

Project CARS 2 - Dedicated Server Game Guide

This document describes how to use and join dedicated servers from the Project CARS 2 game.

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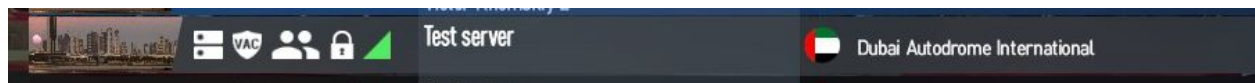
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Joining Dedicated Server

To join a multiplayer game hosted on a dedicated server, just use the standard Online-Browser screen to search for a game. The first icon to the right of track thumbnail appears for available dedicated server sessions.



Unlike peer to peer sessions, server-hosted sessions will be visible in the browser even when they are empty - they will show amount of active players as "0/N". The first player who joins the session becomes its "host player", which is important for server types where the "host player" can change the session's setup. This is similar to how the player who Creates a peer to peer session becomes its host.

The icon's color is based on the expected latency of the session. For server-hosted sessions, this is derived directly from the ping to the server. For peer to peer sessions, this is based on the distance to the region where the session's Steam lobby was created, which is the region of the player who created the session.

Servers that control the game

The way a server controls the game depends entirely on how the server is configured. Browser does not show that info. Each server that controls the game will disable the lobby setup options on the "player host" - those will be always controlled by the server. Some servers might also take over the track selection, or vehicle selection, or restrict vehicle selection to specific vehicle class. Servers running the standard "sms_motd" addon should inform all players about the control setup, when they join the session in the lobby chat box.

Manually creating session on Dedicated Server

As an alternative to joining empty servers, it's possible to use "Create Online Event" screen to create session on specific empty dedicated server.

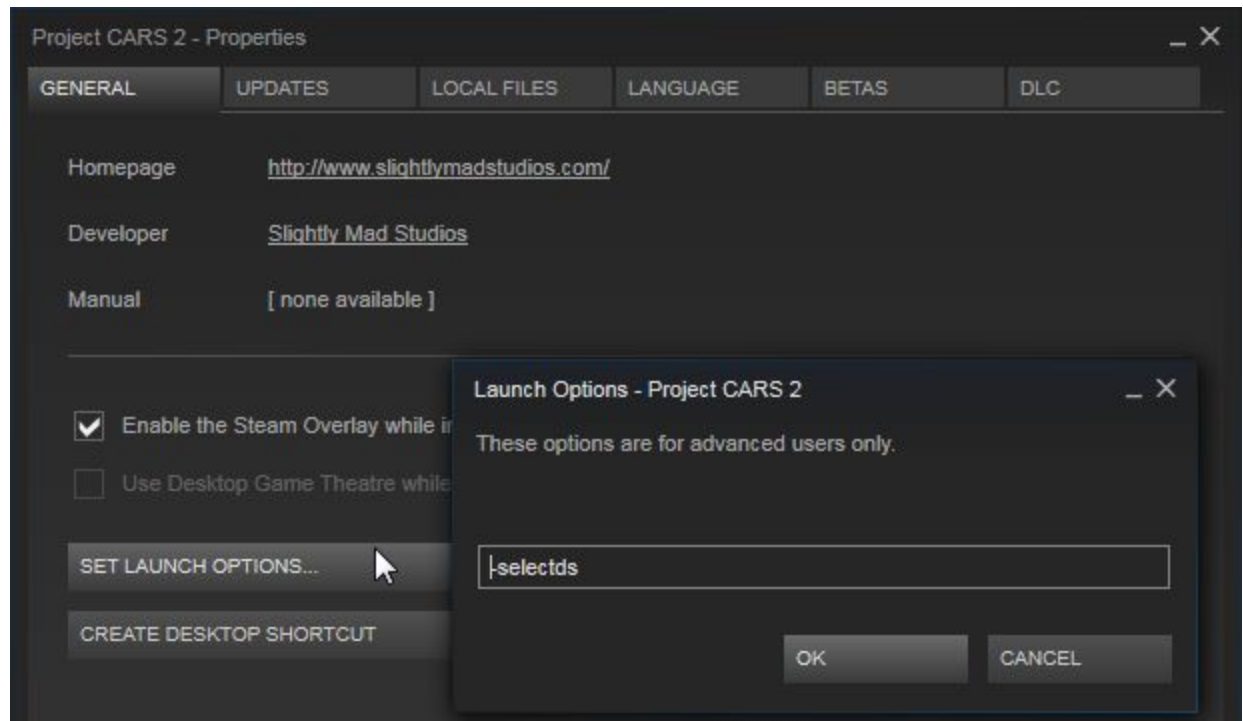
The advantage of using this approach is to ensure that the player becomes the "host", and that the server starts with settings set in the Create screen. Note that joining servers that control game settings will not be possible using this method (such servers are filtered out).

There is a special "-selectds" command-line option that will trigger server select before creating new game session.

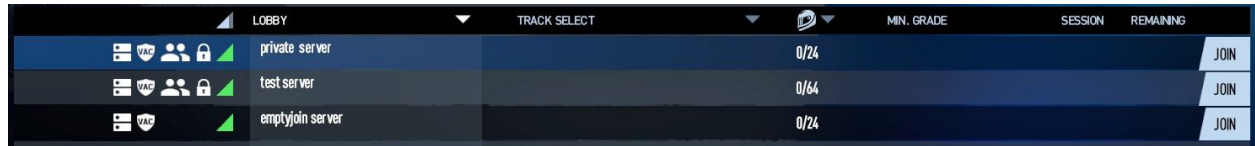
To change the arguments passed to the game from Steam, go to Steam Library, right click Project CARS 2 and choose Properties.

Choose SET LAUNCH OPTIONS on the GENERAL tab.

And then enter the command-line option in the box that appears.



If this command-line switch is present, the game will perform extra step before creating a new session. Game Browser will appear in a special “server select” mode. It will show available empty servers (but will exclude servers that control game setup).



LOBBY	TRACK SELECT	MIN. GRADE	SESSION	REMAINING
private server		0/24		JOIN
test server		0/64		JOIN
emptyjoin server		0/24		JOIN

Joining server in this mode will allocate the multiplayer session on a dedicated server instead of creating a peer to peer session.

Peer to peer session can still be created by pressing “Create New” button.

Pressing “Back” will return the game to the previous screen, where it’s possible to continue tweaking session settings.

