USER MANUAL

™

GT·R
EVOLUTION

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SIMBIN
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ATARI

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in computer games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: light headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms – children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by sitting further from your monitor, using a smaller monitor, playing in a well-lit room and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

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EPILEPSY WARNING

Please read before using this video game or allowing your children to use it. Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights or patterns, consult your doctor prior to playing. We advise

that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor (particularly since experience of any of these symptoms could lead to injury from falling down or striking nearby objects). Parents should ask their children about the above symptoms - children and teenagers may be more likely than adults to experience these seizures.

PRECAUTIONS TO TAKE DURING USE
• Do not stand too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows.
• Preferably play the video game on a small screen.
• Avoid playing if you are tyred or have not had much sleep.
• Make sure that the room in which you are playing is well lit.
• Rest for at least 10 to 15 minutes per hour while playing a video game.

WARNING: AVOID DAMAGE TO YOUR TELEVISION
Do not use with certain television screens and monitors. Some televisions, especially front or rear-projection types and plasma screens, can be damaged if any video games are played on them. Static images or pictures presented during the normal course of playing a game (or from putting the game on hold or pausing) may cause permanent picture-tube damage, and may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when the games are not being played. Always consult your television screen or monitor manual or otherwise the manufacturer to check if video games can be played safely.

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www.gtr-evolution.com

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INTRODUCTION

GTR Evolution features a GT Series with 30 new cars in 5 new classes and 3 new exciting tracks including the legendary 20,8km long Nürburgring Nordschleife. Having had exclusive access to the track for research, SimBin has recreated this famous track in all its glory. GTR Evolution brings the GT Pro, GT Sport and GT Club classes for endurance GT races. Not only are race versions of these GT cars featured; the Production classes offers their road-legal counterparts. The WTCC Extreme class offers 'WTCC gone Extreme', with 1000kg concept cars featuring 600bhp; a perfect recipe for exciting racing.

Together with the content from **RACE 07 - The WTCC Game**, this creates a fantastic selection of cars and tracks. In total the game features 49 cars in 12 classes and 19 tracks in 40 variations. Enough to keep you happy for a long long time...
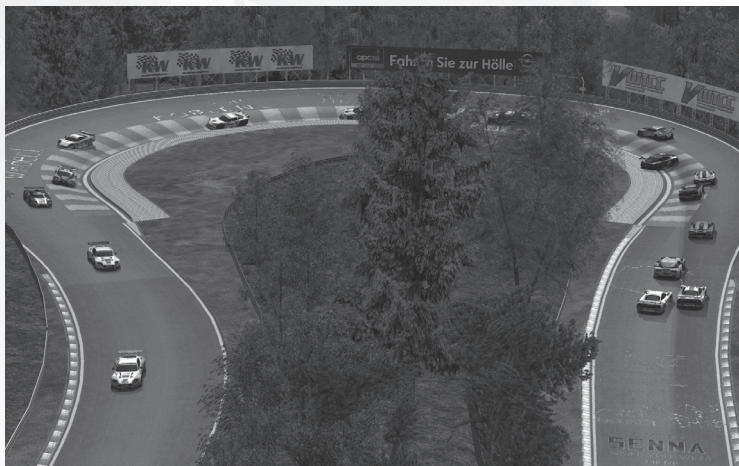
SETUP & INSTALLATION

GTR Evolution comes with the option of installing an *Online* or *Offline* version of the game. The *Online* version requires online activation through Steam during installation. The *Offline* version has no *Multiplayer* or LAN possibilities and does not require any third party tools or online activation. You are able to install both versions of the game by repeating the steps as described below.

1) Start Windows ® XP
2) Insert the **GTR Evolution** DVD-disc into your DVDROM drive. If *AutoPlay* is enabled, a launcher will appear. Select *Online* or *Offline* installation and follow the instructions.
3) If *AutoPlay* is not enabled, or the installation does not start automatically, double-click on the *My Computer* icon on your desktop, then double-click on your DVD-ROM drive icon to begin the installation. Follow the installation instructions. If the title screen does not appear, right-click on the DVD-ROM icon and choose *Explore* from the drop-down menu, and then double-click on *GTRevolutionLauncher.exe* to launch the installation.
4) After the installation, the graphics configuration program will start. You will need to complete the configuration in order to run the game. If you want to change your graphics settings at a later time, run the *Config.exe* in the game folder.

GETTING STARTED

The first time you start the game, you will be prompted to enter a name for your profile. This is the name that will appear in the score board as well as the name that will be seen by others when you play online. When you have entered a name, you'll be asked to select your nationality. This nationality will be shown in result screens, in the shape of a flag behind your name. After selecting your nationality you are free to explore the game and try out its different game modes.

> One of the features is the *Performance Monitor*. The *Performance Monitor* helps you make the best of the game on your computer. You can read more about the *Performance Monitor* under the Visual Settings section in this manual.

We recommend that you start out with the Race Event game mode in the Novice difficulty setting, just to get acquainted with the game. Once you have got a feel for how the game works, you can explore the other game modes.

Please refer to the Game Modes section in this manual for more information about the various game modes available.

There will be *Corner Markers* appearing in the top centre of your screen. These contain coloured arrow indicators regarding the corner you are approaching. The arrows are coloured from red– yellow – green – blue. With a red arrow indicating that you are approaching a very tight corner which requires heavy braking. While a blue arrow indicates you approaching an easy corner which can be taken at higher speed.

In addition to the arrow indicator there is also a suggested gear indicator. The number presented corresponds to the gear we suggest using when negotiating an approaching corner.

The *Corner Markers* are calibrated for Novice players. Experienced players will find that some corners can be negotiated faster and in a higher gear than suggested by the corner marker.

COOL THINGS TO TRY

Try out the new GT or WTCC Extreme cars and choose which driver you want to cheer for or drive with, maybe the driver from your own country, or a famous driver.

Don't be discouraged by the insane speed of the Formula 3000 cars, and take them out for a spin. The feeling of speed in these cars is incredible!

Try to mix classes with the custom *car filter*, and feel how things pan-out in a race weekend with the mixed GT classes or the WTCC Extreme cars

Try one of the production cars and see how these roadcars handle compared to their racing brothers.

Try one of production GT cars (*Dodge, Gumpert, Koenigsegg or Audi*) and see how these roadcars handle compared to their racing brothers.

Take a ride with one of the open cars and try out the helmet view, including tear-offs.

Go mad with one of the Formula cars and crash it at high speed to see all the parts coming off (make sure that the *Damage Sensitivity* is set to 100%).

Drive in the rain in both closed and open cars to see the rain effects on the windshield and helmet view. Don't forget to turn the wipers on!

Try a race in a Mini Cooper S. Less power doe not mean less fun!

While on the track, press the Page Up key and use the numpad keys to rotate around the car with the camera for some cool screenshots from the angle of your choice.

Try the action camera with *HUD* on for the ultimate feeling of speed.

Hold the left or right mouse button down and move the mouse to adjust your seating position when using the cockpit camera.

Try the Online Time Attack and take your favorite car out on your favorite track. Decide whether to compete against your own ghost car or the ghost cars of other GTR Evolution players. You can upload

and download ghosts from within the game.*

Want to be famous? Try the Online *World Rankings* (requires internet connection), click the Online *World Rankings* button in the main menu and you will be ready to compete for a spot on the *World Leader Boards.**

GAME MODES

GTR Evolution has many different game modes, and all of them are accessible through the *Main Menu* and the *Additional Events* menu. This section will briefly describe what each game mode is about.

R-CADE Extreme
This Pick up and Play game mode offers an adrenaline packed and challenging racing experience. No setup changes or test drives are needed: just go out and race. This mode allows new players to get into the groove of GTR Evolution.

Race Event
Thanks to the *Race Event* mode, you are only a few clicks away from sitting on the grid, waiting for the race start. It can also be a complete racing experience featuring all sessions and options of a real life race weekend. You are able to select which settings and sessions to use, to customize the race weekend to your liking. Just select the track, class, car and driver and the game puts you directly onto the grid with no need to worry about practice, qualifying or warm-up sessions.

However, during a real life championship season, each race event is organized over a weekend. The weekend starts on Saturday with two separate practice sessions. A few hours later, the qualifying session is held, and on the Sunday the race itself takes place, preceded by a short warm up session. In the *Race Event* game mode, you can customize your own event and choose which sessions you want to enable, and which rules to apply. Please note that the available settings depend on the difficulty level you choose.

In GTR Evolution you can plan and follow a *Pit-stop Strategy* which you setup before the start of the race. When using changeable weather it may begin to rain during a race (this is more likely during a long session than during a short session), which could lead to changes in the pit-stop strategy. You can change this from the in-car pit-menu.

* Note: this requires an internet connection as well as having the online version of the game installed.

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In the class selection screen you are able to access the *Car Filter* menu. You can read more about the *Car Filter* under the Options section in this manual.

To have access to the in-car Pit-menu you must first have this function mapped to a controller or keyboard button. Assigning a function to a controller or keyboard button is done in the *Control Settings* menu under *Options*.

The in-game *Track Map* featured in GTR Evolution is meant to fulfil two purposes. The most important purpose is to provide useful tool for players new to the racetracks. Secondly, the track map gives the player a visual reference point of the position of other players on track. The in-game *Track Map* can be presented as rotating or fixed or can be disabled entirely during gameplay. Press "5" on the keyboard to cycle through the different track map options.

Please refer to the Race Rules section in this manual for more detailed information about the single and dual-race format that is used in the *Championship* mode

Championship
The Championship game mode is the main event of the game. This is where you can pitch yourself against the AI through a full simulated GT or WTCC season, visiting all the tracks around the World, eventually crowning the Touring Car World Champion.

This mode also enables you to participate in the 2007 Season Championship mode or make a custom championship.

Custom championship enables you to pick any number of tracks available in the game to include in your own championship. The Custom championship also provides the car filter to include other classes than the one you have picked for yourself. If you decide on not using the car filter you will be racing against your own class by default.

The 2007 FIA World Touring Car Championship is made up of eleven separate racing events staged in eleven different countries across

three continents.

As you advance through the championship, your progress is saved automatically as you move between the sessions of each individual race weekend.

Please note that only one championship can be active per driver profile.

Please refer to the Championship Rules section in this manual for more information about the rules and regulations of the WTCC Championship.

The tracks of the 2007 WTCC Championship

CURITIBA - Brazil
ZANDVOORT - The Netherlands
VALENCIA - Spain
PAU - France
BRNO - Czech Republic
PORTO - Portugal

ANDERSTORP - Sweden
OSCHERSLEBEN - Germany
BRANDS HATCH - United Kingdom
MONZA - Italy
MACAU - Macau

Time Attack

In the *Time Attack* game mode, the objective is to make the fastest lap time around the selected track with the car of your choice. When you cross the finish line after your first lap, you will see a "ghost" representation of your car on your previous lap. This way you can see how you drove on your last lap, identifying the areas you can improve upon.

Completely new: the dual raceline feature for Time Attack, activated by choosing *Both* under *Raceline*. You can run your own ghost on the track and add a ghost that you have downloaded from another user. This makes it easier to identify where you win or lose time. The single and dual race lines are expanded with Brake markers. This makes it easier to see where your own ghost or your downloaded ghost brakes.

To use dual *Raceline* press the "*Time Attack*" button in the *Additional Events* menu, and pick a car and track. Drive a timed lap to initiate the first ghost. Save the generated ghost in the garage menu. You load a ghost through the load ghost file function. Now, when you

start a timed lap you will see 2 ghosts on the track.
You can toggle between option 1 ghost car, 2 ghost cars or no ghost cars by pressing the number "3"button on the keyboard.

If you want, you can save your best ghost lap to race against it later. When you have completed a lap that you want to save, just return to the garage menu and press *Save ghost lap*. To load a ghost lap, press *Load ghost lap* in the same menu and choose which ghost lap you want to load.

Apart from being a great training tool this is also a very social gaming mode, since it allows several people to play at the same time.

To share *Time Attack* with your friends you can either take turns driving with one profile or you can create additional profiles to match the number of participants. You can also share with your friends your saved personal ghosts: just select the *Upload* button in the *Upload Time Attacks* menu.

GTR Evolution includes the option of having multiple controller profiles. The default controller profile varies with the player profile being used. Controller profiles can be created or swapped between or during a racing session by entering the garage menu (car at standstill inside pit garage).

In order to switch between player profiles you must first leave the event and enter the player profile menu located in the options menu (the options menu can be found through the main menu). Load the preferred profile and return to the Time Attack event.

Online Time Attack
In addition to competing against ghosts saved locally on your computer you can also download ghosts made by other GTR Evolution players. To do this, you simply press the *Online Time Attacks* button in the *Time Attack* garage menu. Click the ghost file of your liking and then press the *Download* button.

In order to share your own ghost laps you must first save your ghost file locally before uploading it for other players to compete against.

The *Online Time Attacks* menu features filter options that allow you to compete against ghosts of players using the same settings as yourself. To change the filter settings you must click the *Filter*

button at the bottom of the screen in the *Online Time Attack* menu. The default filter always matches the settings used by the player.

Note: The Online Time Attack feature is only available in the Online version of the game.

Practice

This is the perfect game mode to improve your skills on a specific track with the car of your choice. Learn the fastest lines and get comfortable with your braking points or experiment with the car setup to see what effect it has on your handling. There is no time limit, so you are free to practice for as long as you want.

Practice allows you to practice a car or track without any strings attached.
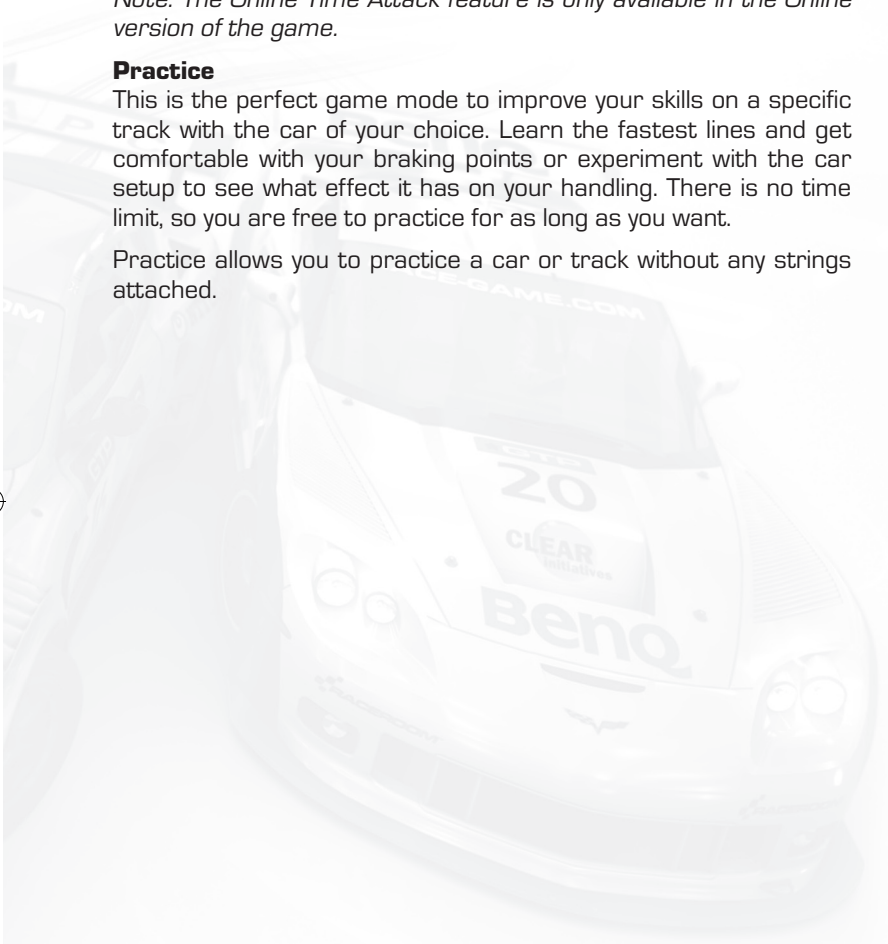
MULTIPLAYER

In the Multiplayer game mode, you can race against your friends on your local area network (LAN) or go online to face the competition from racers around the world. When you click on *Multiplayer* in the *Main Menu*, a screen will appear where you get to choose whether to play on your LAN or through the internet.

Please note that this game mode is only available in the Online Version of the game.

Joining a game

When you select either *LAN Game* or *Internet Game* in the multiplayer menu, you will be presented with a list of available games. To join a game, simply click on it in the list to select it, and then select *Join* at the bottom of the screen. Before attempting to join, please make sure that the game is not full.

By choosing '*yes*' on *Spectator* you can join a server as a member of the audience, provided the grid is not full.

Hosting a game

To host your own game, you press either *LAN Game* or *Internet Game* in the *Multiplayer* menu. Select the *Host* button at the bottom of the screen. Select a circuit, click *Continue*, select a car and its driver, click *Continue*. Now introduce your *Realism Settings* for the game.

If you want your game session to be private, enter a password in the *Password* field at the bottom of the list. Other users will then have to enter that same password to join your game.

Once you have selected the settings for your game, click *Host* and you will be prompted for a game name. This will be the description other users see in the game list. When you have chosen a name for your session and selected OK, the game will be loaded. Please note that the game will not be available for other people to join until the

session has loaded. When the session has loaded, you will be alone in your game, waiting for other players to join. When enough players have joined, you can choose to advance start the session – at this point no more players will be able to join the game.

You can also start a dedicated server by running the *RaceDedicated.exe* file in the game folder. Please read the *RaceDedicatedServer.txt* file located in the games folder for directions on setting up a dedicated server.

RACE RULES

Using a 1-race format, the driver with the fastest lap time in the qualifying session gets the best grid position for the race. Points are awarded to the top eight drivers at the end of the race. The winner gets 10 points, the following seven drivers receive 8, 6, 5, 4, 3, 2 and 1 point respectively.

Using a 2-race format, the driver with the fastest lap time in the qualifying session gets the best grid position in the first round of the race. Points are awarded to the top eight drivers after each round. The winner gets 10 points, the following seven drivers receive 8, 6, 5, 4, 3, 2 and 1 point respectively.

In the second round, the first eight grid positions are reversed. This means that the driver that wins in the first round will start in 8th position for the second round – and vice versa. From 9th onwards, the grid reflects the finishing order of the first round. When the second round of the race weekend is over, the points from both rounds are added and the overall winner of the event is named.

CHAMPIONSHIP RULES

The Championship Mode consists of eleven separate racing events. You will score points in each event based on your finishing position in the first and second race round. The winner of the championship is the driver with the highest amount of points after the last race.

A handicap weight system is in place where drivers have to carry added weight in their car if they finish in the top positions of a race weekend. In the first race of the season each driver will start with a 20 kilo handicap weight. A driver's handicap weight is then either increased or decreased throughout the championship season,

based on his results in each individual race weekend. The handicap weight of each driver can be seen on the timing screen.

Extra weight in a car will affect its performance in many ways, such as tyre wear, fuel consumption, car balance, and acceleration. An added 80 kilos makes a dramatic difference to the way a finely tuned racing machine feels and drives.

A car that continually finishes in the top 8 will have its ballast increased until it reaches the maximum weight penalty imposed by the championship regulations , which is 80 kilos. A car that carries a weight penalty that finishes 9th or 10th will loose 5kg, respectively 10kg of ballast.

Handicap Weights:	
1st place	+20 kg
2nd place	+15 kg
3rd place	+10 kg
4th place	+10 kg
5th place	+10 kg
6th place	+5 kg
7th place	+5 kg
8th place	+5 kg
9th place	-5 kg
< 10th place	-10 kg

FLAG RULES

Blue flag - Displayed when a driver does not yield to a car that is lapping him. 1st time is a warning, 2nd time indicates the driver must yield immediately, and the 3rd time earns a stop and go penalty.

Yellow flag - Slow down and do not pass. There is a dangerous condition on the circuit. If you pass under yellow you will be penalized or even disqualified.

Black flag - You have been disqualified for unsporting behaviour, for a technical fault dangerous to the other drivers or for failing to take a stop and go penalty.

CONTROLS

GTR Evolution includes presets for many of the most common controllers. However, if you start your computer with only a keyboard and mouse attached, the below control settings are set as default.

Driving
Accelerate...Up Arrow
Brake...Down Arrow
Steer left..Left Arrow
Steer right..Right Arrow
Shift up..Q
Shift down...A
Headlights...H
Window wipers / Helmet Tear offs..W
Change camera...Tab
Look left...V
Look right..N
Look behind...B

Game
Driver nametags...D
Pause..P

Extra
Toggle mirror...1
Toggle HUD..2
Toggle Ghost Car...3
Toggle Race line..4
Toggle Track Map..5
Realtime chat...C

Mouse Steering
Accelerate...Left Mouse Button
Brake..Right Mouse Button
Shift up / down..Mouse Wheel Up /Down

Most of these keys can be re-assigned by choosing *Options* in the main menu or garage menu, and then choosing *Control Settings*. There are many actions that do not have a shortcut key assigned to them by default, so do check out the list of actions to see if there is something that you would like to assign to a specific key by creating a new controller profile.

If you are not happy with the preset profile settings you can easily create a new customized one. This is also what you have to do if your specific controller is not included in the preset profile list.
This is done by selecting the *Create* button just below the *Profiles* list. You are then able to choose a name on your profile and assign your preferred actions to specific keys.

Example: click on Accelerate and then your right side pedal to assign that pedal to work as the gas.

After this you should double check your presets in the *Test Zone* by selecting the *Advanced* button on the bottom right corner of the menu to see that your presets are working the way you like them to.

If you are using a steering wheel that utilizes force feedback, select the *Advanced* button and then also the *Force Feedback* button in the bottom right corner of the menu to set it up.

GTR Evolution includes specialized *Force Feedback Effects* for a number of devices. Basic effects are recommended if your controller isn't listed in the profile list. You may also have to enable *Reverse Effects* depending on your device.

Force Feedback Effects are set to Off by default provided it is not included in the preset profile list as a force feedback enabled wheel.

Advanced Controller Setup
By clicking the Advanced button under Control Settings you are able to fine-tune your controls. Here's an explanation of each of the options available:

Mouse-steering: enable /disable the option of using your mouse for steering.

Left button accelerate: enable /disable the option of using your mouse to accelerate.

Right button brake: enable /disable the option of using your mouse to brake.

Shift with
wheel up / down: enable /disable the option of shifting gears by scrolling up or down with the scroll wheel on your mouse.

Hold button for gear: this function needs to be on in case you are using a controller with a gated shifter, such as the alternate shifting option on the Logitech G25.

Speed Sensitive
Steering: this setting controls the decrease in controller sensitivity relative to the cars speed. This means that at a low speed you will have more steering lock than at high speed.

Analog Sectors 1 to 3: these are the 3 sectors of the analog stick on a joypad, ranging from the center to the outer extreme. 1 being the first 1 /3rd of the sticks range, 2 being the second 1 /3rd of the sticks range and 3 being the final 1 /3rd of the sticks range. By fine-tuning these settings you can set up the sensitivity of the analog stick to your personal preferences.

Suggested Sector Settings:
S1: 1.8x, **S2**: 2.0x, **S3**: 2.2x

Sensitivity: this setting determines how sensitive the analog controller is for each component. High number equals high sensitivity, low number equals low sensitivity.

Dead Zone: this setting determines the amount of dead zone for each component. High number equals high dead zone, low number equals low dead zone.

Force Feedback: this setting enables you to fine-tune your Force Feedback settings.

VISUAL SETTINGS

The vehicle settings enable you to change the visual settings specifically for of your car, while the environment settings are about fine-tuning your general graphic settings.

Vehicle Settings

Car Deformation: this setting enables /disables the car deformation when crashing.

Rear View Mirrors: this setting lets you choose between realistic or virtual mirrors. Virtual mirrors are always visible, even when real mirrors might not be.

Visible Steering Wheel: this setting enables /disables the ability to view the steering wheel in cockpit view.

Maximum Visible Vehicles: this setting determines the number of maximum displayed vehicles (1-25). System performance improves by lowering the amount of vehicles.

G-force simulation: this setting determines the level of the visually simulated G-force (0-100%). The cockpit will shake less with lower values.

Look-to-apex: this setting determines how much the driver turns his head when driving into a corner. The higher the value, the more the driver looks towards the inside of the trajectory (0-100%).

Cockpit Camera Movement: this setting is about the camera movement in the cockpit view. The higher the value, the more the cockpit will shake (0-100%).

Disabled Collision Car Visibility: this setting determines how to display other cars in multiplayer when collisions are disabled. You can choose between a normal presentation of the car or have them shown as ghosts.

Real Seat Positions:	When leaving Real Seat Positions in the ' off position you are allowed to move the seat position outside the preset boundaries of the car used; this can have an affect on the visual presentation of the car's interior and the animated driver.

Having the **Real Seat Positions** setting in the off position may have a negative effect on the visual presentation of the car's interior and animated driver.

Environment settings

General Detail:	this is an overall preset for the environment. It affects all the elements according to the preset you choose.
Special Effects:	this setting controls special effects such as smoke and particles.
Reflection Effects:	this setting controls the amount of reflections.
Shadows:	this setting controls the amount of shadow. Game performance improves by lowering the amount of shadow.
Shadow Quality:	this setting controls the quality of the shadows. Game performance improves by lowering the shadow quality.
Texture Quality:	this setting controls the quality of the textures in the game.
Draw Distance (Track):	this setting controls the draw distance of the objects on and around the tracks. Game performance improves by lowering the draw distance.
Draw Distance (Mirrors):	this setting control the draw distance of the objects in your rear-view mirror. Game performance improves by lowering the draw distance.

Field of View: this setting controls the perspective in the game. Changing this setting can dramatically change the look and feel of the game and is therefore to be treated with caution.

Level of Detail: this setting controls the level of detail on the cars and tracks. Increasing this number means increased detail, decreasing this number means decreased detail. Changing the level of detail can affect the performance of the game.

One of the features in GTR Evolution is the performance monitor which can be found in the *Environment* section.

The performance monitor is designed to help you find the best compromise between visual appearance and game performance. Once you have enabled the performance monitor and set a target frame rate, the game will suggest the best suitable graphics settings after having monitored the games performance during a race session. The target frame rate is measured only in race sessions because those are the most demanding sessions in the game.

After the race session the performance monitor will, based on the frame rate reached during the race, suggest lowering or increasing your graphics settings. If the Auto Change Settings option is enabled, the game will inform you of the changes it will make before automatically changing the settings.

AUDIO SETTINGS

This is where you set the general volume levels for cars and menus. Apart from setting the general volume level, you can also tweak the individual soundlevels to balance the sound to your preference.

PROFILE SETTINGS

This is where you create, load and delete profiles. Watch their statistics and check their records.

CAR FILTER

This is where you can manage your custom car filters. The *Car Filter* is disabled by default, which means that if you select a certain class, your opponents will automatically come from the same class. If you wish to mix classes or create single make races, you can create new filters in the *Car Filter* menu.

To create a custom car filter, you have to enable the car filter by clicking the *Car Filter On* button at the top of the screen. After this you will need to select the *Create* button to create a new car filter, which you then can customize to your liking by selecting cars or classes from the list.

You can add as many filters as you like. You can rename or delete a filter by clicking the filter you want to rename/delete and select the *Rename/Delete* button at the bottom of the screen.

1) Red means a car/class is disabled.
2) Yellow means a class is enabled, but not all cars from this class are.
3) Green means a car/class is enabled.

DIFFICULTY SETTINGS

Before starting a racing event, you can choose which difficulty setting you want to drive with.

There are four available difficulty settings – Novice, Semi-pro, Professional and Custom. The difficulty setting determines which driving aids are available, how much damage your car will suffer when colliding with other cars or objects, as well as the minimum skill level of your AI opponents.

Difficulty level information

Novice
With the Novice setting, you will be able to use ABS (Anti-Lock Brakes), Traction Control, and Stability Help at their highest setting. The Damage Sensitivity setting can be set as low as 30%, and the lowest Opponent Strength is 70%.

Semi-Pro
With the Semi-pro setting, you will not be allowed to use Stability Help, and the setting for ABS and Traction Control will be restricted

to Low. The lowest setting for Damage Sensitivity is 80%, and the lowest Opponent Strength is 80%.

Professional
With the Professional setting, you will not be allowed to use any driving aids – so your car will handle just like its real world counterpart does. Damage Sensitivity is set to 100%, and the lowest Opponent Strength is 90%.

The professional setting is a challenge even to seasoned simulation racers, and if you are new to this type of game you will most likely find it a frustrating experience at first. However, once you learn to handle the car as it behaves in reality, you will feel a great sense of achievement and satisfaction from your new learned skills.

Custom
There are no restrictions when it comes to Custom setting. With Custom setting, you are able to change any settings as you wish.

DRIVING AIDS

ABS:　　　　　　　　ABS – or anti-lock brakes – is a system that enables you to brake hard without the brakes locking up. If you are not using ABS, you will need to be more gentle when applying the brakes in order to avoid locking them up.

Traction Control:　　　Traction control is a system that helps prevent individual wheels from losing traction when accelerating or making a hard turn.

Stability Help:　　　　Stability help is a system that compares the driver's intended direction in steering and braking input to the vehicle's response. The system then brakes individual front or rear wheels and/or reduces excess engine power to help correct understeer (push) or oversteer (loose).

Feel free to experiment with the driving aid settings to get a feel for what they do. After a while you may feel that you can drive without a certain type of aid.

HEADS-UP DISPLAY
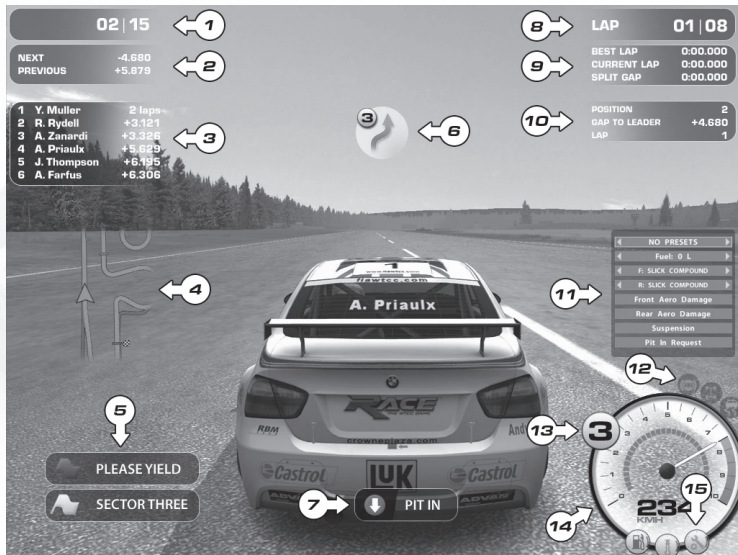
The Heads-up display shows:

1. Your current position in the race.

2. Real time gaps to the car in front of you and the car behind you.

3. Information on the position of the following cars, when the leading car passes the start ⁄ finish line.

4. Your position on the track.

5. Any flag being shown at the time.

6. The direction of the upcoming corner, plus the recommended gear selection for that corner.

7. The pit-in indicator, when your team manager has decided to call you in. This can be as a result of car damage, mechanical failure, or a change in the weather conditions.

8. Your current lap, plus the remaining laps.

9. Your best lap time, your current lap time, and real time feedback on your current split times compared to your best lap of the session.

10. The virtual pit board, which appears each time you pass the pit-straight. It shows your current position in the race,

your time gap to the leader, and your current lap.

11.   The pit menu, which allows you to change your pit-stop strategy.

12.   The driving aid indicators, showing which driving aids are enabled. The icon flashes when a particular aid is in use.

13.   The gear indicator, with the currently selected gear.

14.   The tachometer, showing the engine revs. Once the dotted line turns yellow you should prepare to change to a higher gear. When it turns red you are close to hitting the rev limiter and finally, when the gear indicator number turns red, you are on the rev limiter.

15.   The mechanical problem indicators, which will light up if you are running low on fuel, the engine gets too hot or you have suffered a mechanical failure.

CUSTOM SKINS

The custom skin feature supports the creation of custom car liveries, driver suits and helmets. The skins are easily used in the game and shared with others. Just follow the instructions on how to create your custom skin and how to define it in order to use it in the game. The skins can then be shared with other players for them to use and for them to be able to see your custom skins, for example while playing online.

For more info on how to create a custom skin, see the *CustomSkinTemplate.txt* included in the CustomSkins folder or visit www.gtr-evolution.com for more info.

FREQUENTLY ASKED QUESTIONS

Q: Does GTR Evolution support DX7 and DX8 graphics cards?
A: No, GTR Evolution only supports DX9 compatible graphics cards.

Q: Is an internet connection required in order to play GTR Evolution?
A: No, GTR Evolution gives you the option of installing an online and/or offline version of the game. The online version requires you to be online for activation, but enables you to race offline afterwards if you wish. The offline version does not require any online activation, nor does it include any online multiplayer possibilities.

Q: Why is my hard disk space reducing while playing GTR Evolution?
A: There is option called Timestamp Replays enabled by default. This option saves all replays which allocates space on your hard drive. This setting can be disabled under *Options > Game Settings*.

Q: My game just crashed. What are these minidump files mentioned in the error text? Where do I find these?
A: Minidump files are helpful for support when finding out possible reasons for your crash ⁄ failures. These can also be useful for developers when fixing possible bugs. The dump files can be found in a folder named Minidump under the game root folder if the crash occurred while playing the offline version.

If the crash occurred while playing the online version the file can be found under \Steam\steamapps\YourAccountName\Race 07\ Minidump

Q: How do I access the configuration program in the online (Steam) version of the game?
A: Right click on RACE 07 – The WTCC Game in the "My Games" list in Steam. Left click on "Race07 Video and Languages Options".

Q: Why can I not give gas and brake at the same time when I am using a wheel with separate brake and gas pedals?
A: You have not enabled dual axis (the opposite of combined pedals on Logitech products), enable dual axis (or disable report for combined pedals on Logitech products) and you will be able to brake and give gas at the same time.

Q: Which ports are used for hosting GTR Evolution dedicated servers on the internet?
A: TCP+UDP 48942 – 48957 and UDP 26900-26907.

Q: I am on a firewall protected LAN and wish to host a race for other users on the same LAN. Which ports do I need to open?
A: TCP+UDP 48942 - 48957 and UDP 48958-48973

Q: How do the pitstops work?
A: The Pit-stops function has been modified: you can plan your strategy before the race and also make changes during the race while on track.

Q: I'm going into pits, the pit menu pops up, what now?

A: If you had set a preset and if you are happy with the actions highlighted in green, just push the button mapped to "menu select" to confirm actions. If you hadn't selected a preset, you have to make your changes manually. It is important to know that only the actions marked green will be performed.

Q: How can I know which damaged parts need fixing?
A: The Pitmenu is useful for this too; damaged parts are marked red in the Pitmenu.

Q: I received stop/go penalty but fuel is running out, can the penalty be served later?
A: Yes, "postpone stop/go" option appears into Pitmenu when penalty is received. Confirm this and you can perform normal pitstop instead of a stop/go. Remember that the stop/go must be served inside 3 laps after you were notified, otherwise you will be black flagged.

Q: I don't have control of the car in the pitlane, why is that?
A: There is autopit on/off option in the main menu game settings, and in garage *Realism Settings*. This is enabled by default and is active in all sessions including offline practice. You can disable it and have full control of the car in the pitlane.

Q: What are Pitmenu presets for?
A: With presets you can decide before de race, how much fuel you want, whether to change tyres or not, and whether to fix damage or not during, the pitstops. Presets are class specific so you can use saved presets with all the cars in the same class.

Q: Why does the pitmenu have "pit in request" instead of "confirm" button when called while on track?
A: This useful option allows you to give the pits a heads-up about your intention to come in. Confirm the request and the "pit in" icon will appear on the HUD. Requested pitstops are also slighty faster compared to unrequested stops.

Q: Is the fuel amount chosen in preset/Pitmenu added to the tank, or is it the cumulative amount in the tank after the stop?
A: The selected amount will be added to the fuel in the tank before entering the pits.

Q: The Ghost car is a good learning tool, how about the raceline?
A: Time Attack now includes a raceline besides the ghost car which

shows all the inputs with different colors. Additionally the raceline has brake gates to show exactly where the driven ghost applied the brakes.

What makes the improved *Time Attack* even more useful is the possiblity to run 2 different ghosts and racelines, your own and a loaded one can be enabled at the same time. Ghosts and racelines can be mixed so it's possible to have your own ghost and a loaded raceline visible, for example.

Q: How come my saved replays are not playing any tyre sounds?
A: By setting replays to "full" quality, tyre sounds and many more sounds are played in replay. This only works with replays recorded with "full" setting, replays recorded with lower settings will play sounds based on the recording level. *(Go to Options–>Game Settings–>set "Replay Quality" to full. Keep in mind this option results in a bigger filesize for the replay files.)*

For further support, please visit www.gtr-evolution.com

ATARI Customer Service Numbers

Country	Telephone (You may be charged for calling)	Fax	Email/Websites
● UK	-	Technical Support **0870 8501958** 10:00 to 16:00 Monday to Friday (except Bank Holidays)	uk.helpline@atari.com www.uk.atari.com

Wrong number?
As some changes might have been done after this manual went to print, you can still access to all updated technical support numbers at:

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GTR EVOLUTION

ONLINE ACTIVATION KEY: