

GRITS Racing  
Version 0.3.3  
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PLEASE NOTE:

This is an unfinished game and some major features are missing.

For example:

- \* Only 6 of the expected 24 tracks are built.
- \* Many of the Wacky Wodifiers and Leader Lamifiers have yet to be built.
- \* The AI cars are in early stages of development.
- \* No leaderboards yet.
- \* Too many smaller and/or environmental things to list.

The free demo is limited to 2 tracks repeated twice in a 4-race championship.

Demo races are limited to 15 laps per race.

The demo also limits the minigames to 1 minute.

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Look for how-to-play instructions in the Options menu.

Supported gamepads are listed here:

<http://quavaman.com/projects/rewired/docs/SupportedControllers.html>

Currently, only the gamepads listed at the top of that page are set up (the wheels and other controllers are not set up). There is a generic controller setup feature in the game to help with controllers not supported.

The Steam Controller is not currently supported well in Windows, if at all, due to issues with Steam Input and supporting more than 4 controllers.

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Controller trouble with Steam on Windows:

Steam doesn't cope well with games needing more than 4 controllers in Windows. To force Steam to cooperate, turn off Steam's controller shims for GRITS Racing:

Steam Library > GRITS Racing > Properties > General >  
Steam Input Per-Game Setting > Forced Off

Or, in Big Picture Mode:

Steam Library > GRITS Racing > Manage Game > Controller Options >  
Steam Input Per-Game Setting > Forced Off

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Default keyboard equivalents to gamepads:

Player 1:

D-pad:	W, A, S, D
ABXY buttons:	M, K, J, I
Eject Wheels:	E
Handbrake:	W
Horn:	S
Pause menu:	Esc or P

Player 2:

D-pad: Arrow keys  
ABXY buttons: Keypad 2,6,4,8  
Eject Wheels: Keypad -  
Handbrake: Up arrow  
Horn: Down arrow  
Pause menu: Keypad / or /

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Linux:

A Linux build has just been added to the OS offering. Future Linux support is not guaranteed. Currently, 64-bit Ubuntu 18.04 with Nvidia drivers is the only supported configuration, and is not yet considered a high priority. At time of release, the Linux build has only been tested on Linux Mint 19.2 64-bit (Ubuntu 18.04 base). This was on a pretty outdated mid-2010 Mac Mini with a 2.4 GHz Core 2 Duo and a GeForce 320M and performance was good with the "Faster (2x AA)" game option (8x AA should work fine on anything newer).

OpenGL 3.2 or later is required. This would roughly include Nvidia since 2006 (GeForce 8), AMD since 2006 (Radeon HD 2000), and Intel since 2012 (HD 4000/IvyBridge). Good luck with drivers other than Nvidia.

The SLD2 library must be installed if not already. Hint:  
sudo apt install libSDL2-2.0-0

The Unity Launcher may require other libraries such as libcannberra-gtk-?. If having trouble, launch from the command line to see any messages.

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