impact on FPS.

MapPitLaneDashed = YES

MapLinePattern = Hexadecimal value (default: FFFFFFFF);
Shape of dash line of Map Pit-Lane.
Warning: Dash Lines have negative impact on FPS.

MapPatternScale = Number (default: 0.5);
Scale factor for Dash Line in Pit-Lane. 1.0 means no scale
change value by 0.1 steps.

CharsTeamNameFilter = Characters (default: "]})_~");
Characters list used to break Team name from Driver Name.
Example, for a driver whose name is: [IT League]Fazerbox, will be extracted “Fazerbox”

OpenClosedBrackets = Characters (default: "[](){}<>");
From driver names are removed all chars between brachets reported in OpenClosedBrackets parameter.
Example, for a driver named [IT]Fazerbox<VRG>{aaa}<bbbb>, will be extracted “Fazerbox”
Pay attention that Brackets inside OpenClosedBrackets must be coupled.
If you want remove caharacters between two “#”, OpenClosedBrackets will be:

OpenClosedBrackets = "[](){}<>##");

KEYS section

PeriodRepeatedKey = number, millisecond (default: 100)
Time in millisecond used during repeated keys.

HUD section

HudInfo = [ON | OFF] (default: ON)
ON = HUD visible
OFF = HUD hidden

Gear_MinRPM = <number> (default: 25)
When rpm is above this value, Colored rpm strip starts to be is displayed.

Gear_RPMLimitator = <number> (default: 97.5)
Above this value rpm strip will start flashing and gear will be red.

StartingLights_Style = [F1 | DEFAULT] (default: DEFAULT)
F1 = Red lights off on race start;
DEFAULT = green lights on on race start;

StartingLights_Rows = <number> (default: 2)
Light rows number

FuelLaps_Alert = <number> (default: 5)
When stimated laps is less that this parameter, Fuel icon will be red

FuelLiters_Alert = <number> (default: 5)
When Fuel is less that this parameter, Fuel icon will be red.

LCD_TempUnit = [0 o 1] (default: 0)
0 = Celsius
1= Fahrenheit

PitSpeedLimitRace = <number>, Km/h (default: 150)
Speed limit in Pit-Lane in Race

PitSpeedLimitNormal = <number>, Km/h (default: 150)

Speed Limit in PitLane in all sessions except Race

UniqueLayout = [YES | NO] <default: YES>
Flag for using or not same Layout for all sessions.

Grid_Mode = [0 | 1 | 2] <default: 1, Gap from Leader>
Show different GAP in grid.
0 = Gaps between Drivers and my car.

1= Gaps between cars and Leader.
2 = Gaps between a Driver and previous driver.

Grid_MaxSpeed = [Yes | No] (default: YES)
Show cars max speed in Grid object.

Grid_CLASSES<0-15> = <string>
These parameters specify criteria used to group cars in classes.
Format parameter:
Grid_Classes<0-15> = <Group name>, <rule1>, <rule2>,.....

Group name is dispayed in grid object.

Rules format:

Rule	Description
<string>	Cars belong to group is class name is equals to <string>.
#<string>	Cars belong to group if class names contains <string>.
@	Only cars with my same class name are displayed
*	No filters. All cars are displayed
$<string>	Cars belong to group if driver name is equals to <string>.
$#<string>	Cars belong to group if driver name contains <string>.

Rules * e @ are used by default.

Example:
Grid_Classes5 = GruppoFL, #Ferrari, #Lamborghini
Group GruppoFL, will group cars with Class names containing “Ferrari” and “Lamborghini”.

Grid_FILTERCLASS = [ALL, MYCLASS, <Group name in GRID_CLASSES0-15> (default : ALL)
Grid will show cars that pass this Filter Name.
ALL = All cars displayed.
MYCLASS= Displayed only cars with my same Class name.

Example:
Grid_FILTERCLASS = GruppoFL (see previous example)

<Group name in GRID_CLASSES0-15>: One of Grid_Classes0-15 name.

HUD_BOX, HUD_PRACTICE, HUD_QUALIFY, HUD_WARMUP, HUD_RACE sections

HUD_ssss sections, where ssss is BOX, PRACTICE, QUALIFY, WARMUP, RACE, TESTDAY, stored layout configuration used during corresponding rFactor session.
HUB_BOX section is used when you click on Race button, and car is motionless in BOX.

Same examples of boxes:

Box2=Grid, LEFT, 100, SHOW, {ShowGrid=Grid}

Box9=ATD, 892, 850, SHOW, {ShowATD=ATD1}

Box12=StartingLights, Center, 180, Show, {ShowStartingLights=StartingLights}
(Only presents in RACE session)

Map - Keys configuration

Change default key assignment editing parameters in [KEYS] section.

Be sure NumericPad is ON.

Definitions:

VK_NUMPAD<key> = char <key> in numeric pad <key>. ex NUMPAD_0
VK_DECIMAL = Dot in Numeric Pad
VK_LEFT = Left Arrow
VK_RIGHT = Right Arrow
VK_UP = Up Arrow
VK_DOWN = Down Arrow
VK_BACKSLASH = \ key
VK_RETURN = RETURN key
VK_SPACE = SPACE key
SHIFT = SHIFT key
CTRL = CTRL key

For all keys using corresponding char.
Ex: a,b,c,...z, 0,1,2,3,4,5,6,7,8,9 etc.

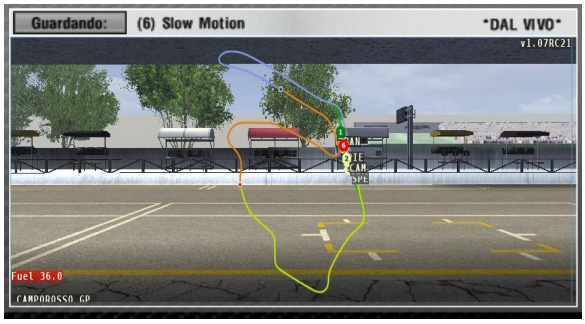
Command	Default Key	Description
KeyboardKeyMode	VK_NUMPAD0, EventDown	Change Map mode: Fixed or Rotation
KeyboardKeyZoomIn	VK_DECIMAL, EventDown	Map Zoom in
KeyboardKeyZoomOut	CTRL + VK_DECIMAL, EventDown	Map Zoom out
KeyboardKeyMapMoveLeft	ALT + VK_LEFT	Move Map to Left
KeyboardKeyMapMoveRight	ALT + VK_RIGHT	Move Map to Right
KeyboardKeyMapMoveUp	ALT + VK_UP	Move Map to Up
KeyboardKeyMapMoveDown	ALT + VK_DOWN	Move Map to Down
KeyboardKeyMapIncreaseWindowWidth	SHIFT + VK_RIGHT	Increase Map width or ZoomIn selected object
KeyboardKeyMapDecreaseWindowWidth	SHIFT + VK_LEFT	Decrease Map width or ZoomOut selected object
KeyboardKeyMapIncreaseWindowHeight	SHIFT + VK_DOWN	Decrease Map height
KeyboardKeyMapDecreaseWindowHeight	SHIFT + VK_UP	Increase Map height
KeyboardKeyNames	VK_PAUSE, EventDown	Show drivers name in Map
KeyboardKeyFrame	ALT + VK_DECIMAL, EventDown	Show a border Map
KeyboardKeyMapResetPosition	SHIFT + VK_PAUSE, EventDown	Reset Map Position
KeyboardKeyMapSectorColor	ALT + VK_PAUSE, EventDown	Show sector in different colours
KeyboardKeyMapNextTrack	ALT + VK_NUMPAD0, EventDown	Lad next track map with same name of current (if exists)
KeyboardKeyInfo	VK_PRINT, EventDown	Show extra info in Map
KeyboardKeyIcon	CTRL + 1, EventDown	Change icon car
KeyboardKeyText	CTRL + 2, EventDown	Change font for driver name
KeyboardKeyHud	CTRL + VK_SPACE, EventDown	Show HUD
KeyboardKeyEditHud	SHIFT + CTRL + VK_SPACE, EventDown	HUD Edit Mode
KeyboardKeyLeft	VK_LEFT, EventDown	Move selected box to Left

KeyboardKeyRight	VK_RIGHT, EventDown	Move selected box to Right
KeyboardKeyUp	VK_UP, EventDown	Move selected box to Up
KeyboardKeyDown	VK_DOWN, EventDown	Move selected box to Right
KeyboardKeyCommand	VK_RETURN, EventDown	Activate menu item
KeyboardKeyMenu	ALT + VK_SPACE, EventDown	Show MENU
KeyboardKeyChangeFontBox	ALT + VK_RETURN, EventDown	Change Font for selected box
KeyboardKeyCTRLLEFT	CTRL + VK_LEFT	Enlarge selected box
KeyboardKeyCTRLRIGHT	CTRL + VK_RIGHT	Decrease selected box width
KeyboardKeyCTRLUP	CTRL + VK_UP	Decrease selected box height
KeyboardKeyCTRLDOWN	CTRL + VK_DOWN	Increase selected box height
DRS	Non mapped. Use same key of rf_HighVoltage. Add EventDown	Activate DRS.
DRSOFF	Non mapped. Use same key of rf_HighVoltage Add EventDown	Deactivate DRS
KERS	Non mapped. Use same key of rf_HighVoltage. Not Add EventDown	Active KERS
GRIDMODE	Non mapped	Change gaps in GRID
GRIDCLASS	Non mapped	Filter cars on class name. Usefull for class classification

In TrackMap is possible mapping controller buttons to TMP functions.
Example to map button 2 of controller 1 for GRIDODE we will use:

GRIDMODE = controller,1, button, 2

GIDKeyboard.exe
Program used to obtain keys virtual code (VK_F1, VK_SPACE …)



Map in 3D rFactor2 Monitor

Map – Driver-change

This Map Object is able to show map when driver is in spectator mode:

To associate myself to a Team, edit TeamMembers parameter in **trackmaponf.txt** to other-drivers of same Team. Names must me comma separated. Refer to previous chapter “Manual configuration - TrackMapConf.txt”.

Uninstallation

1. Delete **d3d9.dll** in rFactor2\Core folder;
2. Delete **TrackMapPlugin.dll** from rFactor2/Plugins;
3. Remove TrackMap folder from rFactor2/Plugins;

Troubleshooting

A) Crash to Desktop at startup: Install *Microsoft Visual C++ 2008 Redistributable Package (x86)*

B) D3DDX9_40.DLL not found. Install latest DirectX, download from *Microsoft.*

Credits

- rfactoracingweb for testing and logo;
- Virtual Racing Group Staff ;
- ISI for rFactor plugin examples source code at www.rfactor.net