



# GID

## Global Info Display

V1.1 – rFactor  
by Fazerbox (fazerbox@gmail.com)

### User Guide



- Fixed Crash when pressed RACE immediately after Session has started
  - Fixed Crash when missing GDB file
  - Fixed missing backslash in PluginsDir parameter in Config.ini
  - Fixed moveable cars during when game is in pause
  - new Program for keyboard keys recognition.
  - New program for controller buttons recognition.
  - Controller Buttons and Pows supported.
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- Map: Up to 100 cars
  - Map: auto-orientable map n Fix Mode
  - Map: Dashed Pit-Lane. (Parameters: MapPitLaneDashed, MapLinePattern, MapPatternScale)
  - Map: Fading Borders. (Parameter: MapFading)
- 
- HUD: ALT + SPACE instead of ALT + BACKSLASH to show MENU
  - HUD: new MENU. Now you can select Objects
  - HUD: Fixed not saving LCD\_MphKm parameter
  - HUD: Percentage position box
  - HUD: Zoomable objects
  - HUD: Optional unique Layout for all sessions. Activate it from MENU.
  - HUD: In driver name, removed chars between <> () e []
- 
- Update Widget GRID: Max 25 drivers for column
  - Update Widget FUEL: Fixed Time forecast in Fuel object.
  - Update Widget FUEL: Now Orange alarm is on in low fuel condition or few laps
  - Update Widget FUEL: Descriptor for FUEL object
  - Update Widget TEMP: Descriptor for TEMP object
  - Update Widget GRID: Max speed, in Grid. See GRID\_MAXSPEED parameter in GIDCONF.txt
  - Update Widget GRID: Classification based on class car. See parameters GRID\_CLASSES and GRID\_FILTERCLASS in GIDCONF.txt
  - Update Widget GRID: 3 new views. See GRID\_MODE parameter in GIDConf.txt

- Update Widget LCD: up to 128 LEDs
  - Update Widget StartingLights: Traffic-Lights in Pit-Lane (Parameters PitSpeedLimitRace e PitSpeedLimitNormal)
  - New Widget: WEAR. Engine and Tires Wear and Temp
  - New Widget: WGL – Wheels Grip Level.
  - New Widget: Added support for analogic LCDs
  - New Widget: Meteo
  - New Widget: Table for Tires wear and forecast for remaining laps
  - New Widget: Drafting.
  - New Widget: KERSDRS. Reports KERS and DRS status. This object reads status from rf\_HighVoltage plugin
- 
- GIDCONF.txt: [KEYS] KERS e KERSOFF
  - GIDCONF.txt: [KEYS] DRS e DRSOFF
  - GIDCONF.txt: [KEYS] GRIDCLASS
  - GIDCONF.txt: [KEYS] GRIDMODE
  - GIDCONF.txt: [KEYS] PeriodRepeatedKey
  - GIDCONF.txt: UseSharedMemory 0=NO 1=YES (Default)
  - GIDCONF.txt: [HUD] KersTime.
  - GIDCONF.txt: [HUD] KersMinSpeed. Min speed to activate KERS
  - GIDCONF.txt: LCD\_LitersGallons 0=Liters 1=Gallons
  - GIDCONF.txt: LCD\_TempUnit 0=Celsius 1=Fahrenheit
  - GIDCONF.txt: CharsTeamNameFilter = "[]}\_~"
  - GIDCONF.txt: OpenClosedBrackets = "[](){}<>"
  - GIDCONF.txt: New section: [rf\_HighVoltage] with parameters:  
**DRSFile**: rfm file with KERS and DRS rules;  
**KersMinSpeed** . Kers unavailable under this speed;  
**DRSBrakeLevel** = 0.55 . DRS off if braking level is above this value.  
*KersMinspeed e DRSBrakeLevel* not used if rf\_HighVoltage plugin is active.
  - GIDCONF.txt: FlickeringMode: Mode used to avoid flickering

Let me start to thank [rfactoracingweb](#) guys, that helped and supported me during plugin development.

### **Slow Motion (Marco)**

For fantastic GID logo, for infinite hours dedicated to test plugin and for hints to render plugin really unique.

### **Paolo**

For Test and ATD fantastic idea.

### **Magicgianca (Giancarlo)**

For final test and installation package.

## **Description**

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GID V1.1 integrates MapPlugin v1.07, which shows a map of the track, cars and a fully customizable set of telemetry information in graphical and literal form. In GID you find real time grid, gap time, personal and sector time, speed a really synchronized starting lights and many other informations.

GID is in game configurable or through GIDConf.txt configuration file

## **Requirements**

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A) [DirectX End-User Runtimes from Microsoft](#)  
(*Select your locale version*)

B) [Microsoft Visual C++ 2008 Redistributable Package \(x86\)](#)  
(*Select your locale version*)

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## Installation

1. if MapPlugin is installed, uninstall it:
  - from rFactor folder delete **d3d9.dll**, **MapPlugin.ini**, **MapPlugin\_Installation.txt** and **MapPlugin\_Installazione.txt**;
  - from rFactor/Plugins delete **MapPlugin.dll** and **Map** folder;
2. Unzip GIDPlugin in rFactor folder.

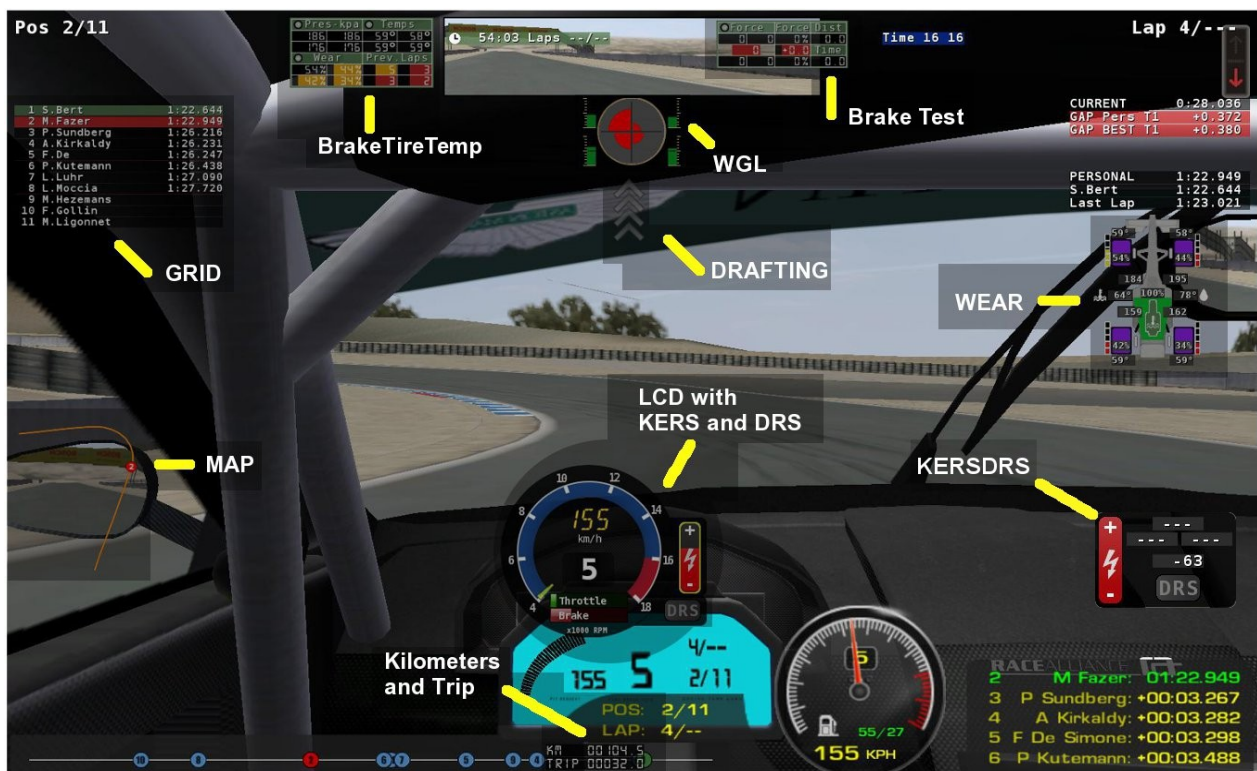
## Important Note

GID doesn't need other graphical plugins. It is recommended to disable/remove other graphical plugins. If you want use GID with an other graphical plugin, follow these steps:

1. Rename **d3d9.dll** (from other graphical plugin) in **d3d9\_previous.dll**
2. Unzip GID in rFactor Folder;
3. Edit **GIDPlugin.ini** as:  
[GENERAL]  
OriginalD3D9Dll = d3d9\_previous.dll

## General Info

GID plugin shows a lot of telemetry infos in graphics and numeric form. All these infos are user in-game customizable or editing **GIDConf.txt** file in rFactor/Plugins/GID.







## Quick start

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1. Install GIDPlugin and start a local race;
2. Once in rFactor with monitor TV in Right Bottom corner, before press "Race" SHIFT + PAUSE to reset map position;
3. Press Race, now you are in inside PIT. When in PIT, plugin uses BOX Layout to show infos;
4. Press throttle and exit from Pit Lane. Plugin now uses Session Layout;
5. Press CTRL + SHIFT + SPACE to select next box;
6. Press Arrows keys to move Boxes on screen;
7. Repeat steps 5,6 to move other boxes;
8. At the end press ALT + SPACE to show GID MENU. Select **Layout to All Sessions** and press Return. Current Layout will be used for all others game sessions (Test Day, Qualify, Warm Up, Race and BOX );
9. if you prefer you can return in BOX and change GID BOX Layout;
10. Press ALT + SPACE more times, and select Kph—Mph to choose between Km or Miles.

**Nota:** To reset Layout to default press ALT + SPACE, select "RESET LAYOUT" and press Return

## Objects

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GID uses objects to show infos on screen. Below a fully list.



Object	Description	Command
<b>Timer</b>	In time race or in practice session, time to end	ShowTimer
<b>Place</b>	Car Place	ShowPlace
<b>Laps</b>	Laps done	ShowLaps
<b>Grid</b>	Drivers grid	ShowGrid
<b>Lcd</b>	LCD	ShowLCD
<b>Fuel</b>	Fuel consumption	ShowFuel
<b>Temps</b>	Oil and Water temp	ShowTemps
<b>ATD</b>	Average Time Display.	ShowATD
<b>KM</b>	Total mileage car and mileage of current car in current track	ShowKM
<b>Sectors</b>	Show absolute sectors time and drivers	ShowSectors
<b>Starting Lights</b>	Starting Lights	ShowStartingLights
<b>Current Time</b>	Current Time Lap	ShowCurrentTime
<b>Personal Gap</b>	Sector gap time on Personal lap	ShowPersonalGap
<b>Personal Best Lap</b>	Best personal time	ShowPersonalBestLap
<b>Personal Last Lap</b>	Last lap time	ShowPersonalLastLap
<b>Best Lap</b>	Best Lap	ShowBestLap
<b>Best Gap</b>	Sector gap time on Best lap	ShowBestGap
<b>Personal Mixed Sector Gap</b>	This object show same infos of <b>Personal Sector</b> , <b>Personal Gap</b> on a single row	ShowPersonalMixedSectorGap
<b>Best Mixed Sector Gap</b>	This object show same infos of <b>Best Gap</b> , <b>Best Sector</b> on a single row	ShowBestMixedSectorGap
<b>Personal Sector</b>	Shows personal sector time	ShowPersonalSector
<b>Best Sector</b>	Shows best sector time	ShowBestSector
<b>Local Time</b>	Actual local time	ShowLocalTime
<b>Map</b>	Track map	No command.
<b>WGL</b> Wheels Grip level	Show drifting tires and suspensions height	ShowWGL
<b>Wear</b>	Engine and Tires wear. Tires, Water and Oil Temp	ShowWear
<b>BrakeTypeTemp</b>	Tires status in table form	ShowBrakeTyreTemp
<b>Meteo</b>	Track and ambient Temp	ShowMeteo
<b>Brake Test</b>	Brake test from 250 Km/h to 10 Km/h	ShowBrakeTest
<b>Drafting o Slipstream</b>	Drafting Effect	ShowSlipStream
<b>KERSDRS</b>	Visualizza KERS e DRS status	ShowKersDrs

To show an object, it must be placed inside a box.

To hide an object you can or write:

*ShowBestSector = NO or remove string ShowBestSector.*

Except map, objects must be placed inside a container (box) to be showed. A box can contain more objects, and will be show in vertical order.

## Creating a BOX

Syntax for creating a box:

**BoxN = Name, X, Y, Visibility, { <parameters>, <objects> }**

N = number between 0 and 19

Name = free text. Name of the box, will be showed during box selection;

X = [ LEFT | RIGHT | CENTER | <number> ]  
LEFT: box aligned on left  
RIGHT: box aligned on right  
CENTER: box horizontally centred;  
<n%> Screen percentage  
<pixels>: Horizontal screen position.

Y = [ TOP | BOTTOM | CENTER | <number> ]  
TOP: box aligned on top;  
BOTTOM: box aligned on bottom;  
CENTER: box vertically centred;  
<n%>: Screen Percentage  
<pixels>: Vertical screen position.

Visibility: SHOW or HIDE

<parameters>: Objects parameters list.

Parameter	Description	Applicable Objects
<b>MaxLengthName</b>	Max length of names or max length of text strings	All objects except: Map, LCD, KM, ATD, Fuel, Temps, Starting Lights
<b>NumDrivers</b>	Numbers of drivers that follow or are ahead me. Leader car and my car are always showed	Grid
<b>Rows</b>	When grid shows two or more columns, Rows indicate how many rows for columns	Grid
<b>StopTimeForSeconds</b>	How many seconds to freeze displayed info	Current Time, Personal Mixed Sector Gap, Best Mixed Sector Gap

<b>FontSize</b>	Number between 0 and 7. Plugin will use texture file : TextureTextHUD<N>.tga	All objects except: Map, LCD, KM, ATD, Starting Lights
<b>FontColor</b>	Number between 0 and 9 will be used characters stored in corresponding row in Texture specified by FontSize. Used values:  <b>0</b> = Transparent background <b>1</b> = Semitransparent black background <b>2</b> = Semitransparent red background <b>3</b> = Semitransparent green background <b>6</b> = Semitransparent blue background	All objects except: Map, LCD, KM, ATD, Starting Lights
<b>DeltaTime</b>	Seconds or percentage of time. If gap between current time and mean of 3 last laps is inside this values, ATD will show a yellow arrow. If time will exceed mean, a red arrow will be showed otherwise a green arrow.	ATD
<b>Interlines</b>	How many pixel leave between objects inside same box.	All objects
<b>Zoom</b>	Objects Zoom factor	All objects

<objects>: refer to "GID - OBJECTS".

Box definition string, must be inserted in a section: [HUD\_BOX,], [HUD\_TESTDAY], [HUD\_PRACTICE], [HUD\_WARMUP], [HUD\_QUALIFY], [HUD\_RACE] inside gidconf.txt .

Ex. Box2 in [HUD\_WARMUP].

**Box2 = Grid, Left, 100, Show, {FontSize=0, FontColor=1, NumDrivers=2, MaxLengthName=11, ShowGrid }**

- Box2 is named "Grid" ( text showed when box is selected pressing SHIFT + CTRL + SPACE)
- box is placed on the left ( *Left* ) and 100px from top.
- Box is visible (*Show*), uses texture file TextureTextHUD0.tga (*FontSize=0*) and will use second characters row (*FontColor=1*).
- Will be draw a grid object (*ShowGrid*)
- and will be reported my car, leader and 2 drivers(*NumDrivers=2*).
- Driver names will be truncated to 11 characters (*MaxLengthName=11*).

To create a new box, placed at centre of screen that shows Current Time, Personal Gap and Best Gap, If Box18 doesn't exist, we will write:

**Box18= MyBox, Center, Center, Show, { ShowCurrentTime, ShowPersonalGap, ShowBestGap, FontSize=0, FontColor=1}**

CURRENT	1:30.329
GAP Pers T2	+0.253
GAP BEST T2	+2.028

Box 18

## Default boxes configuration

GID is provided with a default boxes configuration, customizable inside game. A more fine tuning is possible editing **gidconf.txt**.

1. **BOX POS:** My car Place

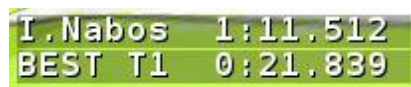
2. **BOX LAPS:** number of Laps made and Race length



Lap 3/12

3. **BOX BEST LAP:**

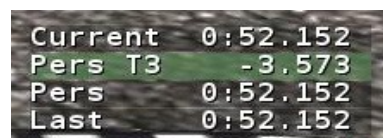
- Driver and Best time.
- On the same row it shows sector time and Gap on Best time.



I. Nabos	1:11.512
BEST T1	0:21.839

5. **BOX PERSONAL TIME:**

- Current time
- Personal sector times, Gap sector on Personal Best Time
- Personal best time
- Last Lap Time



Current	0:52.152
Pers T3	-3.573
Pers	0:52.152
Last	0:52.152

6. **BOX SECTORS:**

- Left column shows Absolute sector time and drivers. May be different drivers
- Right Column report my best sector times. On red if by time is higher than best sector.
- Last row reports Track Virtual time and my Track Virtual Time, adding sectors, even if for different laps.



Burbulya	24.836	25.785
Burbulya	28.838	29.505
Fazerbox	35.904	35.904
Virtual	1:29.577	1:31.194

7. **BOX TIMER:**

- Time to end race for time race;
- Laps done by leader and race length;



55:51 Laps 3/12

8. **BOX LCD**

It shows a lot of info about race Gap times, Car Status, Speed, Fuel etc... GID has many different LCD, to load another LCD, press ALT + SPACE for MENU, then select Next LCD.



43° 43° --.--- 52:07 10 52  
1236  
4  
198  
26.5 2.8 --.--- 9.6 22:53  
Throttle  
Brake  
T3 -0.107  
T3 -0.107  
0 kph

9. **BOX A.T.D. (Average Time Display)**

Green if your time is better that Average time based on last 3 Laps. Red if Current time is worse. DeltaTime is store inside GIDConf.txt



10. **BOX TEMPS**

Oil and Water temp in numeric form.



WAT	OIL
32°	86°

Green: Temps are OK  
 Yellow: Water Temp greater than 100°  
 Red: Temp out of range

## 11. BOX FUEL

it reports different infos related to fuel consumption.



- Fuel: Current Fuel
- LAPS: Estimated Laps based on real consumption;
- LAST: Fuel used for last lap;
- TIME: Remaining time before Fuels is empty;
- Icon is red when Fuels is 5 liters or estimated laps is less than 5. Set these threshold in GIDConf.txt ( FuelLaps\_Alert, FuelLiters\_Alert );

## 12. BOX STARTING LIGHTS

Starting lights really synchronized with rFactor; Number of rows are stored in StartingLights\_Rows parameter in GIDConf.txt.



## 13. BOX KM:

- KM reports Km done with current car;
- TRIP reports Km done with current car in current track.
- From MENU you can set these values to Zero;
- KM are stored in rFactor/Plugins/Gid /KM.txt;



## 14. BOX TIME

System time.



## 15. BOX MIXED

Hide by default. It alternate Absolute sector Time and GAP to BEST Time;



## 16. BOX WARNING ICON

If times reported in BOX SECTORS or BEST LAP may be not valid, a small warning icon a Red triangle is showed close to times. A warning icon is showed in LCD too, but only if it was developed to support it. Times may be not valid because when you enter in a started session, rFactor doesn't transmit old laps times to telemetry object.





## 17. **BOX GRID.** Drivers grid.

- during test, practice, qualify and warm-up it reports best times;
- in race it reports gap between me and others drivers;
- A white dot indicates driver in Pit-Lane/Box
- A red dot indicates driver out of race
- inside brackets the number of driver pit stop

1	A.Premat	-26.5	[285]
11	W.Henzler	-5.9	[256]
12	T.Enge	-5.8	[264]
13	P.Pilet	-3.5	[251]
14	J.Melo	-2.7	[248]
15	J.Magnussen	-2.6	[261]
16	H.Felbermayr	-2.0	[252]
17	J.Davies	-1.9	[252]
18	W.Henzler	-1.8	[247]
19	J.Vonka	-1.7	[246]
20	W.Henzler	-0.1	[244]
21	P.Kutemann	-0.1	[248]
22	M.Fazer		[250]
23	D.Brabham	+0.1	[262]
24	A.Premat	+0.1	[261]
25	T.Bergmeister	+0.2	[243]
26	A.Sharp	+0.4	[241]
27	A.Hermann	+0.5	[243]
28	O.Gavin	+1.0	[259]
29	Y.Clairay	+1.1	[260]
30	S.Maassen	+13.0	[266]
31	S.Bourdais	+46.0	[281]

*Full grid*

[Class: ES GT1]			
1[ 3]	D.Turner	+7.3	[261]
2[ 5]	K.Wendlinger	+5.9	[253]
3[ 7]	J.Magnussen	+5.7	[255]
4[ 8]	L.Hines	+5.5	[255]
5[23]	M.Konopka	+0.9	[246]
6[26]	M.Fazer		[239]

*Filter on GT1 class.*

## New Objects

### 1) WGL – Wheels Grip Level



WGL shows tires sliding. It is composed of 4 red sector, which size is related to sliding factor. If tire is totally sliding, sector size is max. If tires is not sliding, sector isn't visible. Four vertical bar are drawn, one on each corner, that report car height. They became red when cars touches road.

### 2) WEAR – Tires and engine







Wear object shows tires and engine wear, tires, engine and brakes temperature.

Tire wear is showed inside tire in percentage value.  
Upside front wheels and downside rear wheels, tires temp are showed.  
Downside front wheels and upside rear wheels brakes temp is showed are showed.

Inside car, Engine wear is showed (100% engine ok )

Tires wear is also showed using 5 dents for each wheel. Each dent value 20%.  
Tire color represent tire temp, and GID uses same rFactor code color.  
Tire Shape change with internal tire temp, from external to internal side.

	Tire OK. Tire Temp difference less than 5°C
	Too pressure. $T_{LeftSide} - T_{Center} < 5^\circ$ e $T_{RightSide} - T_{Center} < 5^\circ$
	Slow pressure. $T_{LeftSide} - T_{Center} > 5^\circ$ e $T_{RightSide} - T_{Center} > 5^\circ$
	Flat tire

WEAR parameters of WearN.txt.

Changing **DeltaPressureShape** parameter inside Wear object descriptor (WearN.txt), you can change how tire shape work.

Default value:

DeltaPressureShape = 5, 5

First "5" means temperature difference between left side tire and center tire. Second "5" means temperature difference between Center tire and right side.

### 3) METEO



It simply reports Ambient and Track temperature. A cloud icon shows cloudiness.

### 4) BRAKETYRETEMP

Pres - kpa		Temps	
172	172	25°	25°
172	172	24°	24°
Wear		Prev. Laps	
99%	99%	306	378
99%	99%	367	423

BrakeTyreTemp shows Pressure, Temperature , wear and Prevision laps for each wheels. Infos are shown inside a table.

*Pres-Kpa.* Tire Pressure in Kpa.

*Temps.* Tire temperatur.

*Wear.* Tire wear. 100% means tire healthy.

*Prev.Laps.* Means how many laps tire can work. This parameters are refreshed in realtime. In above table, Left tire will work al least 306 Laps before become flat. More lapd you do more reliable are that infos.

## 5) BRAKETEST



Force	Force	Dist	
114	103	38%	108.4
585	-12.3	Time	
185	182	62%	3.3

BrakeTest is usefull to test brakes during a braking from 250Km/h to 10 Km/h.

Theese parameters can be changed modifying **minSpeed** e **maxSpeed** inside description file BrakeTest1.txt. At the end of breaking results are displayed.

Left column *Force*.

Usefull for Load transfer. It report average forces applied to each wheel. In the center the aum of each forces (585 in picture).

Center column *Force*.

Force in percentage applied in front and rear wheels

In center cell we have deceleration (  $m/s^2$  ). In picture above -12.3  $m/s^2$

Cell *Dist*.

How many meters car has done during brake test. In picture 108.4 m.

Cell *Time*.

Brake test during time in seconds. In picture 3.3 s.

## 6) DRAFTING o SLIPSTREAM



Drafting or SlipStream objects display green arroes to indicate Draftng intensity caused by car immediately in front mine. Green arrows are shown progressively and become red when drafting is max.

Inside Slipstream file descriptor is possible change parameters to modify object behaviour.

## 7) KERSDRS



KERSDRS object shows KERS and DRS status. If rf\_HighVoltage is present and activem KERSDRS reads status from this plugin. Configuration infos are readed from rf\_HighVoltage.ini.

**To work properly, rFactor Gap must be in RealTime**

**To set gap in Realtime, show Gaps in rFactor HUD ( right-down corner) and press LEFT arrow. A message in chat will report current Gap Status.**

In picture al values are in meters.

300 = Detection Point;

500 = DRS starting zone;

1500 = DRS ending zone  
533 = Car distance from starting/finish line.

Parameters displayed in boxes ( 300, 500 e 1500 ) are getted from RFM file that contains DRS and KERS activation rules.

These values will be correct only if DRSFile parameter in [rf\_HighVoltage] sector of GIDConf.txt is properly setted.

Example:

If rFactor load F1\_2011.rfm and this file stores KERS and DRS rules, DRSFile should be:

DRSFile = F1\_2011.rfm

It is possible to use absolute path, example.

DRSFile = "c:\Programmi\rFactor\rfm\F1\_2011.rfm"

**IMPORTANT.**

DRSFile must refer to a file that stores same rules as RFM file loaded by rFactor.

It is not mandatory that RFM file loaded by rFactor and file stored in DRFFile are the same. They may be different but with same KERS and DRS rules.

If DRSFile is empty, KERS and DRS will continue to work, but boxes will not report any values.

## New LCDs

GID v1.1 introduces new LCDs and adds the option to use analogic LCDs.

Everyone can create its own LCD, it's not too difficult but not easy too. You need a specific texture and a descriptor file that describe LCD texture elements. I hope to write a tutorial, how to create a new LCD in a near future.

### LCD\_DEF1



LCD\_DEF1 is the most completed LCD, it displays many infos about time, and car status.

In upper row, from left to right.

- 1) Water temperature
- 2) Oil temperature
- 3) Gap between my car and previous car
- 4) Time before session ends
- 5) Local Time

On the left:

- 6) Water alarm
- 7) Fuel alarm

near to Water and fuel alarm

- 8) Current Gear
- 9) above rpm engine
- 10) down car max speed (red background)

In the center

- 11) Current car speed (Blue background)

12) On the right, with green background, Current Gaps respect reference Best Lap and Personal Best Lap

13) On the right. Two LEDs signal if my current time is above or under Best Lap and Personal Best Lap. In picture Green LEDs.

14) Under car speed, two bars report Brake and Throttle pedals status. Throttle uses green bar, Brake uses red bar.



15) On the right of rpm, a set of rounded LEDs display rpm engine in graphical form. They light from external to internal side

Last bottom row displays:

16) Fuel quantity

17) Fuel used during Last lap

18) How many Laps car can run before fuel finish

19) How many time car can run before fuel finish. This is usefull for Time race.

## LCD\_F1.



LCD\_F1, display and LCD similar to virtual LCD seen in TV during real race.

It shows KERS and DRS status. You must associate 2 keys or buttons inside GIDConf.txt, and this icons will be on when you press associated keys. KERS can be used for 6.6s for lap and it will be recharged every new lap. KERS and DRS don't have a real effect, it depends on Mod.

KERSTIME parameter.

This parameter is stored inside [HUD] section in GIDConf.txt. It's how many seconds KERS can be used during a lap. Default value is 6.6 seconds.

KERSMINSPEED parameter.

Above this speed KERS can be activated. Change this parameter in [HUD] section in GIDConf.txt. Default value 100 Km/h.

## LCD\_ANALOGIC1



This is an example of analogic LCD. It use lancet to display rpm and speed.

To change LCD, press ALT + SPACE to show MENU, then select "Next LCD".

## MENU ( ALT + SPACE )

Menu is showed pressing ALT + SPACE keys. From menu you can:

- Select objects and moving them on screen
- clone current Layout to all Layout or copy current layout to an other layout. Plugin support 7 different layout: TestDay, Box, Practice, Qualify, Warmup, Race;
- Using unique layout for all sessions games;
- Load default layout (Reset Layout)
- Reset Km an Trip;
- Select Km or Miles for Speed and distance
- Select Liters or Gallons;
- Select Celsius or Fahrenheit;
- Show Map dashed PitLane;
- Show Map Fading edges;
- Show a map background;
- Show max speeds in Grid object;
- Show cars in same class.

ALL= all cars;

AUTO= show cars of my same class

GT1,GT2,P1,P2. Show cars contains this substring in class name

- Next LCD: Load next LCD;
- Next WGL: Load next WGL;
- Next WEAR: Load next WEAR;
- Next BRAKETEMP: Load next BrakeTemp;
- change WGL MaxGrip parameter. Default value 1. Press SX and DX arrows to change value;
- Starting Synchro: Selects the way Starting Like works. In Auto mode, plugin tries to synchronize starting lights with rFactor. Use Synchro1 or Synchro2 to force synchro using 2 different modes, starting lights could not work . In TELEMETRY



mode, starting will work but it could be not synchronized with rFactor (rFactor update telemetry infos about 2 times for second);

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## Moving and Showing objects

Before moving an object it must be selected.

Press ALT + SPACE then activate **Select Object**, and select object. Press Return to select object. Selected object is surrounding with a dashed frame.



On selected object:

- 1) Use mouse to move box on screen. Press ALT to move by steps of 10 pixels
- 2) left button confirms position
- 3) right button aborts operation
- 4) central button, centers box horizontally
- 5) central button + CTRL, centers box vertically
- 6) <Return> Displays/Hides box
- 7) use Left and Right arrows to select next/previous box

Press ALT+ SPACE again to hide MENU.



Selected object with white frame .

## Objects Zoom

Select object and press:

CTRL + DX for Zoom

CTRL + SX for un-Zoom.



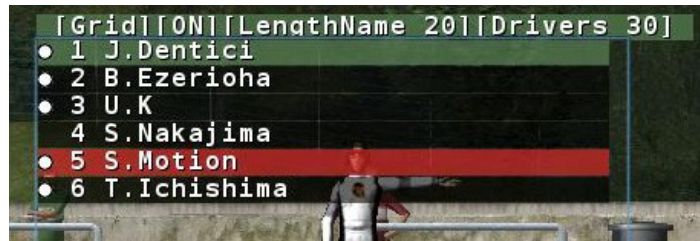
Small LCD using Un-Zoom.

## Box Editor

Command	Keys
Activate GID (Except Map)	CTRL + SPACE
Select next Box	CTRL + SHIFT + SPACE
Move selected box on screen	ARROWS
Change horizontal Box size	CTRL + LEFT or RIGHT ARROW
Change vertical Box size, only for GRID Object	CTRL + UP or DOWN ARROW
Hide/Show selected box	RETURN
Change Font size on selected box	ALT + RETURN
Zoom In	SHIFT + RIGHT ARROW
Zoom Out	SHIFT + LEFT ARROW



*Box Laps selected. ON means Box is visible*



*GRID and parameters*

## Warning

- During race, times reported in GRID are influenced by the way rFactor manage them. In rFactor, using Arrows keys, change way rFactor calculate Gaps. It changes from Real Time Gap, to Sector Gap. GRID will respect this setting. In Real time mode, gap will be refreshed 2 times for second.
- Entering in a started multiplayer race, will cause that Warning Icon will be displayed. It means infos in “BOX BEST e “BOX SECTOR” may be non correct. When a new session starts, Warning Icon is removed.
- During a Driver-change, when you are spectator GIS is disabled, only Map is Displayed.
- If you experience FLICKERING, press CTRL+F to show Frames per Seconds (FPS).

## Manual configuration - gidconf.txt

Advanced configuration is possible only by manual editing of **gidconf.txt**. File is stored in



rFactor/Plugins/GID folder. File contains different sections ( text in brackets ) and each sections contains many parameters. A brief list.

## GENERAL section

**TeamMembers** = <Drivers list>

Stores drivers in my own team.

Ex: **TeamMembers** = Paolo, Magicgianca, Slow Motion . These drivers will be displayed in Map as red Circles.

**FlickeringMode** = [0, 1, 2]

0 = No Antiflickering;

1 = Antiflickering mode 1;

2 = mode 2.

**Names** = [ 0 | 1 | 2 | 3 ] (default: 1)

0=None ; 1=Name; 2=Number; 3 = Number and Name

Display driverrrs name and Positions

**LimitVisibleCars** = Number (default: 30)

0 = all cars

number of visible cars. My cars and car follow/ahead me is always displayed.

**ShowMyName** = [ 0 | 1 ] (default: 0)

0=Hide, 1=Show

Show/Hide my name on map

**FLASH\_ON** = Number, milliseconds (default: 200)

In combination with FLASH\_OFF determinates frequency flashing of my Icon car.

During FLASH\_ON milliseconds, cars is visible.

**FLASH\_OFF** = Number, milliseconds (default: 100)

In combination with FLASH\_ON determinates frequency flashing of my Icon car.

During FLASH\_OFF, icon colour car is blended with FLASH\_COLOR.

**FLASH\_COLOR** = Hex number (default: 00FFFFFF)

Hexadecimal value in form AARRGGBB. Dove AA = Alpha, RR=Red, GG=Green, BB=Blue.

During Flash\_OFF phase, icon car color is blended with Flash\_Color. 00FFFFFF colour means Total transparent. To disable Flashing, use FLASH\_COLOR = FFFFFFFF

**MapFading** = [YES | NO ] (default: NO )

If this parameter is Yes, Map borders are faded.

Warning: Fading borders have negative impact on FPS.

**MapPitLaneDashed** = YES

**MapLinePattern** = Hexadecimal value (default: FFFFFFFF );

Shape of dash line of Map Pit-Lane.

Warning: Dash Lines have negative impact on FPS.

**MapPatternScale** = Number ( default: 0.5);

Scale factor for Dash Line in Pit-Lane. 1.0 means no scale change value by 0.1 steps.

**CharsTeamNameFilter** = Characters (default: "]}\_~" );

Characters list used to break Team name from Driver Name.

Example, for a driver whose name is: [IT League]Fazerbox, will be extracted "Fazerbox"

**OpenClosedBrackets** = Characters (default: "[](){}<>" );

From driver names are removed all chars between brackets reported in OpenClosedBrackets parameter.

Example, for a driver named [IT]Fazerbox<VRG>{aaa}<bbbb>, will be extracted "Fazerbox"

Pay attention that Brackets inside OpenClosedBrackets must be coupled.

If you want remove caharacters between two "#", OpenClosedBrackets will be:

**OpenClosedBrackets** = "[](){}<>##" );

## KEYS section

**PeriodRepeatedKey** = number, millisecond (default: 100)

Time in millisecond used during repeated keys.

## HUD section

**HudInfo** = [ON | OFF] ( default: ON )

ON = HUD visible

OFF = HUD hidden

**LCDTexture** = <LCD> ( default: LCD\_DEF2.tga )

Current used LCD

**Language** = <language> ( default: DEFAULT )

<language> is a section in **language.txt**.

To create a new language:

1. Edit "language.txt" in rFactor\Plugins\GID e copy all lines inside DEFAULT section and paste inside a new section. Ex. [FR]
2. Translate all right string. Don't change values on the left on '='
3. save file
4. edit gidconf.txt and change parameter language in HUD section, set it equal to language section. Ex Language=FR
5. Save file

**Gear\_MinRPM** = <number> (default: 25)

When rpm is above this value, Colored rpm strip starts to be is displayed.

**Gear\_RPMLimitator** = <number> (default: 97.5)

Above this value rpm strip will start flashing and gear will be red.

**StartingLights\_Style** = [F1 | DEFAULT ] (default: DEFAULT)

F1 = Red lights off on race start;  
DEFAULT = green lights on on race start;

**StartingLights\_Rows** = <number> (default: 2)  
Light rows number

**FuelLaps\_Alert** = <number> (default: 5)  
When stimated laps is less that this parameter, Fuel icon will be red

**FuelLiters\_Alert** = <number> (default: 5)  
When Fuel is less that this parameter, Fuel icon will be red.

**LCD\_TempUnit** = [0 o 1] (default: 0)  
0 = Celsius  
1= Fahrenheit

**PitSpeedLimitRace** = <number>, Km/h (default: 150)  
Speed limit in Pit-Lane in Race

**PitSpeedLimitNormal** = <number>, Km/h (default: 150)  
Speed Limit in PitLane in all sessions except Race

**UniqueLayout** = [YES | NO] <default: YES>  
Flag for using or not same Layout for all sessions.

**Grid\_Mode** = [ 0 | 1 | 2 ] <default: 1, Gap from Leader>  
Show different GAP in grid.  
0 = Gaps between Drivers and my car.  
1= Gaps between cars and Leader.  
2 = Gaps between a Driver and previous driver.

**Grid\_MaxSpeed** = [Yes | No ] ( default: YES)  
Show cars max speed in Grid object.

**Grid\_CLASSES<0-15>** = <string>  
These parameters specify criteria used to group cars in classes.  
Format parameter:  
Grid\_Classes<0-15> = <Group name>, <rule1>, <rule2> ,.....

Group name is dispayed in grid object.

Rules format:

Rule	Description
<string>	Cars belong to group is class name is equals to <string>.
#<string>	Cars belong to group if class names contains <string>.
@	Only cars with my same class name are displayed
*	No filters. All cars are displayed

<b>\$&lt;string&gt;</b>	Cars belong to group if driver name is equals to <string>.
<b>\$#&lt;string&gt;</b>	Cars belong to group if driver name contains <string>.

Rules \* e @ are used by default.

Example:

Grid\_Classes5 = GruppoFL, #Ferrari, #Lamborghini

Group GruppoFL, will group cars with Class names containing “Ferrari” and “Lamborghini”.

**Grid\_FILTERCLASS** = [ALL, MYCLASS, <Group name in GRID\_CLASSES0-15> ( default : ALL)

Grid will show cars that pass this Filter Name.

ALL = All cars displayed.

MYCLASS= Displayed only cars with my same Class name.

Example:

Grid\_FILTERCLASS = GruppoFL (see previous example)

<Group name in GRID\_CLASSES0-15>: One of Grid\_Classes0-15 name.

## rf\_HighVoltage section

**DRSFile** = <KERS and DRS rules file>

Points to RFM file with KERS and DRS rules

**KersMinSpeed** = <number Km/h> ( Default: 0 )

Under this speed KERS can be activated.

Parameter not used if rf\_HighVoltage is active.

**DRSBrakeLevel** = <number [0-1]> (Default: 0.55 )

If DRS is activated and brake level is upper this value, DRS is switched off.

Parameter not used if rf\_HighVoltage is active.

## HUD\_BOX, HUD\_PRACTICE, HUD\_QUALIFY, HUD\_WARMUP, HUD\_RACE sections

HUD\_ssss sections, where ssss is BOX, PRACTICE, QUALIFY, WARMUP, RACE, TESTDAY, stored layout configuration used during corresponding rFactor session.

HUB\_BOX section is used when you click on Race button, and car is motionless in BOX.

Same examples of boxes:

**Box2=Grid, LEFT, 100, SHOW, {FontSize=0, FontColor=1, Rows= 15, NumDrivers=30, MaxLengthName=20, ShowGrid}**

*(Rows=n, where n is number of drivers displayed)*

**Box9=ATD, 892, 850, SHOW, {FontSize=0, DeltaTime=0.20%, ShowATD}**

*( DeltaTime determines when ATD arrows are displayed. You can use absolute or percentage values. Ex, DeltaTime=0.20 means times distance less that 0.2s from average time will show an horizontal yellow led. DeltaTime=0.20% determinate a range +- 30% on average time)*

**Box12=StartingLights, Center, 180, Show, {FontSize=0, ShowStartingLights}**

*(Only presents in RACE session )*

## Map - Keys configuration

Change default key assignment editing parameters in [KEYS] section.

Be sure NumericPad is ON.

Definitions:

VK\_NUMPAD<key> = char <key> in numeric pad <key>. ex NUMPAD\_0  
VK\_DECIMAL = Dot in Numeric Pad  
VK\_LEFT = Left Arrow  
VK\_RIGHT = Right Arrow  
VK\_UP = Up Arrow  
VK\_DOWN = Down Arrow  
VK\_BACKSLASH = \ key  
VK\_RETURN = RETURN key  
VK\_SPACE = SPACE key  
SHIFT = SHIFT key  
CTRL = CTRL key

For all keys using corresponding char.

Ex: a,b,c,...z, 0,1,2,3,4,5,6,7,8,9 etc.

Command	Default Key	Description
KeyboardKeyMode	VK_NUMPAD0, EventDown	Change Map mode: Fixed or Rotation
KeyboardKeyZoomIn	VK_DECIMAL, EventDown	Map Zoom in
KeyboardKeyZoomOut	CTRL + VK_DECIMAL, EventDown	Map Zoom out
KeyboardKeyMapMoveLeft	ALT + VK_LEFT	Move Map to Left
KeyboardKeyMapMoveRight	ALT + VK_RIGHT	Move Map to Right
KeyboardKeyMapMoveUp	ALT + VK_UP	Move Map to Up
KeyboardKeyMapMoveDown	ALT + VK_DOWN	Move Map to Down
KeyboardKeyMapIncreaseWindowWidth	SHIFT + VK_RIGHT	Increase Map width or ZoomIn selected object
KeyboardKeyMapDecreaseWindowWidth	SHIFT + VK_LEFT	Decrease Map width or ZoomOut selected object
KeyboardKeyMapIncreaseWindowHeight	SHIFT + VK_DOWN	Decrease Map height
KeyboardKeyMapDecreaseWindowHeight	SHIFT + VK_UP	Increase Map height
KeyboardKeyNames	VK_PAUSE, EventDown	Show drivers name in Map
KeyboardKeyFrame	ALT + VK_DECIMAL, EventDown	Show a border Map
KeyboardKeyMapResetPosition	SHIFT + VK_PAUSE, EventDown	Reset Map Position
KeyboardKeyMapSectorColor	ALT + VK_PAUSE, EventDown	Show sector in different colours
KeyboardKeyMapNextTrack	ALT + VK_NUMPAD0, EventDown	Lad next track map with same name of current (if exists)
KeyboardKeyInfo	VK_PRINT, EventDown	Show extra info in Map
KeyboardKeyIcon	CTRL + 1, EventDown	Change icon car
KeyboardKeyText	CTRL + 2, EventDown	Change font for driver name
KeyboardKeyHud	CTRL + VK_SPACE, EventDown	Show HUD
KeyboardKeyEditHud	SHIFT + CTRL + VK_SPACE, EventDown	HUD Edit Mode
KeyboardKeyLeft	VK_LEFT, EventDown	Move selected box to Left



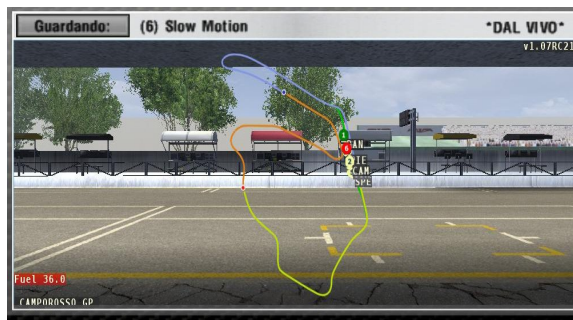
KeyboardKeyRight	VK_RIGHT, EventDown	Move selected box to Right
KeyboardKeyUp	VK_UP, EventDown	Move selected box to Up
KeyboardKeyDown	VK_DOWN, EventDown	Move selected box to Right
KeyboardKeyCommand	VK_RETURN, EventDown	Activate menu item
KeyboardKeyMenu	ALT + VK_SPACE, EventDown	Show MENU
KeyboardKeyChangeFontBox	ALT + VK_RETURN, EventDown	Change Font for selected box
KeyboardKeyCTRLLEFT	CTRL + VK_LEFT	Enlarge selected box
KeyboardKeyCTRLRIGHT	CTRL + VK_RIGHT	Decrease selected box width
KeyboardKeyCTRLUP	CTRL + VK_UP	Decrease selected box height
KeyboardKeyCTRLDOWN	CTRL + VK_DOWN	Increase selected box height
DRS	Non mapped. Use same key of rf_HighVoltage. Add EventDown	Activate DRS.
DRSOFF	Non mapped. Use same key of rf_HighVoltage Add EventDown	Deactivate DRS
KERS	Non mapped. Use same key of rf_HighVoltage. Not Add EventDown	Active KERS
GRIDMODE	Non mapped	Change gaps in GRID
GRIDCLASS	Non mapped	Filter cars on class name. Usefull for class classification

In GID V1.1 is possible mapping controller buttons to GID functions.  
Example to map button 2 of controller 1 for GRIDODE we will use:

GRIDMODE = controller,1, button, 2

### **GIDKeyboard.exe**

Program used to obtain keys virtual code (VK\_F1, VK\_SPACE ... )



*Map in 3D rFactor Monitor*

## Map – Driver-change

This Map Object is able to show map when driver is in spectator mode:

To associate myself to a Team, edit TeamMembers parameter in **gidconf.txt** to other-drivers of same Team. Names must be comma separated. Refer to previous chapter “Manual configuration - Gidconf.txt”.

## Uninstallation

1. Delete **d3d9.dll** and **GIDPlugin.ini** from rFactor folder;
2. Delete **GIDPlugin.dll** from rFactor/Plugins;
3. Remove GID folder from rFactor/Plugins;
4. If installed with an other plugin, rename nomeplugin.dll in d3d9.dll

## Troubleshooting

A) Crash to Desktop at startup: Install *Microsoft Visual C++ 2008 Redistributable Package (x86)*

B) D3DDX9\_40.DLL not found. Install latest DirectX, download from *Microsoft*.

## Credits

- [rfactoracingweb](http://rfactoracingweb) for testing and logo;
- [Virtual Racing Group](http://VirtualRacingGroup) Staff ;
- ISI for rFactor plugin examples source code at [www.rfactor.net](http://www.rfactor.net)