

## Spotter Plug-In for rFactor Version 2.17

Version 2.17 of the spotter plug-in is the continuity of version 2.02 that was previously released at [www.rfactorcentral.com](http://www.rfactorcentral.com). The main difference with this version, is that it does not require Pilfius to run voice recognition. The plug-in now has it's own voice recognition software. Why you might ask? Well, because Pilfius does not work under Windows Vista. This version does! Basic knowledge of XML is recommended to get the full potential of this version. Also, some bugs were corrected but I'm sorry to say, I do not really know which ones.

### Brief history of what happened and why it took so long to release this:

Carlo has dropped the ball on the spotter development long ago and left me standing in there with the work I had done to enable voice recognition on vista. I'm sorry, I don't have any explanation... I was not even given one myself. I have spent countless hours on this out of my precious short life and I am now left with something that is/was not released. If you ever get any "spotter" related bugs (game crashes, wrong calls by the spotter, stuff like that) I cannot help you. I asked Carlo for his code but he refused... sorry again.

Ok enough of this rant and on with the subject at hand.

For those of you who do not know what the Spotter plug-in is, the spotter plug-in is a tool that works in 2 ways. It acts as a, you guessed it, spotter. It will give you information on you car, it's damages, it's temperatures, it's position in relation to the driver in front or behind you etc etc.

The other way that this plug-in works is by voice recognition input. I have yet to write something that will explain it all and I don't have the time right now to do so but it will come soon.

To install the plug-in, here is what you need:

### Supporting files

.Net Framework 2, 3 and 3.5 might already be installed on your computer. Look inside the "Support Files" folder for links to all three installers from Microsoft.

One other thing you \*might\* need, depending on what is already installed on your computer, is the Microsoft SAPI package. One way of checking if it's installed on your computer is by looking in the Control Panel and see if you have a Speech icon in there (use the classic view otherwise you might not see it if you don't dig around). My suggestion here is to wait before downloading and installing this. First install the Spotter Plugin Package and then try to run the VR.exe application located in ...rFactor\SpotterAddon\VR Component\VR.exe. If this starts without a problem, then you don't need to install SAPI. Please report to me how this went because right now it is a bit obscure to me when you need SAPI and when you don't. It is my understanding that the .net framework contains this but I have seen otherwise. Look in the "Support Files" of the package for the SAPI installer. Vista users should normally not need this.

### Installing the spotter plug-in

Unzip this as you would do for almost any mod or track from RFC. Once done, open SpotterConfig (...rFactor\SpotterAddon\SpotterConfig.exe) and adjust everything to your liking. Also open VR (mentioned in the paragraph above) to see if you need to install SAPI.

You will also want to open the grammars.xml (...rFactor\SpotterAddon\VR Component\grammars.xml) file and check it out especially for the GAMEGRAMMAR section. This is the part where you can customize your rFactor keys and map them to a voice command so that you can call, for example, your "pit in" and "pit out" by voice. Another example would be to use voice commands to make adjustment to your pit screen by mapping your up/down keys as well as your "Pit Increment" and "Pit Decrement" keys. I use it all the time. It works great. You need to map a key in rFactor, and use that same key in the "data" section of a "GameGrammar" entry. The "Call" portion is what you want to speak out for that key to be sent to rFactor and the "Repeat" portion is for how many times that key is to be sent (you will usually want to set this to 1). I have left my own commands in there so that you get some examples but rest assured, they are commented out so that you don't get any nasty surprise should you not open the file to adjust the keys. My keys are surely not your keys and so, for example, you could end up saying "More" and the "+" key gets sent. If that key is, for you, the key to switch vehicles, then that's what will happen.

If you don't want to bother with this for now, just leave everything like it is and there will be no voice commands that will send keys to rFactor (the spotter voice commands will still work, those are a different story)

*Also, if you have the spotter installed, I suggest you put this thread on watch because I will be releasing driver names packages once in a while when there are enough new names to bother recording them.*

### Before you try it in rFactor.

Be sure to open the configuration utility (...rFactor\SpotterPlugin\SpotterConfig.exe) and change any paths that are not correct. The paths included in the package are my own so they would not work on your computer. If this application, you might want to uncheck the "Push-To-Talk" feature (found on the "voice commands" tab) because it requires you to set a steering button(or key) in rFactor for the "Voice Chat" setting... if not done right, the spotter will not respond to you.

Additional information:

<http://forum.racesimcentral.com/showthread.php?t=271209>

Don't get discouraged by the apparent complexity it this, it will change your rFactor experience for the better!

**But please don't try it just before a race... get used to it in practice before.**

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