

# Readme

For those of you who were too lazy to open the announcements tab in game or to look in the game files for the readme, heres a copy of both of those in a PDF.

Corona MotorSport Steam Early Access v1.04

WARNING: REVERSE ENGINEERING VIOLATES THE CORONA MOTORSPORT EULA. FAILURE TO FOLLOW THE EULA WILL RESULT IN PERMISSION TO USE THIS GAME BEING REVOKED AND WILL MAKE YOU LIABLE FOR DAMAGES CAUSED BY YOU. IF YOU WANT SOME OF THE GAME ASSETS, JUST CONTACT US, WE MIGHT BE KIND ENOUGH TO LET YOU USE THEM FOR EDUCATIONAL PURPOSES. DO NOT MODIFY ANY ASSETS FOUND IN THE DATA FOLDER WITHOUT OUR PERMISSION, THE GAME WILL NO LONGER FUNCTION PROPERLY IF YOU DONT KNOW WHAT YOUR DOING. THIS IS ALSO CONSIDERED REVERSE ENGINEERING WHICH WILL ONCE AGAIN, MAKE YOU LIABLE FOR DAMAGES/WE WILL SUE YOU. THANK YOU.

All of this can be found in the Announcements tab of the main menu

Controls:

Car Selection Menu (Keyboard/Mouse):

Next Car - Right Arrow

Previous Car - Left Arrow

Select Car - Space

Photo Mode: click on photo mode, use mouse to orbit car, press F5 to capture screenshot, will be saved in C:/CoronaMotorSport/Screenshots  
Press Escape to exit photo mode. you can also use Steam's built in screenshot system by clicking on photomode and pressing f12.

Car Selection Menu (PS4 Controller)

Next Car - OPTIONS

Previous Car - SHARE

Select Car - X

Track Selection Menu

Left click and drag to orbit the Earth, Scroll wheel to zoom in and out,  
and Left click on a track name to select it

In-Game land vehicle controls (PC):

Throttle - Up arrow

Brake - Down Arrow (Hold to reverse if in automatic)

Hand Brake - Space

Steering - Left and Right Arrows

Clutch - Right Shift

Shift Up - Left Shift

Shift Down - Right Control

Change Camera - C

Reset Car - R

Repair Car- Shift+R

Slow Motion - F1

quit to main menu - escape

In-Game Airplane control (PC):

Ignition - I (hold until engine starts)

Throttle Up - Up Arrow

Throttle Down/Brake - Down Arrow

Roll - A and D

Pitch (Elevators) - S and W

Yaw (Rudders) - Q and E

In-Game land vehicle controls (PS4 Controller):

Throttle - Right Trigger

Brake - Left Trigger (Hold to reverse if in automatic)

Hand Brake - X

Steering - Left Joystick

Clutch - Circle

Shift Up - Left Bumper

Shift Down - Right Bumper

Change Camera - Triangle

Reset Car - Square

Repair Car- L3(Press down on left stick)+Square

Slow Motion - R3(Press down on right stick)

quit to main menu - Press touchpad on controller

In-Game Airplane control (PS4 Controller):

Ignition - X(hold until engine starts)

Throttle Up - Right Trigger

Throttle Down/Brake - Left Trigger

Roll - Left joystick

Pitch (Elevators) - Left Joystick

Yaw (Rudders) - Left and Right Triggers

Known bugs (updated 3/19/2015):

---Physics---

-Cars exceeding 220mph/354kmh will begin to slip and lose control - working on a solution

---Graphical---

-Drivers hands appear twisted and broken, sometimes camera clips through drivers arms. -currently being fixed

-Damage is disabled on some cars - not really a bug, damage models just aren't ready yet

-Wheels and exhaust flames become damaged as well - currently being fixed

-Daytona will sometimes fail to properly spawn cars.

---Performance---

-Framerate can vary drastically in different scenes -solution found and being implemented

-game can occasionally run out of memory and crash -This is a 32 bit application, 32 bit programs only recognize 2 processor cores and 4gb of ram, a 64 bit version will be released very soon.