

Formula RSS 4 2024

Illegal acquisition, extraction and file distribution are not permitted for this or any of our products and are destroying the sim racing community and its developers. Members engaging in these activities do not stand for the good of the community we have been proud members of for the last decade, and only contribute to the demise of all legitimate content developers. Scratch-made vehicles like this take thousands of hours and dollars to produce by 5-10 people. Without the support, there is no way a car of this high-level could ever exist.

This document will describe very important aspects of the vehicle you have purchased including installation, features, getting started, options and settings to look out for, and more. It is advised you review this document and the included Booklet prior to operating the product.

Car Installation Instructions

MUST PERFORM A FULL MANUAL INSTALLATION.

Copy the '**content**' folder in this archive to your Assetto Corsa installation directory. Usually:

c:\Program Files (x86)\Steam\steamapps\common\assettocorsa

This will ensure you have the full package installed including the driver, textures, car and fonts. Content Manager drag and drop installation is not recommended as it will miss some files.

Custom Shader Patch Usage

Our car comes with (Custom Shader Patch) CSP data installed by default. If you do not use this tool, you would not be able to load the car right away. Read the Physics installation via Batch Script section to install the standard Assetto Corsa physics.

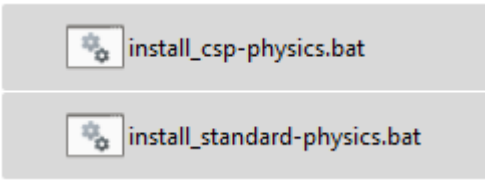
The minimum version of CSP required to operate this car is version 0.2.3.

CSP is an extension of the Content Manager base (these are popular optional tools created by third-party developers to enhance the launching procedure and functionality of Assetto Corsa). This car does have custom CSP physics and visual functionalities, but the core product does not depend on any imperative CSP features that warrant any concern. As described, some capabilities are only available with the use of the tool.

The majority of functionality described below in the subsequent pages requires CSP!

Physics installation via Batch Script

New to RSS is physics installation via batch script. This is the .bat files contained inside the car's folder which allows you to swap easily between standard Assetto Corsa and CSP physics.



In a Windows environment, simply double click your preferred choice of physics. This will look for a file inside the new \physics folder, so please keep this folder safe.

CSP Physics

This vehicle was produced with real data of similar modern counterpart vehicles to maximise the core functionality and feel of the car using CSP Extended Physics:

Tyres

- New heating model
- More accurate stiffness
- Ray tracing for better tyre collision detection
- Wet tyres

Suspension

- Better accuracy of suspension geometries

Aero

- More accurate aeromap based model
- Roll and yaw effects are now simulated
- Adjustable front

Engine

- 3 different engine maps, adjustable while driving
- Introduction of engine maps
- More accurate fuel consumption

Brakes

- Advanced brake heating model

And much, much more.

Extended Controls Application

Overview

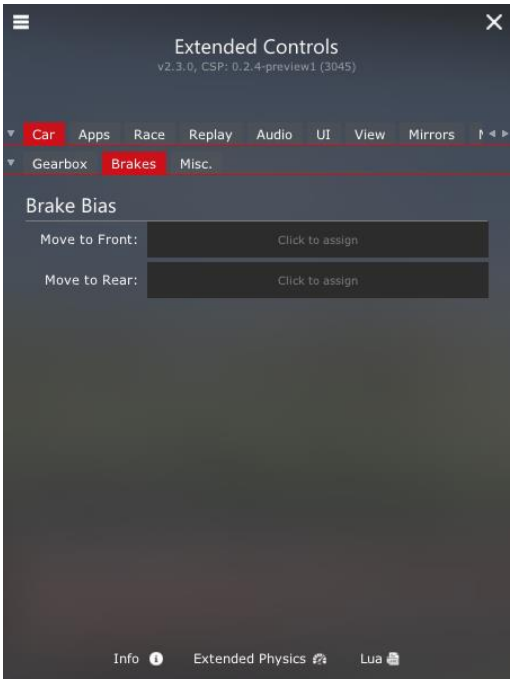
Some controls can be configured using the Extended Controls application:
https://www.overtake.gg/downloads/extended-controls.67824/

This can be expanded freely by the user according to requirements.

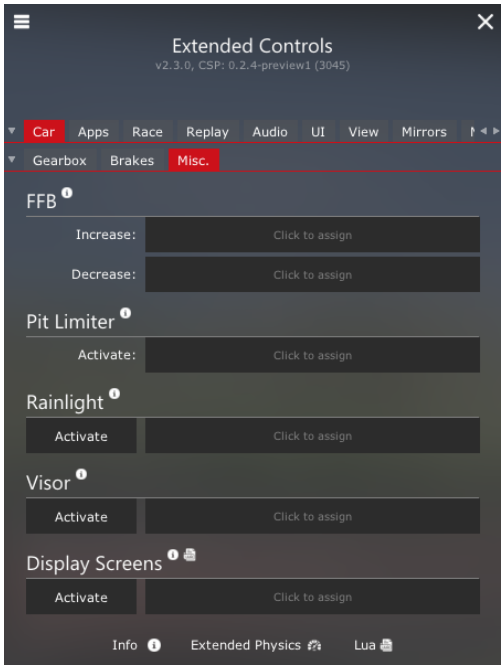
Page 1 – Gearbox



Page 2 – Brakes



Page 3 – Miscellaneous



This page contains Force Feedback adjustments for the specific car, a manual pit limiter button, and the activations for the rain lights (ExtraA), visor movement for the driver helmet (ExtraB), and most importantly, the digital display switching functionality (ExtraC).

Digital Displays

The vehicle comes with three digital displays for users of the CSP tool version 0.2.3 and up. Switching the displays is described directly above this text: mapping a button to the ExtraC button in the CSP Patch controller tab* or in the Extended Controls application.

`*Settings > Assetto Corsa > Controls > Patch`

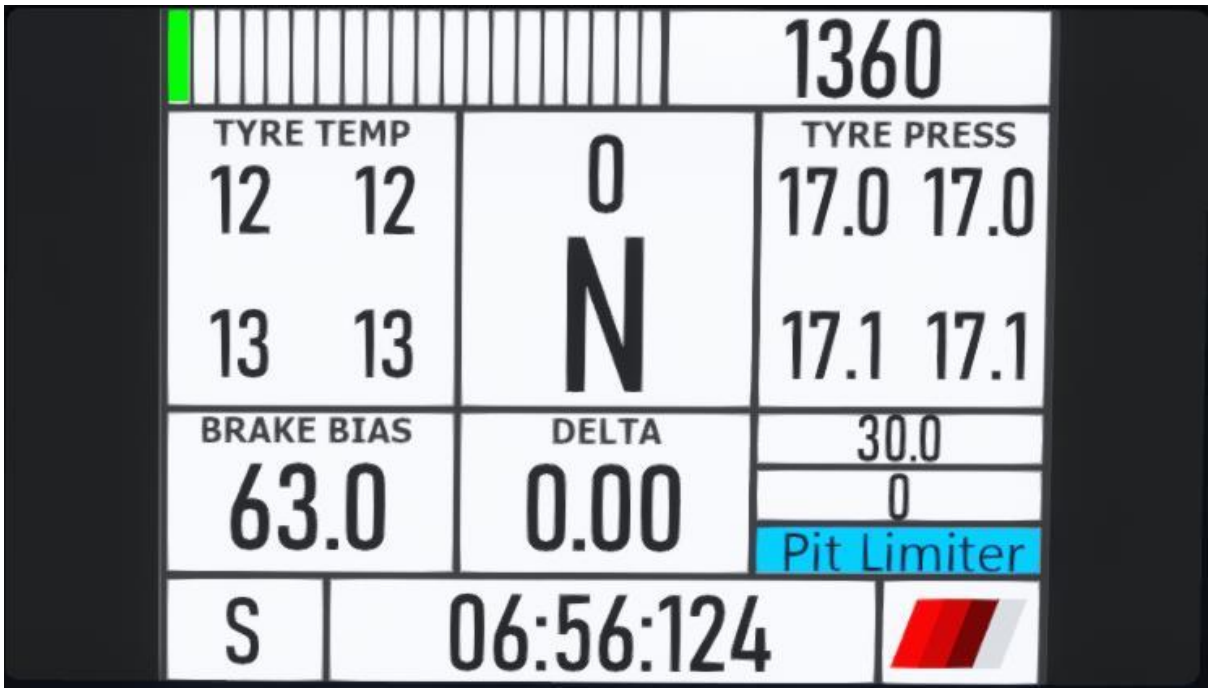
The Master Display



The Data Display



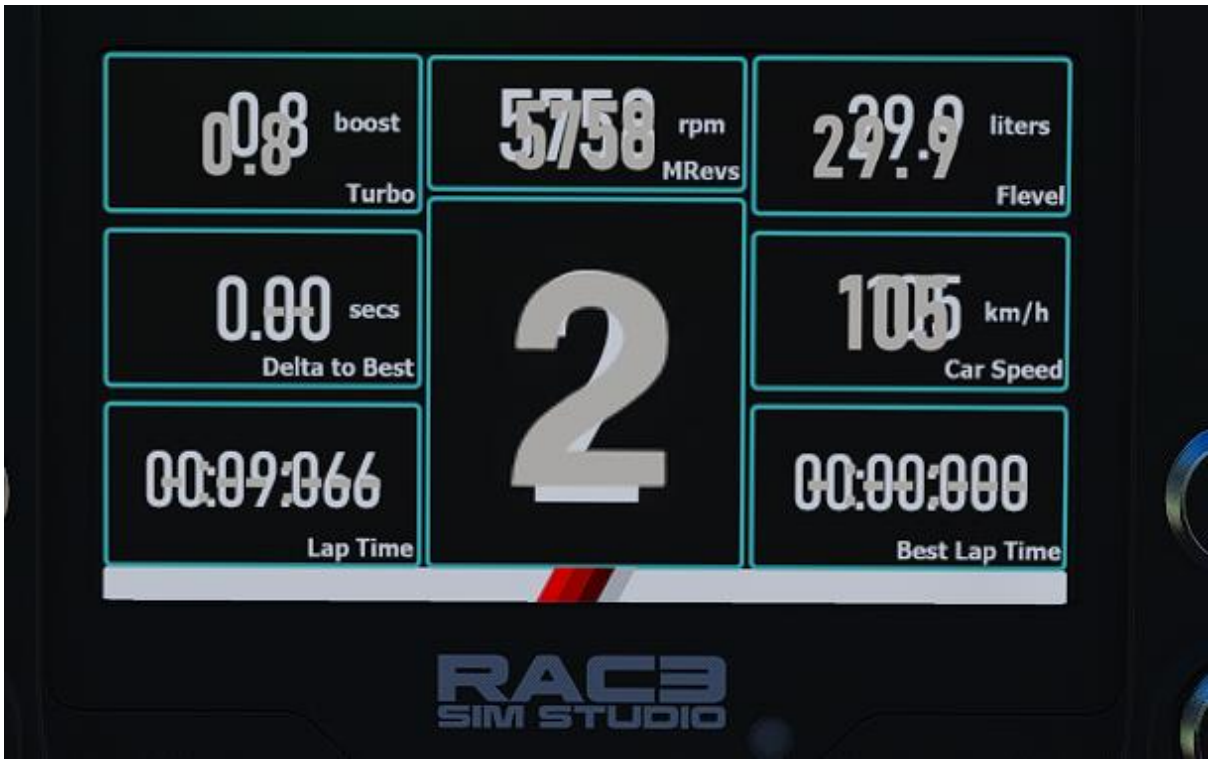
The Secondary Display



Note: blue pit limiter text only available when pressing the manual pit limiter button. S is for Slicks; can be W for Wets too.

Display FAQ

This may be a very unlikely scenario, but we will cover this just in case you are using the CSP tool, but you have the Standard data version installed, and you ever experience a duplicated display screen, like below. In testing, this has not happened to us, but we will provide guidance nonetheless.



If this happens:

1. Go to your car installation folder: *C:\Program Files (x86)\Steam\steamapps\common\assettocorsa\content\cars\rss_formula_rss_4_2024*
2. Inside the /extension folder, open the ext_config.ini file in Notepad. You will see line 12 and 13 appear like this:

```
12 | ACTIVE = $"r
13 | ;ACTIVE = 0
```

3. Change it to this, alternative the semi-colon symbol:

```
12 | ACTIVE = $"r
13 | ;ACTIVE = 0
```

4. **Press Save!**

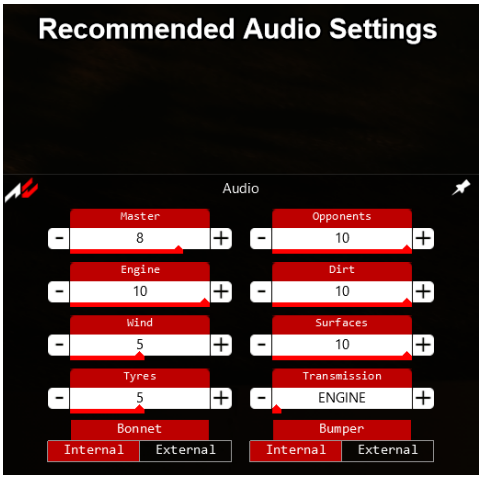
You can always revert when you want to use the CSP data version.

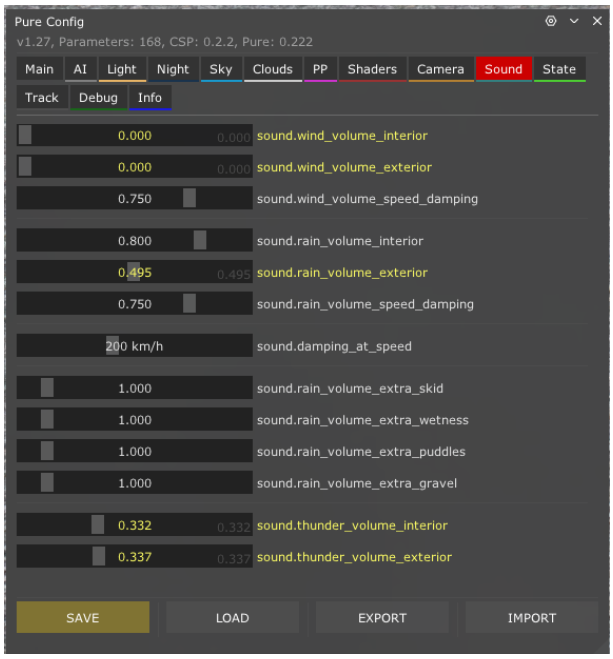
Additional

Be sure to check out the adjustable rear wing and transparent halo option in the vehicle's setup menu.

Sounds

It is very important that you set up the Audio settings correctly to not only have an optimized user experience, but to also demonstrate any recordings you make of the vehicle in the best way.





If you are using external tools such as Pure/SOL, they add an interior and exterior wind volume which significantly affects low frequencies in our cars and we do not recommend using these, particularly as our cars carry wind sound effects already. We advise setting this to 0 in the Pure Config in-game application and pressing Save.

Set the Audio in the Audio settings in the Main Menu or using the Audio app while in-game (move your mouse to the right of the screen during an in-game session to view apps).

Transmission is a very important one. Please ensure Transmission is set to ENGINE or is not too high.

Social Media Links



Terms of Use

By downloading, you agree it is illegal to obtain or distribute an unauthorized or unpaid copy of this vehicle or any of our work and will not commit these activities outlined in this document and may be liable to encounter legal action which we will seek to enforce.

This car, or any of the cars created by Race Sim Studio, are not to be used in public or corporate events (such as sim racing or hardware show, events and expositions) or for televised or large-scale content creation of any kind by public or private companies (such as simulator providers) or individuals without the expressed permission of RSS.

Content creators are advised to make every effort to not misinform the general public by rebranding our work as a specific car of a specific category.

You are not permitted to convert or extract any of our 3D models or any components of our work for personal, private or business use in any way. For queries, the email address listed below can be contacted for any business or support queries. Do not redistribute, upload, modify or sell any of our work.

For permissions and licensing queries, please reach out to Race Sim Studio via our website contact forms.

© 2024 Race Sim Studio. All rights reserved. This work is not for distribution.