

PC CD-ROM



FACTOR™

FORMULA ONE 2005

YOU'LL NEVER GET ANY CLOSER...



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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 certain monitor 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, 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.

You should take the following advises:

- Do not stand too close to the screen. Sit a good distance away from the monitor.
- Avoid playing if you are tired 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.

Due to the displayed speeds in the game and the realistic simulation of bumps, driving physics and tough competition you can experience higher stress, sweating and an increased Fear-factor.



Driver's manual

Welcome to this Driver's manual for CTDTP 2005 for rFactor.

To enjoy rFactor as much as possible you will need some information, which we will explain here.



1. Engine programs and engine cooling

The best oil temperature is between 100° - 130°C, everything above 130° C heavily increases the wear of the engine .

If it rises above 130° C in slow corners at slower speeds for a short period of time, it shouldn't be a problem.

In general, the higher the average speed of a track, the bigger the amount of cooling air, hence less cooling is required.

Engine programs:

Every team has the possibility to set up the engine in 10 steps.

We suggest to use step 5 or 6 during the race, higher steps should only be used temporary for a short time or in Qualification for a fast lap.

We decided to remove the RPM-Setting. Rounds-per-Minute, performance, wear, fuel usage and temperature are all regulated with the engine programs.

No engine will survive a race with program 10.

There are teams with engines which have a higher durability, some with a lower, you'll have to test it yourself.



Engine program 1	The lowest wear, the lowest heat, the lowest fuel usage, the lowest performance, the lowest rounds-per-minute
Engine program 2-10	Increased wear, increased heat, increased fuel usage, increased performance, increased rounds-per-minute

2. Brakes and brake ducts

The brakes are no longer unimportant. Don't even try to drive a full race with cooling set at 2. 3 or higher should be used at minimum. At extreme tracks like Montreal, Canada you may not only need the highest cooling, but you may also have to decrease brake pressure.

You will also need to find the right brake disc thickness, which you can check in the setup-menu.

The higher the brake temperature is, the thinner the brake disc gets during the race. So your cooling may be sufficient for the first laps, but temperatures may rise at the end of the race and your brakes explode. Here experience ensures you success.



3. Tires, and Parc Ferme

In this Release are 3 kinds of tires for each tire manufacturer: Soft, Medium and Hard compound.

The tires try to simulate the real tires' behavior from 2005 as good as possible.

The tire rules of 2005 state, that tire changing during the race is prohibited. So tire changes can only be done, when the tire is damaged or nearly completely worn.

Michelin has an advantage in qualifying, but in the race, it's not so big.

Hard or medium tires can have an advantage at the middle and the end of the race. They don't wear as much as the soft compound.

The tire choice for qualifying and race is set, when you start your car in qualifying for the first time. Later on, no change of compound is possible.

Before you enter the qualifying you'll also have to set up the fuel strategy for the race. Do not forget to take into account the fuel used during Recon Lap (from the box to the grid) and formation lap as well.



Settings

To simulate all rules and to the right wear depending on the race length you should use the following settings.

Ingame

Laps in qualifying:	3
Start procedure:	Formation lap/Standing

Controller.ini

```
Reset FFB Time="0.00000" // reset force feedback  
every X seconds (0 to disable)
```

In case your Force Feedback often stops, you can set up the time after which the FFB-settings gets reset by rFactor automatically.

```
Steer Ratio Speed="20.00000" // Speed at which  
low speed steering lock override ends (for pit  
navigation, units are meters/sec, 0.0 to disable)
```

Below this speed you get much more steering lock, useful for example in narrow pit lane.

```
Keyboard Layout Override="1" // 0 = default, 1 =  
try Windows conversion, 2+ = attempt to use one  
of the existing supported keyboard layouts
```



If you have special keyboard layouts from different countries, you may want to experiment with this option.

```
Keyboard Flags="4" // Try tweaking if there are  
issues with multimedia keys. Add to include flag:  
1=foreground, 2=exclusive, 4=allow windows key
```

Setting "4" enables the use of Play, Pause, Stop, Forward and Backward-Keys on your Multimedia Keyboard.

```
Mimic Steering="0" // Mimic AI or pitlane  
assistance with force feedback
```

This activates (value "1") if your Force Feedback should simulate an observed driver or the AI. Usually this is set to "0".

```
Alternate Neutral Activation="0" // whether to  
select neutral if shift up & shift down are  
pressed simultaneously
```

This setting to "1" and you can't switch to neutral by accident. Now you will have to press gearshift-up and gearshift-down at the same time in order to shift to neutral.

```
Alternate Rearlook Activation="1" // if left look  
and right look are both pressed, rearlook becomes  
activated
```



If you press the keys "look left" and "look right" at the same time, you look back if this is set to "1".

user.plr

```
No AI Control="1" // AI never has control over
car (except autopit)
```

The AI will take over your car at the end of the race or the practise if set to "1".

```
Pitcrew Push="1" // When out of fuel in pitlane,
allows pitcrew to push car (use throttle and gear
selection to direct)
```

If you are in the pits, but not enough fuel to reach the garage, your pitcrew will push you, although they's invisible. ;)

```
Any Camera HUD="1" // whether to show the HUD
from any camera (in particular, trackside)
```

When activated it enables you to use the HUD in all cameras. So even in trackside cams the lap times can be watched.

```
Repeat Shifts="0" // 0 = no repeat shift
detection, 1 = detect and eliminate accidental
repeat shifts, 2 = prevent shifting again before
```



```
previous shift is completed
```

If your steering wheel is broken and it shifts twice, although you only press the button once, you can set this to "1" and the game disables extreme fast gear double-shifting.

```
Net Race Warning="Secondary\HornUpgrade.wav" //  
Signal that multiplayer game has moved to race  
session (empty this if you don't want the game to  
automatically take window focus)
```

You are on the desktop and the race starts. This enables an signal, which brings you back to the game automatically as the race starts. If you don't want it, deactivate it.

```
LCD Display Modes="29" // Add the modes to allow  
them: 1=status 2=aids 4=engine/brake temps 8=race  
info 16=standings
```

This setting tells which pages you want to have in your HUD.

```
Self In TV Rearview="0" // 0=none, 1=rear wing &  
wheels, 2=body & susp, 3=1+2, 4=cockpit, 5=1+4,  
6=2+4, 7=all
```

```
Self In Cockpit Rearview="0" // 0=none, 1=rear  
wing & wheels, 2=body & susp, 3=1+2, 4=cockpit,  
5=1+4, 6=2+4, 7=all
```



With this settings enabled, you can see your own car in the mirrors. One for cockpit, one for t-cam.

```
Display Vehicle Labels="3" // 0=never 1=single-  
player 2=multi-player 3=always
```

These are the names above the cars. If you want them to show up always "3", only in Multiplayer "2" and only singleplayer "1".

```
Garage Detail="0.20000" // LOD multiplier when  
vehicle is in garage (0.0-1.0)
```

This can save a lot performance. The lower the value the less detailed are the cars in the pitgarages. This gives an FPS hit.

```
Shadow Blur="1"  
Shadow Cache="1"
```

News since the last patch. Shadow Blur will cost a bit performance loss, but they look much nicer.

Shadow Cache, you'll have to try out. Some may gain some FPS.

```
Sky Update Frames="350" // Frames between sky and  
light updates
```



Every X frames, shadows and light will be updated. Increasing this value may safe performance.

```
Allow HUD in cockpit="1"
```

This enables the HUD in the cockpit.

```
Allow Swingman in Pitlane="1"
```

This allows to use the Swingman-Cam in the pit lane. Often quite helpful.

```
Engine Emitter Flow="1" // Whether engine  
smoke/flames flow over emitting vehicle  
  
Tire Emitter Flow="1" // Whether tire smoke/dust  
flow over emitting vehicle  
Smoke Flow="1" // Whether all smoke/flames/dust  
flow over non-emitting vehicles  
  
Raindrop Flow="1" // Add to enable: 1=flow over  
current 2=flow over other vehicles  
  
Rainspray Flow="1" // Add to enable: 1=flow over  
current 2=flow over other vehicles  
  
Spark Flow="1" // Add to enable: 1=flow over  
current 2=flow over other vehicles
```



This is all about air turbulences of engine smoke, tire smoke, dust, rain, spray and sparks. At "1" all this will be swirling in the air aerodynamically.

```
Display Icons="2" // Icons displayed if HUD is  
off: 0 = none, 1 = flags only, 2 = all
```

Our only advice is to take "2". This shows all icons: Drive-Through Penalty, Stop And Go Penalty, high engine temperature, yellow blue, green etc.

```
Max Framerate="0" // 0 to disable, for regular  
exe only, see multiplayer.ini for dedicated  
server framerate
```

Here you can limit the maximum framerate of rFactor. This decreases FPS fluctuations and may avoid stuttering for some users.

```
Auto Detail Framerate="0" // Details and visible  
vehicles will be automatically reduced (by up to  
half) if framerate is under this threshold (0 to  
disable)
```

Another new and very good feature!

If the FPS drops under this value, all visible cars and details are reduced down to half to keep the FPS up. This can be helpful for users with low FPS at the start.



```
Delay Video Swap="0" // Whether to delay video
swap if card is busy - this should only be used
if framerate clearly improves - otherwise it is
only delaying response time
```

This may increase FPS, but may not. In that case, just reset to "0".

```
Screenshot File Type="2" // 0=default (jpg),
1=bmp, 2=jpg, 3=png, 4=dds
```

This sets the output file format for screenshots.

BMP	No Compression, big files
JPEG	Compression, small files
PNG	No Compression, big files
DDS	Textures, not for screenshots

```
Record Replays="1" // whether to record replays
or not
```

Here you can set, if Replays should be recorded or not.

If you are in a League and you can download the screenshots afterwards, you can disable this here, as it saves memory and disk space during driving.



```
Save All Replay Sessions="1" // whether to save  
the replay from each session
```

This set to "1", Replays of all sessions (Training, Qual, Warm-up and Race) are saved.

```
Record To Memory="1" // record replays to memory  
rather than disk (may possibly reduce stuttering,  
but at your own risk because memory usage will be  
significant for long races)
```

Replays get saved in the regular memory and after the race they get saved to hard disk. This makes the game run much smoother, but memory usage will increase heavily and you may lack memory at the end of a long race. Try it out yourself!

```
Compress Replay="0" // whether to compress VCR  
file (uses less disk space but takes more time to  
write)
```

Compresses the replays. The filesizes decreases, but saving the replay needs more time.

```
Record Hotlaps="1" // whether to record hotlaps  
or not (must have replay recording on)
```

Saves the fastest lap as an extra replay.



```
Instant Replay Length="30"
```

This defines the length in seconds of the replay you get while racing and pressing "R".

```
Super Player Replay="1" // record player at  
higher frequency
```

Replays are saved in a better quality.

```
Private Test Day="1"
```

"1" starts a test day without any AI drivers, but you can add them using the "ADD AI" button.

```
Number Track Replays="5" // how many replays to  
store for each track (using default naming  
convention only!)
```

```
Number Race Results="10" // how many race results  
files to store (using default naming convention  
only!)
```

```
Multi-session Results="1" // whether to store all  
sessions at a track in a single results file, new  
default is one session per file
```



```
Disconnected Results="1" // show results for
clients disconnected at end of prac/qual/warmup
```

This defines how many replays per track should be created before an old one is overwritten.

The 2 last ones activate whether all sessions should be saved in one file or in many files, and if players, who left the server should be saved as well.

```
Relative Fuel Strategy="0" // Show how much fuel
to ADD, rather than how much TOTAL fuel to fill
the tank up to
```

Another new thing. Should the fuel be added or should the current fuel be increased to match an absolute value?

Strategies work perfectly since the new Patch. We suggest "1", so you can come to box even a lap early, without having to recalculate your strategy during the race.

```
Relevant Setups Only="0" // 0 = show all setups
in folder, 1 = only show setups for your current
vehicle
```

Either all setups are shown in the menu, or only those created with this car.



```
Keep Received Setups="3" // 0=do not accept,
1=keep until next track, 2=keep until exit,
3=keep forever
```

This defines, what should happen to received setups.

0	Accept no setups.
1	Receive setups and keep them, till the next track is loaded
2	Receive setups and keep them till you leave the game.
3	Save forever.

```
MULTI Free Settings="107" // add any of the
following to allow minor changes with fixed
setups or parc ferme: 1=steering lock, 2=brake
pressure, 4=starting fuel, 8=fuel strategy
16=tire compound, 32=brake bias, 64=front wing
```

This setting defines the Parc-Ferme-rule. These carsettings may or may not be edited after the qualifying.

```
Realtime Splits="1" // 0=show race splits at
sectors only, 1=realtime splits (can be toggled
while driving with pit decrement key
```

Gaps to your opponent during the race. These can be updated in realtime or "only



for each sector" like in real Formula One.

```
Show Extra Lap="1" // 0 = show laps completed, 1
= show lap you are on
```

How many laps should be displayed while driving?

0	Only show finished laps.
1	Show the current lap.

```
One Lap To Go Warning="4" // Race only: 0=none,
1=message, 2=white flag, 3=both, Race+Qual: add
4. Feature not implemented for timed races or
lapped vehicles.
```

One lap before finish, there is a message, which you can configure here.

```
Pitstop Description="1" // Gives extra info about
what's taking time in pitstop
```

This is also new and gives you additional information during pit stops. It display which task takes the longest time and the estimated required time.



```
Measurement Units="0" // Units for everything  
EXCEPT speed (0 = metric, 1 = english/imperial)  
Speed Units="1" // 0 = MPH, 1 = KPH
```

Choose between imperial measurements and metric measures.

```
Damper Units="1" // Display dampers (shocks) in  
garage as: 0 = setting (e.g. 1-20), 1 = rate  
(e.g. 1000-9000 N/m/s)
```

Damper in the pit lane, Value "1" and you see proper N/M/s-values. "2" gives you just values from 1-20.

```
[ Miscellaneous ]  
Key Repeat Rate="1"  
AVI export width="1024"  
AVI export height="768"  
AVI export framerate="50.00000"  
AVI export quality="100.00000"  
AVI compressor fourcc="divx" // Changes  
compression algorithm
```

These are additional settings for your video-output of replays, much more than you can configure ingame.



This are some possible codecs:

none	uncompressed
DIVX	compressed
XVID	compressed
WMV	compressed

And you can define the horizontal width and vertical height of the output.



System recommendations

Required:

2 Ghz CPU
512MB Memory

Nvidia Gf 5600fx
Ati Radeon 9800pro



Details on minimum

Recommended

3 Ghz CPU
1024MB Memory

Nvidia Gf 6800gt
Ati Radeon X850XT



Details on maximum

This are just recommendations based on tested systems. It may vary from system to system. Best to try it yourself.



FAQ

<i>Problem</i>	<i>Answer</i>
For which game is this modification?	This Mod is only recommended for rFactor Version 1.150. For further information visit www.rFactor.net .
Does it run on F1-Challenge?	An Version for F1-Challenge is available on our Homepage .
Is there a track-pack with all tracks?	No, there is no complete track-pack. CTDP will release its tracks one by one. On www.rfactorcentral.com you can find more tracks to download.
How can I unlock all cars?	Take Minardi and start a testday. Type "ISI_BABYFACTORY" in the chat-window and all cars are available now.
There are no cars in the menu and I get the error message "tyres05.mas can not be found".	This is a known problem, we couldn't fix. It occurs when you try to select F1-Cars in the "All Cars & All Tracks"- Mode. To avoid this Problem, you should only run the mod from from it's own menu.
After selecting the F1-2005 Mod in the Mod-menu, the driver-pictures are misplaced. After switchin from F1-2005, menu-elements are missing in other mods.	CTDP uses an own menu, which is modified to some extent and is specially optimised for the mod. Unfortunately at the moment rFactor does not reload the menu after selecting a new mod. Therefore we advise to restart the game after switching to or from our mod.
There are graphic bugs on the cars like missing or wrong textures, on some tracks.	The reasons for this mostly ly with bad converted tracks. CTDP tested the mod on half a docent tracks, but we can not test all of them and therefore guarantee that the mod will work with them. And for sure we are not going to fix bugs, which are caused by poor tracks.
How can I build my own season?	CTDP released for this purpose the "ChampionshipManager". With this tool you can



<i>Problem</i>	<i>Answer</i>
	create your own seasons. You can download it on our webpage.
Why doesn't the brakes glow during braking?	During the season the teams had many different kinds of brakes. The mostly used one were brakes, where the brakedisc was covered and therefore you couldn't see any brakeglow.
Why are the cockpits in t-cam view and cockpit-view different?	The mirrors were moved forward in cockpit-view. Otherwise it would've been necessary to turn the virtual head during driving to see the mirrors, which many drivers thought to be annoying during driving.
I can drive through the tyres of my opponents without flipping up.	The collision-model of rFactor only simulates tyre-to-tyre-collisions very insufficient. This is a problem on all Open-Wheel-Mods.
Which driving aids should be activated?	It is suggested to drive with full traction-control, as they did in the real F1.
Can you move the traction-control to the setup-menu?	The idea for this was pitched to ISI a long time ago and we are waiting for them to realize it.
I want all cars to be the same strength. How do I do that?	In Version 1.1 we added league-physics in which all cars are based on McLaren. You can change this by selecting the League-Version of the mod in the Mod-menu.



Credits

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