
Read the Docs Template Documentation

Release 1.0

Read the Docs

Mar 12, 2018

Contents

1	Authors	3
2	Installation	5
2.1	First Steps	5
3	Template	9
3.1	Features	9
3.2	Installation	9
3.3	Contribute	9
3.4	Support	9
3.5	License	10
4	Usage	11
5	Indices and tables	13

Contents:

CHAPTER 1

Authors

- Eric (New contributor)
- Anthony

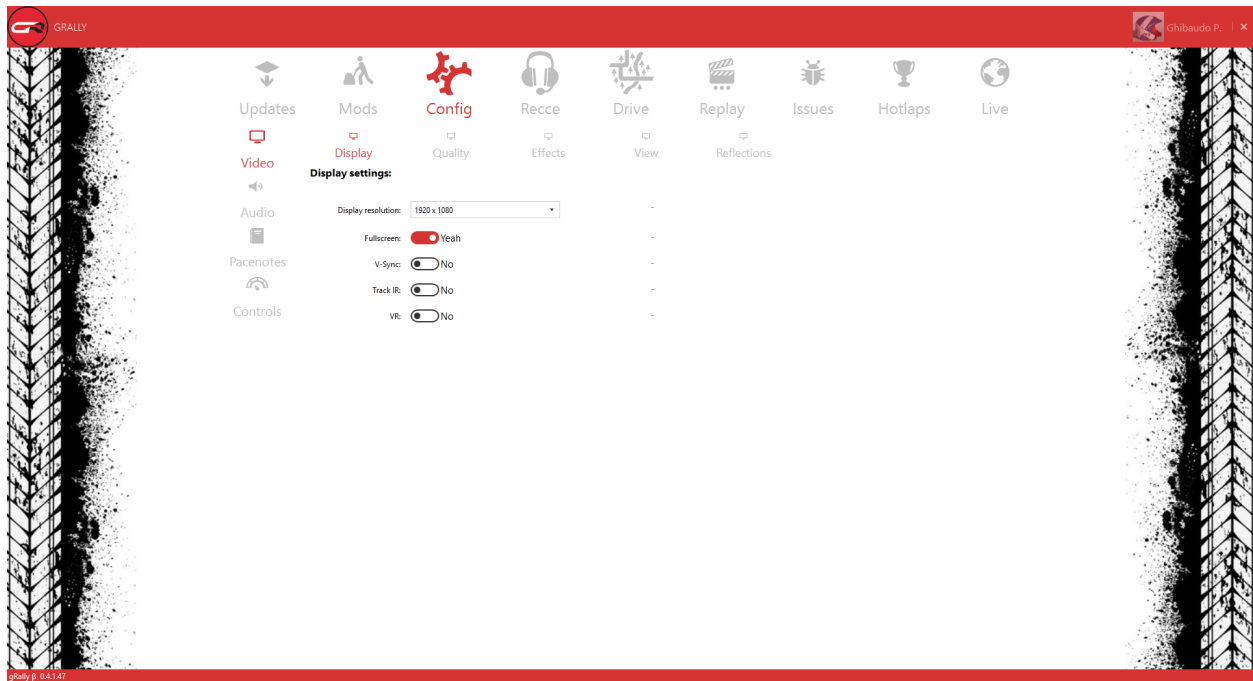
2.1 First Steps

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.

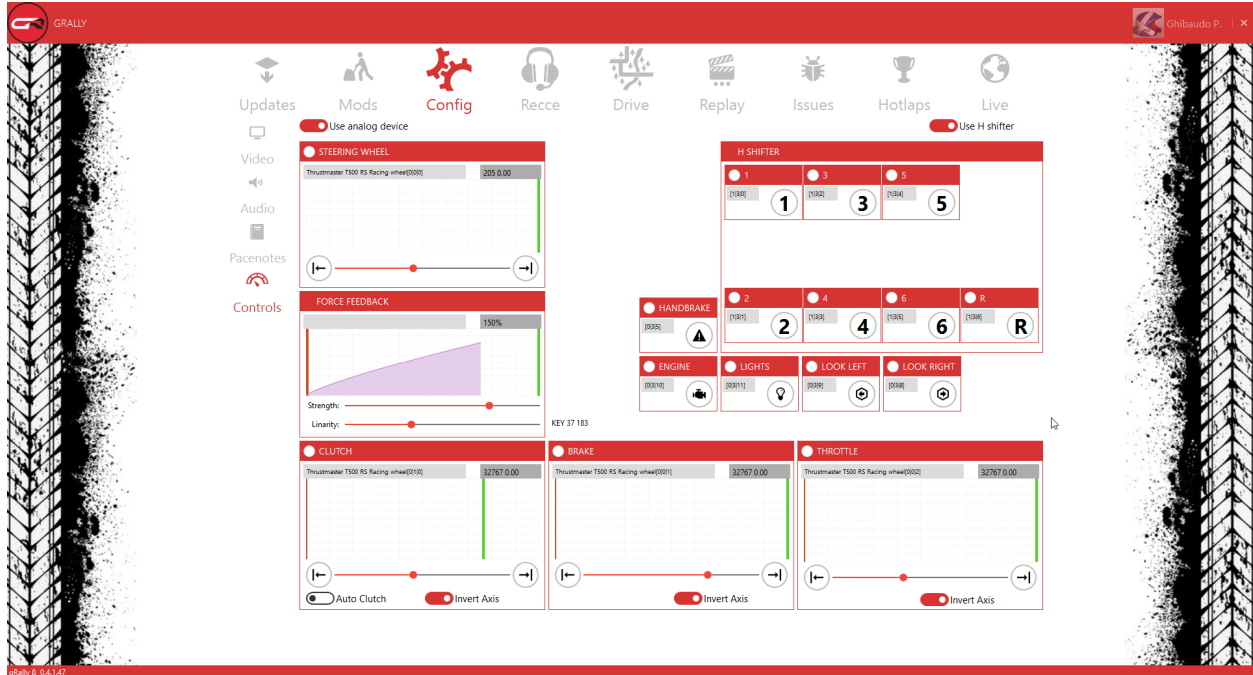
The other pages/settings are explained later.

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

3.5 License

The project is licensed under the BSD license.

CHAPTER 4

Usage

To use this template, simply update it:

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


CHAPTER 5

Indices and tables

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