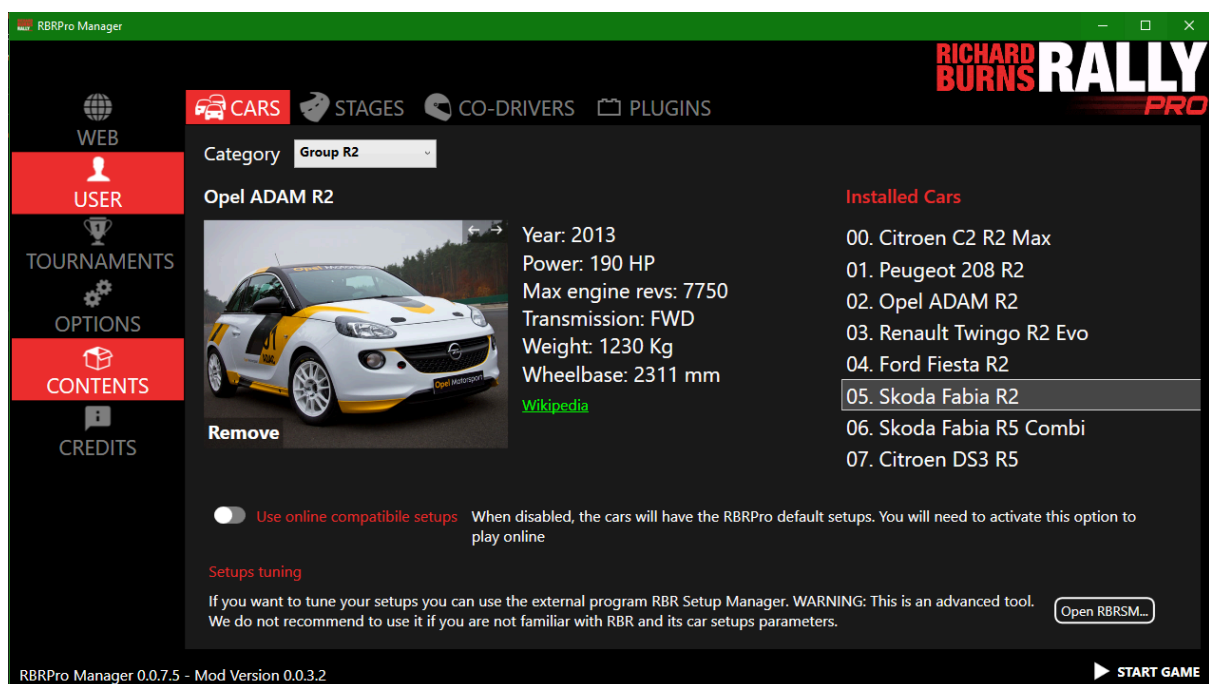


WHO AM I ?

My name is Carlo, but I am best known as TGD. I am a professional software engineer and a modder/gamer with a strong passion for rally and rally simulators. Someone knows me for my co-driver simulation engine, [TGD Navigator](#), a sophisticated software that required about two years of development. In this document I'm gonna introduce you to the RBRPro project. This project has been conceived from me and a friend of mine, Igor Borgacci, a webmaster and a sim racer.

WHAT IS RBRPRO ?



RBRPro is a mix between a mod manager, a remaster of the original game and a frontend for the czech online website (<http://rbr.onlinerracing.cz/>)

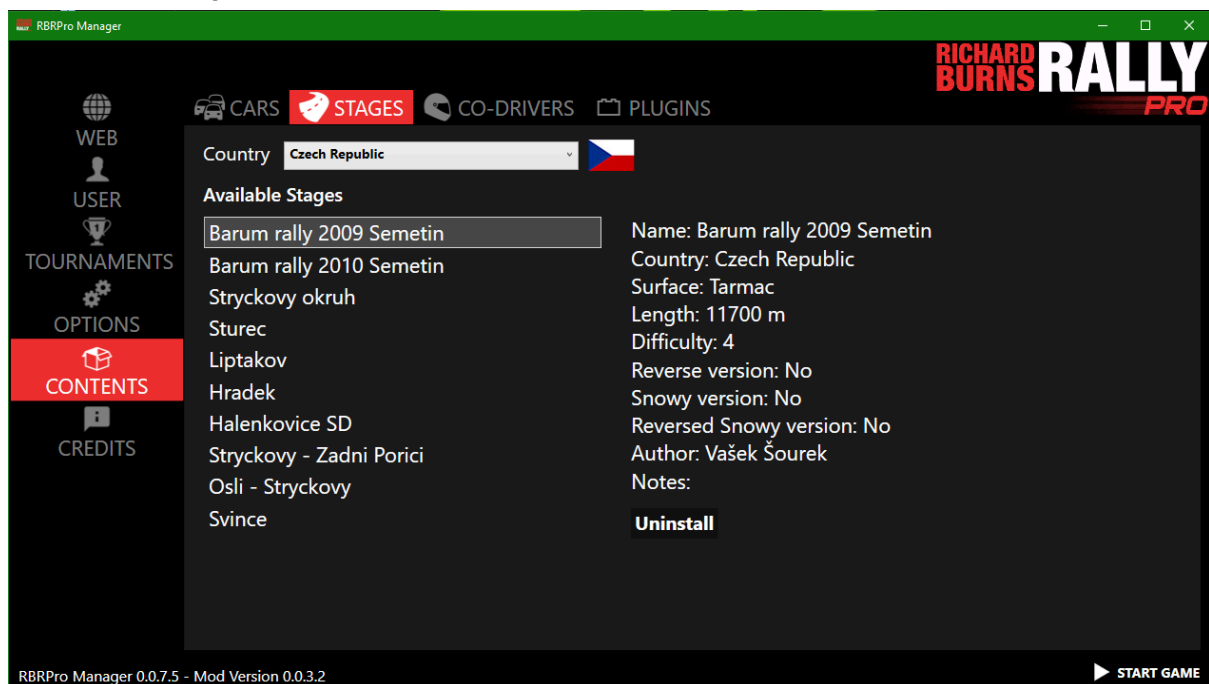
The idea behind it is simple: we love all the work by our guru (who? Mr Workerbee of course!) and consider NGP as the best invention after the original game. We also love the Czech Online and the RBRTM Plugin, which have an excellent design and a perfect stability. After some deluding experience with italian mods which, in our opinion, are lacking under many aspects we approached the Czech online and the NGP Physics. At first, however, we got discouraged. The reasons for our discouragement were:

1. The physics was apparently too hard
2. The procedures of download installation and configuration of the game contents took a considerable amount of time (in our opinion too much to attract the average sim racer)
3. Tools like RBRCIT were not very user-friendly

4. The default car liveries were often unplayable. Many of them were blank And/Or the windshield was too dark or had a mispositioned sunshield obscuring the driver's visual.

Once we got more familiar with the physics and the setups, we realized that the physics was not hard at all. In most cases, the difficulties depended on the bad default setups of the cars. Working at the setups, we realized how good the physics was. At that point, we had the idea to start the development of a new "mod" with the following targets in mind:

1. Attracting more people towards RBR, the NGP physics and the czech online
2. Making the physics easy and enjoyable without modifying it
3. Giving the game an enhanced graphics
4. Making everything very easy to configure. Easy cars/tracks/codriver's management. No more INI file editing needed
5. Giving the user all the necessary to not get crazy with camera editing, command misconfiguration, profiles corruption and so on...



THE LICENSE AGREEMENT

To make you understand the spirit of our project, read the license agreement you will find in the installer. It is available in 11 different languages:

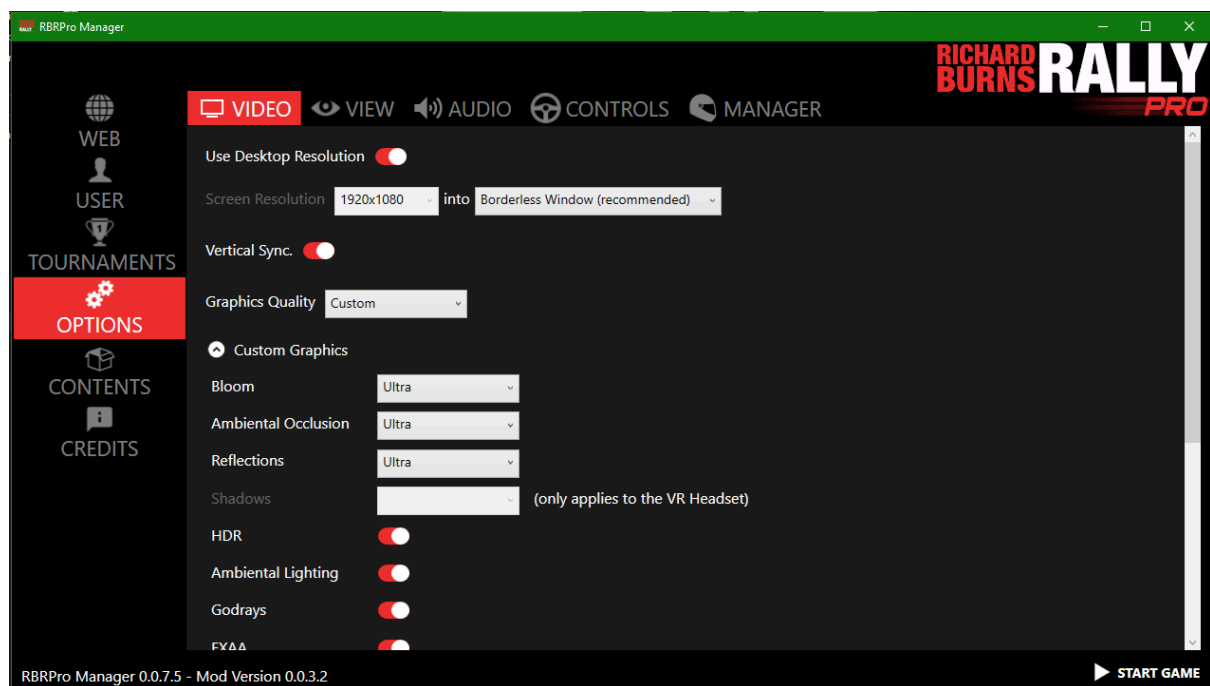
- RBRPro is not a commercial product. It is the result of the joint work of dozens of people from different countries of the world. RBRPro respects the intellectual work of individuals and therefore does not change their work in any way, except to the extent permitted by the authors themselves. RBRPro recognizes the work of each of them, citing the name within the manager.

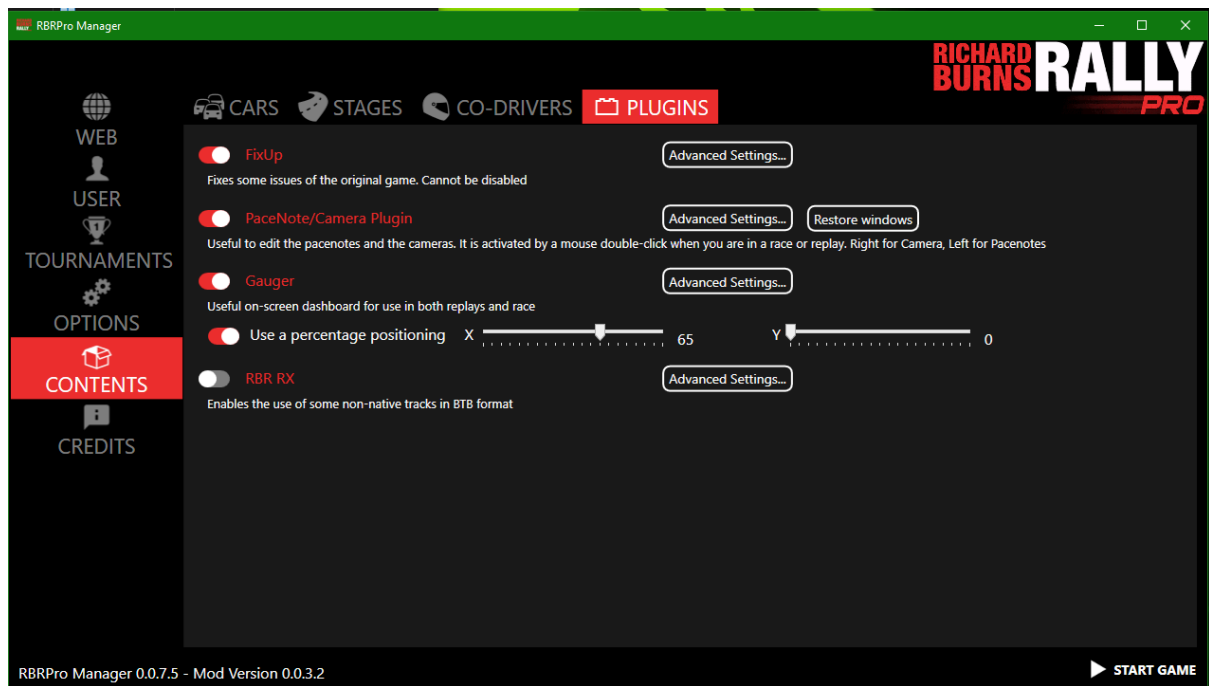
- The RBRPro manager and the modified parts of the original game included in the version are owned by TGD Simware. The relative files, included the textures of the liveries and the tracks, cannot be modified, distributed or resold in any way. Any violation will be prosecuted according to the laws in force in the country of origin of the person committing the violation.

- RBRPro provides access to the popular RBR online (rbr.onlineracing.cz). To play online you will need an account on this site. RBRPro is not responsible for the use of this website and therefore declines all responsibility deriving from the operation of the latter.

- RBRPro supports itself through free donations from its members. To participate in online tournaments, participate in social groups and all other RBRPro events, it will be necessary to make a donation via Paypal. Supporting the RBRPro project means rewarding us and all the other modders around the world who have contributed and contribute to making this simulator exceptional and allowing its independent management by enthusiasts who work on a non-profit basis to improve the quality of the gaming experience.

- TGD Simware reserves the right to distribute paid add-ons as additional features of RBRPro.





KEY FEATURES

The key features of our project are:

- **Custom liveries:** we are modifying all the car liveries in order to make the game more playable. We only use HD textures for the maximum graphic definition.
- **Enhanced default car setups and additional ones:** when you download a Pro car, you download a car which has a custom livery, a standard NGP physics, and *additional setups*. You have the option to use our setups as the default setups or not, but when you install a Pro car the manager also install additional setups, so that the player has good base to not get crazy working on the setups.
- **Graphics remastering:** We are remastering (in the sense of “re-texturing in HD”) the tracks of the original game. The remaster include trees, grass, flowers, terrains, road surfaces and houses. In that sense, RBRPro can be considered a “remastered version” of RBR.
- **Modern graphics:** we integrated the Reshade and the ENB mods, implementing a scalable graphics and an easy-to-use interface to control all the settings without having a degree in computer graphics :) The user can choose between the original, normal, high and ultra quality or even customize each single option using the “custom” mode. The result is a much more modern look with an excellent stability.
- **Installers.** The RBRPro manager allows to download and install whatever game content in a click. Even if we have our own track installer, *we don't modify any track but the original ones*. The installers are very sophisticated and include game patching

to change the name of original cars, alphabetical reordering of the tracks and the alignment of every additional plugin and application with the installed contents.

- **Intelligent camera positioning:** you can use an unique setting for the camera and this will fit any car, thanks to a logic that “adapts” the chosen point of view to the particular car in use. That means “no need to adjust the camera when changing the car”
- **Intelligent car engine sound selection:** we don't let the user choose a car engine sound. We have a matching algorithm that search for the correct engine and binds it to the car.
- **Hardware protection:** The manager warns you about possible problems with your gaming devices alerting you *before* launching the game and allowing you to monitor devices even *while* you are playing. If, for example, your handbrake gets disconnected while you are in an online championship, the manager will detect it and put it into play paused, giving you time to solve the problem and resume playing.
- **Full international support:** when you select the language in the manager, you are not changing the language of the manager alone. Instead, everything will change according to the language selected: the game language, the plugins language, the external apps language, the czech online language... We have made very easy to add another language to the mod, so that anyone can create his own localization.
- **Integrated czech online:** A number of web browsers are embedded into the manager. A section is dedicated to our website, another one is dedicated to the czech online. Each section can be fully customized. The manager can 1) automatically log in the user in the czech online 2) has an engine that **allows the czech online website to be translated from english into whatever language**. For space reasons, the online is presented with a compact graphics and different colors to fit the graphic theme of the manager itself.
- **Full support to VR headsets:** we included the VR Plugin and all the necessary configuration parameters in the manager, so that you can easily enable/disable the VR. We also implemented graphics enhancements based on the ENB mod that allows to have a better graphic quality in VR at the cost of losing the on-screen dashboard (an hurdle that can be overcome using third-party tools)
- **Customizable soundtrack:** Options are included into the manager to allow an easy customization of the game soundtrack.
- **Audio enhancements:** we modified a consistent part of the default sounds in the game and balanced everything for a better audio experience. We also created a program to import wav files into the engine creator very easily and make better engine sounds for RBR. Most important: we implemented a way to restore the EAX

environmental effects, which will work on whatever sound card.

- **Web community:** RBRPro was born with the intent to be a web community with teams, rallies and events. However, we don't want to force the user participating in it. With this regard, we have integrated in the manager, a news section, a Twitch channel and a Facebook group dedicated to streaming. But, if you want to use RBRPro but not to take part to its online community, these sections can be fully customized.
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- **Live updates.** The manager, the cars and the mod can receive updates via web. The manager warns the user about the presence of updates and allows him to install the update in a click.

