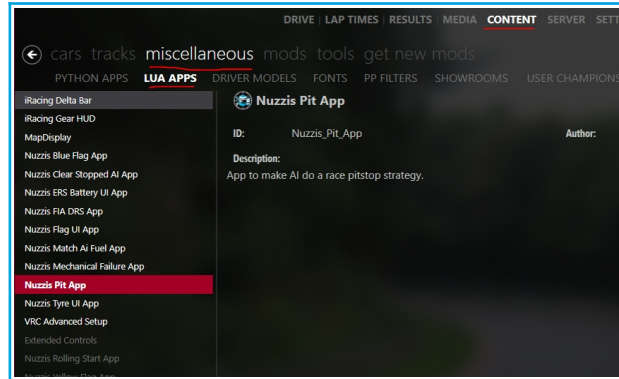


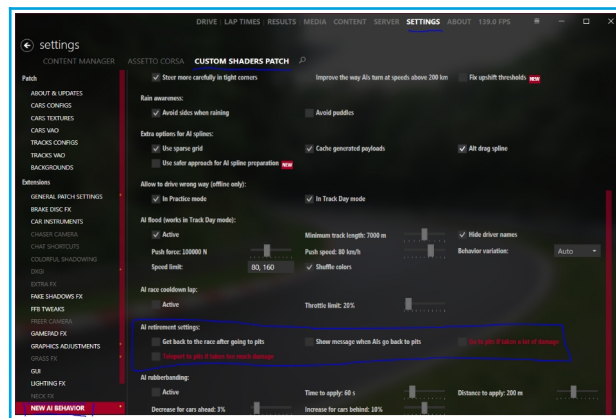
Nuzzi Apps Readme

How to install:

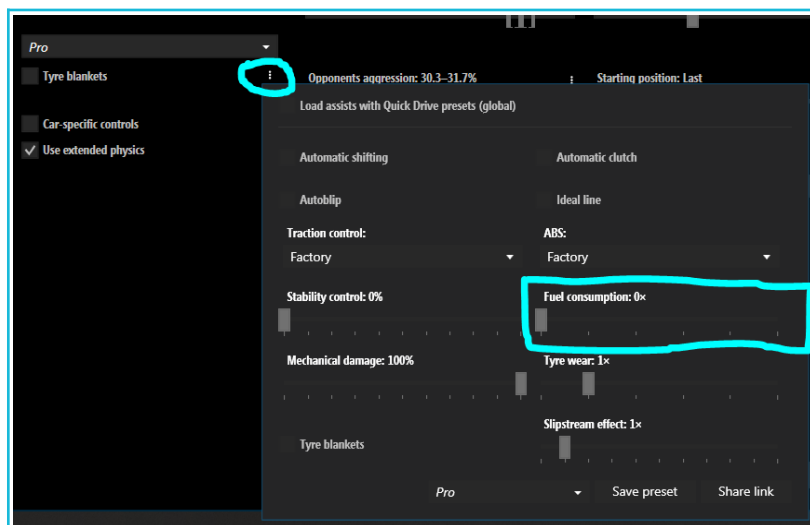
- 1) Drag and drop the zip folder into content manager add the app will auto install.
To check the app has installed correctly, you should see all your LUA apps here:



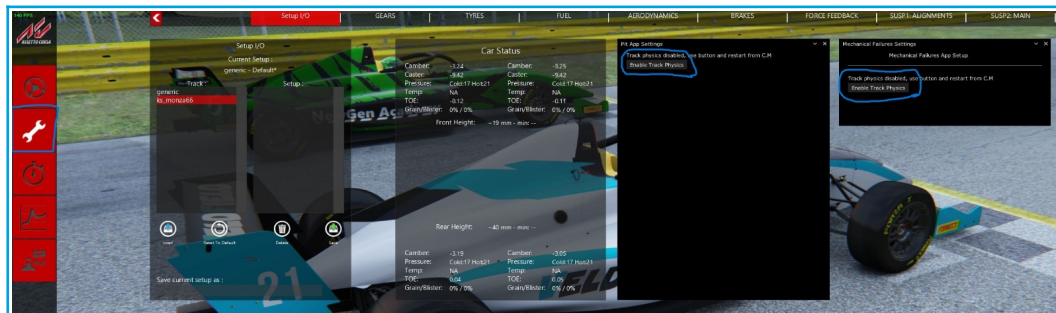
- 2) I recommend un-ticking all AI Retirement settings in CSP New Behaviour like I have below and instead using my **Clear Stopped AI** app:



- 3) (Step 3 only needed if using the AI Pit Stop App) The Pit App implements tyre strategies and needs to eliminate the usage of default AI fuel stops. To do so the app will give cars all max fuel at race start. You must also set fuel consumption to 0x as seen in the below image:



4) Finally, each time you are using a new track you will need to “enable track physics” for my apps to work. Each of my apps will have the button located:



Press it then restart the session from Content Manager and the app will be up and running! (I have



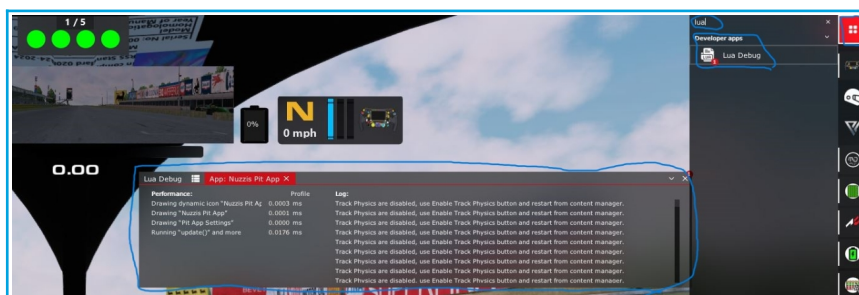
left a button to disable track physics with each app. Track Physics needs to be disabled to play online again without being kicked from servers!)

Custom Shaders Patch:

I recommend using the highest free Custom Shaders Patch version available (**Currently CSP 0.2.7 at time of writing**). These are usually much more stable than preview versions and I test the apps using these.

Lua Debug App

I recommend making use of the Lua Debug app that comes with CSP if you are having any issues. It can be enabled at Content Manager → Settings → Custom Shaders Patch → GUI → Developer Apps → Lua Debugging Tool. This app will show all of the logging output and can point you in the right direction if something is not working with one of my apps. You can find it in a session like in the picture below:



YouTube Channel:

I have also posted a few tutorials and demonstration videos on YouTube at:

https://www.youtube.com/@xXx_nuzzi_xXx

Once again, thank you for your support!