

Set-Up Instructions for SKFSA Sim Racing League

The simulator is called "NASCAR Racing Season 2005" by *Papyrus* (company is no longer in business)

Step 1: Download Simulator Files

After you have [registered](#) as a driver with our league you will need to download the game files. In order to do this, **you must obtain the password** from a league administrator prior to downloading.

Open the InterNet and go to www.skfsa.com

Click "**DOWNLOAD CENTER**" in the top R hand corner – Scroll down to the OTHER section and click "**Get In the Game**" Choose the "SAVE" option and then **save it to "MY DOCUMENTS"** on your hard drive. Once the file is saved, **run the file from there.**

Step 2: Download Simocot Modification

(allows you to run NASCAR's "Car of Tomorrow" which is used in SKFSA's Glasgow Primary Care Cup Series)

Open the InterNet and go to www.skfsa.com

Click "**DOWNLOAD CENTER**" in the top R hand corner – Navigate to the MODs section and **download "SIMOCOT"**

Step 3: Download League Cars

Once again, open the InterNet and go to www.skfsa.com

Click "**DOWNLOAD CENTER**" in the top R hand corner – Scroll down to the MODs section and download the **Base set and then the Recent set** for all of the vehicles listed

Step 4: Configure Simulator

Once the files are downloaded, navigate to the **C:\SKFSA** folder and run "SETUP"
- OR from the start menu, click "RUN" and then type **C:\SKFSA\setup.exe**

After the installation process is finished, **REBOOT** the computer

Then under the **start menu**, you should find a new folder called NROS.org - run the file called "**Launch NR2005_3D_config**" and follow the prompts

Start with 1024x768 – you can always run it later to increase resolution if necessary

Once the config file is finished, **REBOOT** one more time

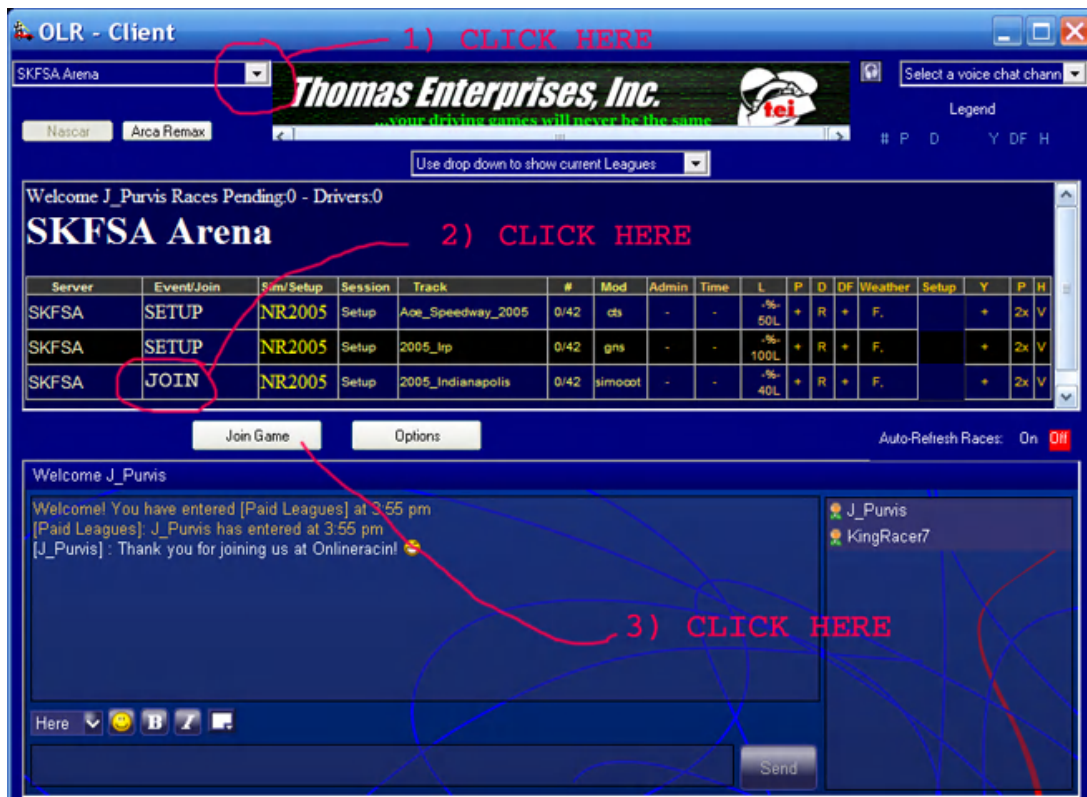
Step 5: Start the Simulator

From the **start menu**, navigate to the **NROS.org** folder again and run "**Launch NR2005.exe**" - the simulator should start

You will see an error message pop-up that says "Error loading Nascar 2003" (or something to that effect) . . . *just ignore it*

Step 6: Setup OLR – Client

1. Go to www.onlineracin.com
2. Click on OLR Client Installer
3. Once installed, go to www.onlineracin.com/paidleagues and then **click JOIN** at the very top left hand corner of the page.
 - a. When signing up with OLR, be sure to make your login ID as follows:
FIRSTINITIAL_LASTNAME (for example: M_Richey)
4. Follow the prompts as directed - **be certain to choose the FREE league** and not the one that requires a credit card to continue. **Our league number is 44748**. **The password is (case sensitive): skFsa**
5. After the process is complete, you will receive an e-mail from *Online Racin* - **be sure to respond** - otherwise you will only be able to log in a few times - **be sure to write down your Login ID and password**
6. Go to the START menu in Windows and run **OLR Client**
7. Login in with your ID and password



8. Once the client starts, click on the box in the top left hand corner and choose **SKFSA Arena**
9. You should then see several rows, one of which should read "Join" - click this tab and then the "Join Game" tab in the middle of the box. **Scroll down if necessary**
10. NASCAR Racing Season 2003 should start automatically from this point. When starting the client for the first time, **be certain not to "overwrite" your old profile** (follow the game prompts)

Step 7: Choose Your Car Manufacturer and Number

You can choose any number from 00 to 999 (no letters). Of course, many of the numbers are already in use. Check with a league admin for assignment of your number

Step 8: *Design and “Paint” Your Ride

Contact the [SKFSA Paint Shop](#) to have your car painted to your specifications. Give us an idea of how you want your car to look. Choose a manufacturer, i.e., Chevy, Dodge, Ford or Toyota along with your main sponsor and any associate sponsors. **Attach any logos or artwork with your e-mail.** Your “new ride” will then be uploaded by our paint shop for you to race soon.

**Persons with knowledge of [PhotoShop](#) or [PaintShop](#) may choose to “paint” their own cars. Choose a template: Chevy, Dodge, Ford or Toyota (some can be found on-line at <http://www.tucknut.net>) and open it in your graphics program. Once your car is painted, save it as a .tga file and import into the game. Adjust car ratings to min 99, max100 for all.*

*Phew! That’s a lot of set up! But, now you’re ready to go racing!
See you on the track!*