AiM Infotech

Assetto Corsa Competizione

Release 1.01

1 – Assetto Corsa Competizione

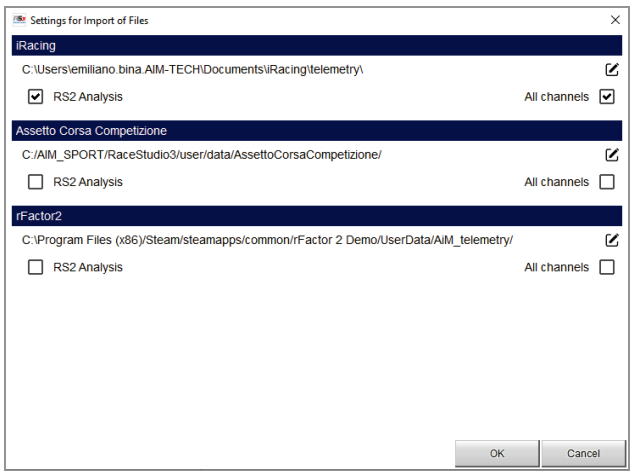
In this guide we'll see in a few steps how to generate telemetry data from Assetto Corsa Competizione with our software RaceStudio 3 and how to start analyzing them:

2 – Preliminary settings

- Download RaceStudio 3 from the website www.aim-sportline.com/en/sw-fw-download.htm and install it. After the process is completed you'll also find that RaceStudio 2 has been installed in your PC, this is the software that you'll use to analyze your telemetry data.

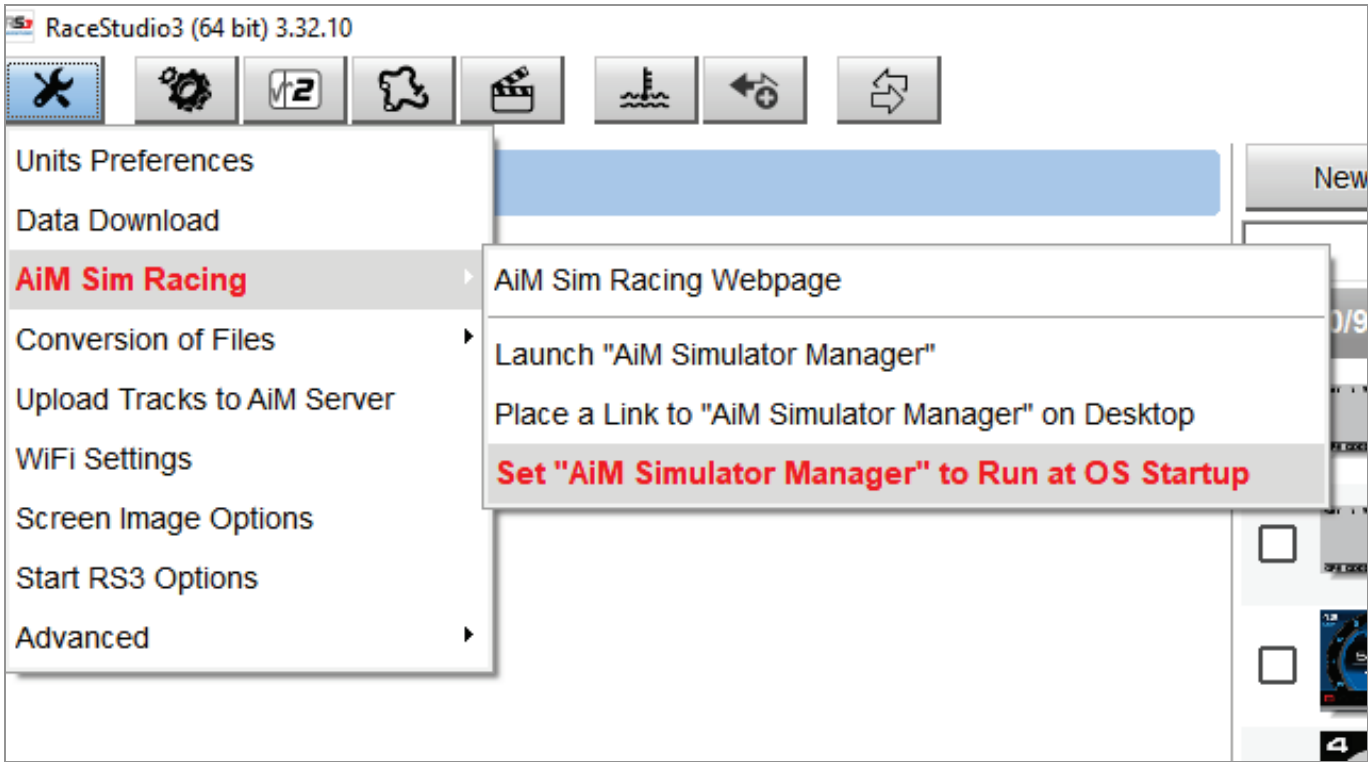
- Now run RaceStudio 3 and in the *Preferences* menu go to *Conversion* and *Settings*. In this section there are the following fields and options:
    - The path to the folder where data to be analyzed are stored. This path can be customized using the icon at the end of the line
    - A checkbox for the Race Studio Analysis converter selection.
    - A checkbox you can choose in Assetto Corsa Competizione if you want all the available channels to be logged instead of the default list (the complete lists are in the appendix).

It's recommended to flag the RS2 checkboxes; doing so you will make RaceStudio 3 to monitor the folder in which the simulator saves the telemetry files. If you prefer to check it manually you can however use the batch conversion option available in the *Preferences – Conversion* menu.



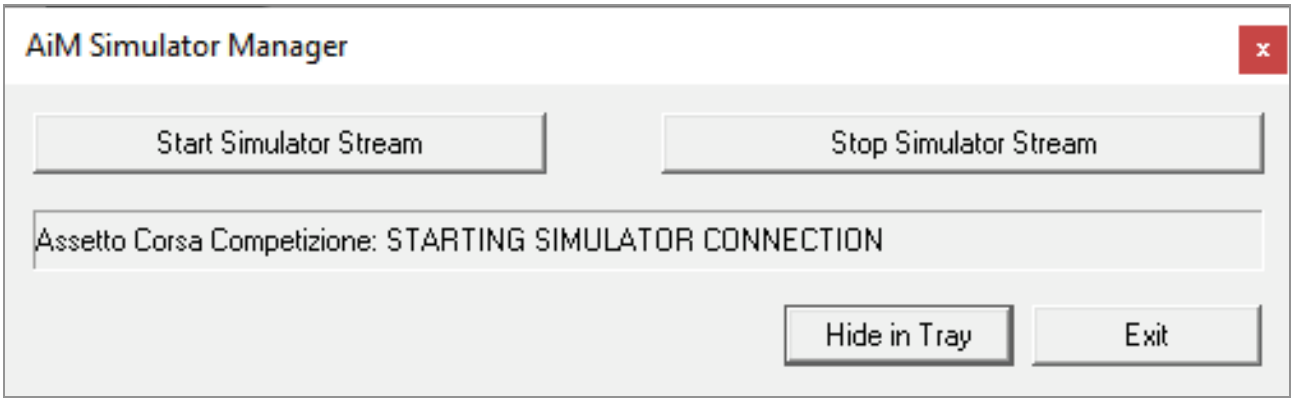
- Inside RaceStudio 3 you'll find a small application, the AiM Simulator Manager (ASM). ASM needs to be running while you are using the simulator and will allow you to record the telemetry data.

To select how this application should be launched, enter the RaceStudio 3 *Preferences* menu, then go in *AiM Sim Racing* section and make your choice if this should run automatically or manually (setting ASM to run at OS Startup is recommended).



The first time that you'll use the ASM, you'll simply have to choose what simulator you are going to use, clicking the start button and choosing it from the options.

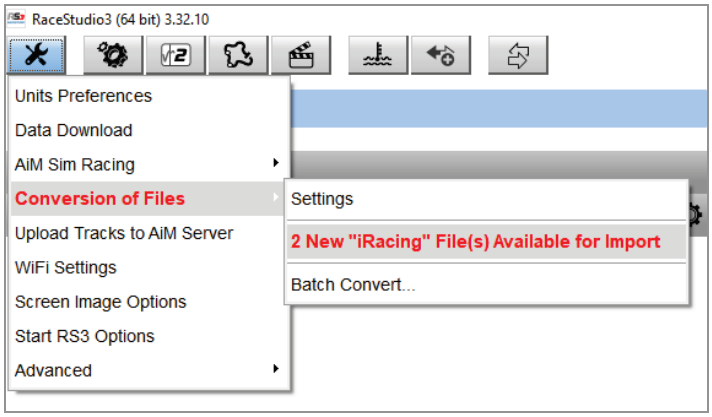
From the second time, ASM remembers your choice and based on the launch option chosen, it will start recording data during the race and will stop at the end of the session (so you don't have to press the stop button of the ASM).

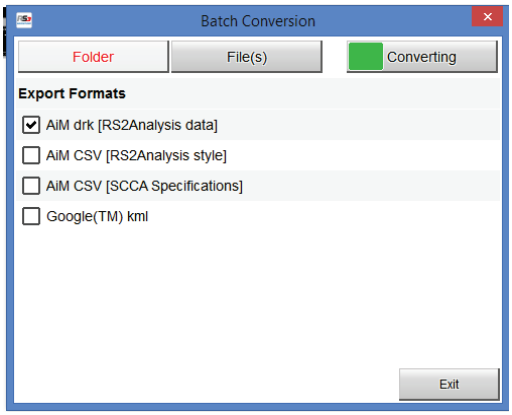


3 – Drive and get data

Once everything is properly set, there are few steps left

- Run Assetto Corsa Competizione and enjoy!
- At the end of the session the data will be stored in the default folder: RaceStudio3/user/data/AssettoCorsaCompetizione.
- Now you have to import the data and convert them in DRK format. To do this go to the *Preferences* menu , then *Conversion of Files* and select the files that you need. In few seconds RaceStudio2 Analysis will automatically open the last session files and you'll be able to start analyzing the data and checking every single detail of your performance!





4 – Appendix

Default channels available for Assetto Corsa Competizione are:

CHANNEL NAME	FUNCTION	CHANNEL NAME	FUNCTION
RPM	Engine RPM	PerfMeter	Performance meter
Throttle	Throttle position	Clutch	Clutch position
Brake	Brake pressure	BrakeBias	Brake bias
Fuel	Fuel level	Status	Status
SteerAngle	Steering angle	Sessiontype	Session type
Speed	Vehicle speed	CompletedLaps	Completed laps
Gear	Selected gear	Position	Driver position
LateralAcc	Lateral acceleration	CurrentTime	Current time
VerticalAcc	Vertical acceleration	LastTime	Last time
InlineAcc	Inline acceleration	BestTime	Best time
PitchRate	Pitch rate	DistTraveled	Traveled distance
YawRate	Yaw rate	IsInPit	Vehicle in pit
RollRate	Roll rate	CurrentSector	Current sector
pitLimiterOn	Pit limiter activated	LastSectorTime	Last sector time
ABS	ABS intervention	PenaltyTime	Penalty time
TractionControl	Traction control intervent	Flag	Flag
Heading	Heading direction	IsInPitLane	Pit lane

Advanced channels available for Assetto Corsa Competizione are (if you flag the “all channel” option you have the default+advance channel):

CHANNEL NAME	FUNCTION	CHANNEL NAME	FUNCTION
AirDenisty	Air density	LFAngSpeed	Left Front wheel angular spd
AirTemp	Air temperature	LFBrakeT	Left Front brake temp
PitchRate	Pitch rate	LFCamber	Left Front tire camber
TractionControl	Traction control	LFDirtLevel	LFDirtLevel
pitLimiterOn	Pit limiter ON	LFLoad	Left Front wheel load
AIcontrolled		LFPressure	Left Front wheel press
Ballast	Ballast	LFSlip	Left Front wheel slip
CurrentMaxRPM	Current maximum RPM	LFSusp	Left Front suspension travel
EngineBrake	Engine brake	LFTireCoreT	Left Front tire core temp
ForceFeedback	Force feedback	LFTireSurfTi	Left Front tire surface
MandatoryPitDone	Mandatory pit done	LFTireSurfTm	Left Front tire surface temp mid
P2Pactivations	Peer-to-peer activations	LFTireSurfTo	Left Front tire surface temp out
P2Pstatus	Peer-to-peer status	LFTireWear	Left Front tire wear
Pitch	Pitch	LRAngSpeed	Rear left wheel angular speed
RideHeightF	Ride height front	LRBrakeT	Left Rear brake temp
RideHeightR	Ride height rear	LRCamber	Left Rear tire camber
Roll	Roll	LRDirtLevel	Left Rear tire dirt level
SurfaceGrip	Surface grip	LRLoad	Left Rear wheel load
TrackTemp	Track temperature	LRPressure	Left Rear wheel press
TurboBoost	Turbo boost	LRSlip	Left Rear wheel slip
WindDirection	Wind direction	LRSusp	Left Rear suspension travel
WindSpeed	Wind speed	LRTireCoreT	Left Rear tire core temp
AutoshifterOn	Auto shifter ON	LRTireSurfTi	Left Rear tire surface temp in
cgHeight	Center of gravity height	LRTireSurfTm	Left Rear tire surface temp mid
DisTraveled	Travelled distance	LRTireSurfTo	Left Rear tire surface temp out
East	Vehicle pos (east coordinate)	LRTireWear	Left Rear tire wear
Flag	Flag	North	Vehicle pos. (north coordinate)

CHANNEL NAME	FUNCTION
RFAngSpeed	Right Front wheel angular spd
RFBrakeT	Right Front brake temp
RFCamber	Right Front tire camber
RFDirtLevel	Right Front tire dirt level
RFLoad	Right Front wheel load
RFpressure	Right Front wheel press
RFSlip	Right Front wheel slip
RFSusp	Right Front suspension travel
RFTireCoreT	Right Front tire core temp
RFTireSurfTi	Right Front tire surface temp in
RFTireSurfTm	Right Front tire surface temp mid
RFTireSurfTo	Right Front tire surface temp out
RFTireWear	Right Front tire wear
RRAngSpeed	Right Rear wheel angular spd
RRBrakeT	Right Rear brake temp
RRCamber	Right Rear tire camber
Throttle	Throttle position

CHANNEL NAME	FUNCTION
RRDirtLevel	Right Rear tire dirt level
RRLoad	Right Rear wheel load
RRPressure	Right Rear wheel press
RRSlip	Right Rear wheel slip
RRSusp	Right Rear suspension travel
RRTireCoreT	Right Rear tire core temp
RRTireSurfTi	Right Rear tire surface temp in
RRTireSurfTm	Right Rear tire surface temp mid
RRTireSurfTo	Right Rear tire surface temp out
RRTireWear	Right Rear tire wear
Up	Vehicle position (vert coordinate)
CarPosition	Vehicle pos (world coordinates)
vel_E	Vehicle speed (world; east)
vel_N	Vehicle speed (world; north)
vel_U	Vehicle speed (world; up)
vel_X	Vehicle speed (local; inline)
vel_Y	Vehicle speed (local; lateral)
vel_Z	Vehicle speed (local; vertical)

Please note: The simulator images included in this user guide come form Assetto Corsa Competizione and all rights belong to Kunos Simulazioni Srl.