

MiniRacingOnline Official Website: <https://miniracingonline.com>

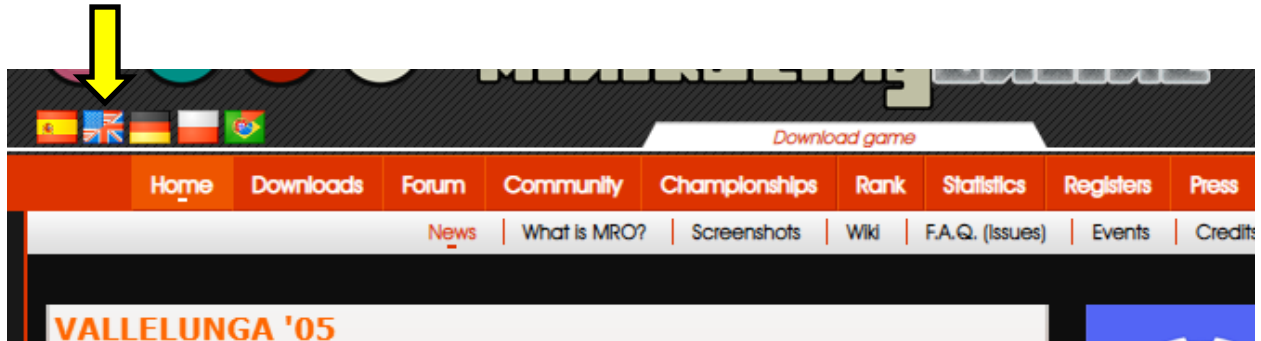
The Box Repository: <https://www.box.miniracingonline.com/>

MRO Discord: <https://discord.gg/Kat2UZB6>

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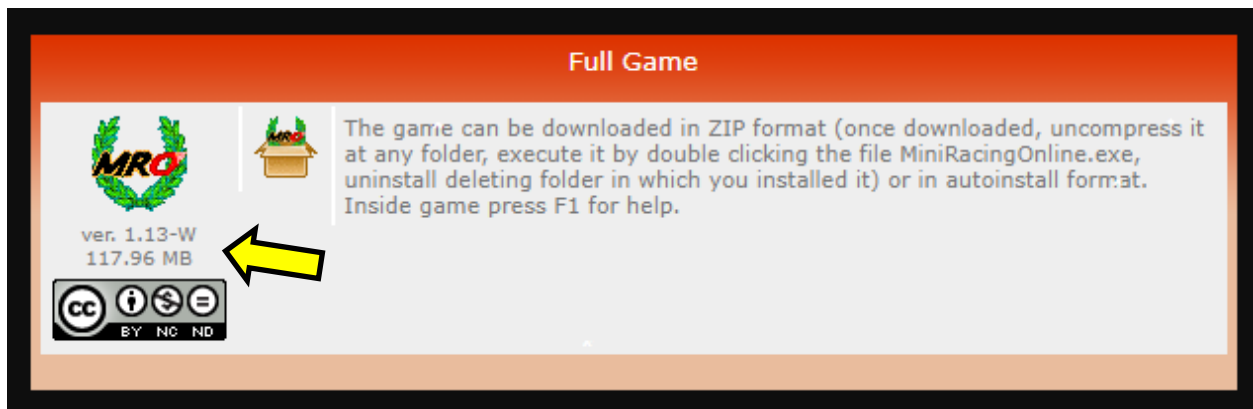
WEBSITE LANGUAGE

Change **language** of website to **English** (check address in page 1)



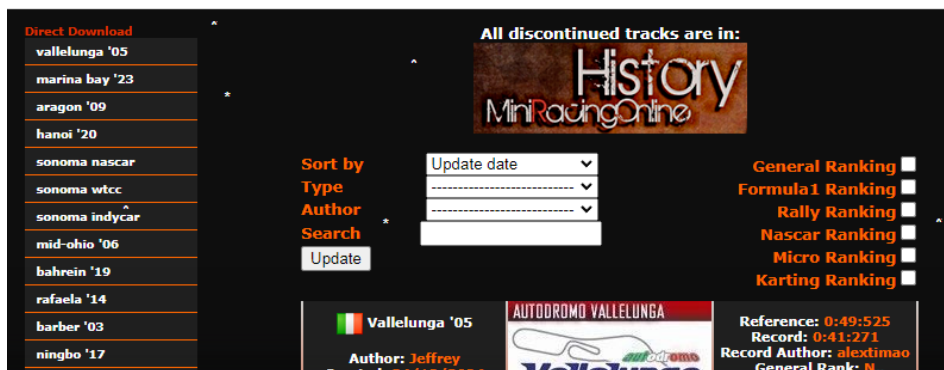
GAME DOWNLOAD

Download **Full Game** from [Downloads...Game](#) – Latest version is **1.13-W**

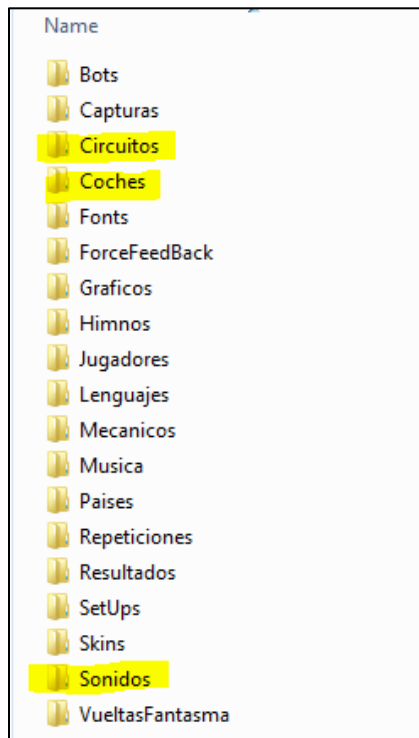


CIRCUIT DOWNLOADS

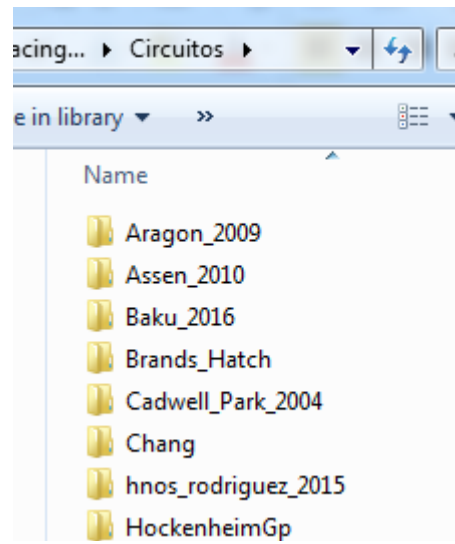
Circuits are downloaded from [Downloads...Tracks](#)



IMPORTANT GAME FOLDERS

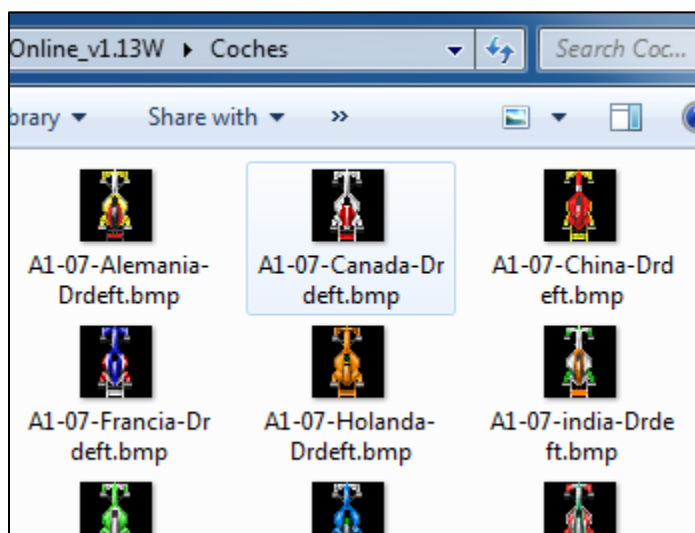


Circuitos – the folder where tracks are placed. Tracks must be extracted with their own folder as follows:

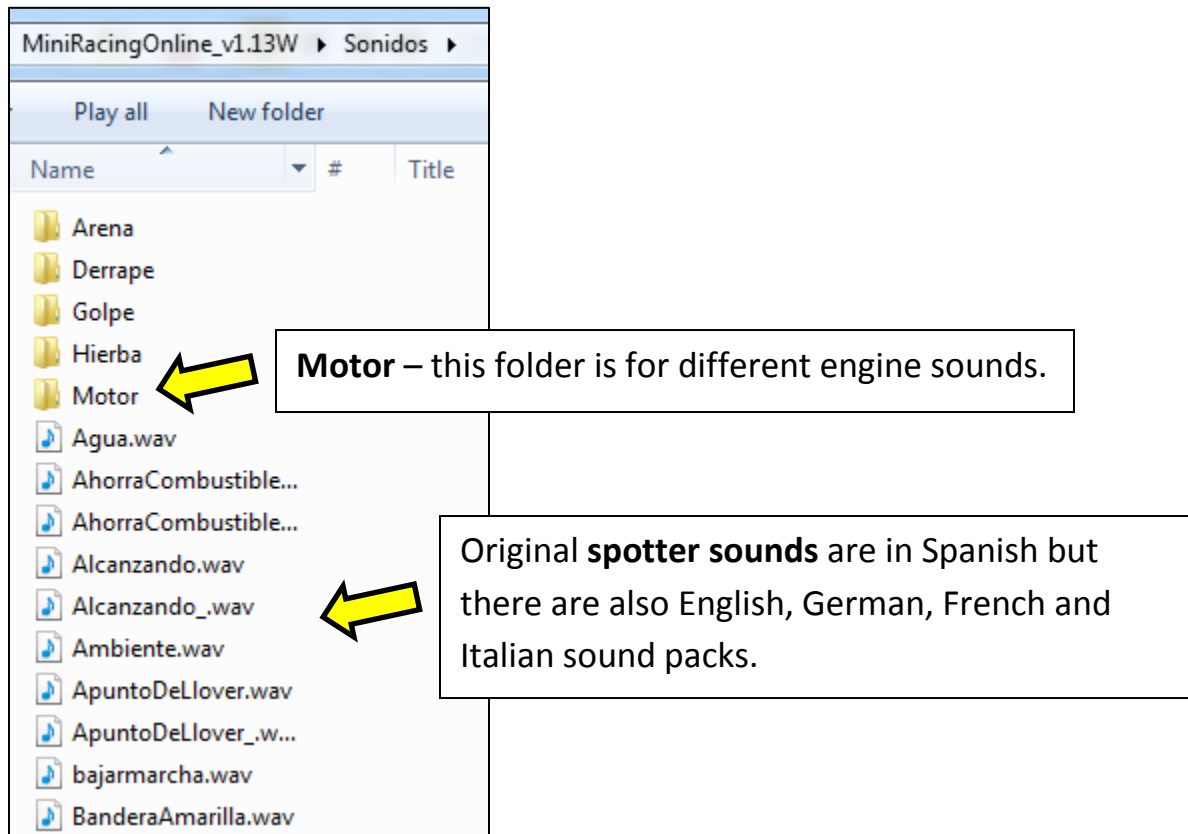


Coches (Cars)

Cars are extracted directly in the folder coches.



Sonidos (Sounds)



OTHER FOLDERS

Bots

This folder stores the files of **AI** cars.

Repeticiones

This folder stores the recorded **replays** of the events.

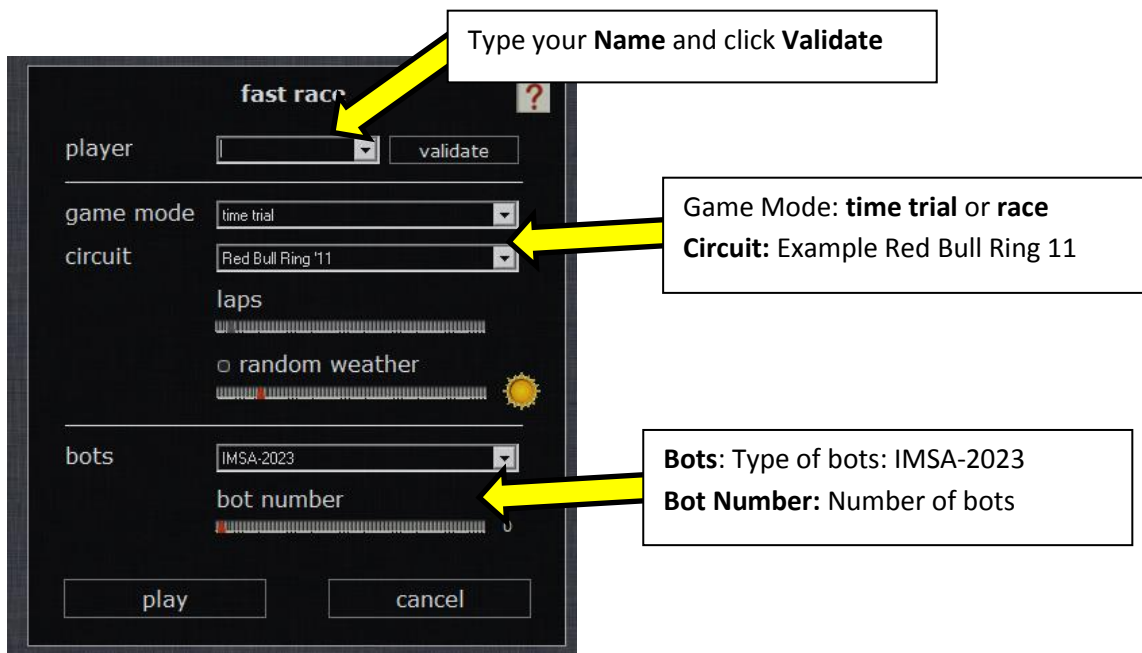
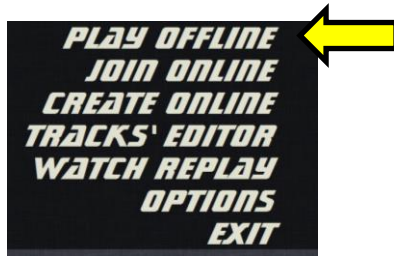
Resultados

This folder stores the **results** in html format.

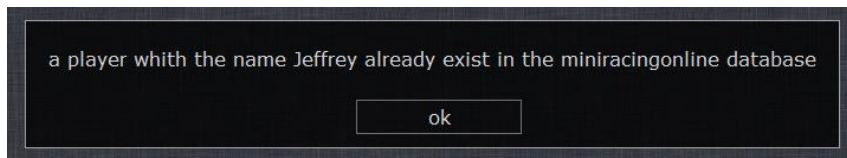
REGISTRATION

Registration is required to upload lap times to server and play online.

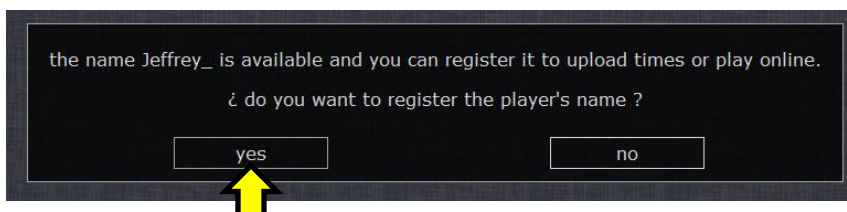
Run game and click PLAY OFFLINE.



If player name **already exists** the game will tell you this:



Then try a different name or a variation example: Name_

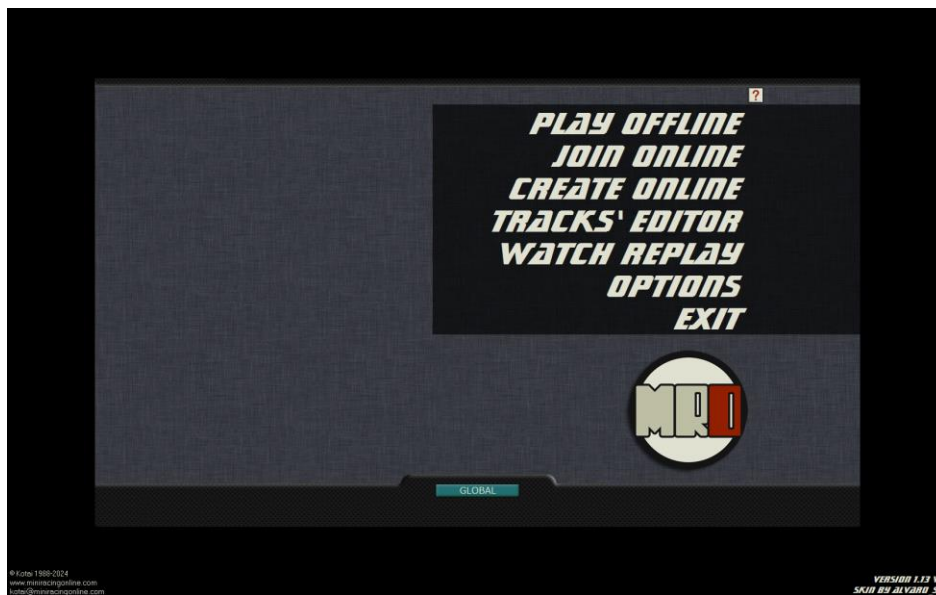


MAIN MENU

Play Offline – To play alone or with bots.

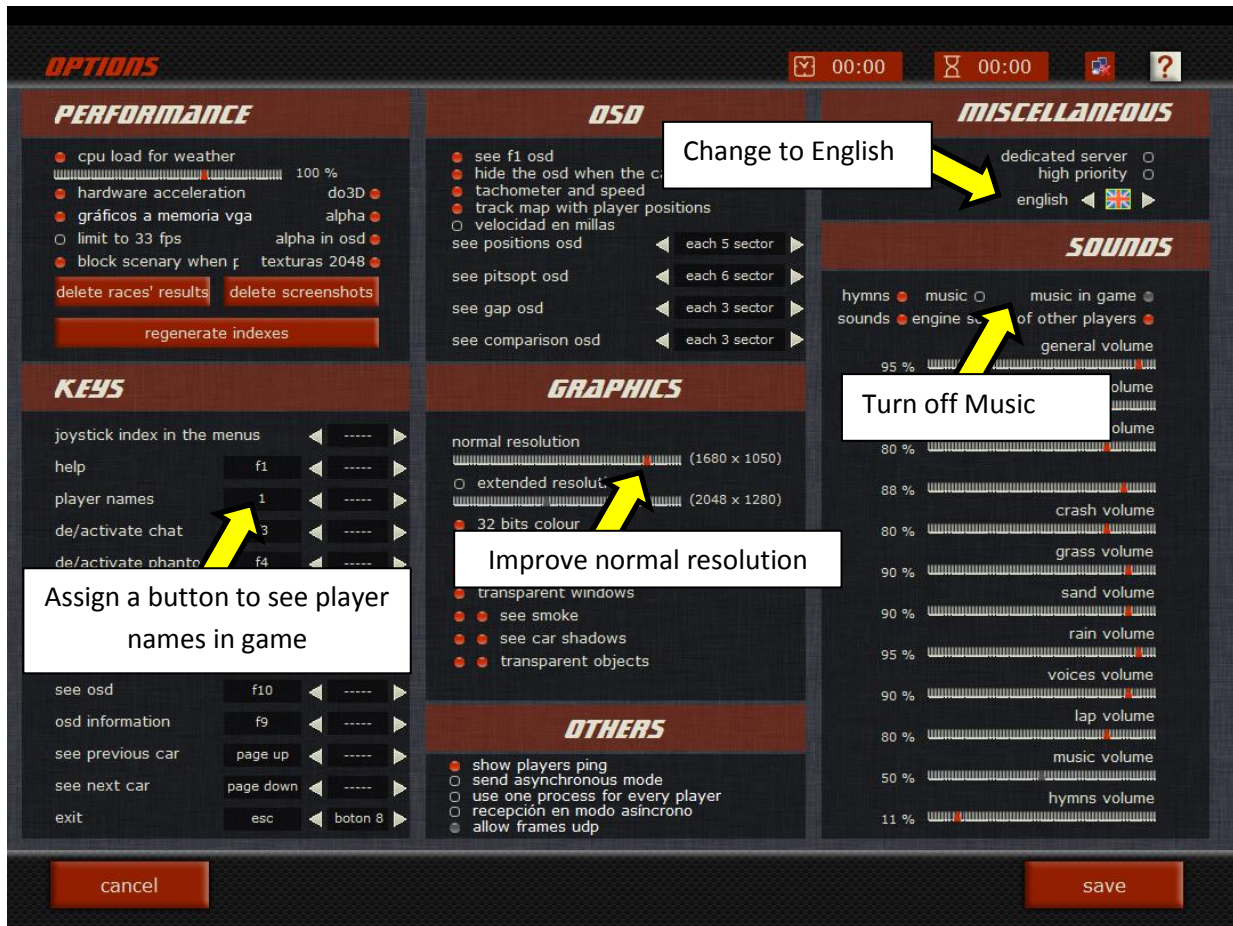
Join Online – To join a multiplayer game.

Options – Various game options.



Version of game

GAME OPTIONS



PLAYERS (refer to next page)



PLAYERS 16:04 36:25

JEFFREY

new remove

JEFFREY

imsa24
acura
arx06_10
agarcia
f1-Default-caco

MCLAREN

1 JEF P

mt

1. Fill Details

2. Change Car Type (1st arrows)
Brand of Car (2nd arrows)

CONTROLS

throttle up
brake down
left left
right right
restart f9
car's info. 2
boxes space
k.e.r.s. Q
d.r.s. W

keyboard joystick
joystick index
reverse direction opp. reversing

throttle boton 1
brake boton 2
restart boton 3
car's info. boton 4
boxes boton 5
k.e.r.s. boton 6
d.r.s. boton 7

SOUNDS

engine gibson_v8
slide Der
crash
grass Hierba
sand Arena

4. Engine Sound

3. SET Keys / JoyPad
(car info for tyre info)
(space to change type of tyre when entering pit – hard, soft or wet.)

jugadores bots next

CIRCUIT

CIRCUIT 16:10 29:32

CILLES VILLENEUVE MONZA RED BULL RING ROAD AMERICA SHANGHAI

red bull ring '11

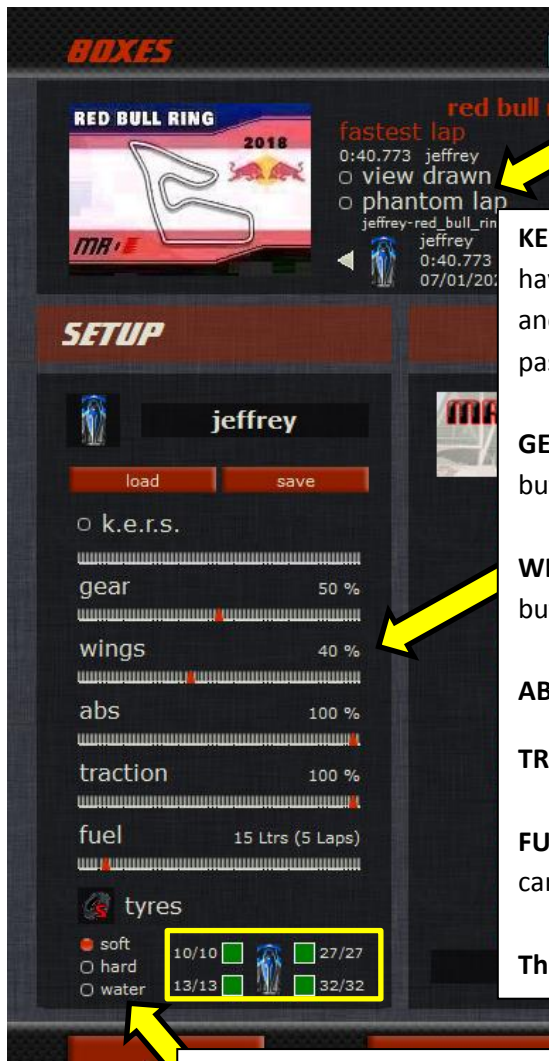
author Gabarts records 0:40.773 JEFFREY
e-mail goldengab@hotmail.com all records download more circuits

MODE
time trial
race
championship

OPTIONS random weather 0% **PRACTICE** laps 99 **RACE**

Select **Circuit** to play for offline or online.
Other Settings like time or laps.

SETUP



Turn off **view drawn** to remove arrows showing racing line. (Ideal for beginners)

KERS – A button can be pressed to have a boost speed until it finishes and then gets full again when you pass the start line.

GEAR – Low Value more acceleration but lower top speed, and vice-versa.

WINGS – Big Value car turns more but slower and vice versa

ABS – Always kept at 100%.

TRACTION - Always kept at 100%

FUEL – the more fuel the heavier the car.

These can be locked by server.

Change **Tyre** Type.

Click on any green square to change tyres to brand new set during practise or qualify.

OTHER GAME SETTINGS



Weather Prediction as game supports dry, rain, light rain and heavy rain, day and night.

Averías (Engine Breakdowns)
Crashes (Cars Collide)
Tyre Degradation
Fuel Consumption
ERS - KERS
DRS (not all tracks support drs)
Allow refuelling
Rebufos – Slipstream
Penalizaciones (Penalties)
Doblados (Collision with backmarkers)
Blocked Setups
Keep Strategy (Tyres used in qualify must be kept for race)

PENALTIES and GENTLEMAN RULES

The game has automatic checking of non-acceptable action during qualify or race and can assign warnings or penalties. Some examples:

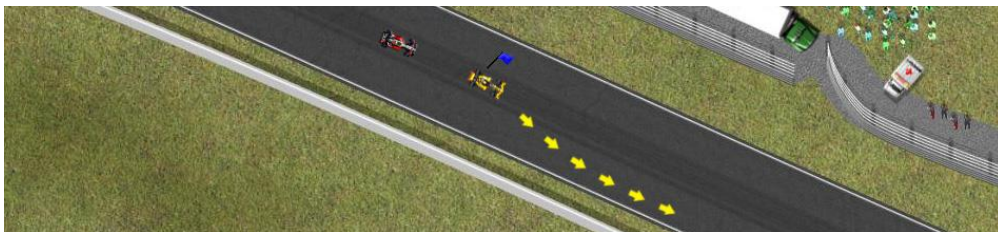
Driving Backwards – straight black flag (disqualified from race)



Collisions – When you push a driver out, let him pass again.



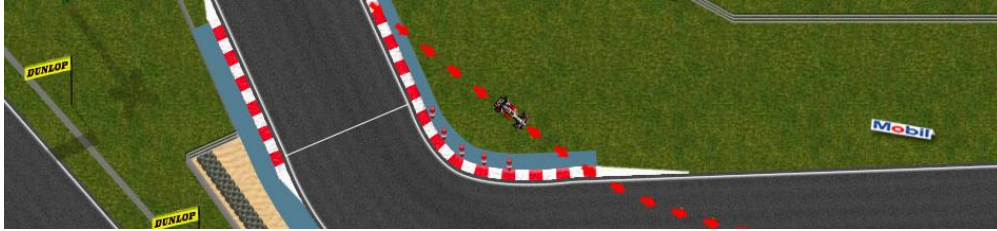
Backmarkers – Always give way to cars that are lapping you.



Cutting pit exit line – Drive through penalty



Cut Track – During qualify the lap is a null and during race a drive through penalty.



Speed limit in pits – Drive through penalty.



Re-join race – Be careful when entering track again.



Spinning – Let the cars pass first and then continue your race.



PLAYER INFORMATION IN MORE DETAIL

The screenshot shows the 'PLAYERS' menu in a racing game. Callouts point to various elements:

- DRIVER NAME:** Points to 'JEFFREY'.
- Car Type (Find VRM):** Points to the 'vrn' field.
- TEAM NAME:** Points to 'CHEVROLET'.
- Brand (Ex Ferrari):** Points to 'chevrolet'.
- Model (Variations):** Points to 'corvette_z06_r_03'.
- Pit Crew Colors:** Points to 'agarcia'.
- NATION FLAG:** Points to the flag icon.
- CAR NUMBER:** Points to '3'.
- Engine Sound:** Points to 'gibson_v8' in the 'SOUNDS' section.

Engine Sound.
The default is not that good. Change arrows for more engine sounds.
Gibson_v8 is ideal for our cars. Download from Discord (files channel) and place in game **Sonidos/Motor**

Engine Sounds

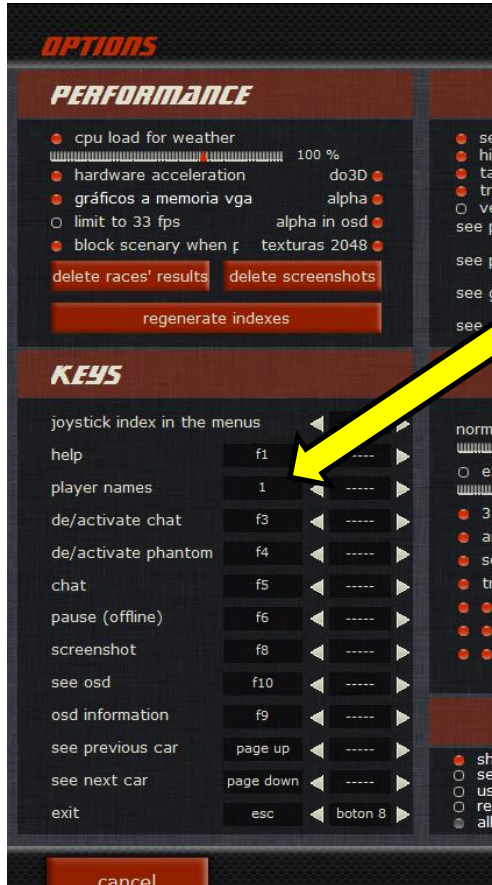
The screenshot shows a file explorer window with the following files listed:

Name	#	Title
BMW.wav		
DTM-2009.wav		
F1-94CosworthZET...		
F12020.wav		
F12023.wav		
FERRARI.wav		
gibson_v8.wav		
HONDA.wav		
MERCEDES.wav		
Motor.wav		
RENAULT.wav		
TOYOTA.wav		
wrc2022.wav		

Sounds must be placed in Sonidos/Motor (.wav format)

IMPORTANT KEYS

Player Names in Option Menu.



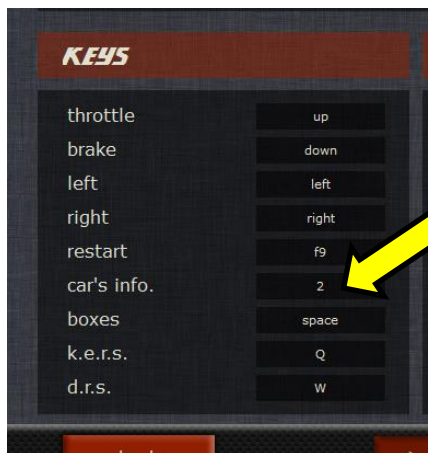
Player Names

Personally I set that button to key number 1.

This buttons is important when driving to check the name of the driver in front or behind you.



Car Info in Players Menu



Car Info

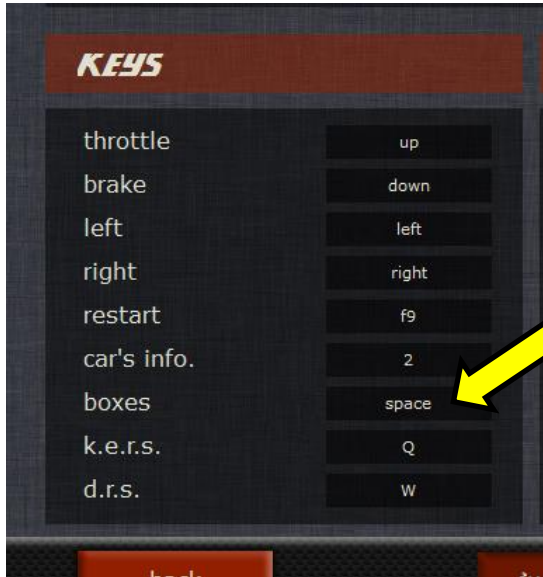
Personally I set that button to key number 2.

This button is important to check the status of your tires / fuel.



Blue – Cold
Green – OK
Red - BAD

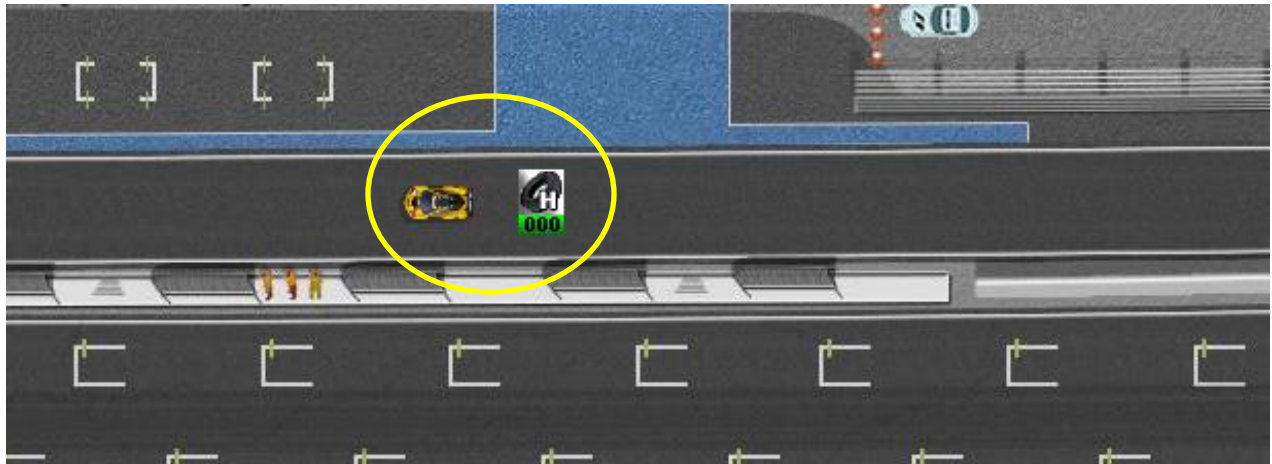
3. Tyre Type in Players Menu



Boxes

Personally I leave this set to default space bar.

This buttons is used to change from soft / hard or wet tyres when entering pits



CAR SETUP

k.e.r.s.
A button is set on the keyboard and when pressed car has a speed boost until the gauge finished. It gets full again when a new lap starts.

gear

 Faster **Acceleration**
Less **Top Speed** Slower **Acceleration**
More **Top Speed**

wings

 Less **Turning**
Faster **Speed** More **Turning**
Slower **Speed**

abs & traction
Always kept at 100%

fuel and tyres
less fuel the car is faster and viceversa.
Soft tyres – more grip, fast wear out.
Hard tyres – less grip. Less wear out.
Water – for grip in wet conditions

Information on your tyre conditions.
Click for a new set of tyres

Dashboard Data:
 k.e.r.s. [Gauge]
 gear 64% [Gauge]
 wings 35% [Gauge]
 abs 100% [Gauge]
 traction 100% [Gauge]
 fuel 15 Ltrs (5 Laps) [Gauge]
 tyres:
 ● soft 12/12 27/27
 ○ hard 15/15 31/31
 ○ water