

FAQ

Q: Why TheSimGrid?

A: We'll get a wider range of entrants, it gives us more control over the server, and the endurance races are on a separate schedule, so we wanted them on a separate platform as well.

Q: How do I find the practice servers?

A: There will be two dedicated practice servers, one to practice solo driving, and the other to practice driver swaps, here is how to find both:

Just search for "nasrs" inside of ACC and look for the "NASRS Endurance: House of Practice - SOLO" and "NASRS Endurance: House of Practice - DRIVER SWAP"

Password for both servers: NASRS

Q: What is a "stint"?

A: A "stint" is the time between leaving the pit lane and entering the pit lane during the race. The timer should be visible on the top left of your HUD and the car's Racelogic display can also be cycled to show the current stint time on the dashboard. You **do not** need to perform a pit service or driver swap to reset the timer, just enter the pit lane.

Q: Can I solo the race?

A: Yes.

Q: Can we swap cars or teams between events?

A: Yes, **BUT** we are scoring driver team/car combinations, so if your team swaps cars or you swap teams then a new entry is being created and your points don't carry over. *(PS this is irrelevant for one off events)*

Q: How do I swap drivers?

A: Using the MFD - cycle to the pit menu, then move the cursor using your up and down buttons and select a different driver using left and right. If done correctly, the selected driver will show "requested" in the menu. You don't have to "confirm" anything; just leave it on the name of the driver you want to switch seats with and pit. After the pit is completed, the selected driver will get teleported into the car.

Q: Does our team need to join the server in a specific order?

A: Yes - Each team will have a Primary Driver. Once they have joined the other team members can join. That driver who joined the server first then owns the car entry in the server. If anything were to

happen where you have a disconnect, your entire team must leave the server, wait for the server to recognize that you have left (typically a minute or two) and then your primary driver must be the first to rejoin the server again in order to retain your completed laps.

Q: The active driver disconnected from the server, what can we do to keep racing?

A: The team might be able to reconnect and regain control over the original car, being at least 1 lap down. When a car is lost, follow the instructions above concerning joining in a specific order. The success of the rejoin will be indicated by the fact that the Driver Swap widget is visible on the HUD with the teammates correctly indicated and the timing widget showing the car's progress from before the disconnection.

If the driver who originally joined the server first from the team is unable to reconnect and regain the car, the original entry unfortunately remains lost and the remaining drivers will not be able to continue the race in the same entry.

More information on team racing and driver swaps for ACC [here](#)