

FlatOut 4 VR

+ M O T I O N

An unofficial fan mod for FlatOut 4: Total Insanity VR

VERSION 1.0.0

One download, one button: FlatOut 4: Total Insanity VR with your motion rig moving with your car, through YawVR GameLink, SimHub or Sim Racing Studio, switched on the Play page at any time. Motion compensation and the chair's motion are set up the way VRGamerDude plays it on stream - the same VRGD motion plugin and the same tuning.

The game is VR by itself and sends its own motion data. This package adds the motion; it does not include the game.

Runs on the YAW Ultimate motion simulator by ShallXR: <https://shallxr.com/?ref=vrgamerdude> - code vrgamerdude for \$200 off

VRGD STUDIOS

WHAT YOU NEED

- **FlatOut 4: Total Insanity VR** on Steam, fully downloaded.
- A **motion program** (page 04), one or more of: **YawVR GameLink** from Steam on its **beta** branch (right-click it in Steam, **Properties**, **Betas**, choose **beta**), opened once with your chair connected; **SimHub**; **Sim Racing Studio**. Without one, VR still works.
- A **motion rig**, such as a YAW motion simulator by ShallXR, or a six-axis rig that SimHub or Sim Racing Studio drives.
- A **PC VR headset** with its PC app or SteamVR installed and run once, so Windows knows your VR runtime.
- The **Microsoft .NET Desktop Runtime 8** or newer, which this program runs on, and an internet connection the first time you install if OpenXR-MotionCompensation is not on your PC yet, or is older than version 0.3.10.0 (3.5 MB).

WHAT GETS INSTALLED

PIECE	WHAT IT DOES	WHERE IT GOES
FlatOut 4 motion plugin	Moves a GameLink-driven chair with your car.	GameLink's Gameplugins folder. A FlatOut 4 plugin already there is backed up and replaced.
Motion link	Sends your car's movement to Sim Racing Studio or SimHub.	This program's own folder, with its tuning file.
OpenXR-MotionCompensation	Keeps the view steady while the rig moves (by BuzzteeBear, GNU LGPL 2.1).	Its own installer, only when it is missing or older than 0.3.10.0; plus one settings file for this game.
This program	Install, Play, Repair and Uninstall in one.	%LOCALAPPDATA%\VRGD\FlatOut4VR , a desktop icon and a Start-menu entry.

None of the game's files are changed. The settings of GameLink, SimHub and Sim Racing Studio are never changed by this package. Your rig's strength and limits stay exactly as you set them there.

INSTALL

1. Unpack the zip anywhere and double-click **FlatOut 4 VR Motion.exe**. If Windows SmartScreen shows "Windows protected your PC", click **More info**, then **Run anyway**.
2. **Checking your PC.** Each line shows OK, or Needed for the pieces it installs for you. A line that says Action needed tells you what to do first (for example, install the game, or close it).
3. **The license.** Read the VRGD Studios License Agreement and tick its two boxes. Decline closes the program and changes nothing.
4. **Here is everything this will do.** The page lists every change. Nothing has been changed yet. Click **Install**.
5. If OpenXR-MotionCompensation is missing, Windows asks for permission and its own installer opens: read and accept its licence, keep its suggested choices and click Install.
6. When it says Done, use the **FlatOut 4 VR Motion** icon on your desktop to play.

Everything that is changed is backed up first. If the install is stopped halfway (the window closed, the PC switched off), the next start puts back every file it had changed, exactly as it was.

REPAIR AND UPDATE

Repair on the Play page checks every file again and puts back what is missing or changed. It keeps the tuning files you changed yourself unless you tick **Reset to the standard settings**. Starting a newer version of this program updates the installed one.

Installed GameLink, SimHub or Sim Racing Studio after this package? Press **Repair**: it adds what that program needs.

PLAY

1. Sit in your rig with the emergency stop in reach, and press **PLAY**.
2. Only the chosen program drives your rig: any other motion program that is running is closed before the game starts, and again if it starts during the game. GameLink parks your chair as it closes.
3. The game starts through Steam, the way Steam's own Play button does. Put your headset on.
4. A few seconds after the game starts, OpenXR-MotionCompensation counts down and switches on by itself. When you hear it, sit in your normal position and look straight ahead: it takes the chair's centre from where your headset is at that moment.
Ctrl+Insert switches motion compensation off and on again.
5. If the view drifts when the chair turns, sit straight, look ahead and press **Ctrl+Delete** (OpenXR-MotionCompensation's recalibrate key) to take the centre again.
6. Quit the game normally. The program closes when the game does.

The game sends its own motion data while you drive; it is on out of the box. This package only listens to it.

THE STATUS LIGHTS

LIGHT	ON MEANS
GameLink / SimHub / Sim Racing Studio	The chosen program is running (Sim Racing Studio: it is running and listening, and the game's motion is going to it).
Game	FlatOut 4 VR is running.
Motion compensation	OpenXR-MotionCompensation is compensating in the game.

YOUR MOTION PROGRAM

Choose the program that drives your rig on the Play page; you can change it any time between games. Choosing never installs or removes anything. YAW owners can use any of the three where that program lists their chair; six-axis rigs use SimHub or Sim Racing Studio.

YAWVR GAMELINK

Play starts GameLink for you. GameLink runs the FlatOut 4 plugin when it sees the game and parks the chair when the game closes, by its own settings. If GameLink does not connect your chair by itself, Play asks you to click your chair in GameLink first.

SIM RACING STUDIO

Start Sim Racing Studio yourself; the launcher never starts it, and never closes it while it is the chosen program. Play starts the motion link out of sight once the game is running. When you quit the game, the link brings your rig gently back to rest and closes by itself.

SIMHUB

Start SimHub yourself and choose **DiRT Rally** in it: the motion link sends FlatOut 4 to SimHub as DiRT Rally on UDP port [20779](#). In SimHub, open the DiRT Rally game settings and set its UDP port to 20779 once. This package never changes SimHub's settings; Play tells you when SimHub's port is another one.

MOTION COMPENSATION

Play puts this game's OpenXR-MotionCompensation file in place, which switches it on for this game. Everything else - your tracker, the chair's centre of rotation and filters - comes from your own OpenXR-MotionCompensation settings, the same as for your other games: `%LOCALAPPDATA%\OpenXR-MotionCompensation\FlatOut 4 VR.ini`.

SAFETY

Motion rigs move your body hard and fast. Keep your rig's emergency stop within reach every time you ride, and know how to use it. Read Section 5 of the license agreement before your first ride.

- Keep the area around the rig clear, and route cables so they cannot catch you as the rig turns.
- Get in and out only when the rig is parked and has stopped moving.
- Stop at once if you feel sick, dizzy or uncomfortable.
- Change the tuning file in small steps and test gently: [flatout4-tuning.cfg](#) (the motion link, in this program's [bridge](#) folder).

WHEN SOMETHING IS WRONG

WHAT YOU SEE	WHAT TO DO
FlatOut 4: Total Insanity VR: Action needed	Install the game from Steam and let it finish downloading (or verify its files in Steam), then run this again.
Something changed your setup.	Press Repair on the Play page.
The game did not start	Start the game once from Steam to see its own message, then press Play again.
The rig does not move in SimHub mode	In SimHub, choose DiRT Rally and set its UDP port to 20779.
Motion compensation stays off	Press Ctrl+Insert in the game (it switches it on and off). If it still stays off, press Repair; if Play says its layer is off, reinstall OpenXR-MotionCompensation.
Your antivirus removed a file	Allow the folder <code>%LOCALAPPDATA%\VRGD\FlatOut4VR</code> , then press Repair.

UNINSTALL

Press **Uninstall** on the Play page, or use **FlatOut 4 VR Motion - Uninstall** in the Start menu. It puts back every file it replaced (a FlatOut 4 plugin you had in GameLink before comes back), removes the profile GameLink made for this game if it was not there before, and then removes its own folder. Nothing of this package is left on your PC. OpenXR-MotionCompensation stays installed, because other games may use it.

CREDITS

FlatOut 4 VR + Motion by VRGD Studios. OpenXR-MotionCompensation by BuzzteeBear. YawVR GameLink by ShallXR/YawVR. SimHub by Wotever. Sim Racing Studio by Studio Simulateur de Course Inc. This package is not made, approved or supported by the makers of the game or the motion programs.

Unofficial fan-made mod. Not affiliated with or endorsed by the game's developers or publisher, Valve, ShallXR, YawVR, SimHub, Sim Racing Studio or BuzzteeBear. FlatOut is a trademark of its owner.

The full notices are in THIRD-PARTY-NOTICES.txt in this program's folder.