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# **Read the Docs Template Documentation**

*Release 1.0*

**Read the Docs**

**Mar 12, 2018**



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Contents:



# CHAPTER 1

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Authors

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- Eric (New contributor)
- Anthony



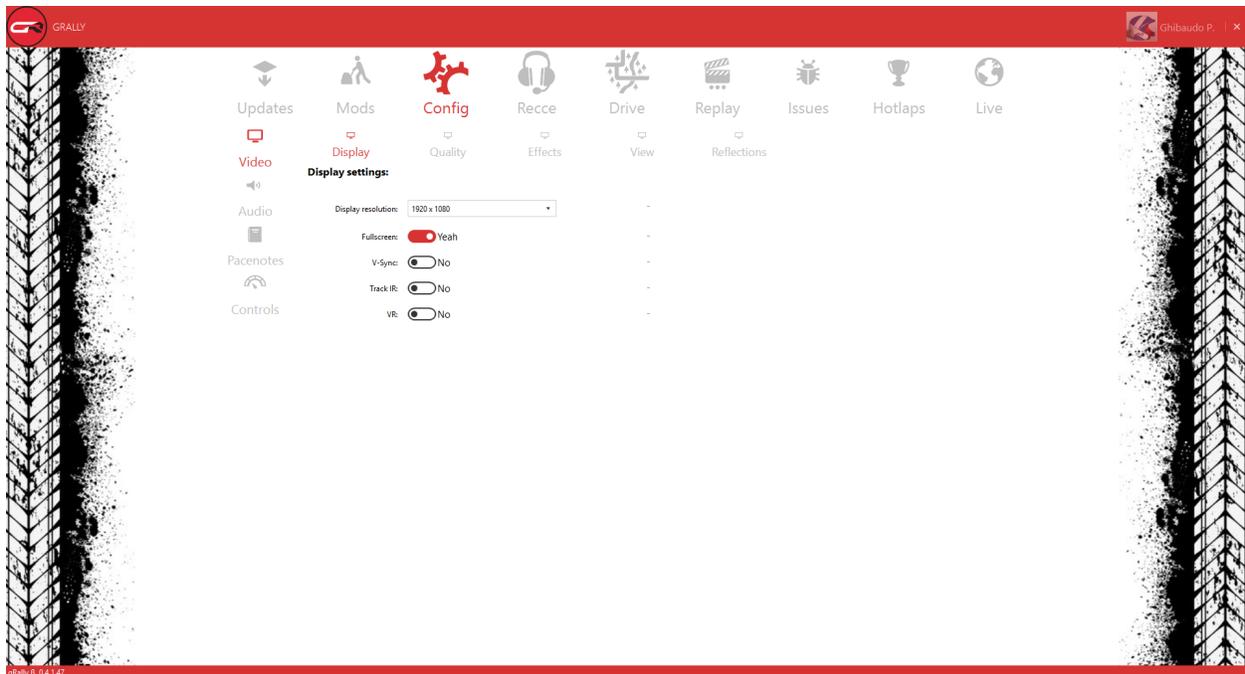
### 2.1 First Steps

Welcome aboard! when you launch **gRally.exe** the `Drive` page appears, but before you drive, you need to configure some things:

All the settings are saved automatically, so you only need to change the setting!

#### 2.1.1 Video/Display

The first and simple configuration is to change the video resolution: click the config button on the top bar



Into this page you need to set the right resolution and the fullscreen.

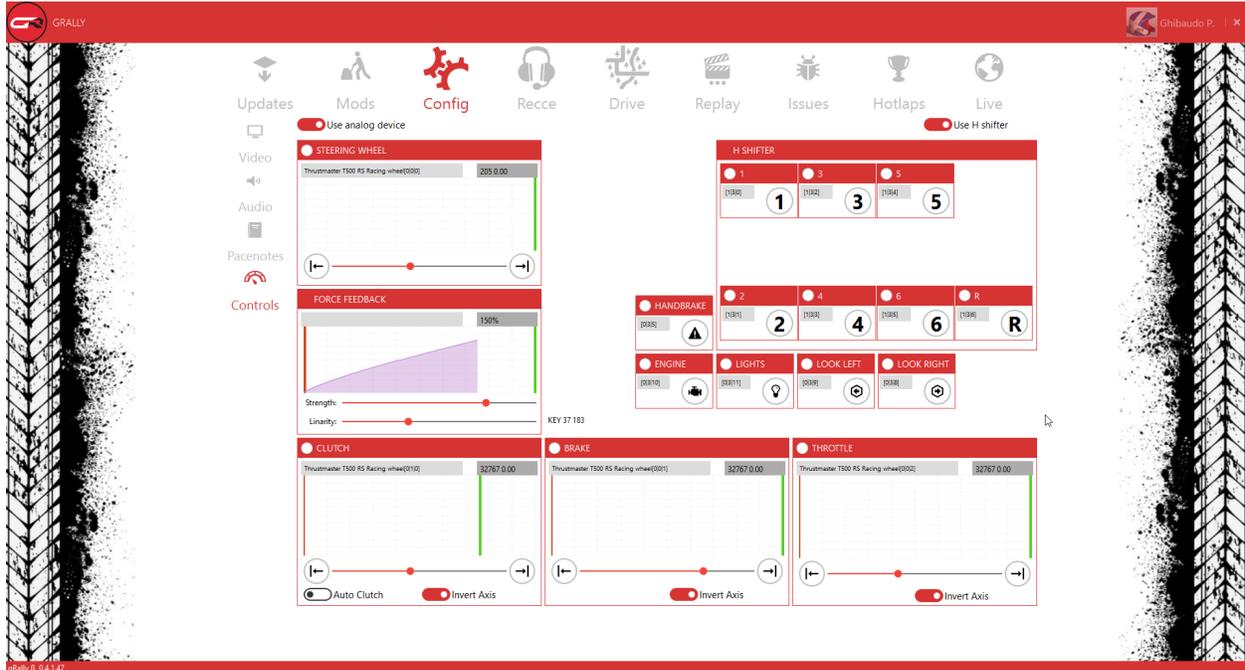
The other pages/settings are explained later.

### 2.1.2 Pacenotes



Into this page you can customize the Codriver AI, but the first thing that you should do is select the codriver, mostly for the non italian people

## 2.1.3 Controls



This is one of the biggest changes of this menu:

### Analogic controls

To set your analog control you just need to click the radio button on the left of the interested control (*ie: "steering wheel"*) and move the axis, so you can see a graph that show how will work the control in **gRally**

You can set the maximum and minimum value for each control clicking the button on the left/right of the slide (*in the shot the clutch has the maximum about at 75%, the green line*)

You can change the linearity of the control moving the slider below the graph

You can invert/no invert the control with the toggle button.

### Goofy controls

The analogic and digital controls are now unified: this means that for the analog controls like steering, accelerate, handbrake, etc. it's possible use an analogic controller or a digital controller.

The big difference is for the steering, that when you use an analogic wheel you use one input, and if you use a digital controller you need to configure a left and right buttons.

### Digital controls

To set the digital controls you do the same thing like the analogic controls.. you can click a joystick button or a keyboard key, once is set, clicking the element, the icon become red.

Here is the table of the default settings:

control	key
Accelerate	S
Brake	X
Steer Left	;
Steer Right	:
Shift Up	Q
Shift Down	SPACE
Handbrake	Z
Clutch	C
Engine	E
Lights	L
Look Left	N
Look Right	M

## 2.1.4 Drive



Let's do some interesting things!!

### Car section

1. Car choice (*at the moment only this car is available*);
2. Car paint: here you can choose a livery or customize the colors using some car template; 3

\$project will solve your problem of where to start with documentation, by providing a basic explanation of how to do it easily.

Look how easy it is to use:

```
import project # Get your stuff done project.do_stuff()
```

### 3.1 Features

- Be awesome
- Make things faster

### 3.2 Installation

Install \$project by running:

```
install project
```

### 3.3 Contribute

- Issue Tracker: [github.com/\\$project/\\$project/issues](https://github.com/$project/$project/issues)
- Source Code: [github.com/\\$project/\\$project](https://github.com/$project/$project)

### 3.4 Support

If you are having issues, please let us know. We have a mailing list located at: [project@google-groups.com](mailto:project@google-groups.com)

## 3.5 License

The project is licensed under the BSD license.

## CHAPTER 4

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### Usage

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To use this template, simply update it:

```
import read-the-docs-template
```



## CHAPTER 5

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### Indices and tables

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- `genindex`
- `modindex`
- `search`