



„How To“: Driver Swap in Races with Teams of 2-X Drivers

1. **Define your “First Driver” per team/car.** This will be the person that needs to join the race server first, that will drive the first race stint (including the race start) and normally also the Qualifying (in case only one Qualifying session is being held).

Your “First Driver” needs to be the one that you (or the server admin) also puts in in the entrylist as first driver of your team/car, like so:

*entrylist_example.json - Editor

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```
{
  "entries": [
    {
      "drivers": [
        {
          "firstName": "Samir",
          "lastName": "Ibraimi",
          "shortName": "IBR",
          "driverCategory": 3,
          "playerID": "S7..."
        },
        {
          "firstName": "Victoria",
          "lastName": "Vicky",
          "shortName": "VIC",
          "driverCategory": 3,
          "playerID": "S7..."
        },
        {
          "firstName": "Chris",
          "lastName": "Hoeke",
          "shortName": "HOE",
          "driverCategory": 3,
          "playerID": "S7..."
        }
      ],
      "customCar": "",
      "raceNumber": 20,
      "defaultGridPosition": -1,
      "forcedCarModel": 23,
      "overrideDriverInfo": 1,
      "isServerAdmin": 1,
      "ballastKg": 0,
      "configVersion": 1
    },
    ,
  ]
}
```

In this example, Samir is “First Driver” of our team “Redline Motorsport eSports”.

2. **“First Driver” of each team joins the race server first.** In case some other driver of your team joins first (e.g. 2nd driver), it is likely that your car will show the wrong race number (e.g. 103 instead of correct 102). This will make the server think you have two cars instead of one, and ACC will most probably crash for your team at the driver swap. Note that **only the first driver of each team to enter the server can change the setup for the whole team!**

The good news is: After the “First Driver” of your team has joined the server, the other drivers of your team can enter and leave the server basically at any time, without causing problems for the server.

Important: all drivers wanting to enter the server, must do so using the normal server password, no matter whether they are driving right now or just waiting in line for the driver swap or just spectating on other cars. Do NOT enter the server using a spectator password when you are a driver.

3. The person who is currently driving sees the **connection status of his fellow teammates** on top of the screen. In the below example, HOE is driving and IBR and VIC are offline. When they are connected to the server, they would show as “Connected”. You can only perform a driver swap to a driver that is currently “Connected”. When your team mate is on the server, but still showing as “Offline”, the team mate needs to exit and re-enter the server (if that does not solve it, exit ACC, restart it and re-enter the server).

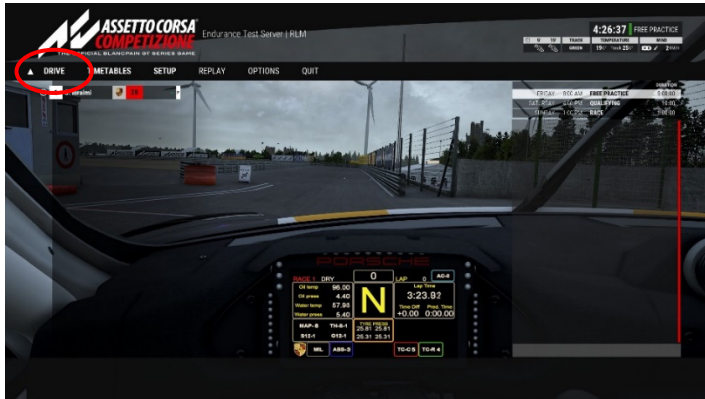
Note: we have seen cases where the connection status was not visible, but the driver swap still worked flawlessly, so don't give up in case you don't see this “status”.



4. **When you want to swap drivers** (it works in every session, also in Practice sessions) go to your **pitstop options in the MFD** (map a button for it!) and **select the next driver**. You don't have to confirm the swap or anything, just select the next driver that you want to swap the car to. When successful, the connection status of the next driver will change from “Online” to “Requested” in blue color on top of the screen.

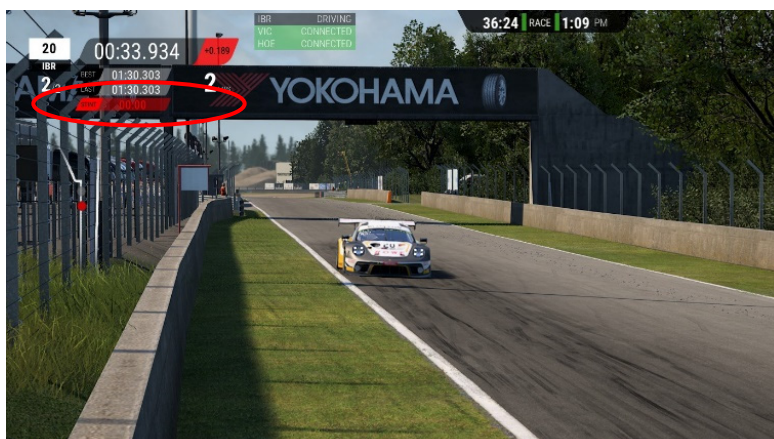


5. **As the next driver in line**, when you have entered the server, your game will show a screen similar to the screen you get when you are in the pit garage as single driver. Recommendation is to **only hit “Drive” if you are viewing “your” car and if you are already selected in the MFD by the person driving the car at that time**. In case you are viewing another team’s car when you enter the server as 2nd or 3rd driver, try to hit “Drive” and use Shift+Arrow keys to navigate to your team’s car.



6. **The actual driver swap** will happen when the driver currently driving the car enters the pits and performs a regular pit stop. The controls will be locked, and the driver currently driving the car will see a countdown, e.g. from 30 to 0 seconds. **NOTE: only the driver currently driving (who drove the car into the pits) sees this countdown!** The next driver in line (who was selected as the next driver to get the car at the pitstop) does NOT see this countdown, but the driver swap will still be performed with no issue! When the countdown has reached 0, the next driver (who was waiting) now has full control of the car. So best idea is currently that you are connected via Voice Chat as a team, and the driver who enters the pits lets the next driver know verbally when the countdown goes to 0.
7. **Once the driver swap is completed**, the next driver needs to start the car and drive out. **NOTE:** the pit limiter used to be OFF, even when the previous driver had enabled it when driving into the pits, and even if it visually appears to be on. This should now already be fixed with v.1.2.2. Still, be CAREFUL with the pit speed after the driver swap! Speeding penalties will not be cleared, so if you overspeed in the pits, you will have to serve your DT.

In most driver swap races, you will have a **limited stint time**, before you need to go the pit box for the next time. This stint time left can be seen in the upper left corner of your screen. Note that you can only see this stint time when you are actually driving; in this screenshot I am spectating as my team mate drives, so for me this stint time shows “00:00” (which makes sense as I am not driving right now).



8. **The previous driver** (who drove the car into the pits, but is no longer driving the car now) will automatically get sent into F7 free camera after the driver swap. In most cases, changing the camera to any view you want is sufficient and you can either watch your teammates drive, or leave the server or even the entire game and treat yourself to a nice break.

Note: we had cases where, after the pitstop, ACC crashes for the driver that is leaving the car. The good news is that it crashes only for the driver leaving the car, and the “new” driver is doing fine and continues to drive. So just restart ACC and re-enter the server.

As a general rule, when something unexpected happens – e.g. the game does not recognize you as “Online” – **leaving and re-entering the server helps in most cases**. So as a general suggestion, when you are the next driver in line and you are about to take-over the car from your team mate, our recommendation is to leave the server maybe 1-2 laps before the pit stop, then re-join the server, and then your mate who is currently driving the car selects you in his MFD as the next driver to drive the car.

In case you did not follow steps 1 and 2 – so e.g. the 3rd driver of your team entered the server first – chances are, as mentioned, that you will technically not be in a car together. The most obvious clue to notice when this happens is when you have a race number that is one figure higher than your correct race number. For example: You chose race number “102” in the entrylist. Now if you see your car with race number “103” on the race server, something is wrong with the way you entered the server (1st driver first and so on). In these cases, only a server restart by the server admin helps. Then, 1st driver of your team joins first, and all will be fine again.

Following these guidelines should give you the highest chances of a hassle-free, successful race in a team with driver swaps.