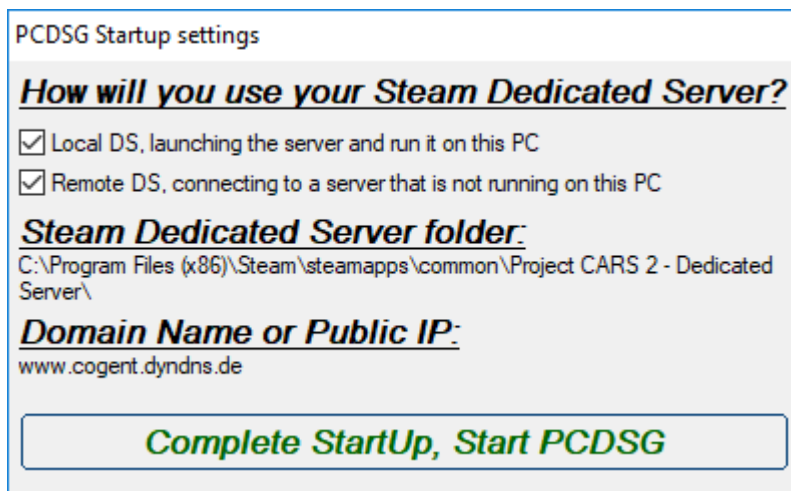


First Start:



PCDSG Startup settings

How will you use your Steam Dedicated Server?

☒ Local DS, launching the server and run it on this PC

☒ Remote DS, connecting to a server that is not running on this PC

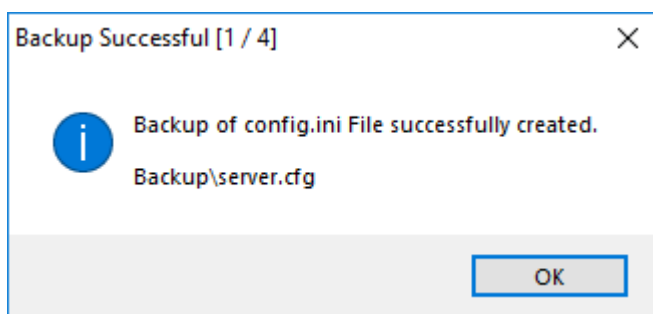
Steam Dedicated Server folder:
C:\Program Files (x86)\Steam\steamapps\common\Project CARS 2 - Dedicated Server\

Domain Name or Public IP:
www.cogent.dyndns.de

Complete StartUp, Start PCDSG

At the first start you will be asked how you want to use PCDSG. You can choose both if you want, local and remote. Depending on the selection it will ask for the Dedicated Server path and/or the address. After that you can start using PCDSG.

Backups on first Start:



Backup Successful [1 / 4]

i Backup of config.ini File successfully created.
Backup\server.cfg

OK

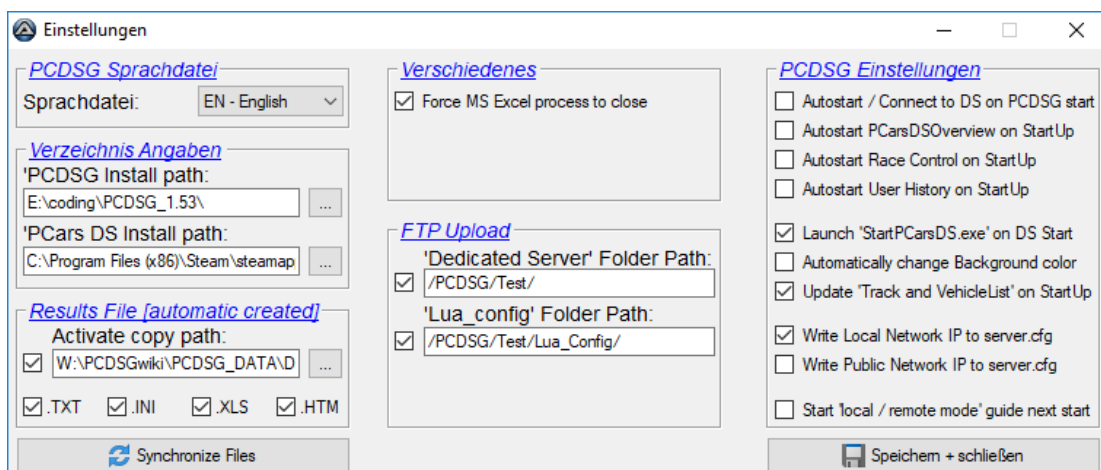
PCDSG will create Backups on first start and save it to the Backup folder. The settings above can be set/changed at any time in the settings Menu.



DS Domain or IP:

httpApiInterface:

PCDSG Settings:



Einstellungen

PCDSG Sprachdatei
Sprachdatei: EN - English

Verzeichnis Angaben
'PCDSG Install path': E:\coding\PCDSG_1.53\
'PCars DS Install path': C:\Program Files (x86)\Steam\steamap...

Results File [automatic created]
Activate copy path:
☒ W:\PCDSGwiki\PCDSG_DATA\ND
☒ .TXT ☒ .INI ☒ .XLS ☒ .HTM

Synchronize Files

Verschiedenes
☒ Force MS Excel process to close

FTP Upload
'Dedicated Server' Folder Path: /PCDSG/Test/
'Lua_config' Folder Path: /PCDSG/Test/Lua_Config/

PCDSG Einstellungen
☐ Autostart / Connect to DS on PCDSG start
☐ Autostart PCarsDSOverview on StartUp
☐ Autostart Race Control on StartUp
☐ Autostart User History on StartUp
☒ Launch 'StartPCarsDS.exe' on DS Start
☐ Automatically change Background color
☒ Update 'Track and VehicleList' on StartUp
☒ Write Local Network IP to server.cfg
☐ Write Public Network IP to server.cfg
☐ Start 'local / remote mode' guide next start

Speichern + schließen

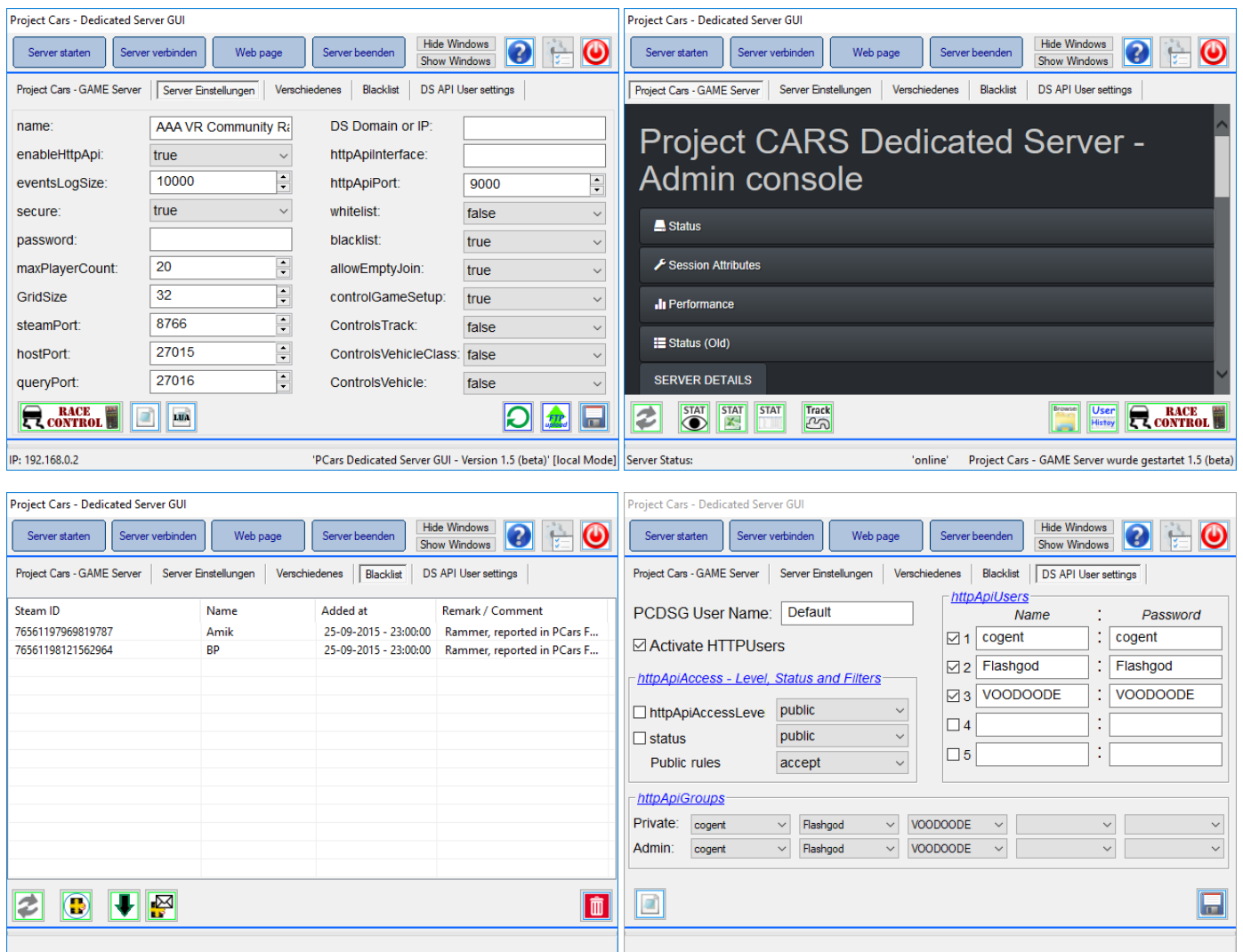
Use the Settings Window for more PCDSG related settings.

Usage:



- Start Sever:** Use this to start the DS Server (old 'local mode').
- Connect to Server:** Connects to the DS Server using the 'DS Domain or IP' address
- Web Page:** Shows the web Page, address can be set in config.ini File
- Close Server:** Closes local running DS Server or Connection to the remote DS.
- Hide Windows:** All windows with the exception of the main window are placed in the background.
- Show Windows:** All windows with the exception of the main window are placed in the foreground.
- Info:** Some Information's
- Settings:** Opens the Settings Window with PCDSG related settings.
- Exit:** Exits and closes PCDSG

Main:



The Main Window includes different Tabs with DS Overview, DS Settings, Backlist/Whitelist, Apps and User Settings.

RaceControl:

The screenshot shows the Race Control software interface with several panels:

- Messages:** Includes buttons for 'Send SERVER message', 'Send PRIVATE message', 'MSG welcome to Server', 'MSG EMail address', 'MSG problems', 'MSG admin makes a break', 'MSG Server Rules', and 'MSG (SB) Server Best Lap'.
- Server Rules:** Contains checkboxes for 'Automatic kick parking cars', 'Kick new Blacklisted users', 'TrackCut Penalty' (4), 'Impact Penalty' (10), 'Activate Points System', 'Activate auto. Server MSG', 'Activ. Ping Limit' (170), and 'Activate admin commands'.
- Penalties / Experience Points:** Includes 'Penalty Points' (WARN IF 220, KICK IF 250) and 'Experience Points' (PB: 500, SB: 999, VARIANT 4, GROUPS SG 1-5).
- Game - Automatic actions:** Includes checkboxes for 'Send FairPlay msg', 'Send Web Page Info msg', 'Send Next Event Info msg', and 'Send Server Best Lap msg'.
- Race Result Points:** Includes 'Activate RR Points', 'Continuous record', 'NR Races' (20), and 'Current' (1).
- Game Control (only in Lobby):** Includes 'Choose CAR', 'Choose TRACK', 'Training' (30 minutes), 'Qualifying' (15 minutes), and 'Race' (10).
- Server Control:** Includes checkboxes for 'Control Game Setup', 'Lua Track Rotation', 'Fill Session with AI', 'Server Controls Track', 'Server Controls Vehicle Class', and 'Server Controls Vehicle'.
- Lua Track Rotation Settings:** Includes 'Activate MultiClass', 'Number of Tracks for Lua Track Rotation' (9), 'Track Nr.' (9), 'Red Bull Ring GP', 'VehicleClassId' (Group A), 'NR of MultiClassSlots' (3), 'VehicleClassId Slot 1' (GTE), 'VehicleClassId Slot 2' (GT3), 'VehicleClassId Slot 3' (GT4), 'Training', 'Qualifying', 'Race', and 'Rolling Start' (true).

Race Control includes various settings for PCDSG and the DS server. New Settings in PCDSG 1.5 are marked in blue.

This close-up screenshot highlights the 'Race Result Points' and 'Game Control (only in Lobby)' panels, with new settings in PCDSG 1.5 marked in blue:

- Race Result Points:** The 'Continuous record' checkbox is highlighted in blue.
- Game Control (only in Lobby):** The 'Choose CAR' and 'Choose TRACK' dropdown menus are highlighted in blue.
- Server Control:** The 'Control Game Setup' checkbox is highlighted in blue.
- Lua Track Rotation Settings:** The 'Activate MultiClass' checkbox is highlighted in blue.
- VehicleClassId Slot 1:** The 'GTE' dropdown menu is highlighted in blue.
- VehicleClassId Slot 2:** The 'GT3' dropdown menu is highlighted in blue.
- VehicleClassId Slot 3:** The 'GT4' dropdown menu is highlighted in blue.
- Rolling Start:** The 'true' dropdown menu is highlighted in blue.

1. Race Result Pints: Still work in progress. Currently only working in 'Continuous record' mode.
2. Lua Track Rotation: Change the settings for your DS Server and create different Sessions.