

I have created instructions to help users download and install Content Manager for Assetto Corsa since the github project does not have instructions.

-- To download Content Manager --

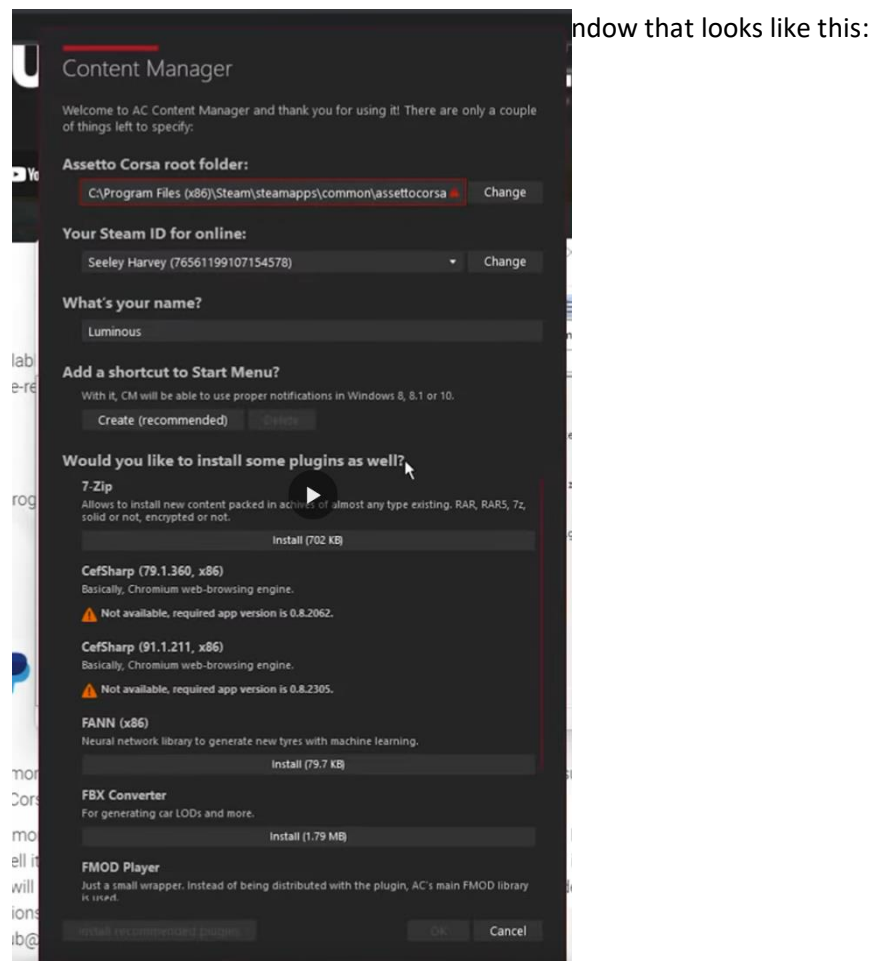
On the right side of the github page there is a section called "Releases", here you will find the latest updated version of Content Manager. Find the version of Content Manager that you want and download the .zip file. You do not need the Source Code. Once the .zip file has downloaded, we can begin the installation process.

-- Put Content Manager somewhere you can find it! --

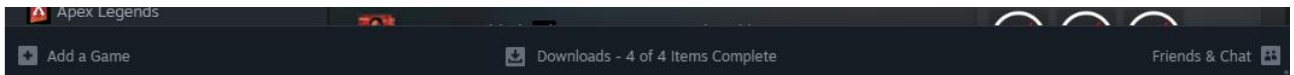
After the download finishes, you need to extract the contents of the .zip folder. This can be done with 7zip or winRAR. One thing that people can overlook when extracting files, is placing them somewhere where they are not easily accessible. Please put the items extracted from the .zip somewhere you can find them! This is important because an executable program is in these files and this is what we will be using to launch Assetto Corsa from now on.

-- Properly Setting up Content Manager --

Now that we have the executable somewhere easily accessible, we can begin setting up Content Manager. Now we will run the executable



Our next step is to work through the setup of Content Manager. First we need to find the correct Path for Assetto Corsa. This can be done by going to steam, clicking on the game Assetto Corsa, Clicking the Gear icon to the right of the screen, Clicking Manage, and then Clicking Browse Local Files.



This will allow us to find the correct path for the Root folder for Assetto Corsa. You can then right click in the address bar and “Copy Address” and use that address to set the Assetto Corsa root folder.

Your steam Name should be imported from setting the Root folder, just double check to make sure it is correct.

Then you can customize your display name, click install plugins, and Content Manager is ready to Launch Assetto Corsa.

The next document will be about adding Mod’s to Content Manager!