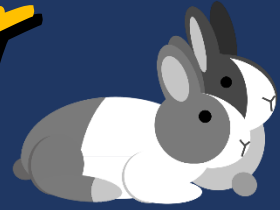


CRITTER KART

GAME MANUAL



THANK YOU FOR PLAYING CRITTER KART!

PLEASE TAKE A LOOK AT EACH SECTION OF THE MANUAL TO ENSURE THAT YOU HAVE EVERYTHING SET UP CORRECTLY!

TABLE OF CONTENTS

1. CONTROLLER SUPPORT	1
1.1 XBOX CONTROLLER SUPPORT.....	1
1.2 PLAYSTATION 4 CONTROLLER SUPPORT.....	1
1.3 VR CONTROLLER SUPPORT.....	2
2. COMMAND-LINE OPTIONS	2
2.1 GUEST MODE.....	2
2.2 FULLSCREEN MODES.....	3
2.3 VR API.....	3
2.4 INPUT TESTING.....	4
2.5 NO HUD MODE.....	4
2.6 CINEMATIC CAMERA.....	5
2.7 VR CAPTURE CAMERA.....	5
2.8 FAKE FRIENDS.....	6
2.9 SINGLEPLAYER ONLY.....	6

1. CONTROLLER SUPPORT

XBOX ONE, XBOX 360, AND PLAYSTATION 4 CONTROLLERS ARE SUPPORTED ON WINDOWS, MAC, AND LINUX. PLEASE NOTE THAT CONTROLLER DISCONNECTION AND RECONNECTION AT RUNTIME ON LINUX WILL PREVENT THE CONTROLLER AXES FROM WORKING CORRECTLY. PLEASE RESTART THE GAME ON LINUX IF A CONTROLLER IS DISCONNECTED AT RUNTIME TO ENSURE THE BEST EXPERIENCE.

1.1 XBOX CONTROLLER SUPPORT



ON MACOS, SUPPORT FOR XBOX CONTROLLERS NATIVELY IS PRETTY SPOTTY. FORTUNATELY, A COMMUNITY-MADE DRIVER SOLVES THESE ISSUES, AND IS ESSENTIAL FOR USING AN XBOX ONE OR XBOX 360 CONTROLLER ON MACOS.

THE MAC 360CONTROLLER COMMUNITY DRIVER IS AVAILABLE HERE:

[HTTPS://GITHUB.COM/360CONTROLLER/360CONTROLLER/RELEASES](https://github.com/360controller/360controller/releases)

ON WINDOWS AND LINUX, XBOX CONTROLLERS SHOULD FUNCTION WITHOUT ANY ADDITIONAL EXTERNAL DRIVERS.

1.2 PLAYSTATION 4 CONTROLLER SUPPORT



THE DUALSHOCK 4 CONTROLLER IS NATIVELY SUPPORTED ON WINDOWS, MAC, AND LINUX. PLEASE NOTE THAT ON LINUX, THE TOUCHPAD ACTS AS A MOUSE. THE LINUX DUALSHOCK 4 CONTROL SCHEME THEREFORE DIFFERS SLIGHTLY FROM THE WINDOWS/MAC CONTROL SCHEMES, AND THE 'SHARE' BUTTON IS USED TO RESPAWN ON LINUX INSTEAD OF CLICKING THE TOUCHPAD.

1.3 VR CONTROLLER SUPPORT



THE OCVLUS TOUCH CONTROLLERS ARE SUPPORTED FOR THE OCVLUS HEADSET, AND THE VIVE WANDS ARE SUPPORTED FOR THE HTC VIVE. UNFORTUNATELY, WINDOWS MIXED REALITY CONTROLLERS AND VALVE INDEX CONTROLLERS ARE NOT SUPPORTED AT THE CURRENT TIME. HOPEFULLY SUPPORT WILL BE ADDED IN THE FUTURE. ADDITIONALLY, XBOX AND PLAYSTATION CONTROLLERS MAY ALSO BE USED IN THE VR GAME, AND THE USE OF MOTION CONTROLLERS IS NOT REQUIRED. IN SPLITSCREEN, PLAYER 1 IS ALWAYS THE VR PLAYER, AND ONLY THE VR PLAYER MAY USE MOTION CONTROLS SUCH AS THE OCVLUS TOUCH CONTROLLERS OR VIVE WANDS.

PLEASE NOTE THAT WHEN USING AN OCVLUS HEADSET, THE OCVLUS API IS ALWAYS USED. THIS ENSURES THAT ALL OF THE BUTTONS OF THE TOUCH CONTROLLERS ARE USABLE, AND THEREFORE, YOU WILL BE UNABLE TO OPEN THE STEAMVR IN-GAME INTERFACE WITH THE MENU BUTTON OF THE LEFT CONTROLLER, AS IT WILL OPEN THE IN-GAME MENU INSTEAD.

2. COMMAND-LINE OPTIONS

COMMAND LINE OPTIONS CAN BE ADDED TO THE TARGET FIELD OF A SHORTCUT TO THE CRITTER KART EXECUTABLE, OR BY STARTING THE GAME FROM THE COMMAND LINE. STEAM ALLOWS USERS TO ADD ARGUMENTS BY RIGHT-CLICKING THE GAME IN STEAM, SELECTING 'PROPERTIES', AND THEN SELECTING 'SET LAUNCH OPTIONS'.

2.1 GUEST MODE

`-guestmode`

HAVING FRIENDS TRY THE GAME FOR THE FIRST TIME IN VR? USE THE `-guestmode` ARGUMENT TO MAKE SURE THE GAME STARTS UP AS IT DID THE FIRST TIME, PROMPTING USERS TO CHOOSE BETWEEN VRCADE MODE AND IMMERSIVE MODE, AND RESETTNG THE COMFORT BLINDERS TO 'ON'. IT THEN IMMEDIATELY LOADS THE USER INTO THE TUTORIAL SO YOU DON'T HAVE TO EXPLAIN THE CONTROLS YOURSELF. THE TUTORIAL CAN ALSO BE ACCESSED IN-GAME THROUGH THE 'HOW TO PLAY' SECTION OF THE MAIN MENU AT ANY TIME.

2.2 FULLSCREEN MODES

`-window-mode exclusive`

`-window-mode borderless`

DUE TO THE LIMITATIONS OF UNITY 2017.4.30F1, YOU CANNOT SET THE FULLSCREEN MODE OF THE APPLICATION THROUGH THE IN-GAME VIDEO OPTIONS MENU. THE GAME DEFAULTS TO RUNNING IN BORDERLESS FULLSCREEN. THE ABOVE OPTIONS LET YOU CHANGE BETWEEN EXCLUSIVE FULLSCREEN AND BORDERLESS FULLSCREEN. PLEASE NOTE THAT EXCLUSIVE FULLSCREEN MODE CAUSES ISSUES WITH ALT-TABBING, AND IS A UNITY ISSUE. IF YOU PLAN TO USE ALT-TAB, BORDERLESS MODE IS RECOMMENDED.

2.3 VR API

`-vrmode oculus`

`-vrmode openvr`

`-vrmode none`

THESE OPTIONS ALLOW YOU TO LAUNCH THE GAME IN A PARTICULAR VR MODE, OR ENSURE THAT THE GAME IS RUN IN DESKTOP MODE USING THE 'NONE' OPTION. BY DEFAULT, THE GAME WILL ATTEMPT TO RUN IN THE ORDER LISTED, PREFERRING TO RUN IN VR, AND USING THE OCULUS API IF IT IS AVAILABLE. PLEASE NOTE THAT SELECTING THE OPENVR MODE WITH AN OCULUS HEADSET WILL STILL RESULT IN THE USE OF THE OCULUS API. THIS ALLOWS FOR ALL OCULUS TOUCH BUTTONS AND HAPTICS TO BE UTILIZED AND FOR BETTER OVERALL PERFORMANCE ON OCULUS HARDWARE.

2.4 INPUT TESTING

`-inputtest`

CONTROLLER NOT BEING DETECTED? BINDINGS INCORRECT? AT THE MOMENT, THERE IS NOT AN OPTION TO REBIND CONTROLLER INPUT IN-GAME. RUNNING THE GAME WITH THIS FLAG ENABLES A DEBUGGING MODE, WHICH SHOWS THE RAW INPUTS OF THE CONNECTED CONTROLLERS AS AVAILABLE IN UNITY, IN ADDITION TO THE EXACT NAME THAT THE CONTROLLER APPEARS AS. IF YOUR CONTROLLER IS UNSUPPORTED OR NOT WORKING, SEND AN EMAIL TO CRITTERKART@GMAIL.COM AND EXPLAIN YOUR ISSUE. PLEASE INCLUDE DETAILED INFORMATION ABOUT WHICH AXIS/BUTTON ON THE CONTROLLER MAPS TO WHICH AXIS/BUTTON ON THE TESTER, WHERE THAT AXIS DEFAULTS TO, ITS DIRECTION, AND THE EXACT NAME OF THE CONTROLLER. I DON'T HAVE EVERY CONTROLLER OUT THERE, SO I CAN'T SUPPORT YOURS WITHOUT YOUR HELP. THANKS!

OTHER CONTROLS FOR THIS TEST MODE INCLUDE:

'ESC' TO QUIT.

'SPACEBAR' TO CYCLE THROUGH MANY CONNECTED CONTROLLERS.

'R' TO REFRESH THE APPLICATION.

2.5 NO HUD MODE

`-nohud`

REMOVES ALL GAMEPLAY HUD ELEMENTS. MENUS STILL FUNCTION AS EXPECTED, BUT THE GAMEPLAY IS CLEAR OF ANY HUD ELEMENTS, PROVIDING A MODE CINEMATIC EXPERIENCE OR SOMETHING.

2.6 CINEMATIC CAMERA

`-freecam`

REPLACES THE PLAYER KART WITH AN AI DRIVEN KART IN SINGLEPLAYER. SWITCHING TO 'FIRST PERSON' MODE INSTEAD SWITCHES TO A CONTROLLABLE FREE-CAMERA FOR TAKING CINEMATIC SHOTS OF THE RACE, OR JUST WATCHING THE AI ENDLESSLY RACE. THE 'REAR CAMERA' BUTTONS WILL ALSO SLOW TIME TO 50% SPEED FOR EXTRA COOL SLO-MO SHOTS! IN THIS MODE, THE NO HUD OPTION IS ENABLED BY DEFAULT. THE CINEMATIC CAMERA IS ALSO ONLY FOR DESKTOP MODE WITH THE `-vrmode none` OPTION, AND WILL NOT FUNCTION IN VR.

2.7 VR CAPTURE CAMERA

`-vrcam`

RENDERS A SEPARATE VIEW OF THE VR PERSPECTIVE TO THE MAIN MONITOR. THIS IS USEFUL IF YOU WANT TO RECORD CRISP 4K RESOLUTION GAMEPLAY OF VR ON YOUR DESKTOP. IT ALSO INCURS A HEAVY PERFORMANCE PENALTY. OBVIOUSLY, THIS FLAG ONLY FUNCTIONS IF THE GAME IS RUN IN VR.

2.8 FAKE FRIENDS

`-fakefriends 1`

`-fakefriends 2`

`-fakefriends 3`

`-fakefriends 4`

NOT ALL OF US ARE BLESSED WITH LOTS OF FRIENDS IN REAL-LIFE. THIS OPTION ADDS SPLITSCREEN TO THE SINGLEPLAYER MODE WITH AI CONTROLLING THE ADDITIONAL PLAYERS. THE NUMBER FOLLOWING `-fakefriends` DETERMINES HOW MANY AI TO ADD. IF YOU ADD 4 TOTAL, THEN YOU WILL ONLY BE SPECTATING 4 AI PLAYERS RACING EACH OTHER AND WILL NOT BE PLAYING. THE FAKE FRIENDS MODE IS USEFUL FOR TUNING SPLITSCREEN PERFORMANCE BEFORE YOUR FRIENDS ACTUALLY SHOW UP TO PLAY, SO YOU CAN SPEND MORE TIME PLAYING GAMES, AND LESS TIME ADDRESSING TECHNICAL CONCERNS. IT IS ALSO USEFUL FOR RECORDING SPLITSCREEN FOOTAGE OF YOUR GAME TO MAKE A NICE TRAILER IF YOU DON'T HAVE MANY FRIENDS AROUND :(

2.9 SINGLEPLAYER ONLY

`-sponly`

HIDES THE SPLITSCREEN PLAY OPTION FROM THE MAIN MENU IN CASE YOU ARE NOT INTERESTED IN SPLITSCREEN MULTIPLAYER, OR DON'T HAVE THE EXTRA CONTROLLERS NEEDED FOR IT.

THANKS FOR ACTUALLY TAKING THE TIME TO READ THE MANUAL. SERIOUSLY. WHO DOES THAT?

