

# INITIAL D ARCADE STAGE ZERO GUIDE

(Updated for Ver 2)

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## WHAT WILL YOU NEED:

- Node.JS (Download the LTS Version from <https://nodejs.org/en/>)
  - ZeroLauncher (if using the easy way, <https://github.com/nzgamer41/ZeroLauncher/releases>)
  - Up to Date segatools and MiniMe.
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## INSTALLATION GUIDE:

### - Easy Way:

0. You can simplify configuring and launching the game by using the ZeroLauncher.

1. Extract ZeroLauncher somewhere safe.
2. Follow the instructions on screen, filling out everything.
3. Click launch

### - Manual Way:

0. **Make sure you've got the latest version of both Segatools (004) and MiniMe (v16)**

Older versions can result in errors and other issues.

v16 is also the minimum version for D0V2 and the game will not work at all with older versions.

1. **Ensure the game files are not marked read-only.**

2. **Start up MiniMe's start.bat**

2b. **If it's working properly it should say:**

```
app:switchboard HOST_EXT: 127.0.0.1 (Service host name sent to clients) +0ms
app:switchboard HOST_INT: 0.0.0.0 (Bind address) +2ms
app:switchboard Using default host names, change them from the .env file if necessary. +0ms
Startup OK
```

3. **Unpack segatools/idz into app/package.**

Make sure inject.exe, start.bat etc are directly next to InitialD0\_DX11\_Nu.exe, otherwise the bat file won't find your game.

4. **Edit segatools.ini as follows:**

4a. **In the [vfs] section, set amfs= folder's directory (left click on the directory and copy it)**

Example: amfs=D:\SDDF\_1.31.00\amfs

4b. **Create an empty directory somewhere and put the complete path to that directory in the appdata= setting of the [vfs] section (note, this isn't Windows APPDATA, this is SEGA APPDATA).**

Example: appdata=D:\SDDF\_1.31.00\appdata

#### **4c. In the [dns] section, set default= to your computer's hostname or IP.**

Do not put 127.0.0.1 here, the game specifically checks for and rejects loopback addresses. This setting controls the address of the network services server. Type "cmd" in search bar and open as admin, then type "ipconfig" and copy the ipv4 address.

NOTE: To join a server simply insert it's IP here, instead of your own.

#### **4d. Set the region setting in the [ds] section to 4 if desired. This will make some user interface elements English.**

This is also necessary if you use the english translation patch from the discord linked below, otherwise it won't translate anything.

#### **5. Right click inject.exe and check "Run this program as an administrator" in Properties -> Compatibility.**

I think you need to run it as admin at least once, but once you have done that you can run the game as a regular user.

#### **6. Important Note: You MUST start MiniMe (via its own start.bat) before starting the game, everytime.** It's emulating the server the game connects to and you won't be able to save, or at times even boot, without it.

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## **CONTROLS:**

To edit controls open segatools.ini and edit [dinput] and [jo3] sections.

Most options there have a proper description already so don't ask about things that are already there.

When setting up a wheel or a non-xinput controller (like a Dualshock 4, for example), check which number/name corresponds to each specific axis/button. You can check it both in the Control Panel, as well as in the first CMD when launching the game. It will show all devices it detects and the device it connects to. If it sees your device but won't connect, make sure to put the proper name that will be shown in the CMD. The quickest way to get both the name and all the buttons is to press Windows + R to open the Run window (or right click onto the Windows start button, and then click on Run) and then type in "joy.cpl". Pressing okay then will launch the Windows gamepad manager.

If you can't check what's the name of your pedal axis, either Google it or try trial and error with all available axis. You can check all controls in Test Menu -> Input. Just make sure to wait for initial steering calibration to finish or some controls might not work.

#### **Xinput controls (based on an xbox controller layout)**

Start or A: Start  
Select or B: View Change  
X or RB: Shift Up  
Y or LB: Shift Down  
Left Trigger: Brake  
Right Trigger: Accelerate  
Thumb Sticks: Steer

If you're using a wheel make sure to set the steering range to 270 degrees as that's the range of the real cabinet. If you are wondering about the big deadzone in the middle of the wheel, that is normal behavior. Real D0 cabinets have the same deadzone.

If you want, you can change the keyboard bindings for Test Mode, Service Mode and for Inserting Coins. To do so open up segatools.ini, and add the following lines to the [io3] section:

```
test=keycode  
service=keycode  
coin=keycode
```

### For example

```
coin=0x20
```

will let you insert coins via the spacebar instead of 3.

If you want to change the bindings for F1 and F2 (which are also just Test and Service), you can do the same thing but in the [gpio] section of the segatools.in

```
sw1=keycode  
sw2=keycode
```

Keycode reference can be found at: [here](#)

You need to use the hex code for each keycode, using "VK\_UP" for example won't work.

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## IN GAME & Other Configuration:

Press 1 to enter TEST menu

Press 2 to press SERVICE

Press 3 to add COINS

When asked to swipe your card in game, **hold the enter key** until the game registers your card.

To exit the game properly (shutting down all the background applications that it starts), go to the TEST MODE, then select System Test Mode and accept.

### You can change the resolution of the game, for example if you want to play in 1440p.

To do so, open up initialD.ini (in the package folder) and change the Width= and Height= Settings to your liking. Make sure to keep them in a 16:9 ratio, or else you will get broken HUDs. Also, the game runs at 1920x1080 by default and lower resolutions can result in graphical glitches and issues.

To increase the actual rendering resolution too, you can open up renderer.ini and change the Width and Height of the [ FRAME\_BUFFER\_MAIN ] section to the same as your changed resolution in initialD.ini. Using higher resolutions for downsampling does not work properly.

If you want, you can also double the width and height of everything else to improve the graphics, but make a backup in case your computer can't handle it.

### Fullscreen and windowed

By having FullScreen=1 in initialD.ini, the game will run in "fullscreen" mode, while still being in a window. However, clicking outside of it or alt-tabling will cause the game to go black.

You can try playing in windowed or borderless windowed by setting the fullscreen=0 and using a program like Borderless Gaming. On some PC's (especially Nvidia) this can cause slow downs, but by setting SYNCMODE=0 and using a program like RivaTuner to lock the game to 60fps, you can play the game with ability to alt-tab and without slowdowns.

If you don't want to use Borderless Gaming, you can also try using the fullscreen .exe patch from here:

<https://idas-zero-patcher.netlify.app/>

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## VER2 CONTROLLER DRIVING MINI-GUIDE:

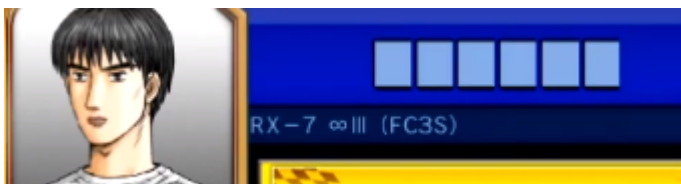
Ver2 will be a lot harder if you're not playing with a wheel. General advice while learning the game is to use the EG6, as it's one of the easiest cars to handle.

If you're on a controller and you are having a hard time it's recommended to play on MILD or STABILITY with 90% steering sensitivity or lower. This will lower the speed reduction and tyre wear from full steering, and should let you get at least Platinum times. If you want to go for top records however, you will have to learn how to control peaky. The key is to steer earlier than you think, and also start countersteering earlier than you would normally do. Think of it as the drift having a bit of a setup-delay before it drifts at full angle.

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## KNOWN ISSUES:

- (V1) Prius, G-Force Supra and NSX GT are locked because the game dump is missing the latest update. They are in the game files however and can be unlocked via mod.
- (V1) Nagao course is locked for the same reason as the cars above (unlockable via mod).
- No DirectInput force feedback via segatools, but you can use the FFBArcadePlugin nowadays: <https://github.com/Boomslangnz/FFBArcadePlugin>
- The game can have some random issues if running on slow HDD.
- Having more than 10 cars can corrupt some of them. (This has been fixed since minime v11! Make sure to update.)
- If you're on a server with more people, going into leaderboards after already playing for a while can not show all times. To fix that simply reset game and go into leaderboards right at the start. (This will not always work.)
- If some text (player name, version number) in the game is displayed as squares, change your PC's locale to Japan.



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## COMMON ISSUES:

- **CANNOT GET ACCOUNTING.** Try starting the game as admin, or go into C:\Users\ and create a folder called "AppUser". This should fix it.
  - **Minime Error: ADDRESS ALREADY IN USE.** Another app on your computer is using the server ports that minime needs. Close all background applications, and make sure you're not starting minime twice. (For example, when using Teknoparrot, do NOT manually start minime, teknoparrot will do it for you)
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## ERROR CODES AND THEIR MEANING:

0090 - High CPU temperature,your pc's cpu is high,suggest take a rest,or go to test menu and exit to continue play

0091 - Too High CPU temperature,your pc's cpu is too high,game won't process if cpu is not getting cold

0800 - Server (minime) is not running/isn't working properly. You are getting permission denied on accessing port 80 on your machine. Try going to CMD type "net stop http" say yes and see if it works. If that doesn't work, you probably didn't uncheck the read-only option in the minime/zero folder.

0912 - Game can not render correctly,please use dedicated GPU run game

0919 - Disable DVD drives (You can also use the DLL Patcher to remove the check)

0949 - Keychip Not Found, please make sure there are a files call ca.cert and billing.pub in DEVICE folder

4102 - Game did not detect amdaemon is running,please close game and launch game and amdaemon together

4104 - Amdaemon is not ready(aka error occurred when amdaemon is setting up),check inject.exe's Error reason and fix it since tau moved all non-major errors to 4104

4105 - amfs directory not set properly

6401 - JVS (controls) error, check that controls are setup correctly in segatools.ini

6501 - Aime card reader not Found, Please enable=1 in [aime] section,this is only for users who have physical Aime readers.

6503 - Failed to read AIME card, Please ensure your MiniMe is running properly

6507 - Aime reader failed to Initialize,reboot game and replug aime reader,this is only for users who have physical Aime readers.

6509 - This Aime card has been banned, Please delete db.sqlite3 in Minime/data/ and re-create a new card.

8001 - Network Address ERROR(DHCP),Please make sure your dhcp is same with subnet= (Only if you disabled netenv in your segatools.ini. This isn't recommended.)

8002 - Network setting ERROR(System),segatool's netenv parameter is not correct (Only if you disabled netenv in your segatools.ini. This isn't recommended.)

8005 - Network type error (WAN), make sure your IP/DNS is configured properly and that you are using the newest version of segatools

8008 - ALL.Net unable to Authentication, make sure default in [DNS] has been set to your computer's LAN IP or IP of the server you want to join

8103 - ALL.Net System Error(TIMEOUT), You already reached play count limit (1024 times),please restart minime to reset play count

8114 - ALL.Net System Error(RTC), Please make sure miniME is opened or check IP in segatools

8202 - ALL.Net System Error(REG), miniME is rejecting your game, reinstall miniME/Update miniME.

8301 - Network error(GAME/LAN), Serverbox is no response,close serverbox and restart or game can not detect network environment (for disabled netenv emulate user)

8302 - During server maintenance , Minime booted too late. Make sure to open Minime before D0.

8304 - FAILED in CONNECT(GAME), Try installing the latest version of segatools and miniME.

8305 - (In-Store) Two or more cabs on the same LAN are running as ServerBox, please have one player change their dipsw to 0 in segatools.ini.

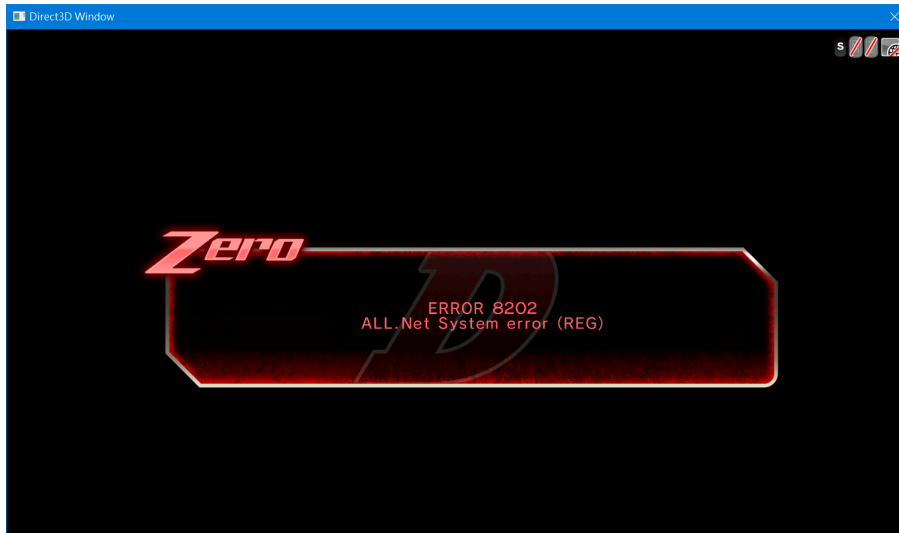
8306 - Failed to connect ServerBox, please change the dipsw value to 1 if you're not going to connect to any other ServerBoxes.

8402 - Failed to pair-link, please ensure both cabs have the proper cab number assigned in the test menu. (A1 & A2, B1 & B2 ....) (As of the writing of this document, pair-link will not work between two computers, no matter what. You will need at least one real cab for pair-linking.)

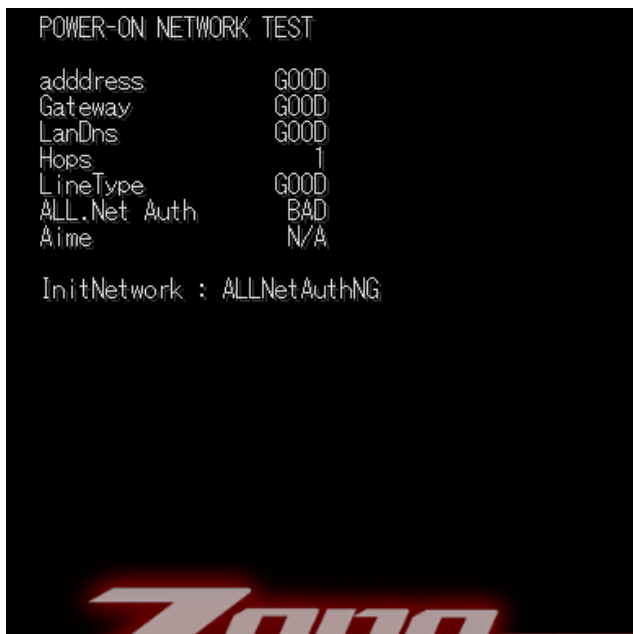
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## DEBUG VIEW When Initializing Game:

Used to check why you have received a error. While the game is Initializing, hold the POV up key. You will see a message detailing the current initialization status.



You will see this showing that miniME is rejecting ALL.net registration show in the first initialization. In final initialization you will see: "InitXXXXX(sequence name)"



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## ADDITIONAL MODDING TOOLS AND MODS:

To get additional tools and mods, check the modding channels in [Initial D Players Discord server](#) and [PockyWitch's website](#)

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## CREDITS:

Original readme from emuline(???)

Edited by Alexvgz, AsukaXVB, SpadesHiro, TheKrzysiek, Kiryu Kazuma, Kate, and PockyWitch

Re-made as GoogleDoc by TheKrzysiek