

RF1 PLR-File Tweaks

More tweaks in controller file

rfactor\userdata\[playername]\controller.ini

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Alternate Neutral Activation="0" // whether to select neutral if shift
up & shift down are pressed simultaneously -

change to "1" if

you use paddles and want to press both together to select neutral (good
for when you are driving without autoclutch but you are left-foot
braking and you spin)

Adjust your seat and mirror while in the driver's seat

Pressing your

seat adjusting keys WHILE holding SHIFT will change your mirrorposition

Add Virtual mirrors in Cockpit view.

Edit your username.PLR

Rearview="1"

// Virtual Mirrors: 0=off, 1=Center and laterals, 2=only center,
3=Laterals only (only virtuals, reals was off)

Virtual Rearview

In Cockpit="1" // Activate mirrors in cockpit:

0=off, 1=on

Excessive

camera vibration, head shake, cockpit vibration

Open up the .cam

file that belongs with the mod you wish to adjust, use notepad or
similar.

Find this line under the camera you wish to adjust,

OrientationRate=(999.000000,
999.000000, 999.000000)

Your values may be different.

Change the

first variable to somewhere between 1 and 35

Eureka now the horizon

stays as steady as you like.

Load setups

Setups go into your rfactor\UserData\Your Name\Settings\Track Name

If you can't see it under that track in the game then click the button above the setups window called "Show All"

The Player.PLR file will be in the same area as your Multiplayer.ini file. It is another file like multiplayer.ini. it is not a line of code in the multiplier.ini

Threemore Must have Tweaks guys for the Real thing.
Firstly cockpits dont shake so much in real life, your eyes dont bounce up and down.

Below is a fix for that, you actually see the car bounce and not your vision, secondly is a head roll instead of a head turn in cockpit view and bonnet, lets face it we turn our head over to our shoulder going around a corner, not pivot our head left to right like the game settings has. Thirdly a FFB setting Duke gave me for the G25, but dare I say the Momo would accept it, its a road sensitive settings, and not rip your arm off type settings.

BACKUP your PLR incase you miff this up... you can always do it again from the original one.

Cockpit Vibration

```
Cockpit Vibration Mult1="0.00000"  
Cockpit Vibration  
Mult2="0.00000"
```

Add to plr and test

Head Roll Copy and paste this section over the original section.

```
Leanahead  
Angle="0.35000" // Angle to lean head (roll) w/ steering in radians (= degrees / 57)  
Look Roll Angle="0.35000" // Angle to lean head (roll)  
w/ controller in radians (= degrees / 57)  
Glance Angle="0.75000" //  
Angle to look left/right (yaw) w/ controller in radians (= degrees / 57)
```

Lookahead

Angle="0.20000" // Angle to lookahead (yaw) w/ steering in radians (= degrees / 57)

Head Physics="1.00000" // Fraction of head physics movement applied to cockpit view (position AND rotation)

Head

Rotation="1.00000" // Additional head physics multiplier affecting rotation only

Exaggerate Yaw="0.80000" // Visually exaggerates the heading angle of the vehicle by rotating the head (which may improve "feel")

Original Settings incase you stuff it up haha...

Leanahead

Angle="0.00000" // Angle to lean head (roll) w/ steering in radians (= degrees / 57)

Look Roll Angle="0.75000" // Angle to lean head (roll) w/ controller in radians (= degrees / 57)

Glance Angle="0.75000" //

Angle to look left/right (yaw) w/ controller in radians (= degrees / 57)

Lookahead

Angle="0.20000" // Angle to lookahead (yaw) w/ steering in radians (= degrees / 57)

Head Physics="0.00000" // Fraction of head physics movement applied to cockpit view (position AND rotation)

Head

Rotation="1.00000" // Additional head physics multiplier affecting rotation only

Exaggerate Yaw="0.0000000119" // Visually exaggerates the heading angle of the vehicle by rotating the head (which may improve "feel")
