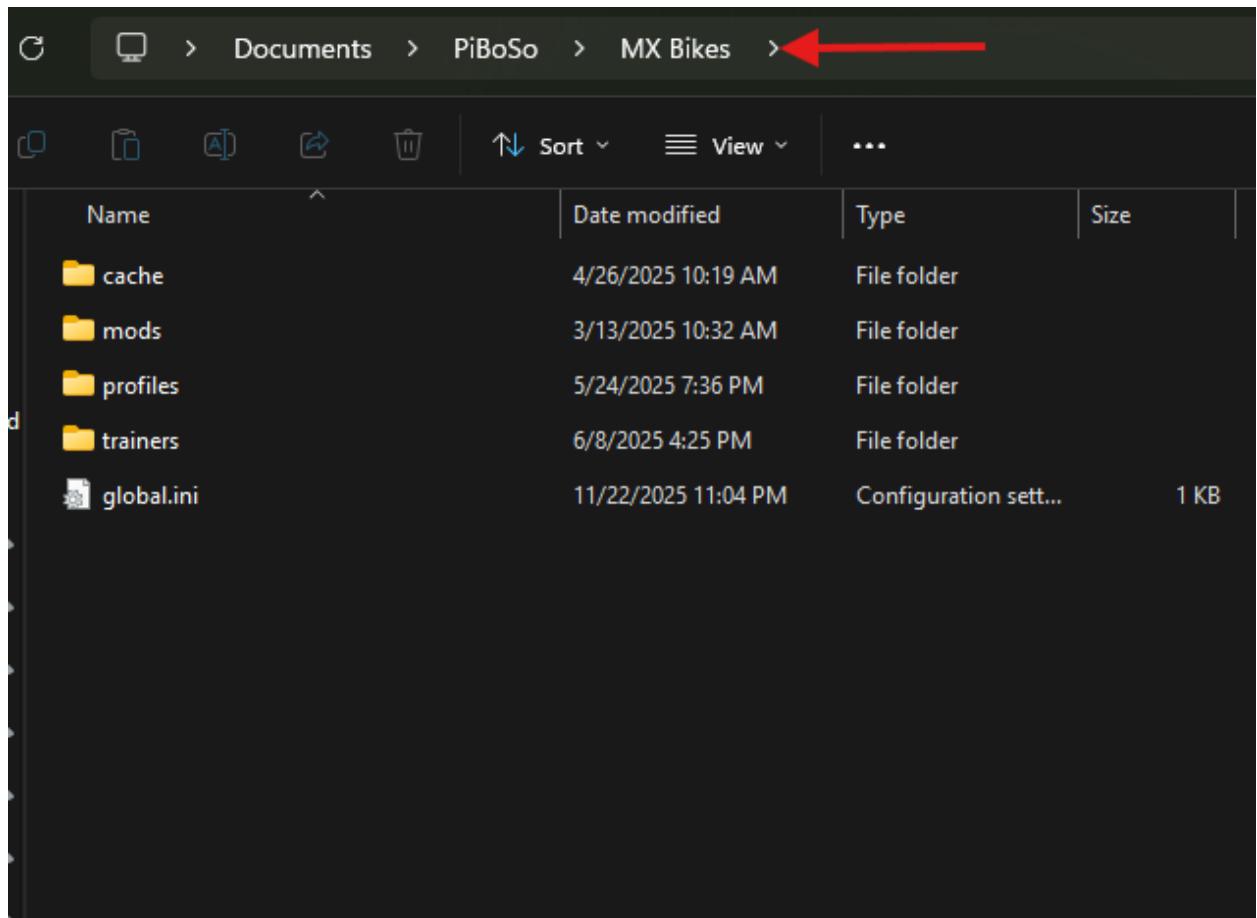
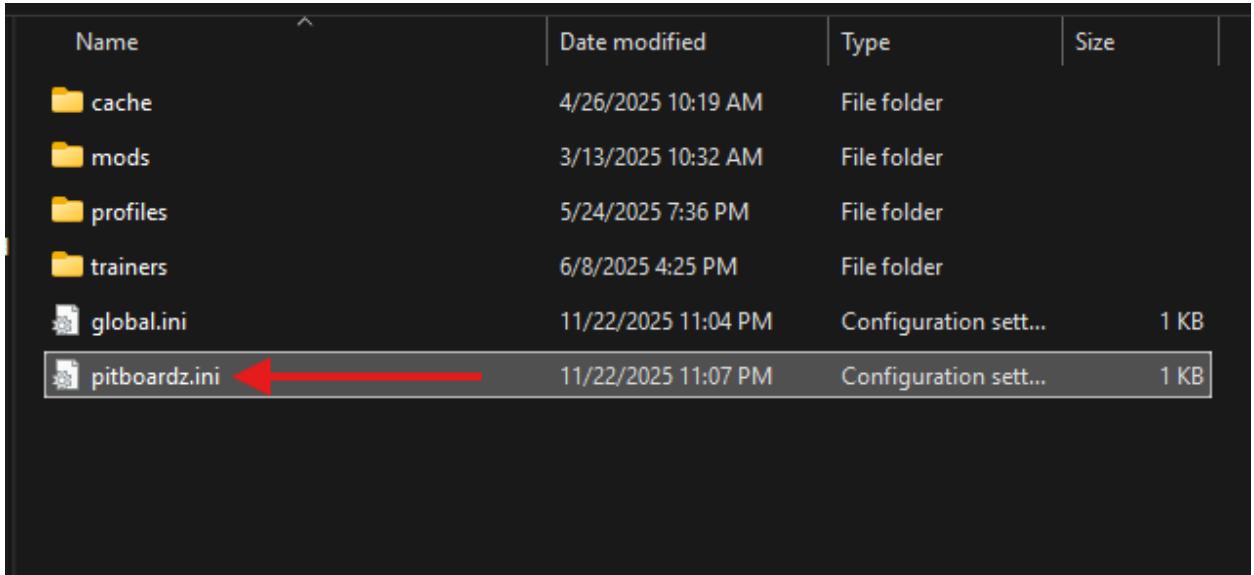


# Pitboardz – How to Use

1. Go to the INI file. This is the file you moved from the Pitboardz download from the MX Bikes folder. It is the same path you take to install tracks & bikes. This is the typical path.



## 2. Open the INI configuration file in a text editor (Notepad recommended)



## 3. Edit size and positioning or disable some features. **It is recommended to do this while the game is running to see the changes in real time.** Save the file to apply changes.

```
[Stopwatch]
TopLeftX = 0.02 # default: 0.02
TopLeftY = 0.55 # default: 0.55
size = 1.0 # size multiplier for entire stopwatch (1.0 = default size)
enabled = true # show/hide stopwatch display

[Speedometer]
topLeftX = 0.895 # default: 0.895
topLeftY = 0.881 # default: 0.881
size = 1.0 # size multiplier for entire speedometer (1.0 = default size)
milesPerHour = true
enabled = true # show/hide speedometer display

[Leaderboard]
topLeftX = 0.87 # default: 0.87
topLeftY = 0.45 # default: 0.45
size = 1.0 # size multiplier for entire leaderboard (1.0 = default size)
enabled = true # show/hide leaderboard display

[Fuel Info]
topLeftX = 0.75 # default: 0.75
topLeftY = 0.02 # default: 0.02
size = 1.0 # size multiplier for entire fuel info (1.0 = default size)
enabled = true # show/hide fuel info display
```

The screenshot shows a Notepad window with the title 'pitboardz.ini'. The window contains the configuration settings for the game. It includes sections for [Stopwatch], [Speedometer], [Leaderboard], and [Fuel Info]. Each section defines the top-left coordinates, size, and whether it is enabled. The text is in plain ASCII and uses '#' for comments.