



RBRTM launcher – User Manual

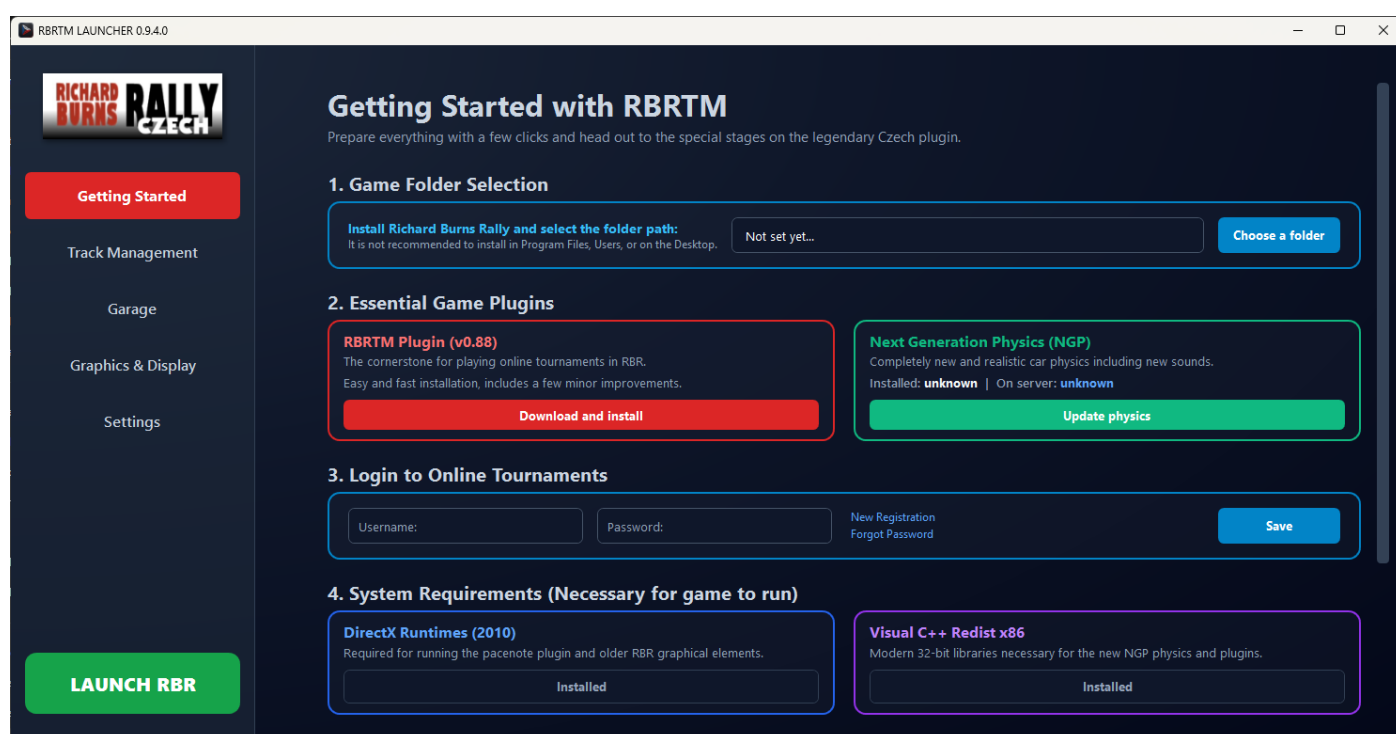
Version: 0.9.7.0 (and higher)

This document serves as a complete guide to the modern launcher for the game Richard Burns Rally with the RBRTM plugin (RBR Czech). The launcher was designed to maximize the simplification of installation, physics management (NGP), car fleet, tracks, and graphical settings.

1. Introduction and First Launch

Upon the first launch, the launcher automatically detects the language of your operating system (currently supporting full localization in **English** and **Czech**) and prompts you to link it with the game folder.

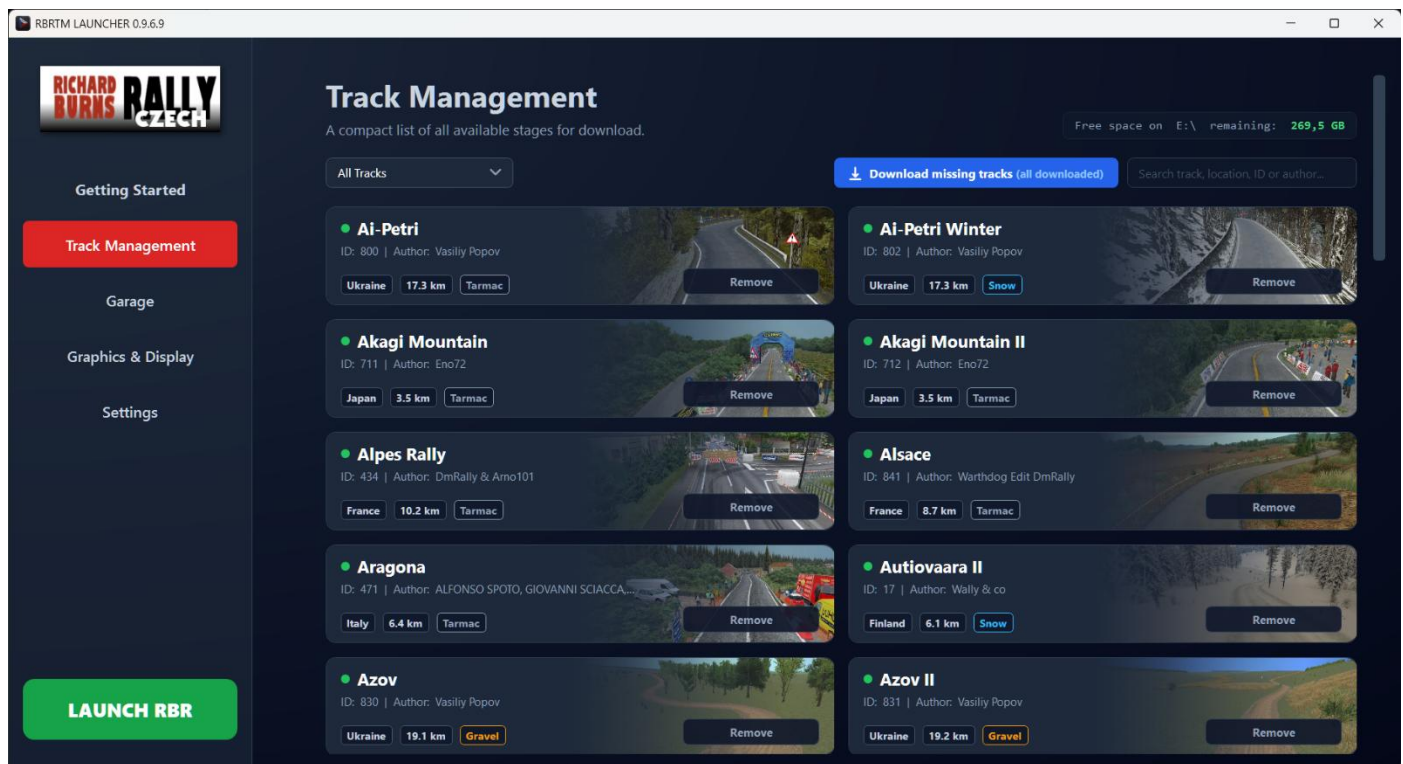
Getting Started Tab



- **Smart Folder Selection:** Use the button to select the root folder of the game. The launcher includes a **safety failsafe** – if it detects a conflicting plugin (RallySimFans - RSF) in the folder, it interrupts the process to prevent conflicts and file corruption.
- **Essential Plugins:** With a single click, you can install the RBRTM plugin, including minor graphical improvements, and download or update the NGP physics. The launcher itself modifies physics.rbz and deletes outdated libraries.
- **Login:** The ability to save your username and password for RBRTM tournaments directly into RichardBurnsRally.ini.
- **System Requirements:** The application detects whether you have the necessary **DirectX 9** and **Visual C++ Redistributable** libraries on your PC. If not, it can download and install them.

Optional Extras: Integration of the **Pacenote plugin** download for creating custom pacenotes and a link to SimHub telemetry.

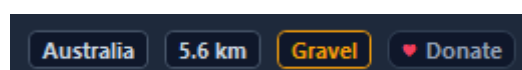
2. Track Management



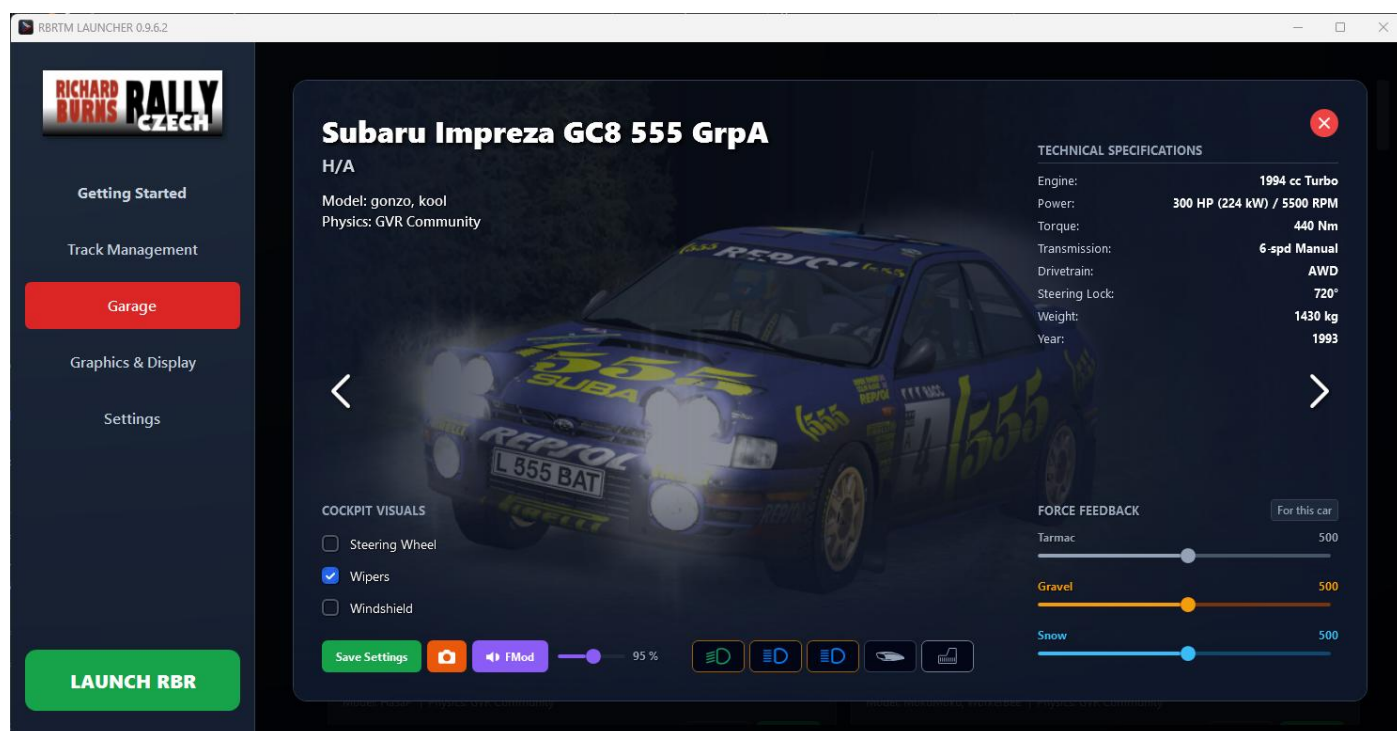
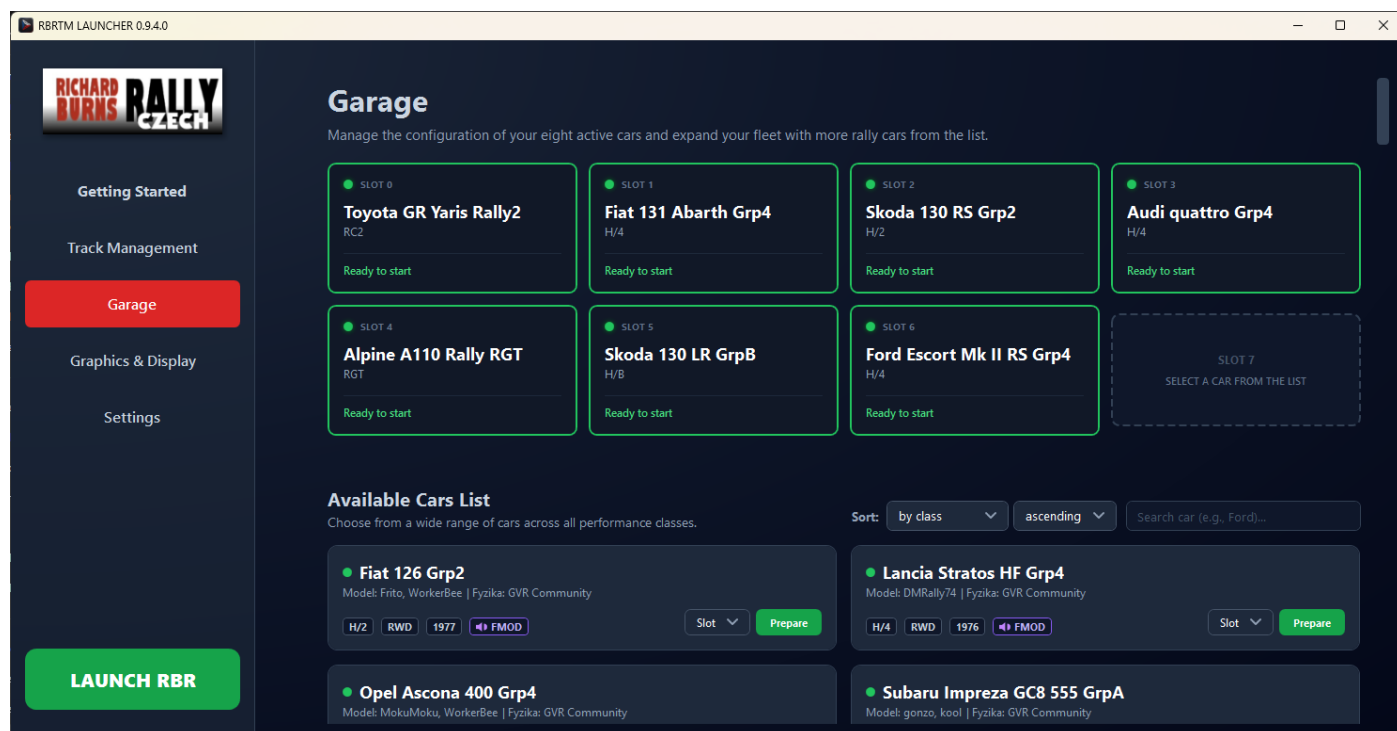
The track management tab replaces tedious manual downloading and installation from the web. Data is downloaded from the official API, complemented by a custom catalog interface.

Key Track Features

- **Bulk Download:** The most powerful feature of the tab. The launcher automatically calculates missing tracks, shows you the total download size (in MB/GB), and upon approval, gradually downloads and installs them all in the background. It can be safely **canceled** at any time.
- **Shared Archive Support (Track Packs):** The launcher is smart enough that if 10 tracks share the same archive file, it downloads it only once and assigns it to all dependent special stages.
- **Automatic INI Adjustments:** The launcher automatically merges the tracks.ini and tracksettings.ini files. Before saving, it also **sorts them alphabetically** and cleans up the spacing format.
- **Night Tracks:** When installing RBRTM, the launcher automatically generates and writes specific settings for the original special stages.
- **Smart Updates:** Tracks have color indicators (blue = missing, green = installed, blinking orange = new version on the server).
- **Stage Search:** You can filter the database by stage name, location, ID or author. If you find a "Donate" button on a specific stage, feel free to thank the creators for their hard work and support their future projects. Every contribution helps our community grow!



3. Garage



Advanced management of the 8 available vehicle slots. It replaces the complex manual editing of the Cars.ini file.

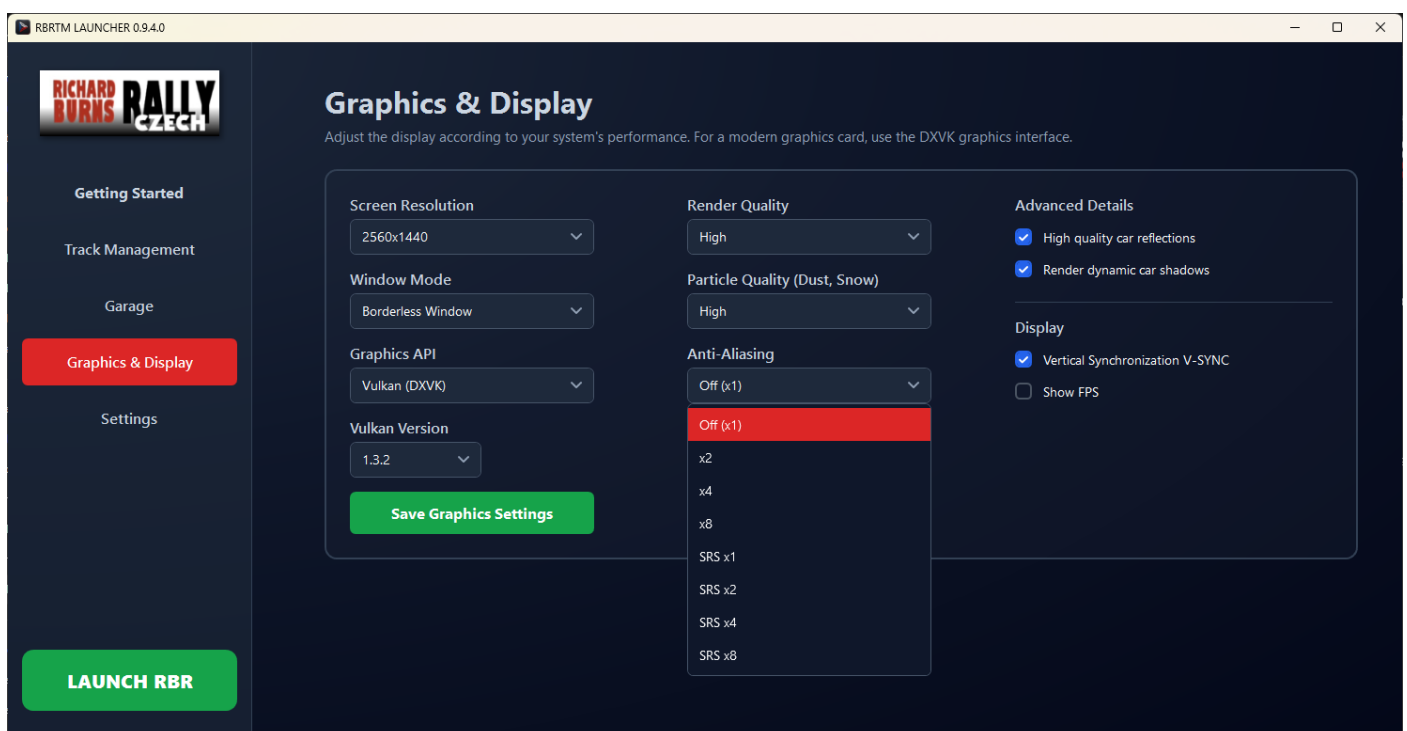
Adding and Managing Cars

- **One-Click Installation:** Download the model and physics. The launcher itself inserts the correct data into the physics.rbz archive.
- **FMOD Sounds:** If the car has an original FMOD bank on the server, it will be downloaded and configured automatically (purple button in the car details). If FMOD is not available for the

specific car, the button remains blue. In that case, you can choose another available sound or one downloaded from the internet. You can also use the slider to set the FMOD volume for each car individually.

- **Technical Specifications:** Car cards display the class, engine, power (including kW conversion), torque, transmission, drivetrain, steering lock, weight, and year.
- **Individual Car Settings:** For each car, you can individually turn on/off the visibility of the **steering wheel, wipers, and windshield**.
- **Bottom toolbar:** Configuration of lights and additional visual elements of the vehicle. All changes are saved automatically.
- **Custom Force Feedback (FFB):** For each car model, you can separately set the FFB sensitivity for **tarmac, gravel and snow**.
- **Camera Backup:** A highly useful feature – the launcher can "read" your current camera (seat) position directly from the game. When saving a specific car, it **backs it up**, and in the event of a model update, it automatically restores it. You can also save the savedCars.ini file (located in the launcher folder) to the cloud and restore all your car settings in case of a clean game installation.

4. Graphics & Display

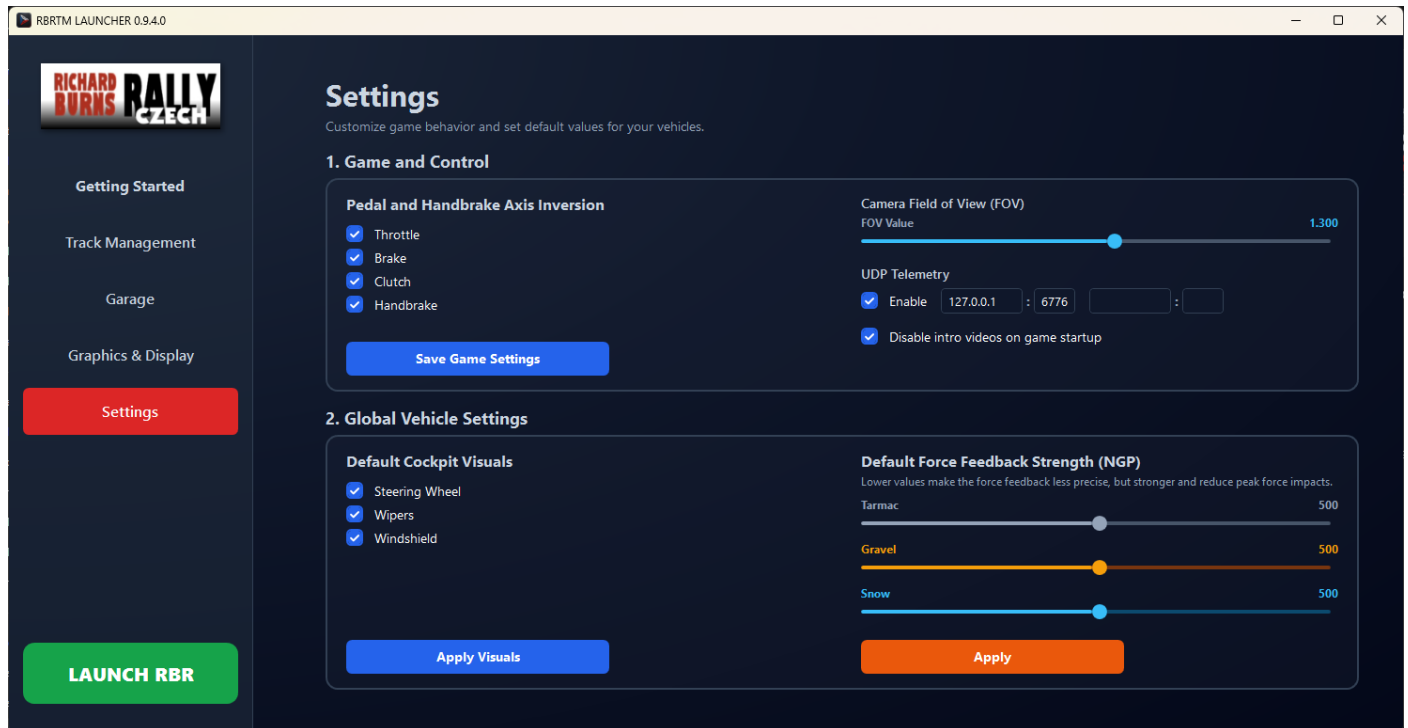


The application allows you to bypass the outdated graphics mode and set up graphics modernly with excellent anti-aliasing.

- **Vulkan (DXVK):** The option to switch the game from the original DirectX 9 to the modern Vulkan API. The launcher itself downloads the necessary .dll libraries and generates dxvk.conf.
- **Resolution and Modes:** Full support for Fullscreen, Windowed, and the popular Borderless Window mode.

- **Anti-Aliasing:** Support for both MSAA and SRS (Sample Rate Shading).
- **HUD and FPS:** The option to enable the FPS counter display and V-Sync.

5. Game and Control Settings



A dedicated space for detailed adjustments to the game engine itself.

- **Pedal Inversion:** Quick checkboxes to reverse the axes for the throttle, brake, clutch, and handbrake (writes to input.ini).
- **Telemetry (UDP):** Configuration of IP addresses and ports for connecting external devices and applications like SimHub.
- **Field of View (FOV):** A central slider to adjust the camera's field of view.
- **Global Car Profiles:** If you don't want to tune each car separately, you can set the "Default behavior" in this tab (e.g., turn off the steering wheel for all and set FFB to 500). The launcher will apply this setting to all slots, but it **will not overwrite** cars that you have previously manually configured in the garage.

6. Technical Background and Offline Mode

The application is also designed for Offline Mode. If there is an internet outage or an API server error, the Launcher switches to **Offline Mode** – it loads data (cars, tracks, and language) from the local cache it created during the last successful launch, allowing the player to continue playing seamlessly.

7. Acknowledgements and Credits

- **Vašek Korál** – for his exceptional cooperation and for developing the API that serves as the technological backbone of this launcher.
- **WorkerBee** – for the revolutionary NGP physics plugin and his invaluable, long-term contribution to realism in Richard Burns Rally.

- **mika-n (RSF)** – for permission to use modified DXVK libraries, ensuring smooth operation and modern performance on current hardware.
 - **Jan Kadeřábek** – for updating the audio banks (specifically for muting annoying bump stop sounds) and for developing the first-ever FMOD prototype for RBR.
 - **Leza** – for visual improvements to the cracked windshield effects, significantly enhancing the authentic experience during crashes.
 - **Martin Vrabec** – for his assistance in processing detailed technical specifications for the cars.
 - **kegetys** – for developing the legendary dattool utility, which remains an essential pillar for modifying game files to this day.
 - **All content creators and modders** – a massive thank you to everyone involved in creating tracks, car models, plugins, and other modifications. It is your passion and tireless work that keep Richard Burns Rally alive and at the pinnacle of simulation even after all these years.
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Changelog:

0.9.7.0

- Added stage previews and optimized the track loading logic.
- Small text corrections across the application interface.

0.9.6.6

- Improved stage sorting logic. The launcher now automatically assigns correct names to selected original tracks and specific game sections, sorting the entire list alphabetically within the tracks.ini file.
- Various under-the-hood adjustments have been made to the application.

0.9.6.2

- New bottom control bar for instant visual and electronic adjustments before the start.

0.9.5.8

- Added individual FMOD volume adjustment for each car in the Garage section.

0.9.5.6

- Offline Mode Optimization: Language files are now stored in the local cache. This aims to provide better interface reliability when an internet connection is unavailable.
- Launcher Auto-Updates: The application can now automatically detect and download its own new versions.
- Technical Improvements: Minor "under-the-hood" changes have been made to the launcher's core to improve overall stability.

0.9.5.0

- Added search by track ID.
- Fixed TrackSettings entries for specific tracks.
- Minor translation fixes.