

<Art: Insert Epi warning and any other warnings required by law.>

[Introduction](#)

[Simraceway.com](#)

[Getting Started](#)

[Creating a Simraceway Account](#)

[Downloading and Installing Simraceway](#)

[System Requirements](#)

[Downloading the Simraceway Client](#)

[Installing and Launching Simraceway](#)

[Configuring Simraceway](#)

[Simraceway Download Manager](#)

[Downloading Content](#)

[Reviewing Content](#)

[Troubleshooting](#)

[Content Issues \(Including File Mismatches\)](#)

[Download Manager Issues](#)

[Changing Settings](#)

[Your Account](#)

[Getting Help](#)

[Playing Simraceway](#)

[Main Menu](#)

[Chat](#)

[Main Lobby Chat](#)

[Event Lobby Chat](#)

[Quick Race Lobby Chat](#)

[In-Race Chat](#)

[Chatting on simraceway.com](#)

[Newsfeed](#)

[Following Simraceway on the Web](#)

[Your Profile](#)

[Cash and Credits](#)

[Cash](#)

[Reviewing your Cash Balance](#)

[Adding Cash to your Simraceway Account](#)

[Redeeming a Coupon on simraceway.com](#)

[Credits](#)

[Reviewing your Credit Balance](#)

[Adding Credits to your Simraceway Account](#)

[Garage](#)

[Buying a Car](#)

[Buying a Car on simraceway.com](#)

[Buying a Car Bundle on simraceway.com](#)

[Downloading and Installing a Car](#)

[Updating a Car](#)

[Race Modes](#)

[Practice](#)

[Basic Practice Race Settings](#)

[Advanced Practice Race Settings](#)

[Practice Race Session Settings](#)

[Simraceway Tracks](#)

[Quick Race](#)

[Select Paint Screen](#)

[Quick Race Rules](#)

[Events](#)

[Skillquant Ranged Events](#)

[Entering Events on simraceway.com](#)

[Event Rules](#)

[Skillquant \(SQ\)](#)

[Replay](#)

[Saving a Replay](#)

[Saving a Replay on simraceway.com](#)

[Viewing a Replay](#)

[Renaming a Replay](#)

[Deleting a Replay](#)

[Changing Replay Settings](#)

[Replay Controls](#)

[Options](#)

[Controls](#)

[Mappings Screen](#)

[Mapping Profiles](#)

[Presets](#)

[Saving Your Own Presets](#)

[Loading Presets](#)

[Mapping Control Inputs](#)

[Default Keyboard and Controller Controls](#)

[Video Controls](#)

[The SRW-S1 Steering Wheel](#)

[Remapping the SRW-S1 Steering Wheel](#)

[Feedback Screen](#)

[Sensitivity Screen](#)

[Sensitivity Explained](#)

[Deadzone Screen](#)

[Deadzones Explained](#)

[Rates Screen](#)

[Rates Explained](#)

- [Mouse Screen](#)
- [Audio](#)
- [Video](#)
- [Difficulty](#)
- [On the Track](#)
 - [Race Screen](#)
 - [HUD](#)
 - [Tire and Brake Temperatures](#)
 - [Vehicle Damage](#)
 - [Driver Assists](#)
 - [Pitting in Simraceway](#)
- [Rules and Etiquette](#)
 - [Racing Rules](#)
 - [Pit Lane Rules](#)
 - [Pit Lane Speed Limit](#)
 - [Exiting the Pit Lane Safely](#)
 - [Overtaking Rules](#)
 - [Track Departure Rules](#)
 - [Driveable Area](#)
 - [Reckless Driving](#)
 - [Penalties](#)
 - [Visual Warnings](#)
 - [Racing Etiquette](#)
 - [Overtaking Etiquette](#)
 - [Changing Lines](#)
 - [Track Departure Etiquette](#)
 - [Wrecking, Cheating, and Abuse](#)
 - [Wrecking](#)
 - [Cheating](#)
 - [Abuse](#)
 - [Rule Enforcement](#)
 - [Reporting Incidents](#)

Introduction

Welcome to *Simraceway's* Online Racing World--the simple way to race online!

Featuring an array of authentic, real-world tracks and fun fantasy circuits, and a huge choice of on-demand, big brand cars, *Simraceway* offers a range of experiences for players of all abilities.

Whether you're racing for pride, prizes, or pure adrenaline, there's a game mode to suit you--and our groundbreaking skill-matching system will ensure you're always up against well-matched rivals.

And the best part is, *it's free!*

You can drive using a gamepad or wheel--you can even use a keyboard or mouse if you simply want to try it out--and you can compete without parting with a cent, thanks to a wide range of complementary cars and tracks and a Credit system that rewards you simply for spending time on the track.

Alternatively, if you feel like getting serious, you can splash out on extra cars and prized Events that could reward you with cash, sim racing swag, and memorable motorsports experiences.

We hope you enjoy the game--and remember, there are [loads of ways to get help](#) if you run into any problems.

<Art: *Insert image of Home screen*>

Simraceway.com

Simraceway is a premium racing game that can be downloaded directly to your PC. However you can also access many of its features via its online home, **simraceway.com**. Here, you can [update your account details](#), [add funds](#), [buy new cars](#), [enter Events](#), [chat with fellow drivers](#), and stay up-to-date with all the [latest game news](#).

Note: This manual deals primarily with the *Simraceway* game client. However, **simraceway.com** features are also covered within sidebars, which appear at the foot of relevant sections. You can also discover more about **simraceway.com** in its [FAQ](#).

Note: You must use the same login credentials to access both **simraceway.com** and the *Simraceway* game client.

Getting Started

In order to play *Simraceway*, you must first create an account at **simraceway.com** and download and install the game client to your PC.

<Insert image of the registration screen>

Creating a *Simraceway* Account

To create a new *Simraceway* account, click SIGN UP on the **simraceway.com** home page and fill in your details. Upon clicking the SIGN UP button once more, an account activation email is sent to the email address you entered. To activate your account, click the link within it.

Note: Signing up for an account provides you with 72 hours of access to the service, during which time you can discover what *Simraceway* has to offer. To continue playing beyond that period, you *must* activate your account by clicking the link. If you have any issues, simply talk to our Customer Support Team (see [Getting Help](#)).

Downloading and Installing *Simraceway*

<Insert image of the sign in screen, with system requirements visible>

System Requirements

To make sure your PC is capable of running the *Simraceway* game client, you should review its System Requirements before you start the download. These can be found by hovering over the “system requirements” link on the **simraceway.com** [sign in page](#), directly below the SIGN UP button.

Downloading the *Simraceway* Client

Upon signing up for an account, you are prompted to download the game client to your PC. To do so, click the DOWNLOAD NOW button.

Note: If you decide not to download the client during the initial sign-up process, you can click the DOWNLOAD link at the foot of any **simraceway.com** page to do so at a later date.

Note: From time to time, a client update will be required before you can log into *Simraceway*. To continue, simply follow the on-screen instructions and restart the client.

Installing and Launching Simraceway

Once the download is complete, follow the on-screen instructions to install the game, ensuring you have DirectX 9.0c or later installed (advanced users can set up their video preferences in the [configuration utility](#) during this process).

Upon launching the client, sign in using the login credentials you created when you signed up for your *Simraceway* account.

Tip: To save having to input your login credentials every time you sign in to the *Simraceway* game client, simply tick the Remember Me box on the login screen.

<Insert image of the Config utility>

Configuring Simraceway

To ensure *Simraceway* is configured to your liking, you can set your video preferences, including resolution, refresh rate, and whether you wish to view the game in Windowed or Fullscreen Windowed mode, in the configuration utility, which appears when you first install the game to your PC. You can also access this utility from the *Simraceway* folder in your PC's Start Menu and at: **C:\IgniteGT\Simraceway\Config**

<Insert image of the Download Manager>

Simraceway Download Manager

The *Simraceway* Download Manager has been designed to quietly and efficiently download and install all required car and track downloads and updates to your PC. To open it, launch the game client and click the red *Simraceway* icon in your system tray.

Tip: If you can't see the *Simraceway* Download Manager icon in your system tray, try launching the game client.

Downloading Content

The progress of any currently-downloading content is displayed in the form of a green bar.

- If there is a queue of cars and/or tracks, you can prioritise their download order by double-clicking on the content you wish to download next.
- Successfully-downloaded cars and tracks display greens "tick" icons, while existing content for which updates are available are marked by orange "refresh" icons.

Reviewing Content

Select the appropriate option in the top left-hand corner of the manager to view either the content still To Be Installed or the content already Installed. Select All to view both.

To search for a specific track or car, input your search term into the Filter By Name box and press **RETURN** (click the CLEAR button to clear the box).

Troubleshooting

Content Issues (Including File Mismatches)

If you experience any problems (e.g. a “file mismatch” warning) with a car or track in the game, you should establish the identity of the affected content (this can usually be achieved by checking the related filename) and re-download it using the following method:

1. Typing the car or track name into the Filter By Name box.
2. Right-clicking the appropriate car or track in the results list.
3. Selecting FORCE RE-DOWNLOAD from the resulting dropdown.

Download Manager Issues

Issues with the Download Manager itself can be easily resolved by right-clicking its icon in the system tray and selecting RESET from the resulting dropdown.

Changing Settings

By default, the manager is set to automatically complete all downloads in the background. To disable automatic downloads, untick the Enable Background Downloads box.

To reduce the bandwidth taken up by *Simraceway* downloads, select Low Bandwidth in the bottom right-hand corner of the manager.

Your Account

Click the MY ACCOUNT button in the top right-hand corner of the RaceHQ screen on **simraceway.com** to review your account details and preferences.

In the **My Account** section, you can update your profile details, change your password, and set your Event preferences. The **My Preferences** section lets you set your email and site preferences, as well as allowing you to redeem any coupons you’ve collected. The **Account Transactions** page displays all the Cash transactions that have been made on your account, from prize wins to car and Event purchases.

<Insert image of My Account Screen>

- **To update your name, email address, and street address**, click EDIT, enter your new details, and then click SAVE.
- **To alter your password**, click CHANGE PASSWORD, enter your current password, input (and confirm) your new one, and click UPDATE.
- **To decide which Events should be visible** on the Events screen, use the two boxes to define the “Skillquant Range” (see [Skillquant Ranged Events](#) for more information) within which all viewable Events should fall. You can also tick the box below to ensure you only see Events featuring cars you own.

<Insert image of My Preferences Screen>

- **To set how you want to stay up-to-date with Simraceway**, tick the relevant boxes on the left-hand side of the screen, check your desired Email Format, and click SUBSCRIBE.
- **To redeem a coupon containing Simraceway Cash**, enter the code in the box under “Redeem Coupon” and click REDEEM (see [Adding Cash to your Simraceway Account](#)).
- **To set how you want simraceway.com to function**, fill in the options under Site Preferences and click SUBMIT.

<Insert image of Account Transactions Screen>

- **To view specific Cash transactions**, use the Search box and the Sort By dropdown in the top right-hand corner of the screen (see [Reviewing your Cash Balance](#)).

Getting Help

It's easy to get help on *Simraceway*. If you can't find what you need in this manual or in our [FAQ](#) on **simraceway.com**, you can visit our [Forum](#) to see if your question has been asked before (or to ask it yourself!), [chat](#) to other players and Customer Support representatives both on the website and in the game, or click the HELP tab on the left of our website menu screens to send us an email.

Playing Simraceway

Main Menu

<Insert image of Main Menu Screen>

QUICK RACE Take on rival racers from around the world in live, multiplayer [Quick Races](#)

EVENTS	Race against the clock and bag some big prizes in Hot Lap and Challenge Events .
PRACTICE	Polish your driving skills and explore a whole world of free tracks in Practice mode.
GARAGE	Manage your car collection and download new vehicles to your Garage .
REPLAY	Watch the races you've recorded and tinker with your replay settings in the Replay screen.
OPTIONS	Set your Controls, Audio, Video, and Difficulty preferences in the Options screen.
QUIT	Quit <i>Simraceway</i> and return to your desktop.

Chat

<Art: insert in-game chat icon>

To stay in touch with fellow racers—and the *Simraceway* Customer Support team (indicated by a “SRW” user name prefix)—you can use a vast array of chat features available throughout the game.

Main Lobby Chat

To chat with other drivers logged into the *Simraceway* game client:

1. Click CHAT in the top right-hand corner of the screen. The Lobby window displays players currently online.
2. Type your message and press **RETURN**. It appears in the window above, along with any replies.
3. To close the chat window, click CHAT once more.
 - The arrival of messages posted while the window is closed is indicated by the chat icon flashing yellow.

Event Lobby Chat

To chat to players racing in the same Event as you:

1. Click the small window at the bottom of the Race Monitor screen.
2. Type your message and click SAY. Your post appears in the window above, along with any replies.
 - Those players currently active in the Event are displayed in the center of the screen.

Quick Race Lobby Chat

To chat to players in the Quick Race lobby:

- Type your message in the window at the bottom-right of the screen and press **RETURN**. It appears in the window above, along with any replies.
- Those players currently in the lobby are shown on the right-hand side of the screen.

To chat to players racing in the same Quick Race as you:

- Click the small window at the bottom of the Race Monitor screen, type your message and click SAY. Your post appears in the window above, along with any replies.
- Those players taking part in the Quick Race are displayed in the center of the screen.

In-Race Chat

- To talk to drivers taking part in the same race session as you, press the **T** key, type your message and press **RETURN**. It appears on the left-hand side of the screen.

<Art: insert simraceway.com menu screen featuring CHAT tab and open chat window>

Chatting on simraceway.com

To chat to other drivers and Customer Support representatives on simraceway.com:

1. Click the yellow CHAT tab on the left of most screens. A new window appears, showing the players currently in conversation.
2. Type your message and press **RETURN**. It appears in the window above, along with any replies.
3. To stop chatting, close the window.

Newsfeed

To find out about all the latest track and car releases, discover information on must-join Events, and catch up on all the action in *Simraceway's* online racing world, click NEWS in the top right-hand corner of any game menu.

Following Simraceway on the Web

Even when you're away from the game, you can follow *Simraceway* through its [blog](#), which can be accessed from **simraceway.com**, and via its [Facebook](#), [Twitter](#), [YouTube](#), and [Instagram](#) pages.

Your Profile

To view your *Simraceway* profile, including up-to-date information on your Skillquant Level (see [Skillquant](#)), the Events you've entered, the number of cars you own, and the amount of miles you've raced, click PROFILE in the top right-hand corner of any game menu.

Tip: You can also review up-to-date profile information at **simraceway.com** on your RaceHQ screen.

Cash and Credits

<Art: insert Cash and Credit balances at the top of game client screens>

Cash

Simraceway's primary currency, Cash can be used to purchase in-game items and services, including cars (see [Buying a Car](#)) and entry to paid Events (see [Events](#)). Cash can be won by performing well in certain Events or it can be added manually (see [Adding Cash to your Simraceway Account](#)).

Reviewing your Cash Balance

You can review your current Cash balance by viewing the top of any *Simraceway* game menu screen or the top right-hand corner of the RaceHQ screen on **simraceway.com**.

To see more detailed information:

1. Click ACCOUNT under your user name on **simraceway.com**.
2. Select the ACCOUNT TRANSACTIONS tab.
3. View the Transaction History section.

Adding Cash to your Simraceway Account

<Art: insert Add Funds pop up>

To add Cash to your *Simraceway* account:

1. Click the +FUNDS button, which can be found in the top right-hand corner of any *Simraceway* game menu or **simraceway.com** screen.

2. Choose an amount to add.
3. Decide on a method of payment and click COMPLETE TRANSACTION.
 - If you selected the My Credit Card option, you must also input your card details.
4. You are redirected to the relevant screen in order to confirm your payment.

Once confirmation is complete, your payment is displayed in the Account Transactions section of your Account screen (see [Your Account](#)) and your balances in the *Simraceway* game client and on **simraceway.com** are updated.

Redeeming a Coupon on simraceway.com

To redeem a coupon containing *Simraceway* Cash:

1. Click ACCOUNT under your username on **simraceway.com**.
2. Select the My Preferences tab.
3. Enter the coupon code in the box under “Redeem Coupon” and click REDEEM.
 - The value of the coupon is added to your [Cash balance](#) and a new entry is added to your Transaction History.

Note: All Cash transactions are made using US dollars.

Credits

Credits can be used to buy in-game items including cars (see [Buying a Car](#)). They can be earned by taking part in Quick Races, Hot Lap Events, and the Race sessions of Challenge Events—or they can be added manually (see [Purchasing Credits](#)).

Reviewing your Credit Balance

You can review your Credit balance by viewing the top of any *Simraceway* game menu screen or the top right-hand corner of the RaceHQ screen on **simraceway.com**.

Adding Credits to your Simraceway Account

<Art: insert Add Credits pop up>

To buy Credits:

1. Click the +CREDITS button, which can be found in the top right-hand corner of any *Simraceway* game menu or **simraceway.com** screen.
2. Choose an amount to add.
3. Decide on a method of payment and click COMPLETE TRANSACTION.

- If you selected the My Credit Card option, you must also input your card details.
4. You are redirected to the relevant screen in order to confirm your payment.

Once confirmation is complete, your payment is displayed in the Account Transactions section of your Account screen (see [Your Account](#)) and your balances in the *Simraceway* game client and on **simraceway.com** are updated.

Garage

<Art: insert screenshot of Garage screen with following callouts:>

Category filter
Subcategory filter
Owned cars filter
Car profile
Highlighted car description
Return to main menu
Buy highlighted car

<End of screenshot callouts>

Your Garage contains all the vehicles available to drive in *Simraceway*. To scroll through them, use the **LEFT/RIGHT** arrow keys.

To sort your selection by Manufacturer and Car Type:

1. Click on the arrows in the top left-hand corner of the screen to highlight the appropriate category filter.
2. Select one of the subcategories from the resulting list.
 - To scroll through the subcategories, use the **UP/DOWN** arrow keys.

To quickly view which of the on-screen cars you own (see [Buying a Car](#)), tick the MY CARS box at the top of the screen.

Buying a Car

Cars in *Simraceway* can be purchased using either Cash (see [Cash](#)) or Credits (see [Credits](#)).

<Art: insert Buy Car pop up from game client>

To buy a car:

1. Highlight it in your Garage and click the BUY CAR button in the bottom right-hand corner of the screen (its Credits and Cash prices are displayed next to the button).

2. In the resulting window, decide on your payment method.
3. Click the relevant BUY button.

Note: If you have insufficient Cash or Credits to complete your transaction, you are prompted to add more to your *Simraceway* account (see [Adding Cash to your Simraceway Account](#) and [Adding Credits to your Simraceway Account](#)).

<Art: insert Buy Car pop up from website>

Buying a Car on simraceway.com

To purchase a car from simraceway.com:

1. Click CARS in the main menu at the top of the screen.
2. Search for your desired vehicle.
 - You can narrow your options by using the CAR TYPE, MANUFACTURER, and YEAR dropdowns and sort the results using the dropdown on the right of the screen. You can also search by adding keywords to the Search Cars box in the top right-hand corner of the screen.
3. Once you've selected the car you wish to purchase, click the BUY NOW button in the top-right hand corner of its profile screen.
4. Check your Cash and Credit balances and choose which you wish to use to make your purchase.
5. Click the relevant BUY button.

<Art: insert Car Bundle screen>

Buying a Car Bundle on simraceway.com

As well as offering individual cars for download, **simraceway.com** also features themed "C Bundles", which allow players to purchase multiple vehicles in a single transaction, often at heavily-discounted rates. Some Bundles allow you to download all the cars required to race in certain Multicar Quick Races (see [Quick Race](#)).

<Art: insert a specific Car Bundle screen (Donington Collection?)>

To purchase a Car Bundle from simraceway.com:

1. Click CARS in the main menu at the top of the screen.
2. Click the VIEW CAR BUNDLES button at the top-right of the screen.
3. To view a specific Bundle, click its image or READ MORE link.
4. To purchase the selected Bundle, click the BUY NOW button.

5. To confirm your purchase, click the BUY WITH CASH button.

Note: *Simraceway* Car Bundles can only be purchased using Cash.

Downloading and Installing a Car

After purchasing a car, it is automatically downloaded and installed to your PC (see [Simraceway Download Manager](#)).

Tip: If a car purchased via **simraceway.com** does not appear when you tick the MY CARS button in the game client's Garage screen, refresh the screen by exiting and reentering your Garage.

Note: You will not be able to race a car that has not been fully downloaded and installed.

Updating a Car

Free updates will periodically become available for purchased cars. By default, these will be carried out in the background by the [Simraceway Download Manager](#).

Note: You will not be able to race a car in a Quick Race or Event if an available update has not been applied.

Race Modes

Practice

Practice Mode lets you explore all of *Simraceway's* tracks and race types, giving you the freedom to tailor your experience using a variety of settings.

<Art: *insert Car/Track Select screen*>

To polish your driving skills in Practice mode:

1. Click PRACTICE in the main menu.
2. Select a car and track combination and click NEXT.

<Art: *insert Ghost screen*>

- If you have a saved Hot Lap from your chosen track, the Ghost Race screen appears. Here you can choose to race against a "ghost" from a previous drive. To select a ghost to race against, highlight a replay file from the list on the left of the screen (tick ALL CARS to include cars other than the one you've chosen to race) and click NEXT. To race without a

ghost, click SKIP.

Note: If you select to race a ghost, some of the following options will become unselectable.

<Art: insert Layout Selection screen>

3. Choose a track Layout (if the chosen track has multiple configurations) and the Time of day you wish the race to begin (if supported by the chosen track), and click NEXT.
4. Decide what kind of race you want to take part in by amending the options in both the BASIC and ADVANCED tabs (see [Basic Practice Race Settings](#) and [Advanced Practice Race Settings](#)), and click RACE.
 - If you choose to take part in a Quick Race or Race, you must first click NEXT in order to set how your race will be configured (see [Practice Race Session Settings](#)).

Basic Practice Race Settings

Race Type	Set to Testing to take part in a free practice session with unlimited laps/time and no other drivers, Quick Race to get straight into a race session, and Race to engage in a full race weekend, including Practice, Warm Up, and Qualifying sessions.
Race Length Type	If you chose to embark on a Quick Race or Race, decide whether it will be measured by Laps completed or Time elapsed. You can also select Laps and Time to have your race decided by whichever of the two targets (set in the Practice Race Session Settings screen) is reached first.
Number of Drivers	If you chose to embark on a Quick Race or Race, decide how many opponents will be lining up against you on the grid (0-59).
AI Difficulty	If you chose to embark on a Quick Race or Race, decide how skillful your opponents should be by choosing a value between 70 (lowest skill level) and 120 (highest skill level).
AI Aggression	If you chose to embark on a Quick Race or Race, decide how aggressive your opponents should be by choosing a value between (lowest aggression level) and 100 (highest aggression level).

Advanced Practice Race Settings

Flag Rules	Decide on the race flags you wish to use in order to regulate your race (see Flag Warnings). Choosing None means you can drive how you like without worrying about warnings. Selecting Black Only
-------------------	----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

means that it will be possible for you to be disqualified for various infringements (resulting in all subsequent times in the session going unrecorded). Choosing **Full** means you are required to abide by all the usual race flags.

Fuel Usage

If you wish to practice pitting for fuel but are running a race length that won't drain your tank, use this option to artificially increase your fuel consumption by between **x2** and **x7**. For realistic fuel consumption, select **Normal**. To not have to worry about fuel, choose **Off**.

Tire Wear

If you wish to practice pitting for tires but are running a race length that won't affect their wear, use this option to artificially increase wear rate by between **x2** and **x7**. For realistic fuel consumption, select **Normal**. To not have to worry about fuel, choose **Off**.

Mech. Failure

To turn mechanical failures on or off in your race, select **Normal** or **Off**.

Type of Start

Decide how to start your main race session. You can use your selected track's default starting rules (**Use Track Default**) or choose a **Standing, Formation/Standing, Rolling, or Fast Rolling** start.

Practice Race Session Settings

Practice

If you chose to embark on a Race, set how many minutes its Practice session will last (from **5** to **160**), use your chosen track's default number (**Track Default**), or select **Off** to have no Practice session.

Qualifying

If you chose to embark on a Race, set how many minutes its Qualifying session will last (from **5** to **160**), use your chosen track's default number (**Track Default**), or select **Off** to have no Qualifying session.

Warm Up

If you chose to embark on a Race, set how many minutes its Warm Up session will last (from **5** to **160**), use your chosen track's default number (**Track Default**), or select **Off** to have no Warm Up session.

Race Laps

If you set the Race Length Type of your Quick Race or Race to include Laps, choose how many laps the race should last (from

2-1500).

Race Time

If you set the Race Length Type of your Quick Race or Race to include Time, choose how many minutes the race should last (from **3-1440** [24 hours]).

Note: You cannot disable a session if at least one session that precedes it has already been enabled (e.g. if the Qualifying session has been enabled, you can't disable the Warm Up one).

<Art: *insert Select Paint screen*>

5. Change the look of the car you'll be driving in the Select Paint screen and click SELECT.
 - To select which version (e.g. livery/color) you'll be driving, choose one of the boxes at the bottom of the screen.
 - To review your changes, click and hold the **LEFT** mouse button on the image of the car manipulate it by moving the mouse.

<Art: *insert Race Monitor screen*>

6. Make final adjustments to your car setup (PIT) and adjust gameplay options (SETTINGS--see [Options](#)) In the Race Monitor screen.
7. To get onto the track, click RACE NOW (or select LEAVE to return to the main menu).

<Art: *insert Tracks selection screen*>

Simraceway Tracks

To find out more about the tracks featured in *Simraceway*:

1. Head to **simraceway.com**.
2. Click TRACKS in the main menu at the top of the screen.
3. Select a circuit to view its description, map, images, and statistics.

Quick Race

Live, multiplayer races contested by up to 18 cars, Quick Races include "one-make" confrontations and "Multicar" races featuring various makes and marques of car.

Tip: To get straight into a Quick Race with the minimum of hassle, click the RACE NOW! button at the bottom of the screen.

<Art: *insert Select Event screen*>

To take on rival racers in a live, multiplayer race:

1. Click QUICK RACE in the main menu.
 - Previews of all available contests appear, each one containing an Entry fee, Prize, number of competitors, and car and track combination.
2. Highlight a Quick Race contest and click VIEW EVENT.

Note: In order to take part in a Quick Race, you must own its featured car (or at least one of the cars in a “Multicar” Quick Race).

Note: If you do not have the required Cash in order to enter a paid-entry Quick Race, the contest is locked (indicated by a red background).

Tip: If you receive a “File Mismatch” warning, you should force a redownload of the affected content (see [Content Issues \(Including File Mismatches\)](#)).

<Art: *insert Select a Match screen*>

- Your selected contest’s Quick Race lobby displays the races available to join in the Race List section on the left. To view more information on a particular race, including its current Status, number of competitors, and entry requirement (which takes the form of a Skillquant Range—see [Skillquant](#) for more information) highlight it.
3. To join a race, click the ENTER button, or to create your own race, click CREATE RACE. Once the countdown at the top of the screen has completed, the track loads.

Note: To ensure you are able to join a race, check your Skillquant Level and Skillquant Range which are both displayed at the foot of the Race List section.

<Art: *insert Select Paint screen*>

Select Paint Screen

While you’re waiting for your Quick Race to begin, you can click the CHANGE CAR/PAINT button to make final visual changes to your car in the Select Paint screen. To select which version (e.g. livery/color) you’ll be driving, choose one of the boxes at the bottom of the screen. To review your changes, click and hold the **LEFT** mouse button on the image of the car manipulate it by moving the mouse. Once you’re satisfied, click SELECT.

<Art: *insert Race Monitor screen*>

4. Make final adjustments to your car setup (PIT) and adjust gameplay options (SETTINGS--see [Options](#)) In the Race Monitor screen.
5. To get onto the track, click RACE NOW (or select LEAVE to return to the main menu).

Quick Race Rules

To read an overview of the regulations involved in Quick Races, Events, and in general racing, see [Racing Rules](#).

Events

There are two types of Event in *Simraceway*: **Hot Laps** and **Challenges**. Both require competitors to record the fastest times on nominated tracks using specific cars. However while Hot Lap Events pit individual racers against the clock over single, flying laps, Challenges place multiple drivers on the same track(s) and ask them to complete a full race.

<Art: insert *Select an Event* screen>

To take part in a Hot Lap or Challenge Event:

1. Click EVENTS in the main menu.
2. Search for an Event using the options on the left of the screen to refine your search.
 - Each Event's type, Entry fee, Prize, difficulty level, and entry requirement (which takes the form of a Skillquant Range—see [Skillquant Ranged Events](#)) appears on its preview.

<Art: insert a *Skillquant Ranged Event* preview image>

Skillquant Ranged Events

Most Hot Lap Events in *Simraceway* have specific entry requirements based on “Skillquant Ranges” (see [Skillquant](#)) meaning that only players with Skillquant Levels that fall within those ranges can enter them. For instance, if you have a Skillquant Level of 688, you will be able to enter a “Skillquant 500-700” Event, but not a “Skillquant 700-900” Event.

You can choose which Events you are able to view (both in the game and on [simraceway.com](#)) by setting your preferences on the My Account page (see [Your Account](#)

3. Highlight an Event and click SELECT.

Tip: If you receive a “File Mismatch” warning, you should force a redownload of the affected content (see [Content Issues \(Including File Mismatches\)](#)).

<Art: insert *Event Lobby* screen>

- The Event Lobby shows any progress you have already made in that Event, as well as information on the cars and tracks featured (for more detail about other competitors, click the LEADERBOARD tab in the top right-hand corner of the screen).

- To race against a “ghost” of the driver immediately above you in a Hot Lap Event leaderboard, tick the Ghost tick box at the bottom of the Event Lobby.

<Art: *insert Event Leaderboard screen*>

- To race against a different driver’s ghost in a Hot Lap Event, click the LEADERBOARD tab in the Event Lobby, click the RACE GHOST button next to the driver you want to compete against and confirm at the prompt.
4. To continue, select a server from the list on the left of the screen and click PROCEED.
 - Confirm the entry fee payment if required.

Note: In order to take part in an Event, you must own its featured car. If you do not, you are redirected to your Garage in order to purchase it.

Note: If you do not have the required Cash to enter a paid-entry Event, you are prompted to top up your account (see [Adding Cash to your Simraceway Account](#)).

<Art: *insert Select Paint screen*>

5. Change the look of the car you’ll be driving on the Select Paint screen and click SELECT.
 - To select which version (e.g. livery/color) you’ll be driving, choose one of the boxes at the bottom of the screen.
 - To review your changes, click and hold the **LEFT** mouse button on the image of the car manipulate it by moving the mouse.

<Art: *insert Race Monitor screen*>

6. Make final adjustments to your car setup (PIT) and adjust gameplay options (SETTINGS--see [Options](#)) In the Race Monitor screen.
7. To get onto the track, click RACE NOW (or select LEAVE to return to the main menu).

<Art: *insert Events screen on website*>

Entering Events on simraceway.com

To enter an Event via simraceway.com:

1. Select EVENTS from the main menu at the top of the screen.
2. Search for an Event, using the options at the top of the list to narrow down your search.
3. Click the EVENT DETAILS link on an Event preview to find out more about it, including its current Leaderboard, Prizes, Official Rules and Ts&Cs, and number of Entrants.
4. Click the ENTER button to join the selected Event and you are redirected to the *Simraceway* game client (you will be required to login if you aren’t already).
5. Follow the instructions above from **point 4**.

Event Rules

Each Event in *Simraceway* has its own terms and conditions, which govern how it is run. To view an Event's "Ts&Cs", follow steps 1-3 above and then click the "Official Rules and T&Cs" link on the right of the screen. To read an overview of the regulations involved in Events, Quick Races, and in general racing, see [Racing Rules](#).

<Art: insert Skillquant logo>

Skillquant (SQ)

The most accurate skill-quantification and matching tool in gaming, Skillquant (often referred to as "SQ") plays a vital role in keeping *Simraceway* contests fair and fun. By quickly and precisely defining each player's driving ability (known as their "Skillquant Level") and forming Quick Races and Events with entry requirements based on "Skillquant Ranges", Skillquant ensures all races are sufficiently challenging for competitors and that prizes are shared by drivers of all abilities.

<Art: insert example of a Skillquant Level, shown at the top of the game client>

Skillquant Levels in *Simraceway* start at 500 and peak at 1,100, with higher scores indicating higher levels of racing ability. You can view your current Skillquant Level by glancing at the top of any *Simraceway* game screen or by clicking PROFILE.

Note: To find out more about how Skillquant is used in *Simraceway* race modes, see the [Quick Race](#) and [Events](#) sections of this manual.

Replay

<Art: insert screenshot of Replay screen with following callouts:>

- Replay settings
- List of saved replays
- Selected replay data

<End of screenshot callouts>

To manage and view your recorded races and change your replay and recording options, click REPLAY in the main menu. Your replays are listed in the window on the left of the screen. Select a replay file from the list in order to view its data in the Replay Info window on the right of the screen.

Saving a Replay

<Art: insert Event Leaderboard screen>

By default, all your races are saved and stored on your hard drive (to change this, see [Changing Replay Settings](#)). You can also save replays of other drivers' Event performances.

To do so:

1. Click EVENTS in the main menu.
2. Choose an Event.
3. Click the LEADERBOARD tab.
4. Click the VIEW REPLAY button next to the driver you want to watch, and confirm at the prompt. The replay file is loaded up and saved to your PC.
 - To view the selected replay once it has loaded, click the start button at the bottom of the screen, or press **F2** to use a more comprehensive set of controls (see [Replay Controls](#)). To exit the replay, press **ESCAPE** and confirm.
 - To save the replay as an AVI file, which can be viewed outside *Simraceway*, click SAVE.

Note: To ensure your saved replay appears on the Replay screen, you must make sure its filename begins with a letter. To do so, head to the following folder (depending on your operating system) and rename it:

Windows Vista/7:

C:\Users\Username\AppData\Roaming\Simraceway\ReplayFridge\Replays

Windows XP:

C:\Documents and Settings\Username\Application Data\ Simraceway\ReplayFridge\Replays

Tip: If you wish to report the behavior of a *Simraceway* player to our Customer Support representatives, it is often necessary to provide a replay of the race in question (see [Reporting Incidents](#)).

<Art: insert an Event Leaderboard screen from the website>

Saving a Replay on simraceway.com

To save a replay via simraceway.com:

1. Click EVENTS in the main menu at the top of the screen.
2. Select an Event.
3. On its Leaderboard, click the arrow to the right of a driver's time to download their replay file.

4. When it has downloaded, copy the file to one of the locations listed below (depending on your operating system) and rename it to ensure its filename begins with a letter.

Windows Vista/7:

C:\Users\Username\AppData\Roaming\Simraceway\ReplayFridge\Replays

Windows XP:

C:\Documents and Settings\Username\Application Data\ Simraceway\ReplayFridge\Replays

Viewing a Replay

To view a replay of a recorded race:

1. Select it in the window on the left of the Replay screen.
2. To load it up, click the SELECT button in the bottom right-hand corner of the screen.
3. To view the loaded replay, click the start button at the bottom of the screen (to use a more comprehensive set of controls, press **F2**--see [Replay Controls](#)).

Renaming a Replay

To rename a replay, select it in the window on the left of the Replay screen, click RENAME, enter a new name and confirm. The replay file's new name is displayed in the list.

Deleting a Replay

To delete a replay, select it in the window on the left of the Replay screen, click DELETE and confirm. The replay file is removed from the list.

Changing Replay Settings

You can amend your replay and instant replay settings at the top of the Replay screen.

Record Replays	Decide whether or not you wish to save replays of your races onto your hard drive.
Replay Fidelity	Choose the quality of your recordings by selecting Lowest, Low, Medium, High, or Highest.
Record Hot Laps	Decide whether or not you wish to save replays of your fastest laps in each session onto your hard drive.
Instant Replay	Set the amount of time to be replayed when an instant replay is activated by selecting a period of between 10 and 30 seconds.

Replay Controls

<Art: insert screen showing a replay in motion, including the detailed suite of controls at the bottom of the screen>

While watching a replay, press **F2** to access a suite of on-screen controls that you can use to manipulate the action.

<i><Art: insert replay file icon></i>	A graphical representation of the currently-loaded replay file. To move quickly between the action within it, click and drag the green marker.
<i><Art: insert bookmark icon></i>	Add a bookmark to your current position on the replay file (a red marker is added to the visual representation above).
<i><Art: insert jump back icon></i>	Jump to the beginning of the replay file.
<i><Art: insert fast-rewind icon></i>	Rewind the action at high-speed.
<i><Art: insert rewind icon></i>	Rewind the action at regular speed.
<i><Art: insert slow rewind icon></i>	Rewind the action in slow motion.
<i><Art: insert pause icon></i>	Pause the action.
<i><Art: insert slow-forward icon></i>	View the action in slow motion.
<i><Art: insert play icon></i>	View the action at regular speed.
<i><Art: insert fast-forward icon></i>	Fast-forward the action.
<i><Art: insert jump forward icon></i>	Jump to the end of the replay file.
Prev Clip	Move to the start of the previous clip.
Next Clip	Move to the start of the next clip.
Split	To split the current replay file into separate clips, move the green marker to the point where you want to split the action and click the SPLIT button.
Copy	To copy a clip, select one and then click the COPY button. An identical clip is added directly after the original.
Delete	To delete a clip, select one and then click the DELETE button.
Move Left/Right	To change the order of the clips in a replay file, select one

and then click the MOVE LEFT or MOVE RIGHT button.

Save

Export the replay into AVI format by clicking the SAVE button, setting your save preferences, and clicking SAVE again.

Options

<Art: insert screenshot of Options screen with following callouts:>

Control settings
Audio settings
Video settings
Difficulty settings

<End of screenshot callouts>

Click OPTIONS in the main menu to set up your Control, Audio, Video, and Difficulty preferences.

Note: You can also access these options by selecting SETTINGS in the Practice, Quick Race, or Event Race Monitor screens.

Note: If you have an SRW-S1 Steering Wheel plugged into your PC, an extra tab appears allowing you to fine-tune its settings.

Controls

You can use a steering wheel, gamepad, or keyboard/mouse combination to race in *Simraceway*. Preferences for each type of control can be set by clicking the CONTROLS tab at the top of the Options screen.

Mappings Screen

Mapping Profiles

The Mappings screen allows you to view the active Mapping Profiles for your installed devices and tweak their control inputs according to your preferences. To do so:

1. Use the arrows to select a Mapping Profile (e.g. SRW-S1, Keyboard).
2. Adjust the individual control inputs associated with that profile (see [Mapping Control Inputs](#)) or load preset inputs that you have previously saved (see [Loading Presets](#)).

Presets

Presets are preconfigured control schemes that you can apply to your active Mapping Profiles in order to save having to tweak individual control inputs. *Simraceway* includes a selection of already-created Presets (e.g. LogitechG27, LogitechWingManFF), but you can also create your own.

Saving Your Own Presets

To create and save a Preset:

1. Adjust the control inputs you wish to change (see [Mapping Control Inputs](#)).
2. Click the SAVE button.
3. Enter a name for your new Preset and click OK.

Loading Presets

To load a *Simraceway*-created or user-created Preset:

1. Select the Preset you wish to employ by clicking the arrows to the right of the SAVE and LOAD buttons.
2. Click the LOAD button. The control inputs associated with that Preset will appear below.

Mapping Control Inputs

To map a new control input to an action:

1. Click on an action in the list (e.g. Throttle, Brake). A pop-up window appears inviting you to select a new input for that action.
2. Press the button or key you want to associate with the selected action.
 - To exit this process without mapping a new control, press **ESCAPE**.

Note: If you select a control input that is already being used for another action, you will overwrite it and that action will no longer have a control associated with it.

Tip: To completely clear an action of any control input, assign a currently-used input to it and then reassign that input back to its original action.

Default Keyboard and Controller Controls

Action	Description	Keyboard	Controller
--------	-------------	----------	------------

Throttle	Depress the throttle pedal.	A	Axis Y (-)
Brake	Depress the brake pedal.	Z	Axis Y (+)
Steer Left	Steer the car left.	, (comma)	Axis X (-)
Steer Right	Steer the car right.	. (period)	Axis X (+)
Shift Up	Move up a gear (when Auto Shifting set to OFF or DOWNSHIFTS).	Alt	B11
Shift Down	Move down a gear (when Auto Shifting set to OFF or UPSHIFTS).	Right Alt	B12
Clutch	Depress the clutch pedal (when Auto Clutch set to OFF).	Q	Q
HUD Mode	Change the information displayed on the HUD in the bottom left-hand corner of the screen.	Return	Return
Request Pit	Request a pit stop.	S	S
Launch Control	Activate launch control (if available on car).	/	/
Speed Limiter	Activate speed limiter (to regulate speed in the pit lane).	L	L
Brake Bias (F)	Adjust the brake bias at the front of the car.]]
Brake Bias (R)	Adjust the brake bias at the back of the car.	#	#
Look Left	Look to the left of your driving position.	V	V
Look Right	Look to the right of your driving position.	N	N
Look Behind	Look behind your driving position.	B	B
Vehicle Labels	Toggle your opponent's user names on and off.	Tab	Tab
Pause	Pause the action (not available in Quick Races or Events).	P	P
Toggle Free Move	Press and move mouse to look around.	U	U
Headlights	Switch your headlights on and off.	H	H

Realtime Chat	Talk to other drivers in a race.	T	T
Screenshot	Take a screenshot.	F12	F12
Steering Help	Change your current level of Steering Help (see Difficulty).	F1	F1
Opposite Lock	Turn Opposite Lock On and Off (see Difficulty).	F2	F2
Braking Help	Change your current level of Braking Help (see Difficulty).	F3	F3
Stability Control	Change your current level of assistance through Stability Control (see Difficulty).	F4	F4
Spin Recovery	Turn Spin Recovery On and Off (see Difficulty).	F5	F5
Invulnerability	Turn Invulnerability On and Off (see Difficulty).	F6	F6
Auto Shifting	Set your gear shifting preferences (see Difficulty).	F7	F7
Traction Control	Change your current level of assistance through Traction Control (see Difficulty).	F8	F8
Anti-Lock Brakes	Change your current level of assistance through Anti-Lock Brakes (see Difficulty).	F9	F9
Auto Pit Lane	Turn Auto Pit Lane On and Off (see Difficulty).	F10	F10
Auto Clutch	Turn Auto Clutch On and Off (see Difficulty).	F11	F11
Quit Race	Quit the current race and return to the Race Monitor screen.	ESCAPE	ESCAPE

Note: Any changes you make to Difficulty settings using the in-game shortcut keys will continue to apply throughout the whole game, until further changes are made.

Note: As all cars in *Simraceway* are authentic representations of their real-world counterparts not all of them are capable of using certain controls shown above (e.g. launch control).

Video Controls

As well as the default keyboard controls shown above, there's a suite of video-related controls that can be used to change your driving view and view races from various angles.

<Art: insert imagery showing each of the mentioned camera angles below (see JH instructions: "accompanying visual to camera angles should use a single image to show all the different camera angles as either point of that camera view and / or a single overview shot that shows every angle as an eyeline">

Action	Description	Control
Driving Cameras	Cycles through the TV Cockpit, Cockpit, and Nose driving views (see Video).	INSERT
Swingman Camera	Selects the Swingman driving view (see Video).	PAGE UP
Swingman Zoom In	Zooms Swingman Camera in.	Keypad 9
Swingman Zoom Out	Zooms Swingman Camera out.	Keypad 7
Swingman Left	Swingman Camera circles car in clockwise direction.	Keypad 4
Swingman Right	Swingman Camera circles car in anti-clockwise direction.	Keypad 6
Swingman Up	Swingman Camera flies over car from rear to front.	Keypad 8
Swingman Down	Swingman Camera flies back over car from front to rear.	Keypad 2
Swingman Reset	Returns Swingman Camera to default view.	Keypad 5
Tracking Cameras	Introduces a series of TV-style views that follow car around track.	PAGE DOWN
Onboard Cameras	Cycles through various views of--and from--car.	HOME
View Previous Vehicle	Camera moves to previous car on the track.	Keypad -
View Next Vehicle	Camera moves to next car on the track.	Keypad +
View Original Vehicle	Camera moves to the first car it featured.	Keypad Enter

Spectator Cameras	Cycles through predefined trackside vantage points.	END
Spectator Camera Control	Manipulates the view of the currently-controlled Spectator Camera.	Move MOUSE

The SRW-S1 Steering Wheel

The Simraceway™ SRW-S1 Steering Wheel has been preconfigured to work seamlessly with *Simraceway*. To use it, simply plug it into a USB port on your PC.

You can calibrate it in the same way as other controllers in the Sensitivity and Deadzone screens (the SRW-S1 automatically fills one of the two Controller Profiles) and you can remap its controls by selecting the SRW-S1 tab to the left of the CONTROLS tab (see [Remapping the SRW-S1 Steering Wheel](#)).

Remapping the SRW-S1 Steering Wheel

To remap the buttons on your SRW-S1 Steering Wheel, click one of the callouts on the wheel diagram, choose whether you want to change it to a DRIVING- or CAMERA-related control and then select the action you would like the highlighted button to perform from the resulting sub-menus. To save your changes, click APPLY. To return all the buttons to their original states, click DEFAULT.

Note: Two buttons cannot perform the same action. If you wish a button to perform an action that is already associated with another button, you will be prompted to remove that action from the original button.

Feedback Screen

Use the Force Feedback Type dropdown menu to select a device (Wheel, Joystick, or Gamepad) and load up its default force feedback profile. You can then fine-tune it by adjusting the various options below.

Force Feedback Effects	Set the amount of force feedback effects mapped through the control system (Off, Low, Medium, High, Full).
Force Feedback Strength	Set the overall strength of force feedback effects (-100 to +100).
Steering Force	Set the level of car wheel feedback you feel through the steering wheel. Move the slider left to increase the feedback and right to decrease it (33-133).
Steering Damper Sat	Set the saturation value of the steering damper (0-100).

Steering Damper	Define how damped the steering is. Move the slider left to decrease damper effects and right to increase them (0-100). As this value increases, steering feels smoother but less reactive.
Jolt Magnitude	Adjust the magnitude of the jolts caused by collisions (-50-+50).
Steering Vibration	Adjust the frequency of the vibrations caused by steering inputs (0-200).
Steering Vibration Magnitude	Adjust the magnitude of the vibrations caused by steering inputs (0-100).
Throttle Vibration	Adjust the frequency of the vibrations caused by throttle inputs (25-125).
Throttle Vibration Magnitude	Adjust the magnitude of the vibrations caused by throttle inputs (0-100).
Brake Vibration	Adjust the frequency of the vibrations caused by braking inputs (100-200).
Brake Vibration Magnitude	Adjust the magnitude of the vibrations caused by braking inputs (0-100).
Rumble Strip Vibration	Adjust the frequency of the vibrations caused by rumble strips (100-200).
Rumble Strip Pull Factor	Set how violently wheels pull left or right when negotiating a rumble strip (-50-+50).
Rumble Strip Magnitude	Adjust the magnitude of the vibrations caused by rumble strips (0-100)
Steering Vibe Type	Set the type of wave used to simulate vibrations caused by steering inputs (Sine, Square, Triangle, Sawtooth Up, Sawtooth Down).
Throttle Vibe Type	Set the type of wave used to simulate vibrations caused by throttle inputs (Sine, Square, Triangle, Sawtooth Up, Sawtooth Down).
Brake Vibe Type	Set the type of wave used to simulate vibrations caused by braking inputs (Sine, Square, Triangle, Sawtooth Up, Sawtooth Down).
Rumble Strip Vibe Type	Set the type of wave used to simulate vibrations caused by rumble strips (Sine, Square, Triangle, Sawtooth Up, Sawtooth Down).

Sensitivity Screen

Select a Controller Profile by clicking the arrows at the top of the screen and adjust the sensitivity of its various functions (steering, throttle, braking, etc) with the help of the diagram on the right of the screen.

Sensitivity Explained

Increasing a function's sensitivity (by moving its slider to the right) means that less driver input is required in order to achieve the same result. This can make a car more responsive but more vulnerable to minor driving errors.

Decreasing a function's sensitivity (by moving its slider to the left) means that more driver input will be required in order to achieve the same result. This can make a car drive more smoothly but less quick to react in emergencies.

Note: For most controllers, the X-Axis represents steering, the Y-Axis represents throttle, the RZ-Axis represents braking, and the S1-Axis represents the clutch (the S0-Axis represents both the throttle and brake when pedals are set to "combined" in the controller's profile).

X-Axis Sensitivity	Adjust the sensitivity of your controller's X-Axis.
RX-Axis Sensitivity	Adjust the sensitivity of your controller's RX-Axis.
Y-Axis Sensitivity	Adjust the sensitivity of your controller's Y-Axis.
RY-Axis Sensitivity	Adjust the sensitivity of your controller's RY-Axis.
Z-Axis Sensitivity	Adjust the sensitivity of your controller's Z-Axis.
RZ-Axis Sensitivity	Adjust the sensitivity of your controller's RZ-Axis.
S0-Axis Sensitivity	Adjust the sensitivity of your controller's S0-Axis.
S1-Axis Sensitivity	Adjust the sensitivity of your controller's S1-Axis.

Deadzone Screen

Select a Controller Profile by clicking the arrows at the top of the screen and adjust the deadzone of its various functions (steering, throttle, braking, etc) with the help of the diagram on the right of the screen.

Deadzones Explained

"Deadzones" are areas in axis travel that don't provide a response (for instance, the travel of a steering wheel before the wheels begin to turn or the travel of a brake pedal before the brakes are actually applied).

In order to make your car more responsive, you can elect to reduce or remove these deadzones to ensure that each function responds more quickly to each driver input. Alternatively, you might prefer to increase them in order to, for example, reduce the likelihood of inadvertent input.

To reduce a deadzone, select an axis and move its slider to the left until you're happy with the amount of axis travel before the function begins to take effect. To increase a deadzone, move its slider to the right. The diagram on the right of the screen indicates the size of the deadzone you have created.

Note: For most controllers, the X-Axis represents steering, the Y-Axis represents throttle, the RZ-Axis represents braking, and the S1-Axis represents the clutch (the S0-Axis represents both the throttle and brake when pedals are set to "combined" in the controller's profile).

- X-Axis Deadzone** Adjust the deadzone on your controller's X-Axis.
- RX-Axis Deadzone** Adjust the deadzone on your controller's RX-Axis.
- Y-Axis Deadzone** Adjust the deadzone on your controller's Y-Axis.
- RY-Axis Deadzone** Adjust the deadzone on your controller's RY-Axis.
- Z-Axis Deadzone** Adjust the deadzone on your controller's Z-Axis.
- RZ-Axis Deadzone** Adjust the deadzone on your controller's RZ-Axis.
- S0-Axis Deadzone** Adjust the deadzone on your controller's S0-Axis.
- S1-Axis Deadzone** Adjust the deadzone on your controller's S1-Axis.

Rates Screen

Adjust these settings to set "rates of control" for digital devices (e.g. keyboards, mouse buttons, and digital gamepads) with the help of the diagram on the right of the screen, and to decide on the effects of speed and g-forces.

Rates Explained

Unlike analog devices (e.g. wheels) whose control inputs have a wide range of states, the inputs of digital devices only have two states: on and off. "Rates" are therefore employed to smooth out the responsiveness of these inputs, thereby mimicking analog controls on a basic level.

The 'Rates' sliders below represent the amount of time it takes a pressed key or button, for example, to go from no input to full input (from a straight wheel to full lock, in the case of steering). Move the sliders to the right, to increase the rate of each input (thereby reducing this time period).

- Steering Rate** Adjust the rate of control that applies to steering on digital devices (10-100).

Throttle Rate	Adjust the rate of control that applies to throttle use on digital devices (10-100).
Brake Rate	Adjust the rate of control that applies to braking on digital devices (10-100).
Clutch Rate	Adjust the rate of control that applies to clutch use on digital devices (10-100).
Speed Sensitivity	Adjust the sensitivity of your steering input at high speeds (0-100).
Look Ahead	Decide how much you want the camera to look into turns. Move the slider to the right in order to increase the magnitude of the movement (0-100).
Head Movement	Adjust the movement of the driver's head in response to your driving inputs (e.g. steering, throttle, and brake). Move the slider to the right to increase the amount of movement (0-100).
Exaggerate Yaw	Set how much you wish the g-forces generated by the car's movement to affect the driver's head's position. Moving the slider to the left (to a minimum of -101) reduces the effects, while moving it to the right (to a maximum of 100) exaggerates them.

Mouse Screen

Simraceway features a mouse-controlled driving system that allows players to race using a combination of keyboard and mouse inputs. Adjust the options below to ensure the system is set up perfectly for your requirements.

Auto Center	Decide whether you wish your steering wheel to return to center after...what?
Auto Center Time Interval	Move the slider to set the amount of time it takes before your steering wheel returns to center after...what?
Auto Center Rate	Move the slider to set the amount of time it takes for your steering wheel to return to center after...what?
Ease-in Time	Move the slider to
Vehicle Minimum Speed	Move the slider to
Straight Road Look Ahead Dist.	Move the slider to set the number of <insert unit> you wish to be able to see ahead on a straight stretch of road.

Audio

Choose a preset Audio Profile (Low, Medium, or High) at the top of the screen and fine-tune individual options using the slider bars and arrows.

Music Volume	Adjust the volume of the music in the menu screens (0-100).
Sound FX Volume	Adjust the volume of the sound effects in the menu screens (0-100).
Engine Volume	Adjust the volume of your car's engine while racing (0-100).
Player Volume Ratio	Adjust the volume of your car in relation to other on-track noises (0-100).
Opponent Volume Ratio	Adjust the volume of your opponents' cars in relation to other on-track noises (0-100).
Spotter Volume	Adjust the volume of the spotter announcing your lap times (0-100).
Spotter Detail	Decide how much detail you want the spotter to go into (Off, Low, Medium, High, Full).
Spotter Lap Times	Decide under what circumstances you wish to hear the spotter announcing your lap times (Never, Except For Race, Always).
Number of Effects	Set the number of simultaneous sound effects that can be processed (8-32).
Upshift Beep	Decide whether you wish to hear an audible beep when an upshift is required.

Video

Choose a preset Video Profile (Basic, Normal, High, or Ultra) at the top of the screen and fine-tune individual options using the arrows.

Circuit Detail	Adjust the amount of detail you can see on a track (Low, Medium, High, Full).
Vehicle Detail	Adjust the amount of detail you can see on the vehicle you are driving (Low, Medium, High, Full).
Texture Detail	Adjust the detail of textured surfaces in the game (Low, Medium, High, Full).
Texture Filter	Choose which texture filtering method you wish to employ (Bilinear, Trilinear, Anisotropic: 2x, Anisotropic: 4x, Anisotropic: 8x, Anisotropic: 16x).

Special Effects	Adjust the level, and duration, of special effects (e.g. skid marks, smoke, sparks) shown in the game (Off, Low, Medium, High, Full).
Shadows	Adjust the detail and number of shadows cast in the game (Off, Low, Medium, High, Full).
Map	Decide if you wish to display a map of the track on the right of your race screen.
Shadow Blur	Turn On to soften the edges of shadows that appear in the game.
Visible Vehicles	Set the maximum number of vehicles you can view at any one time between 6 and 105.
Message Center	Turn in-game messages (e.g. chat, pit crew, and game status) On and Off.
KPH/MPH	Decide whether you want your speedometer and odometer to display MPH or KPH.
Units	Decide whether you want the game to display Metric or Imperial measurements.
Driving Lines	Select On to display the ideal racing line on the track.
Driving Wheel Position	Select On to display an indicator showing how far turned your car's wheels are. This applies to non-cockpit views only.
Heads-Up Display	Decide how much information you want on the screen while racing. Select Off to remove all overlaid data, Spartan to show only the speedometer and current gear, Minimal to add lap and positional information, and All to show everything.
Default View	Define the default driving view while racing (TV Cockpit, Cockpit, Nose, Swingman).
Mirrors	Choose whether you want to employ virtual mirrors to see the view behind your car--and where you wish them to be situated (Off, Full, Center, Side). This applies to non-cockpit views only.
Vertical FOV	Decide how wide you wish the vertical field of view to be. Select a value of between 35 and 100 or tick the box to use the Default setting.
Steering Wheel	Choose whether you want your car to feature an accurate steering wheel (On), a stationary one (Fixed), or no wheel at all (Off).
Auto Details FPS	Untick this option to select the minimum frame rate you wish the game to employ (between 15 and 150 FPS). <i>Simraceway</i> will automatically adjust the level of detail in order to maintain your selection. This option is turned off by default.

Difficulty

Choose a preset Difficulty Profile (Beginner, Novice, Intermediate, Professional, Veteran) at the top of the screen and fine-tune individual options using the slider bars and arrows.

Invulnerability	Turn On to make it impossible to damage your car.
Steering Help	Decide how much assistance you need with steering (Off, Low, High, Full).
Braking Help	Decide how much assistance you need with braking (Off, Low, High).
Opposite Lock	Turn On for assistance with out-of-control steering situations.
Spin Recovery	Turn On to make it easier to recover from a spin.
Auto Pit Lane	Turn On to automate driving in the pit lane.
Stability Control	Reduce your chance of spinning as a result of weight transfer and tire grip overloads by selecting Low or High. Otherwise choose Off.
Anti-Lock Brakes	Increase your car's stability under braking by selecting Low or High. Otherwise choose Off. (This option will default to High when either Stability Control or Braking Help is set to Low or High.)
Traction Control	Increase your car's stability under acceleration by selecting Low, Medium, or High. Otherwise choose Off.
Auto Shifting	Select On to automate gear shifts. Choose Downshifts or Upshifts to automate only those shifts. Select Off for complete control over gear changes.
Auto Clutch	Turn On to have the clutch applied automatically, at any RPM and without needing to lift from the throttle. (This option will default to On when Auto Shifting is set to Downshifts, Upshifts, or On.)
Auto Reverse	Turn On to make it possible to reverse by applying the brake while stationary. (This option will only function if Auto Shifting is set to On.)
Damage Multiplier	Increase or decrease the effects of damage after crashes (0-100).
AI Strength	Increase or decrease the ability of AI drivers (70-120). These values are overridden by options selected when setting up Practice Mode races.
AI Aggression	Increase or decrease the aggression levels of AI drivers (0-100). These values are overridden by options selected when setting up Practice Mode races.

Note: If you enter Events and Quick Races that have their own prescribed Difficulty settings your preferences for those settings will be overridden in those contests.

On the Track

Race Screen

<Art: insert screenshot of race screen with callouts numbered 1-20:>

- 1 *<Art: point to Lap time>*
- 2 *<Art: point to Last split time>*
- 3 *<Art: point to Race time>*
- 4 *<Art: point to Laps>*
- 5 *<Art: point to Penalty time>*
- 6 *<Art: point to Current position>*
- 7 *<Art: point to information bar on left>*
- 8 *<Art: point to race positions on right>*
- 9 *<Art: point to track map>*
- 10 *<Art: point to Flag warning>*
- 11 *<Art: point to Rearview mirror>*
- 12 *<Art: point to Rev counter>*
- 13 *<Art: point to Gear indicator>*
- 14 *<Art: point to Speedometer>*
- 15 *<Art: point to Odometer>*
- 16 *<Art: point to Vehicle Status>*
- 17 *<Art: point to Fuel icon>*
- 18 *<Art: point to Water temp icon>*
- 19 *<Art: point to Oil temp icon>*
- 20 *<Art: point to ONE OF Speed Limiter, Pit Requested, Low Fuel, Overheating icons>*

<End of screenshot callouts>

The race screen shows a variety of data designed to help drivers. The elements displayed at any given time depend on many factors, including the type of session currently in progress.

Tip: The amount of on-screen data can be adjusted in the Options screen (see [Videos](#)).

- | | | |
|----------|------------------------|--------------------------------------------------------------|
| 1 | Lap time | Elapsed time during current lap. |
| 2 | Last split time | Sector-by-sector comparison to your best lap time or the car |

directly in front of or behind you.

- 3 Total time** Elapsed time during current session.
- 4 Penalty time** The amount of time added for infringements such as leaving the track (see [Track Departure](#)).
- 5 Laps** The current lap number and the overall number of laps in the session (the latter figure won't be shown if there is no defined lap target or if a session is being measured in time--see [Basic Practice Race Settings](#)).
- 6 Your position** Your current position and the overall number of cars in the session.
- 7 Information bar** Displays up-to-date session information (e.g. any penalties that are due to be served).
- 8 Race positions** The positions of all the cars in the current race.
- 9 Track map** A basic map of the track, focusing on the sector you (the arrow icon) are currently in. Opponents are represented by dots.
- 10 Race warnings** The race warnings currently in force (see [Visual Warnings](#)).
- 11 Virtual mirrors** The view from behind your car. You can change the mirrors' configuration and turn them off in the Options screen (see [Video](#)).
- 12 Rev counter** A dial displaying your car's current RPM.
- 13 Gear indicator** The currently-engaged gear (numbers denote forward gears, 'R' represents reverse gear, and 'N' indicates that the gearbox is in neutral). Green and then red illuminations denote the optimum time to shift up from the current gear.
- 14 Speedometer** The current speed of your car (this measurement can be toggled between MPH and KPH in the Options screen--see [Video](#)).
- 15 Odometer** The total distance driven in the current car, across all game modes (this measurement can be toggled between MPH and KPH on the Options screen--see [Video](#)).
- 16 HUD** A heads-up display that can be toggled to reveal information on your car, including tire and brake temperatures, vehicle damage, and the current state of your driving assists (see [HUD](#)).
- 17 Fuel Remaining** Indicates the amount of fuel presently on board and the number of full laps for which it is expected to last (units can be toggled

between Imperial and Metric on the Options screen--see [Video](#)). Green dots provide a summary of how full your tank is.

- 18 Water temperature** Indicates the current water temperature (units can be toggled between Imperial and Metric on the Options screen--see [Video](#)).
- 19 Oil temperature** Indicates the current oil temperature (units can be toggled between Imperial and Metric on the Options screen--see [Video](#)).
- 20 Alert Icons** Icons displaying various alerts, including Speed Limiter and Pit Request status (see [Pitting in Simraceway](#)) and Low Fuel and Overheating warnings.

HUD

Displayed in the bottom left-hand corner of the race screen, the HUD can be toggled to show three different displays:

<Art: insert Tire Display>

Tire and Brake Temperatures

Tire temperatures are indicated by the numbers on (and colors of) the visual representations of each tire. Blue indicates that a tire is cold, purple represents a tire at race temperature, and red indicates an overheating tire. Brake temperatures are shown next to the orange icons below each tire.

<Art: insert Vehicle Damage Display>

Vehicle Damage

Damage is indicated by color-coding of the various components on your car (e.g. engine, rear wing). Grey indicates that a component is fully functional, yellow warns of damage, orange denotes severe damage, and red indicates that it has been completely destroyed.

<Art: insert Assists Display>

Driver Assists

Displays the current state of your driving assists (see [Difficulty](#)). Press the Function keys indicated on-screen to adjust these on-the-fly. Currently-enabled assists are shown in green. The more green dots displayed under an assist, the greater the level of help it is providing.

<Art: insert Pit Menu>

Pitting in Simraceway

There are a number of reasons why you might need to enter the pit lane during a race in *Simraceway*.

To stop for fuel, tires, or repairs, request a pit stop (press **S**--see [Default Keyboard and Controller Controls](#)), use the arrow keys to choose the tasks you wish your pit crew to attend to, and press the HUD Mode key (**RETURN** by default). Then, when you reach the pit lane, slow to the required speed (see [Pit Lane Speed Limit](#)) and stop within the red box, before pulling away safely once the countdown has finished. Upon exiting the pit lane, ensure you don't cross the white line that separates it from the track (see [Exiting the Pit Lane Safely](#)).

For more information on serving pit-based punishments, see the [Penalties](#) section.

Rules and Etiquette

Racing Rules

Note: Events and Quick Races in *Simraceway* are governed by a strict set of Terms & Conditions, which are outlined in the individual Event profile pages on simraceway.com.

Pit Lane Rules

Pit Lane Speed Limit

Special rules apply to driving in the pit lane, where a strict speed limit (which varies from track to track) must be observed. To ensure you adhere to this limit, where possible make sure your Speed Limiter is on (press **L**--see [Default Keyboard and Controller Controls](#)) at all times. Depending on the circumstances, you might also be able to press **F10** to employ the Auto Pit Lane assist (see [Difficulty](#)), which will have the AI drive your car for you while in the pit lane. If you exceed the pit lane speed limit, you will be given a stop/go or drive-through penalty (see [Penalties](#)).

Exiting the Pit Lane Safely

Another important aspect of ensuring safety during pit stops is to make sure cars feed back out onto the course without endangering those still on the track. For this reason, cars exiting the pits must ensure they don't cross the demarcations separating them from the track until after the pit lane markings have ended.

Overtaking Rules

In order to prevent accidents, overtaking is subject to a number of requirements in motor racing. Some of these are covered in the [Racing Etiquette](#) section below. However formal regulations are also necessary in order to maintain safety and fairness.

- A yellow flag (see [Visual Warnings](#)) will be waved to drivers approaching a minor hazard on the track. While yellow flags are on display, no overtaking is allowed (unless it is unavoidable). Any driver overtaking while the race is under a yellow flag will have to serve a drive-through penalty (see [Penalties](#)).
- Drivers who are being approached by a faster car (in a non-race situation) or a car that is about to lap them (in a race situation) will be shown a blue flag (see [Visual Warnings](#)). They are required to allow the car to safely pass. Drivers who fail to heed a blue flag three times, will receive a stop/go or drive-through penalty (see [Penalties](#)).
- Unfair blocking (any deviation from the racing line in order to impede the progress of another car) is also punishable by a penalty in live-marshaled races.

Track Departure Rules

All competitive modes In *Simraceway* have their own track departure rules that drivers must adhere to in order to avoid penalties. These rules are in place to discourage “cutting” (leaving the track in an attempt to gain a time or positional advantage). When a car leaves and then rejoins the [driveable area](#) of a circuit, a penalty is automatically computed based on the effect the departure had on the driver’s time and position in the race.

This calculation, along with a number of other important factors (including the type of race, whether an advantage was gained, the level of control the car was under when leaving the track, and how close to the ideal racing line the car was when returning to the track) is used to determine whether a penalty should be applied, and how large that penalty should be. Once decided, penalties are displayed on-screen (see [Race Screen](#)).

In Hot Lap Events, a track departure penalty will usually involve either a time penalty or an invalidated lap time. In Quick Races and Challenge Event races, a total of between one and three transgressions (depending on their severity) will normally result in a stop/go or drive-through penalty (see [Penalties](#)).

Driveable Area

The “driveable area” of a circuit is a zone considered to be the valid racing surface. This constitutes the actual track and, in most cases, some of the shoulder on either side of it.

Reckless Driving

Reckless driving, which includes, but is not limited to, driving the wrong way on a track, will often

result in disqualification from the session, whether there are other cars on the track or not. Any reckless driving that is deemed to be intentional may be dealt with outside normal racing rules (see [Wrecking and Cheating](#)).

Penalties

Punishments for on-track infringements include **drive-through penalties**, **stop/go penalties** and **disqualification** from the session. Here's what to do when you are forced to serve one:

Drive-through penalty When you are given a drive-through penalty, a dotted white arrow will appear at the top of the screen. In order to serve it, you must head to the pits within two laps of the notification and drive along the length of the pit lane at the prescribed pit lane speed. Failure to serve a drive-through penalty within the allotted time will result in a further penalty or disqualification.

Stop/go penalty When you are given a stop/go penalty, an icon showing red and green lights will appear at the top of the screen. In order to serve it, you must head to the pits within two laps of the notification and remain stationary within the red box indicated until the 10-second countdown has completed. Failure to serve a stop/go penalty within the allotted time will result in a further penalty or disqualification.

Disqualification When you are disqualified from a race or session, a black flag appears at the top of the screen. In race situations, you will automatically be returned to the Race Monitor screen. In Hot Lap Events and Warm Up/Qualifying sessions, it means any further times you record during the current session will not be recorded.

Visual Warnings

Visual warnings, including flags, are an integral part of keeping order in a race. Here is a summary of what the most common flags and warnings mean:

<Art: insert yellow flag> A yellow flag indicates a caution on the track.

<Art: insert red flag> A red flag indicates that the race has been stopped.

<Art: insert blue flag> A blue flag indicates that you must allow a lapping car to pass.

<Art: insert stop/go warning> Red and green lights indicate that you are required to serve a stop/go penalty in the pits.

<Art: insert drive-through warning> A dotted white arrow indicates that you are required to serve a drive-through penalty in the pits.

<Art: insert black flag> A black flag indicates that you have been disqualified from the session
<Art: insert checkered flag> A checkered flag indicates the end of a session.

Note: If a session ends before you have been able to serve a required stop/go or drive-through penalty, you will instead receive a time penalty.

Racing Etiquette

Simraceway strives for fair, fun competition. This can best be accomplished if all players share the same philosophy and respect for their fellow racers, both on and off the track. Differences in speed and handling are an expected result of the variety of car and driver capabilities in the game. All drivers must accept this and honor the right for others to perform to the best of their abilities.

For those unused to racing in the real or virtual worlds, here are a few quick pointers to avoid receiving [race penalties](#) and upsetting other drivers.

Overtaking Etiquette

Slower drivers should be aware of upcoming traffic and allow overtaking drivers to pass safely. Faster and more experienced drivers should show patience and not intimidate, crowd, or put other players' cars in jeopardy in order to make passes.

Changing Lines

Players should be aware of other drivers at all times--using their rearview mirrors and the Look Left (press **V**), Look Right (press **N**), and Look Behind (press **B**) controls if necessary--and especially the effects their actions have on nearby opponents. Any weaving across the track and changing lines within braking zones should be avoided unless absolutely necessary.

Track Departure Etiquette

If you are responsible for another driver leaving the track, it shows good sportsmanship to allow them to return to the race ahead of you.

If you leave the track yourself, it's vital to show due consideration to other drivers upon returning to the racing surface. You must at all times be aware of approaching cars and, where possible, rejoin away from the racing line and other populated areas of the track.

Wrecking, Cheating, and Abuse

The sections above have covered the basic rules and etiquette that govern the sport of motor racing, with specific reference to *Simraceway*. The subjects of wrecking, cheating, and abuse

require their own section, due to the fact that such actions represent far more than a mere contravention of etiquette and cannot be punished within the normal sporting confines of racing regulation.

Wrecking

'Wrecking' is the intentional damaging of an opponent's car. It is not tolerated in *Simraceway* (unless race server rules explicitly allow it) and **could result in a ban from the game**. Note that unavoidable contact and "rubbing" is not considered wrecking.

Cheating

All forms of cheating--whether taking place on or off the track--are expressly forbidden in *Simraceway*. **Those found to have engaged in such activity will be banned--and, in some cases, prosecuted for fraud or theft.** Although we undertake a number of measures to prevent cheating, no system is perfect and our greatest defense is the honesty and vigilance of our community.

Abuse

We expect *Simraceway* players to treat each other with dignity and respect on and off the track--and will treat any complaints of abuse or other unacceptable behavior with the utmost seriousness. You can find out more about our policies relating to online conduct and abuse by reading our [Terms & Conditions](#), which can be accessed by clicking the link at the foot of any **simraceway.com** page.

Rule Enforcement

Due to the sheer number of races taking place each day, much of the racing rule enforcement in *Simraceway* is carried out automatically. However race marshals are assigned to deal with big races and, along with the game's Customer Support team, are always on hand to deal with complaints of misconduct, both on and off the track.

Reporting Incidents

To report any incident you believe to be inappropriate (whether it's reckless driving, verbal abuse, cheating, or something else) in *Simraceway*, send an email to support@simraceway.com with a subject heading beginning with the words "**Incident Report:**" and including the **incident type** and **user name** of the offender (e.g. Incident Report: rockyroad deliberate crashing).

The body of the email should include:

- Your user name.
- The offender's user name.
- The nature of the alleged offence.

- The Event ID or URL of the session in which the alleged offence occurred.
- A replay file from the session (see [Saving a Replay](#)).
- The lap on which (and the race time at which) the alleged offence occurred.
- Any screenshots related to the alleged offence.

We will then consider all the evidence and take appropriate action. **Under no circumstances should you try to confront the player you are complaining about.**

To report an Event time that you consider to have been achieved by cheating, click the flag icon next to the time on the Event's Leaderboard screen. An email will be generated containing all the information required by the *Simraceway* Customer Support team. You can then either add extra detail or simply click SEND.

Tip: While we encourage sportsmanship and require all *Simraceway* players to show respect toward each other, we also understand that racing can be a fiercely competitive sport. If you have been involved in an incident on the track and are considering reporting a fellow player to us as a result, we recommend you first take a step back from the competition to reflect on what happened. If, after consideration, you still believe the offence is worthy of reporting, let us know about it and we will do everything we can to resolve it.