

# Auto P2P instruction manual

Auto P2P is a plugin for Simhub which is created to delivery automatic deployment for the FSR 2023 car as unfortunately that option has not been provided by the game publisher.

The plugin has 4 settings – 3 named “MAP” and 1 named “FIXED” which deploys once the throttle has reached 100% (use with care as there are places where the car can be on full throttle if only uses the ICE)

Table of contents:

1. Installation
2. Setting up controls
3. Creating maps
4. Saving and loading maps
5. Additional information and best practices

## 1. Installation

- a. The plugin only works with Simhub version 8.3.11b (can be downloaded from the Simhub discord <https://discord.com/channels/299259397060689920/306850631271055362/1105458740418838588>) No other version is supported.
- b. Close Simhub if it is running, then copy the AutoP2P.dll file into the Simhub root folder (usually located at C:\Program Files (x86)\SimHub). Start Simhub. You will be prompted that a new plugin has been detected and if you want to activate it. Click on the slider and press OK.
- c. If there is no prompt for some reason please navigate to Settings from the left vertical menu. At the top you will see a tab called “Plugins”. Scroll to find AutoP2P and click on the slider to enable it. Click anywhere on the vertical menu to reload the plugins information

## 2. Setting up controls

- a. On the left vertical menu, navigate to Additional plugins and then from the top menu select AutoP2P. You will be greeted with a screen like this one:

The screenshot shows the 'Additional plugins' configuration interface for the 'AutoP2P' plugin. The left sidebar contains a menu with options: Games, Car settings, Devices, Statistics, Dash Studio, Arduino, Shakt Motors, Controls and events, Available properties, Additional plugins (highlighted), Settings, and System log. The main content area has a top navigation bar with 'RSC - iRacing Extra Properties', 'RSC - The Many Faced-Dash', and 'RSC - iRacing Extra Properties'. Below this, there are tabs for 'Advanced Scoring', 'AutoP2P' (selected), 'DahlDesign', and 'Gary Swallow Plugin'. The 'AutoP2P' tab contains several sections:

- Buttons:** LOAD, SAVE, EXPORT, CLEAR
- Current Map:** A table with columns 'START' and 'END'. The rows are: 898-993, 1645-1655 (highlighted), 2373-2383, 2804-2909, 3593-3605 (highlighted), 4202-4223, 4283-4348, 5041-5152.
- Plugin Controls:** A list of controls with their corresponding buttons and plugins:
  - Map Change +: ShortAndL, JoystickPlugin, FANATECWheelLB03
  - Map Change -: ShortAndL, JoystickPlugin, FANATECWheelLB02
  - Learning Mode: ShortAndL, JoystickPlugin, FANATECWheelLB25
  - Qualifying Mode (Fixed/Map): ShortAndL, JoystickPlugin, FANATECWheelLB61
  - Safebutton: ShortAndL, KeyboardReaderPlugin, Clem5
- P2P IN GAME ASSIGN KEYBOARD (K):** A section with a single control: P2P Button, ShortAndL, JoystickPlugin, FANATECWheelLB11.

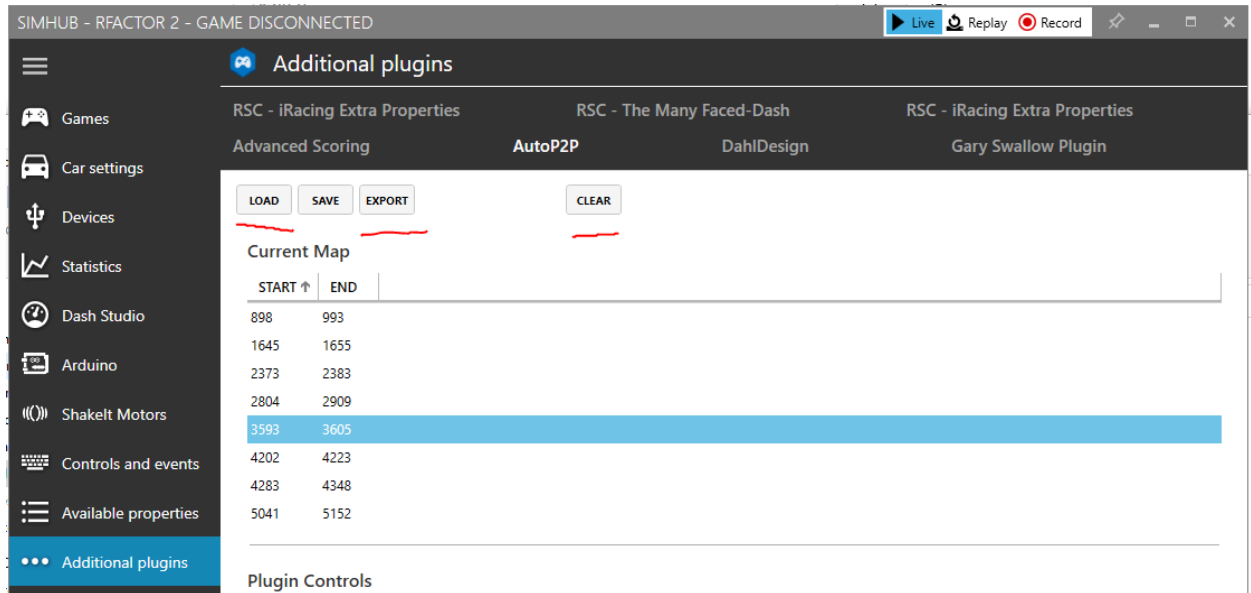
- b. On the above screen you will need to setup 6 controls but only 4 are mandatory for the plugin to be usable.
  - i. Map Change + circles through the 3 available deploy maps
  - ii. Map Change - circles through the 3 available deploy maps in the opposite direction
  - iii. Learning mode – this button activates the learning mode for map creation
  - iv. Qualifying mode (Fixed/Map) – This button activates a state in the plugin which deploys every time you have reached 100% throttle application
  - v. Safebutton – this control switches the plugin on and off
  - vi. P2P Button – this control should be the button on your wheel (or other controller) which you will use to deploy the battery. This CANNOT be the same as the button mapped in game (we will explain that later in this manual)
- c. After configuring the plugin you need to open RF2, navigate to controls and map KEYBOARD BUTTON “K” as P2P activation. The plugin will ONLY WORK WITH THAT KEY.

If everything is set correctly you can proceed to the next step of this manual.

### 3. Creating maps

- a. You will need to have a working dashboard or overlay for this step. The required properties for that are:
  - i. AutoP2P.Current\_Map
  - ii. AutoP2P.Current\_Map\_Zones
  - iii. AutoP2P.Learning\_Mode
- b. While in the game click drive and leave the pits. Once out of the pits select the map you want the plugin to create (Regen/Race/Quali) press the button you have allocated for "Learning Mode". This will change the state of the plugin to Learning (AutoP2P.Learning\_Mode "TRUE")
- c. The map learning process will start after you cross the start finish line to start a new lap
- d. Once you have started the learning lap proceed to deploy the P2P in the areas you would like and finish the lap
- e. When the lap is completed the plugin should have recorded all the zones and the map is created within the plugin. This can be checked by looking at property AutoP2P.Current\_Map\_Zones. The value will be the number of zones recorded.
- f. If you then want to create another map or re-do the one you just created you can continue doing it without pressing escape. Change the map to the required one using the Map Change controls or leave it as it is then activate "Learning Mode" and repeat step b.
- g. It is not mandatory to follow the map names when creating maps. You have the freedom to create whatever map you like behind any of the three names.
- h. Regardless of the selected map the plugin will allow deployment override using the P2P allocated control and will resume the mapped operation after the P2P is released

4. Saving and loading maps – you have the option to export or load a map created by someone else. To do that navigate to Additional properties > AutoP2P



- Save – saves the configuration within the plug in
- Export – creates a file which can be shared
- Load – loads a file (it could be yours or created by someone else)
- Clear – clears the current configuration and sets the plugin “ready” to load or record maps

5. Additional information and best practices

- a. Creator Manuel Biancolilla. All rights reserved. Modifications and adaptations are not permitted without the written consent of the creator and the Formula Simracing administration
- b. This is the only tool which will be permitted for use in the Formula Simracing divisions in the 2023 season. Any other tool with similar or same function will be deemed as illegal and considered cheating
- c. A sample widget for Simhub integration is provided