



rFactor 2 Guide

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1 Introduction

Disclaimer:

This guide is provided for reference only. Kart Sim is not liable for any damage to hardware or injury resulting from the misuse of information provided in this guide.

1.1 System Requirements

Kart Sim Software is powered by rFactor 2. This is only available on PC. The recommended system requirements are as follows:

	Recommended specs	Minimum specs
Graphics card	NVIDIA GTX 1060 / AMD Radeon RX 480 or greater	NVIDIA GTX 1050 Ti / AMD Radeon RX 470 or greater
Alternative graphics card	NVIDIA GTX 970 / AMD Radeon R9 290 or greater	NVIDIA GTX 960 4GB / AMD Radeon R9 290 or greater
CPU	Intel i5-4590 equivalent or greater	Intel i3-6100 / AMD FX4350 or greater
Memory	8 GB+ RAM	8 GB+ RAM
Video output	Compatible HDMI 1.3 video output	Compatible HDMI 1.3 video output
USB ports	3x USB 3.0 ports, plus 1x USB 2.0 port	1x USB 3.0 port, plus 2x USB 2.0 ports
OS	Windows 7 SP1 64 bit or newer	Windows 8.1 or newer

For triple screens, at least an NVIDIA GTX 1070 or AMD Radeon RX580 are recommended graphics cards.

2 Setting up rFactor 2

2.1 Installing Steam & rFactor 2

Kart Sim software runs using rFactor 2. In order to play, you must purchase it through the Steam store:

<http://store.steampowered.com/>

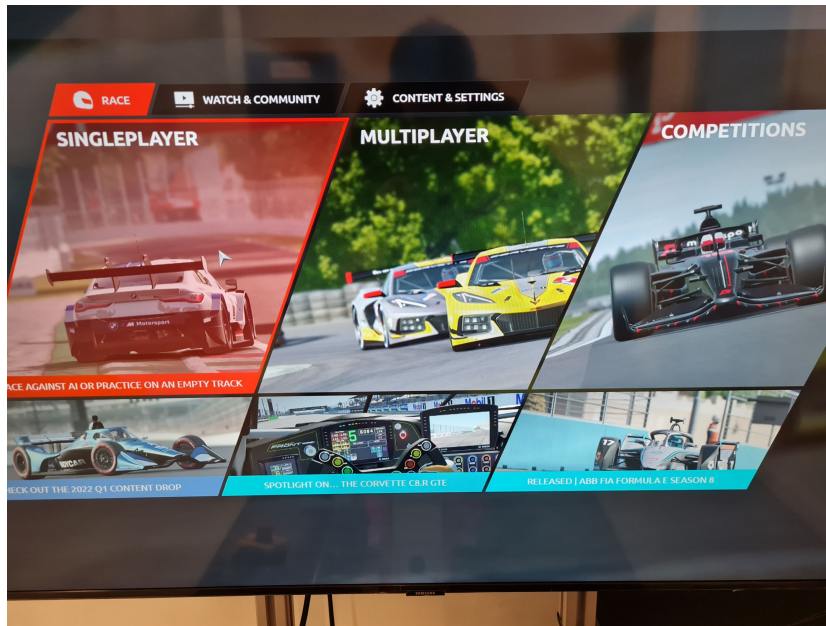
Click the green 'Install' button on the home page, then follow the on screen instructions to complete the installation. It is recommended to set the install location to C:\Steam. It will take some time for the app to download.

Once this is finished, you will be prompted by the Steam app to either log in or create an account. If you have an account, log in. If you don't you will need to create one.

Once you have downloaded and installed Steam, search on the steam store for rFactor 2 and purchase and install it.

2.2 rFactor 2 Launcher

Once you have installed rFactor 2 you can run it via the Steam App. When you click Play, it will run the Launcher. The launcher allows you to setup your graphics or launch the software.

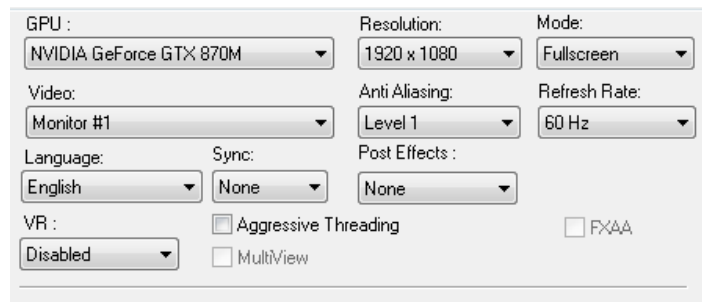


2.3 Installing Content

Once your SteamID has been received and your content activated, all of the KartSim content will download and install automatically. You can check what is installed in the 'Content' section above, 'Packages' will give a summary of what content is downloaded, and what is installed in rFactor 2. This is also useful if you wish to manage non-KartSim content.

2.4 Configuring Displays

To start configuring the graphics settings, open rFactor 2 in Steam and Click 'Launch Graphics Configuration'. The following options will appear:



Select your graphics card from the drop down menu if it is not already selected. Select the appropriate resolution and refresh rate for your displays. Enable VR if you have a Virtual Reality headset and wish to use it.

If you have triple screens, the resolution should be 5760x1080 and Multi-View ticked. If you do not see this resolution, you will have to configure this for your graphics card:

For AMD cards, you need to set up Eyefinity. There is a guide on the AMD website: <http://support.amd.com/en-us/kb-articles/Pages/AMD-Radeon-Software-Eyefinity.aspx>

For NVIDIA Cards, you have to set up Surround. There is a guide on the NVidia website: http://nvidia.custhelp.com/app/answers/detail/a_id/2667/~/how-do-i-setup-3d-vision-surround%3F

We recommend that you set the rest of the settings as above (although you can set a higher level of Anti Aliasing if you have a high end graphics card).

2.4.2 Using Virtual Reality

To use Virtual Reality in rFactor 2, you must use Steam VR. To install this, in the Steam App, click Library > VR. Then, on the left hand side, click Steam VR, and then click Install. Follow the instructions on screen, and then run through the Room Scale setup, again following the instructions.

If you have any issues connecting your vr headset, please do as follows:

Click on oculus and open the software, click on devices and make sure the rift s is connected. If either the usb connection or the display port is not connected, pull out both the cables for the headset put in the usb cable first, wait 10 seconds until the light inside the headset comes on, and then plug in the display port cable. You may have to repeat this process several times, be patient, after each attempt, give the device 3 minutes for the oculus app to configure it.

When you want to go back to triple screen mode you must unplug the vr, and disable VR in the 'Graphics Configuration' as done before, without the vr, please look above to see the settings without vr.

(The simucube process as above has to repeated everytime you start or restart the pc.)

You have to change the sound back to the tv, so in the bottom right hand corner of the home screen, click on the speaker, and change it to the TV, you may have you click on the volume slider to check if the sound is coming from the middle tv.

VR is the VR dropdown on HMD or HMD + Mirror (mirror enables your VR to show on TV screen as well as the headset).

Ensure that VR is enabled and Post Effects are disabled, and the resolution is set to 1920x1080 in the Video Options (See Section 2.4).

Now just click on the single player icon in the Launcher and open rFactor 2.

The menus and UI are all in the VR space, but you will need to use mouse and keyboard to navigate.

It is recommended that you map a button to re-centre your display while driving. To do this, launch rFactor 2, select Options, Controls, then MISC on the right hand side. There should be an option for 'VR Center Head Position'. Click on it and then press the button you want to assign. You may have to assign seat adjustment keys also to finalise your VR seating position.

2.4.3 Graphics Options

In addition to the graphics settings set in section 2.4, rFactor 2 offers many different options for setting up graphics., which can be found in the rFactor menu under 'Options>Display'. The optimal settings for these will vary greatly depending on the performance of your PC, your display, and your graphics card settings. Some trial and error likely be required for low performance PCs to achieve an acceptable balance of framerate and visual quality.

If you are having trouble achieving acceptable framerates on your system, turn off shadows, special effects & soft particles first as these are the biggest drain on performance.

2.5 Calibrating Game Controllers

rFactor 2 will recognise any compatible game controller by default. Although there are functions which allow you to calibrate your controls in the sim, it is recommended you properly calibrate your game controllers using the manufacturers software in Windows first.

If you have a direct drive steering wheel such as a Leo Bodnar or OSW wheel, we recommend that you edit the following line in the rFactor 2 controller file, which can be found in: <steamdirectory>\steamapps\common\rFactor 2\UserData\player\Controller.JSON

*(you can edit this file in notepad. **Back up the original file before editing!**)*

"Steering torque capability"

Set this to the maximum torque that your wheel is capable of (usually between 20 and 30Nm for most direct drive wheel motors). The lower this number, the stronger the force feedback will be, resulting in a wheel that is very difficult to turn on the default setting.

Note: this file is overwritten every time you start rFactor 2, so ensure you have left the game before editing or your changes will not be saved.

2.6 Using rFactor 2

To start driving, open the rFactor 2 Launcher. Click on Single Player to drive on your own/against computer controlled karts, or multiplayer to join an online session..

2.6.1 Configuring Controls in rFactor 2

To start configuring driving controls, load rFactor 2 and click 'Options', and then 'Controls' to bring up the controller configuration menu. On the right hand side you will see all of the functions that can be mapped to controller inputs. To map a control, simply click on it and then press the button you wish to map (or turn the wheel/press the pedal in the case of the driving controls).

Then, on the calibration screen, press your brake pedal to where you wish 100% braking should be, and click the MAX button, this will set your brake pedal in game, to increase the desired in game brake pedal, simply press harder on the brake pedal and set the MAX, to decrease, press the pedal less and set the MAX. Repeat this on your Throttle if required.

If you have one of the popular off the shelf wheel/pedal sets such as Fanatec, Logitech or Thrustmaster, you can click 'Load' at the bottom of the screen and then load one of the preset controller calibrations.

You will also see there are some calibration options for the steering and pedals. Ensure that the steering sensitivity is set to 100% and the deadzone is 0% (so that your steering input is linear).

Some useful functions which you may wish to map:

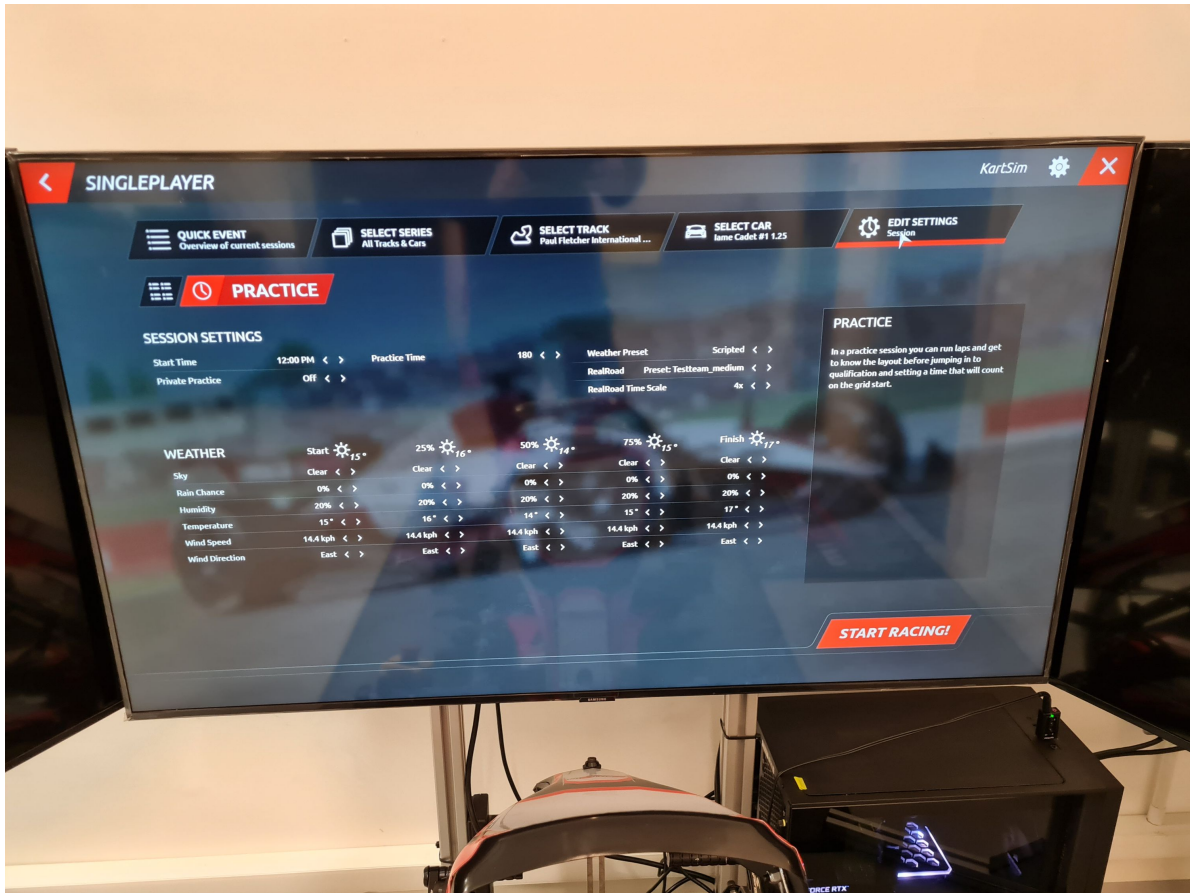
- SEAT - Map these buttons to allow adjustment of your view point. The seating position can be moved up, down, fore or aft. Changing your FOV will effectively zoom you in or out. Note that mapping increase/decrease FOV will also allow you to tilt the driving view up or down by holding SHIFT while pressing these buttons.
- MISC > VR Center Head Position - Allows you to map a button to re-center your driving view in VR

You can turn off the spotter laptimes under the 'Audio' section.

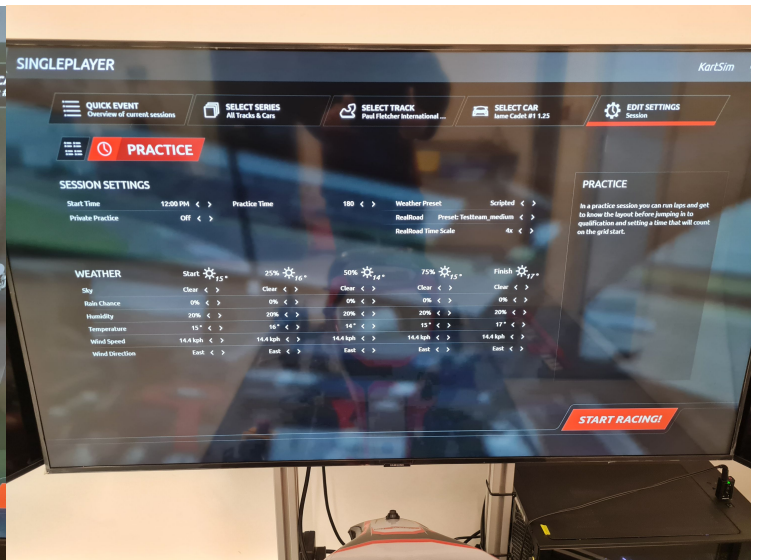
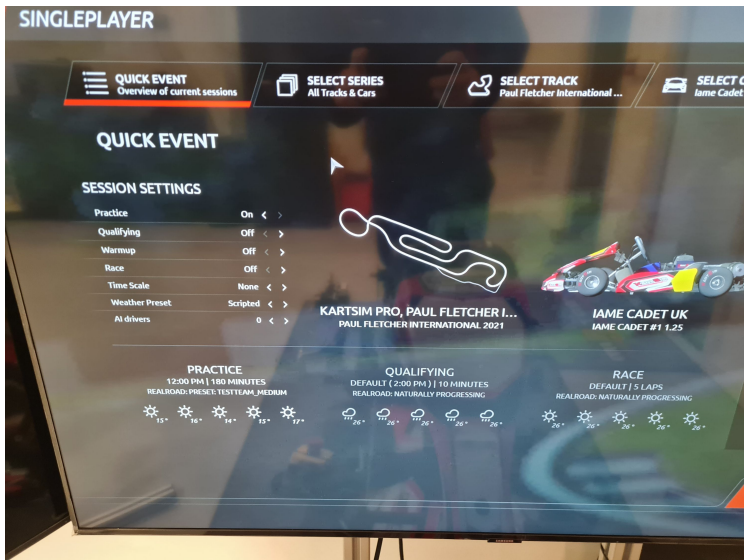
You will also want to turn off all of the driving aids which are enabled by default. To do this, click 'Plugins/difficulty', and set everything on the right hand side to 'Off' (except auto clutch & auto shifting). If you do not turn these off it can lead to some very strange driving behaviour.

2.6.2 Setting up a Test Session or Race

In the rFactor 2 User Interface, you have several options. You can select the track and kart, using the TRACK and CAR buttons. Ignore the SERIES button - we do not need to use it.



You can set up the conditions of your session by clicking on Edit Settings Session:



Click on any of the three sessions below to edit them in detail. You will then get the options on the right to edit the session.

In this screen, you can set the parameters of your session in detail. Depending on whether you want to practice, qualify, or race against AI drivers, or all three, you can set these session individually by selecting at the top of the screen. You can then set the time of day, number of laps etc. which is self explanatory.

The Real Road options define how quickly rubber builds up on the track. Flag rules define how strict the sim is with regards to penalties etc. You can also set the rate of fuel usage & tyre wear, and the number of AI drivers you want to race against.

On the right hand side of the screen, you can script the weather throughout the session.

Once you are happy with your settings, click RACE on the right hand side.

This will load the kart and circuit. Once they have loaded, click RACE again to start driving.

2.6.3 Recommended Settings for Consistent Driving Conditions

If you just want to have consistent conditions to test your driving lines & technique, then the following Session Settings are recommended:

- Practice Only
- Private Practice: On
- Time Scale: None
- Real Road Time Scale: Static
- Flag Rules: None
- Fuel Usage: Off
- Tyre Wear: Off
- Mech. Failures: Off
- AI Drivers: 0
- Damage Multiplier: 0%
- Simple Weather: Sunny/
Overcast/Raining

2.7 Changing the Kart Setup

You can make some changes to the set up of your kart in the 'Setup' screen whilst in the pits. You can use the tabs to select between different parameters that you can adjust on the kart. You can save your setup in the 'Summary' You will notice there is a folder structure so you can save setups per track, or you can save in the top folder marked '.', if you want to make it easily available for all tracks.

You can click 'Assign' if you want the setup to automatically load every time you go to a specific track.

2.8 Troubleshooting

If you need more help with anything rFactor 2 related, there is a forum and Discord channel which should be able to provide you with any help you need, and a lot more information besides.

Forum – <https://forum.studio-397.com/index.php>

Discord – <https://discord.gg/CruX93K>