

# Moto Racer 2 Pre-Alpha

This is a 70% complete, Pre-Alpha version of Moto Racer 2.

Welcome to the Alpha version of MotoRacer 2 for the PC. Following is a brief list of game areas and other things that will be changed before the release of the game. Even with the work still to be done, I believe you'll find the gameplay in this version to be very fun and provide an unusually challenging racing experience.

## **Front End And In Game Menus**

- The opening sequence including video sequences and the installer are not yet implemented,
- I recommend that you create a Motoracer folder on your hard disk and copy the contents of the CD to that folder. (You may be able to run the program from a fast CD using configuration defaults, but performance would be poor.)
- An opening login screen for player identification has not been implemented. Points and scoring that depend on player identification also do not work in this version.
- Some of the screens, like the controller Options, will be updated. A new screen will appear for graphic effects and sound adjustment.
- Menu text on some systems appears rough and badly spaced.

## **Graphics Display**

- Hardware-specific support for the full range of high-end video cards is not yet implemented. The game should run with most of them; but performance may not be optimal. This means that we have not tweaked configurations for all the 3Dfx and AGP cards that will eventually work with the game.
- The game defaults to 800 x 600 resolution. If you have a 3Dfx performance problem, adjust the resolution with the F2 and F3 keys.
- If your card use an Nvidia RIVA 128 chipset then you may have font display problems. Add the parameter **-CorrectRatioTextures**
- If you encounter a "warning Z buffer memory low" screen, just press the ESC key to eliminate the message. This happens when you're increasing the resolution, but exceeding the memory card capabilities.

## **Frame Rate**

- Currently, frame rate is set to 30 FPS. You can unleash your fast card by creating a shortcut and adding a parameter to it. Add the parameter **-DontLimitFrameRate**

## **Command Line Arguments**

Create a shortcut icon on your desktop. By creating the shortcut you will be able to use various command line arguments below. Here are some quick command line arguments to try should you run into any difficulty in running the demo version of Moto Racer 2:

(Example: **C:\demo\Moto Racer 2\moto.exe -3DFX**)

- FullScreen** : Start game in fullscreen mode
- Windowed** : Start game in windowed mode

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## 3D (hardware)

- 3DFX** : Use 3DFX if available
- FrameRateFixed<n>** : Fixe Frame Rate at <n>
- NoPowerVr** : Disable PowerVr auto-detection
- OnlyPrimaryDisplay** : Don't use 2nd 3D hardware display
- PowerVr2** : For PowerVr2 chip
- PowerVr** : For PowerVr chip if auto-detection fails with a PowerVr chip

## Direct3d

- D3D** : Use 3D hardware acceleration (if card support D3D but not textures)
- CorrectRatioTextures** : If problems with fonts
- NoD3D** : Do not use 3D hardware accelerate.
- NoDither** : Do not use dither capabilities
- NoFilter** : Do not use filter capabilities
- NoZBuffer** : Do not use hardware Z-Buffer (slower)
- OpaqueBlackLevel<n>** : Set <n> in the range [1..3] if transparency bugs appear in fonts

## DirectDraw

- DrawMouse** : Draw mouse if card doesn't do it (3dFx for example)
- InfiniteZBuffer** : For special Z-buffering system (i.e. PowerVr/PowerVr2 chip)

## MotoRacer

- DemoMode** : Run non-playable demo
- DemoOnce** : Run non-playable demo one time and quit
- DemoDelay<n>** : Run demo automatically after <n> secs  
Values from 0 to 300. Default is 30
- DemoTime<n>** : Set demo duration to <n> secs.  
Values from 20 to 180. Default is 60
- NoAGP** : Disable AGP use
- NoCpuDetect** : Disable CPU detection.
- NoGouraud** : Disable gouraud shading
- NoMMX** : Disable MMX support
- NoSound** : Disable Direct Sound

## AI Performance:

- AI play balance is not yet complete:

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- Throughout the game the AI players will pass at high speeds and then slow down for you to catch up. Once you pass they will speed up and pass you again. This happens with all bikes (even the Max speed bike) on all tracks.
- On dirt tracks the AI players do not slow over jumps, in fact they accelerate and jump sometimes twice as far as the player can.
- The AI does not slow around corners.
- The AI currently always follows the fastest possible course around corners.
- Difficulty settings are not yet adjusted.

## **Game Play:**

- The reverse track button does not function.
- There is no back button in the championship editor
- Player can not win a championship course. The last track just keeps replaying.
- The combo of Snow and rain causes the sides of the road to loose their textures. (This is resolution or refresh related, Once you change resolutions the problem corrects it's self.
- There are still a lot of Graphic card specific problems (i.e. boxes around text, transparent boxes around trees etc.)

## **Multi-Player**

- Linked multiplayer racing is successful with up to 4 players using a DirectPlay IPX connection for single races. We have encountered some network instability during championship, and multiple race sessions.

## **Device Options**

- We have tested this with a variety of digital and analog controllers.
- Support for Forced Feedback is not yet implemented
- Sensitivity adjustments for analog Joysticks have not yet been implemented. If steering is sluggish, you can make your joystick more sensitive temporarily through the Windows Control Panel. Recalibrate your joystick, but use a very small "range of motion" by moving the joystick cursor only around the center of the calibration area.

## **The Track Editor (Creator)**

- Your tracks are not saved with a unique name. You modify the track you load.
- Bug- Do not choose to reverse the course direction – the track turns to a circle!
- Parameters for track editing have not yet been set. The results can be interesting!
- ✓ You can create very long tracks that take several minutes per lap.
- ✓ Minimum radius's have not been set so you can create corners that are to sharp
- ✓ Maximum grade percents are not set; so, you can create "roller coaster" hills that cannot be raced without great peril!
- ✓ Minimum distances between user definable points have not been set; so you may encounter strange jags in the roadway if you place points to close together.
- The option to adjust track width has not been added.
- The sample scenery thumbnail is incorrect. Use the scenic name that appears in parenthesis instead.

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- When you test drive a track, you may discover that an “extra point” was added to the track by mistake. This is also a bug. Use the eraser tool to delete the extra point, and retest the track.

## **Controller Configuration**

The current version is set to default to the following configuration settings:

<b>Function</b>	<b>Button Assignment</b>
Left	Keyboard left arrow
Right	Keyboard Right arrow
Accelerate	Keyboard Up arrow
Brake	Keyboard Down arrow
Turbo Stunts	Spacebar
Gear Up	Q Key
Gear Down	W Key
Change View	None
Back View	Tab Key
Feedback	Off

**You can remap the button / keyboard assignments by performing the following steps:**

1. In the options menu use your mouse to navigate to the desired box (left click once, the box should change to a different highlighted color)
2. Press the desired button on the desired controller/peripheral/keyboard (the function should now be changed to the newly defined button control)

**Note:** When using a mouse for control, follow step one above, but replace step two by clicking on the mouse icon at the bottom of the Controllers screen. This should bring up the mouse control options to the right of this graphic, select the appropriate mouse button for defining your function control.

## **Changing Screen Resolutions**

To change your screen resolution use the following buttons:

- F3**=Increase screen resolution.
- F2**=Decrease screen resolution.

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The default resolution may vary depending on the 3D chipset. You will generally need to increase the resolution by using the F3 key.

## **Other Function Keys**

- F5**=Change Bike-Rider view perspective.
- F7**=Activate/Remove On-screen Tachometer & Speedometer.
- F8**=Signals on / Signals off.
- F9**=Track view placement.
- F11**=On Screen Audio Menu.
- F12**=On Screen Video Menu.

## **Troubleshooting note:**

Should you still experience trouble running the game, try removing the read attribute from all files and subdirectories in the Moto Racer 2 Game directory.

To do this, follow the directions below:

- 1) From the "My computer" desktop icon in Windows 95, open up the directory which contains the Moto Racer 2 game
- 2) Once the directory is open click on the start menu button and then click on run.
- 3) At the command line, type Command. (This will bring you to a dos window)
- 4) You should default to the Motoracer directory in dos.
- 5) Type `Attrib -r *. */s`
- 6) You should see nothing but a carriage return back to the directory prompt.
- 7) Type exit, and restart the game.

Thanks,

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