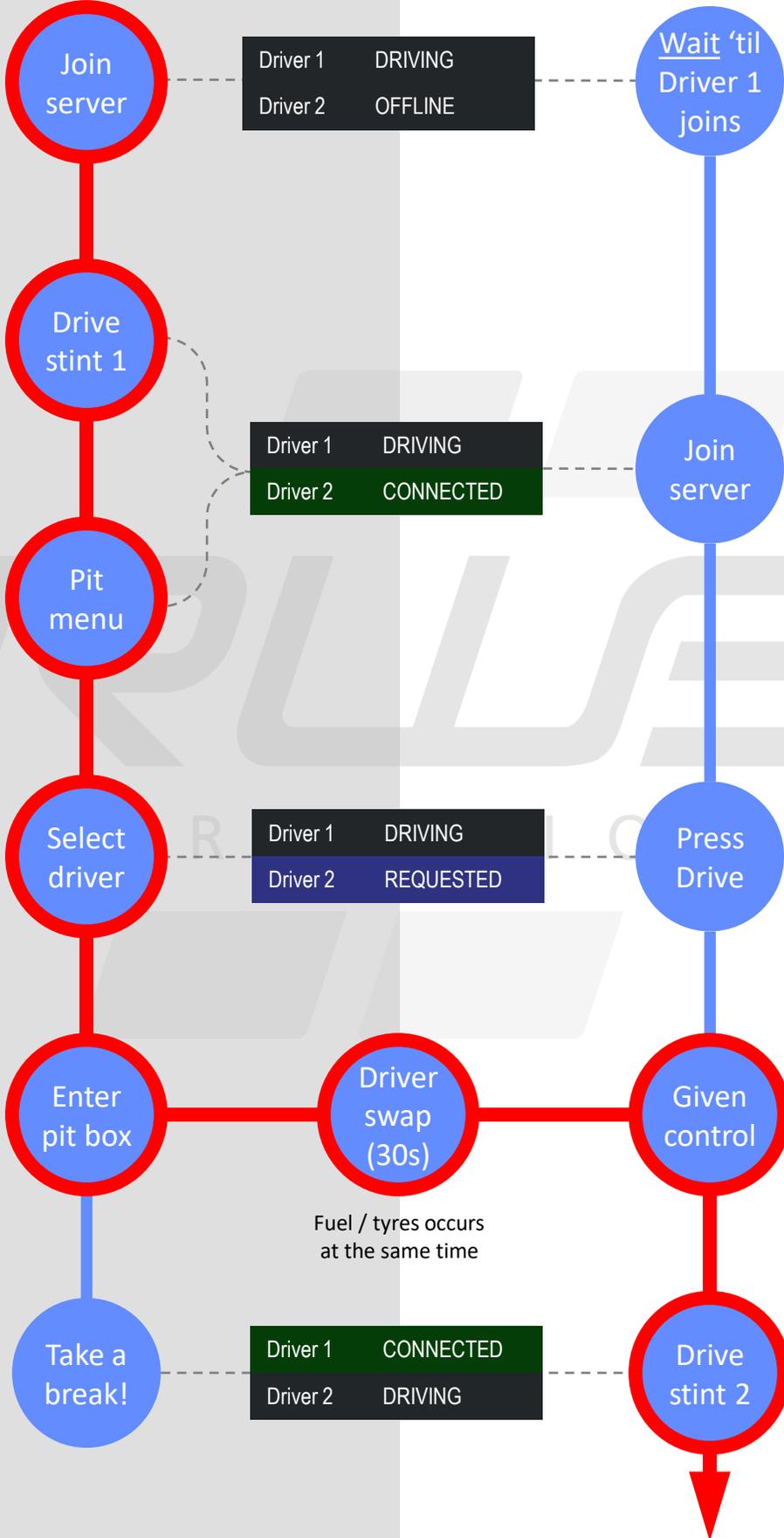




DRIVER 1



DRIVER 2



Driver 1	DRIVING
Driver 2	OFFLINE

Driver 1	DRIVING
Driver 2	CONNECTED

Driver 1	DRIVING
Driver 2	REQUESTED

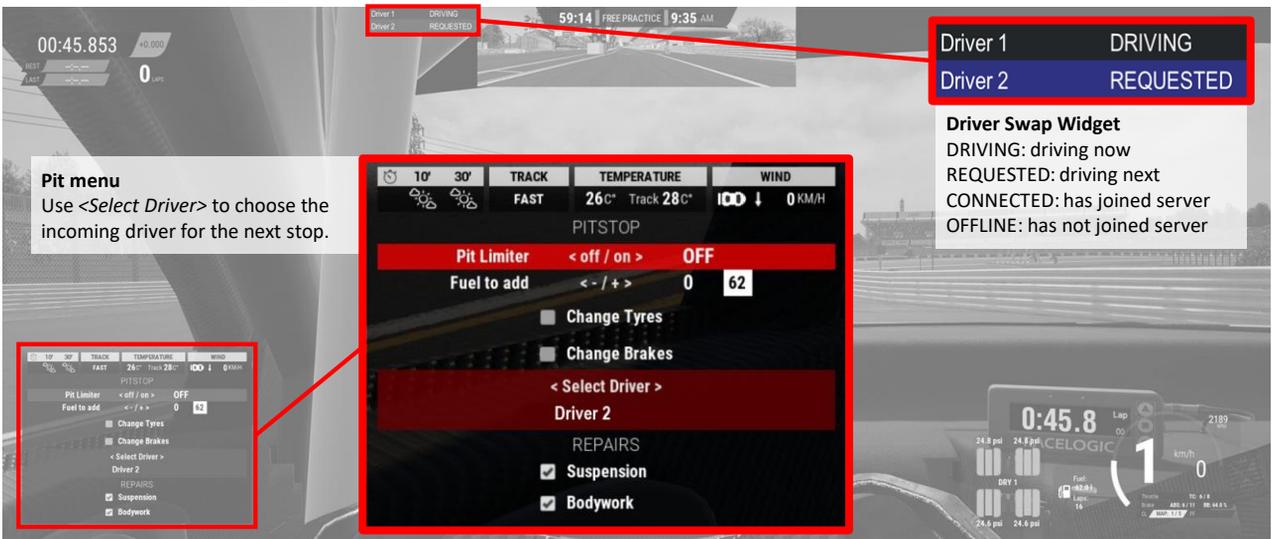
Driver 1	CONNECTED
Driver 2	DRIVING

Any time after Driver 1 joins

Any time before Driver 1 enters pits  
 Check in-game camera is in the correct car!  
 SHIFT and ← →

Fuel / tyres occurs at the same time

## Driver swap UI



## FAQs

### When can Driver 2 join the server?

Driver 2 must wait until Driver 1 has joined the server. Driver 2 can join any time after that, during practice, qualifying or the race.

### Driver 2 joins but the in-game camera is in the wrong car, how can it be changed?

Use SHIFT + LEFT / RIGHT arrows. **Important: it seems very common for the camera to be in the wrong car when joining. Check the driver initials in the HUD.**

### Which car setup is used?

Driver 1's setup is used by all drivers. Only in-car settings such as TC and ABS can be changed by other drivers during their stint.

### Does the pit limiter stay engaged for the incoming driver?

Yes

### Do pitstop actions happen at the same time as the driver swap?

Yes, during the 30 second swap any requested pitstop actions will be undertaken. If they go on longer than 30 secs you will have to wait until they are complete.

### When can the incoming driver set car parameters like ABS, TC, etc?

Once they have car control after the 30 second wait.

### Driver 1 uses manual engine start/stop, Driver 2 uses automatic. Will the car start automatically for Driver 2 after the swap?

Yes. Automatic / manual engine start is applied as per each driver's game settings.

## Recovery procedure if the active driver's game crashes

During any session, the inactive driver should be able to leave the server then re-join when they have to take control of the car. This assumes an active driver stays in the car.

However what happens if the active driver's game crashes? Fortunately that's not your race over, but only if you follow the procedure below.

*Note - this procedure is applicable no matter which driver is active at the time. It only matters that the active drivers game crashes during a session.*

1. Active driver's game crashes
2. All other team drivers leave the server
3. Driver 1 re-joins and takes control of the car from the pits - continues session
4. Other drivers join

**It is imperative, as always, that driver 1 joins first.**

If during the race and it wasn't driver 1 that was active at the time of the game crash, then you will need to decide with your teammate what happens as driver 1 is out of sequence now, taking max stint time into account for the race.