Add custom cars and tracks to an original Assetto Corsa server

Custom cars and tracks must agree with the race configuration and with the content players use. Start with one small, known content set. These instructions cover original Assetto Corsa, including its stock dedicated server; Assetto Corsa Competizione and EVO have different server systems.

Identify the server software

Check the startup command before choosing an extension. CloudExa's stock template runs `./acServer`; the separate Freeroam + AI template runs `./AssettoServer`. A package written for one is not automatically a plugin for the other. Do not replace the executable to follow a guide intended for a different template.

The Kunos manual describes stock race configuration. The separate AssettoServer project guide documents its own plugin system. Adding cars or tracks does not require converting a stock service into AssettoServer.

Prepare a reproducible content set

1. Choose the exact car and track releases from their authors, including the intended track layout and any stated dependencies. Keep the release links and archive versions in a short list for players. Check that the author permits the content's intended distribution.
2. Test the content in the original game locally. Confirm the car can enter the chosen layout before involving the dedicated server. Keep this baseline separate from additional graphics changes or unrelated client apps.
3. Back up the hosted server's content and configuration. Stop it normally before changing files and preserve the original working race preset. Use a test service when available.
4. Prepare the server content using the author's dedicated-server instructions or the stock server manager's content preparation workflow. Preserve the expected folder structure. Do not upload an arbitrary desktop installation over the hosted server or include a

replacement executable.

Match configuration to files

In the confirmed active preset, check `cfg/server_cfg.ini`. Set `CARS` to the exact car folder identifiers, separated as documented, rather than display names. Match `TRACK` to the track identifier and `CONFIG_TRACK` to the selected layout. Paths are relative to the service's actual server directory; templates can select a different preset.

Review `cfg/entry_list.ini` so every configured car model is allowed by the race configuration. Keep the slot count within the selected layout's pit capacity. Preserve your allocated network settings and private admin password while editing content choices.

Prove a player can drive

Start the server once and read the earliest content error. Join with a client using the recorded releases, choose a configured car and drive out of the pits. Repeat with a second player before sharing the server widely. Seeing a lobby listing alone is not a content compatibility test.

If one car fails, compare that model's files and identifier first. If the layout fails for everyone, inspect its release and configuration. Revert to the complete saved content-and-preset pair if needed, preserving the failed candidate for investigation. Keep checksum protections intact and ask support before changing template-specific plugin behaviour.

Related CloudExa guides

- Back up game files before making changes
- Prepare an Assetto Corsa race server and verify the first join

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