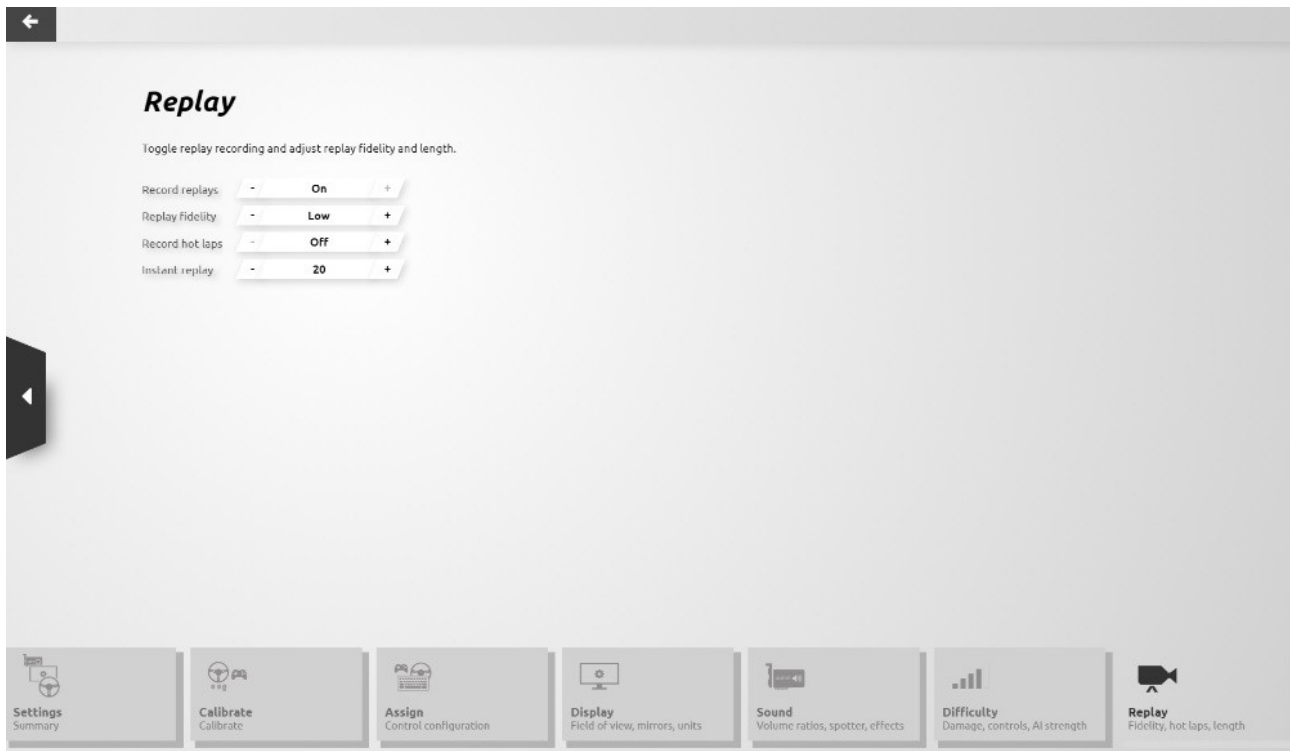


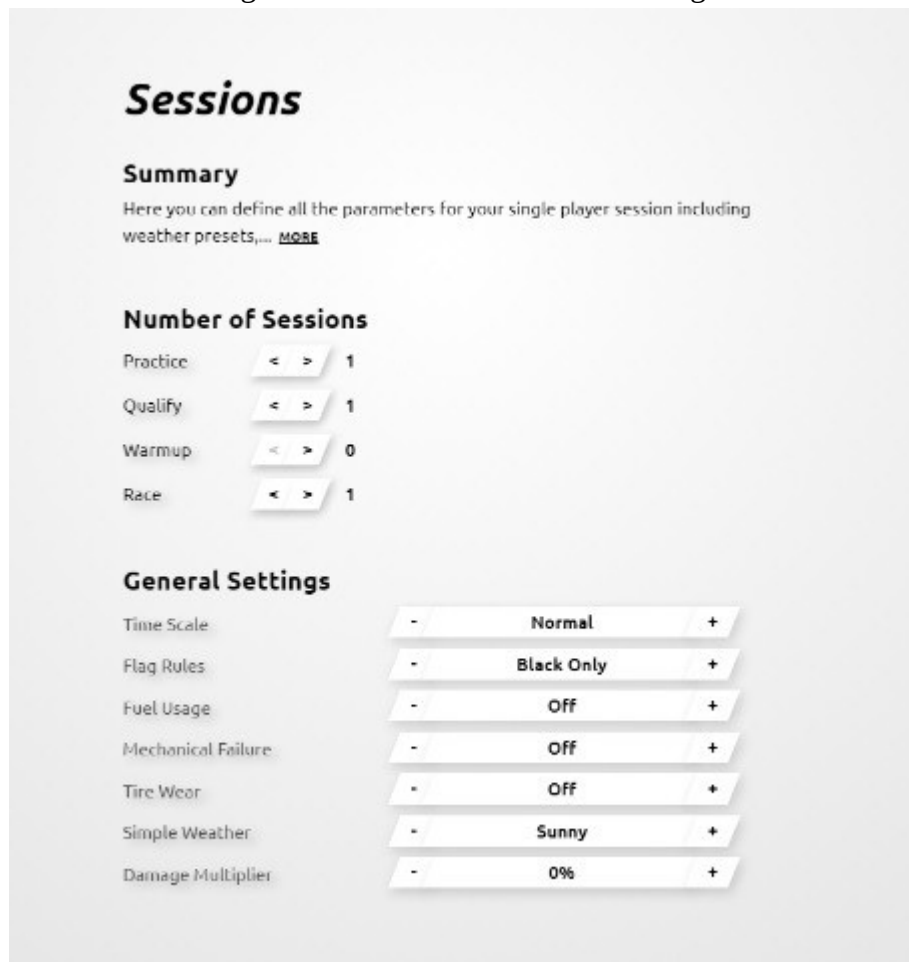
AIW recording from replays.

Before anything else make sure replay recording is activated in the settings menu, Replay section.



1.- Prepare the session.

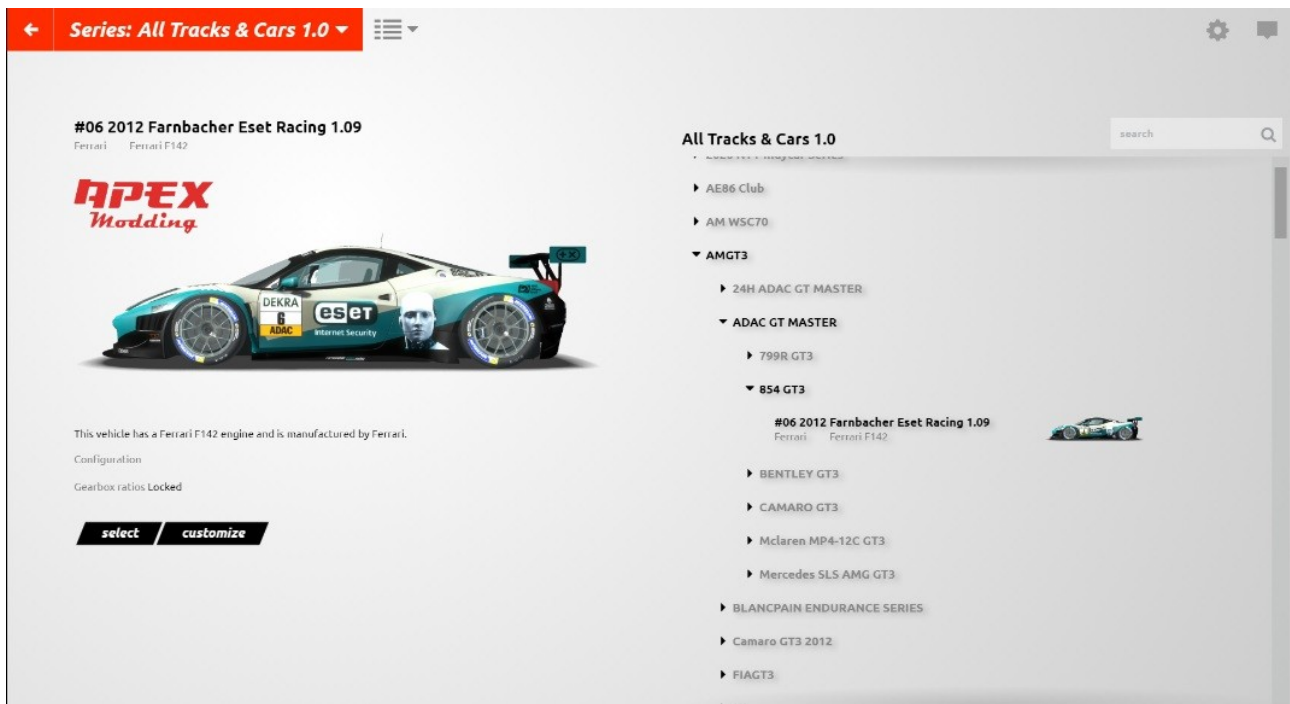
In the specific session settings set it to static and no wear-damage conditions:



Also select 0 opponents and a green track. If you do good laps with no rubber on track, the AI will find grip easier if rubber is added.

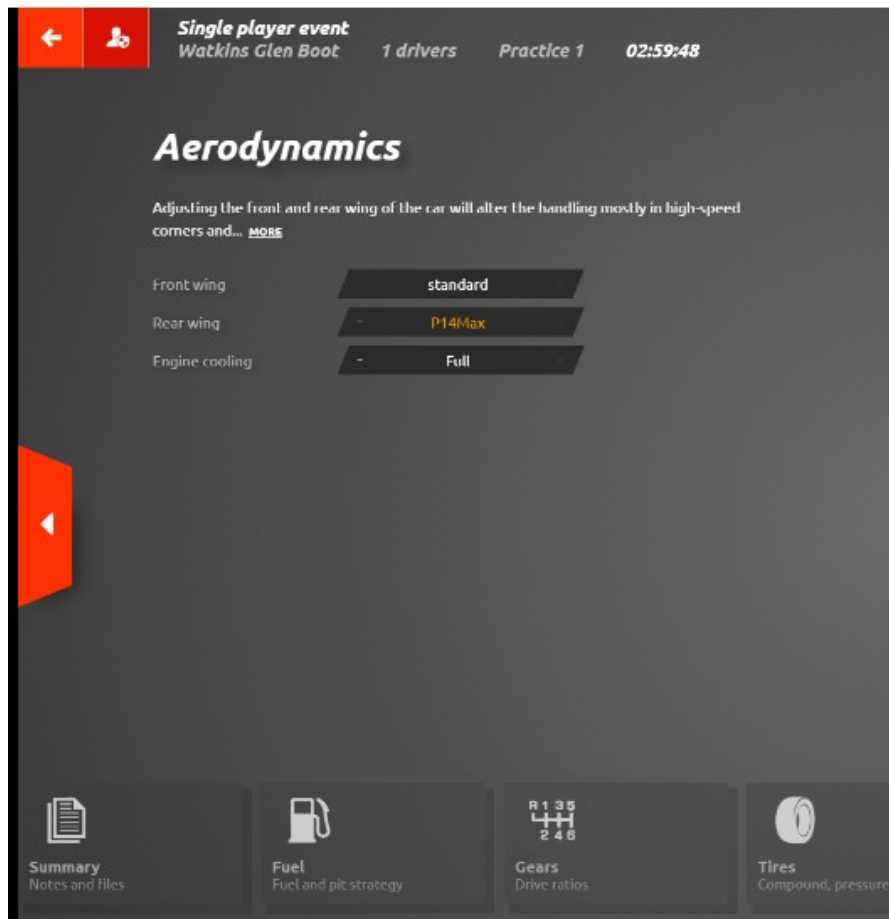
2.- Car and track.

Select a car you are comfortable with. My choice for AIW recording is Apex Modding's Ferrari GT3. I find it to give good results later on with other tintop and one seaters.



3.- Car setup

I like to have a specific setup for AIW recording. No fuel, soft tyres and low pressure. Highest downforce possible. Save it so you don't have to do it manually each time.



4 .- Lap recording.

Drive some laps. If you don't know the track I recommend a couple of practice sessions. Drive some laps as smooth as you can, it's not a quali, the important thing here is to teach the AI to be smooth taking the corners, braking and changing the lanes. Always be very progressive on every aspect. Imagine yourself as drawing the telemetry data curves, not sudden ups and downs.

I recommend starting with left and right paths. This way you learn a lot about the track and you can use that knowledge later to do much better fast and block paths. Drive a whole clean lap as if you were in parallel with another car. Don't touch it, leave enough room for it to be able to teach the AI where to go later on that situation. Don't mind not being fast enough, just focus on leaving room, being smooth and have good turn exits.

Then move to block path. Imagine you are being chased by a car that wants to overtake you. Close possible overtake spots, don't let the imaginary car get an outside turn exit place. Again, being extremely smooth. This way when the AI chooses blocking it won't be too harsh changing lanes.

At last the fast path. As I said I like to leave this one till the end because doing the other paths teaches me a lot about the track and the limits I can reach.

It's very important the the fast path doesn't have to be "fast" but smooth. Don't worry, if you put the smooth, the AI will put the fast.

One important thing for having good rolling starts is that the left and right paths have to be in the same place as the starting grids are. Try to go over all the left grid spots when you are recording the left path and the same with the right ones with the right path.

One thing I recommend to do is to take note about which lap was what, for example:

Fast: Lap 15
Left: Lap 4
Right: Lap 8
Block: Lap 11

5 .- Replay renaming and copying.

Go to the replays folder. It's located in userdata/Replays. There you'll find the replay you just recorded. If you have Hot Lap recording active make sure you choose the correct whole replay and not only that one.

Rename the replay adding the path/lap information. It's very useful in case you don't do it all at once. This saves lots of time looking for an specific lap. In my example it would be something like this:

Watking Glen Boot – F15 L4 R8 B11.rpy

Next copy the replay file to the devmode folder. Its place is moddev/userdata/replays

I assume you have already the track and the car used correctly located in devmode/locations.

6.- Preparing devmode to record from replays.

Move to Moddev/UserData/player. Edit the player.json file located there.
Make sure this line is set as follows:

```
"Disable Resume in Replay":1,
```

This will allow us to record a path from a replay.

Additionally, I'd recommend to disable devmode replay recording:

```
"Record Hotlaps":0,  
"Record Hotlaps#":"whether to record hotlaps or not (must have replay recording on)",  
"Record Replays":0,  
"Record Replays#":"whether to record replays or not",
```

Save and exit.

7.- Opening the replays in devmode.

Since it's been some issues opening the replay files directly, It's my recommendation to open first the track with the car you used as if you were going to drive it. When it's loaded go back to the menu and then load the replay. Don't know why but it's less conflictive this way.

8.- Recording from replays.

Once you get to the point you want to start recording, it usually is a hundred meters before the start/finish line, hit the resume button. If you did it right it shouldn't let you drive, but control the replay with the play controls.



Get into the AIW Editor, then the path submenu, and there select the path you're about to record in the Visible/Actionable path.

Hit the Record a new best path. A Waiting to cross line warning will appear.

As soon as you let the replay run through that line check for the best time. It's an usual issue that the time it shows there is something like 0.0002sec. Hit the reset FASTEST time or it won't record your lap because it isn't faster than the previous one.

Let it record the lap, then. hit the stop recording button and next the save waypoints..

Exit to the principal menu and load the replay again for the next path. It's slow this way but it prevents some issues.

Repeat the process until you have all your laps properly recorded.

9.- Smoothing Start/finish, pit exit and pit entry paths.

Check the start/finish lane path for it to be a straight one. Usually we don't go at the exact same spot at the start and the finish of the lap so it's important to make it smooth by editing the waypoints manually. Same it goes for the pit entry and exit paths.

10.- AIW file editing.

There are a couple of settings that change a lot AI behavior, they're located at the [Waypoint] section.

- Slowwhenpushed=1

This sets the behavior of the AI when it's under pressure. Default 1 value is too high in my opinion, as cars slow down too much. I prefer to set it between 0.7-0.8. Anyway, too low and it gets conflictive and leads to lots of crashes.

- AIDraftStickiness=(4)

This value is about how willing is the car behind to leave the draft and go to overtaking. Again 4 is too much. I read somewhere that a good scale is from 1 in small tracks like Ahvenisto to 2.5 in big and fast ones like Monza.

- AIRange=(0.1000)

Lower to make the field have closer lap times from fastest to slowest ex (0.0800)
raise to increase gap ex (0.1100)