SERVICE PARK PLUGIN UPDATE

Hello everyone. This is the release of the long awaited service park implementation into the Rallysimfans plugin. In this document we'll talk about what it is, how to use it, and try to prevent a part of the massive flood of questions that the support team will inevitably face soon after release.

What is it?

The new Service Park is a new way of handling damage repairs in online rallies. Before today, the car was completely serviced at every marked "tyre change" in the roadbooks. A lot of users were frustrated about this, as they were accustomed to the more advanced service system in other RBR plugins. Thanks to the talented developer team we now have a proper implementation of the service system. **Together with the service system, the car damage now gets saved at stage end, and not at the finish line like before. Keep in mind that you can not crash after the finish line without the damage carrying over to the next stage anymore.** Some people may recognise the service menus, as it is the same system that is used in the vanilla RBR, Rally Season game mode.

How to use it?

Together with the update, a new rally creator is released, to enable the use of the service park features in rally creation. Here you have a few options:

After each stage, you can set the service time, number of mechanics working on the car, and the mechanics' skill level. The more mechanics you have, and more skill they have, the faster they are at repairing the parts of your car. A road side service between 2-5 minutes means that the number of mechanics is limited to 2 inexperienced mechanics (driver and codriver). When SuperRally is used, the whole car is repaired, even if the service time would not be enough to fix everything.

Together with the service park options, you can now rename the stages if you want. The rally creation screen also shows a better overview than previously, by showing the previous choices you have made and more information about the stage you are choosing.

The "Allow tyre change" option no longer services the whole car, it only lets you choose another set of new tyres. The "Allow setup change" works just like before.

Leg number:	[1]	**Piren Tarmac**
Stage number:	[1] 2	
Select stage:	Piren Tarmac - [4.4km]	
Stage name	Poor man's Great Orme	
Surface wear:	New: ● Normal: ○ Worn: ○	
Weather:	clear (dry) (No Rain, No Damp, No Wet)	
Night:	☐	
Set tyre:	Tarmac Dry	
Allow tyre change:	☑	
Allow setup change:	☑	
Service time after stage:	10 minutes	
Number of mechanics:	5 mechanic	
Mechanics Skill:	Proficient	

BTB
4.4 km - Tarmac
Mikael Jakobsson (Jacken)

next

Service time after stage: 20 minutes

Number of mechanics:

Mechanics Skill:

next

Road side service
2 minutes
3 minutes
4 minutes
5 minutes
Service Park
10 minutes
15 minutes
20 minutes
30 minutes
45 minutes
60 minutes

Number of mechanics: 4 mechanic
Mechanics Skill:

next

---
2 mechanic
3 mechanic
4 mechanic
5 mechanic
6 mechanic

Mechanics Skill: Skilled

next

Inexperienced
Proficient
Competent
Skilled
Expert

In game:

In the screen between stages, you see a new menu line, the service park. Press enter to start making repairs. Beware, the time limit starts ticking down immediately after you click, so be

ready for that. When you enter the service, you can not back out of it. You have one chance to make repairs.


Next you see a list of the parts that are damaged. You have to choose whether you want to fix them one by one by pressing the enter key when the part is highlighted. After you have chosen everything you want, press the "Repair!" button. In the bottom you see the allowed repair time, which starts running down when you enter this menu. Below that, you see the estimated repair time of the parts that you have chosen to be repaired. You can also click the "Manager Advice" option that chooses the repaired parts automatically.

Be aware that all repair times have small variance to bring a random element into the service. All tasks can take a bit longer than the estimate, or they can be quicker. Going over the time limit will cause a time penalty of 10 seconds per minute of overtime. It is risky to go near the time limit when choosing the parts to repair. Keep that in mind especially in important championship rallies.
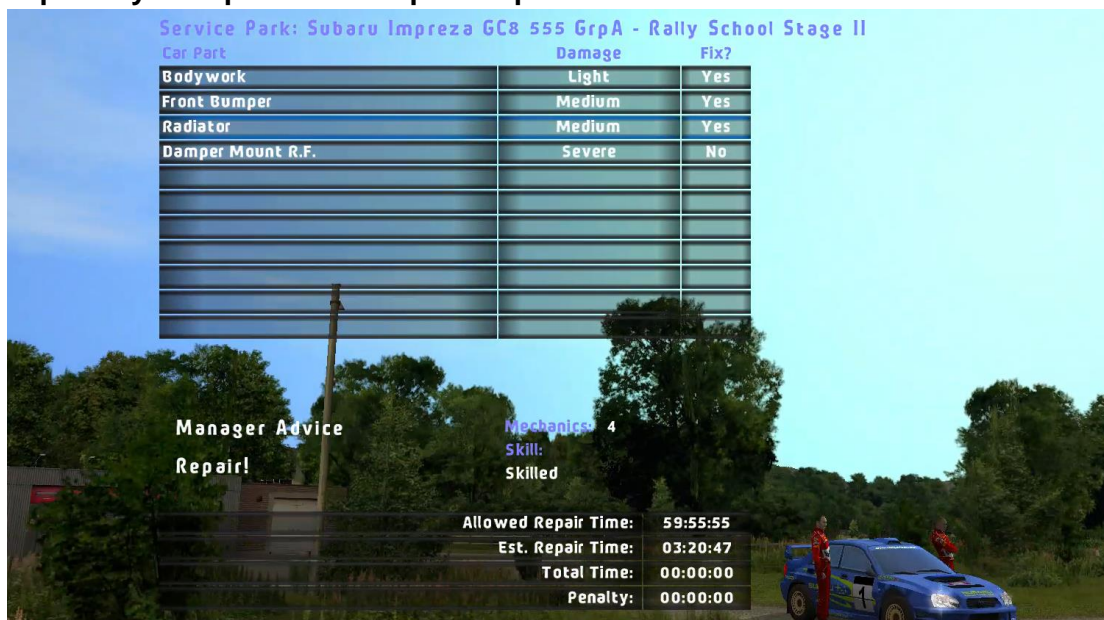
On the next screen you see the Job List. Here you see the tasks being completed "live". It includes the unmounting and mounting tasks for each part. If you don't want to wait for the parts being fixed, you can press continue and it will skip to the end.
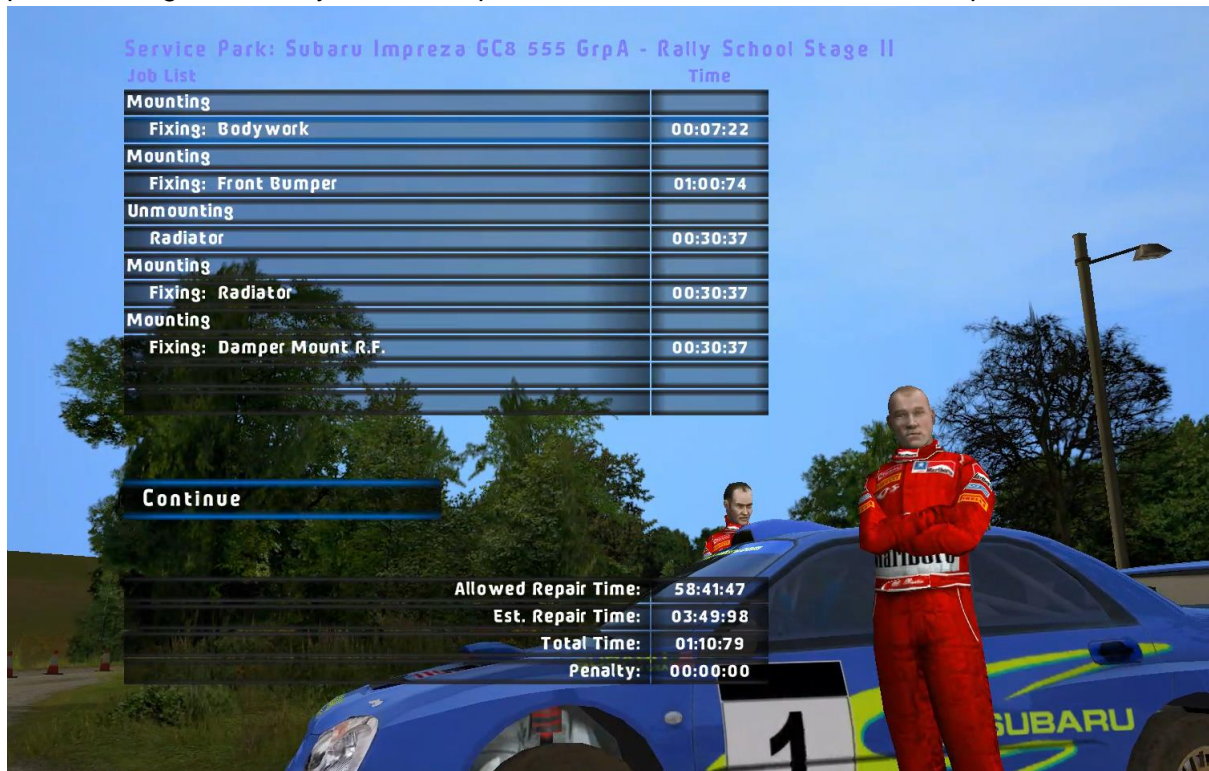
For some parts, you might need to remove other parts first to get access to them, like in real life. For example, if you damage a driveshaft, you will need to unmount and mount both the hub and damper before you get access to the driveshaft. The logic of all repairs are found in the car's physics folders. There you can also see the random time variance of all repair times. The repair times of individual parts are set in the NGP physics. They are the same for each car.

```
{                                   ; HubLF
        111                         ; Physics ID
        8                           ; Importance
        hubLF               ; Debug string, just one word
        180.0               ; Unmount time
        30.0                ; Unmount min variance
        40.0                ; Unmount max variance
        100.0               ; Mount time
        20.0                ; Mount min variance
        60.0                ; Mount max variance

        {                                   ; damper LF
                101                 ; Physics ID
                5                   ; Importance
                damper_LF           ; Debug string, just one word
                180.0               ; Unmount time
                30.0                ; Unmount min variance
                40.0                ; Unmount max variance
                100.0               ; Mount time
                20.0                ; Mount min variance
                60.0                ; Mount max variance

                {                                   ; drive shaft LF
                        102                 ; Physics ID
                        8                   ; Importance
                        driveshaft_LF       ; Debug string, just one word
                        180.0               ; Unmount time
                        30.0                ; Unmount min variance
                        40.0                ; Unmount max variance
                        100.0               ; Mount time
                        20.0                ; Mount min variance
                        60.0                ; Mount max variance
                }
```

This is the end of the guide, we hope that you appreciate the awesome work of the people who made this possible. Some improvement ideas are already on the line, and you can send them to the #international-plugin-ideas channel in the Discord server.

-Best regards, the RSF developer and support team.