



**grand
theft
auto
ONLINE™**

Race Creator
GUIDE



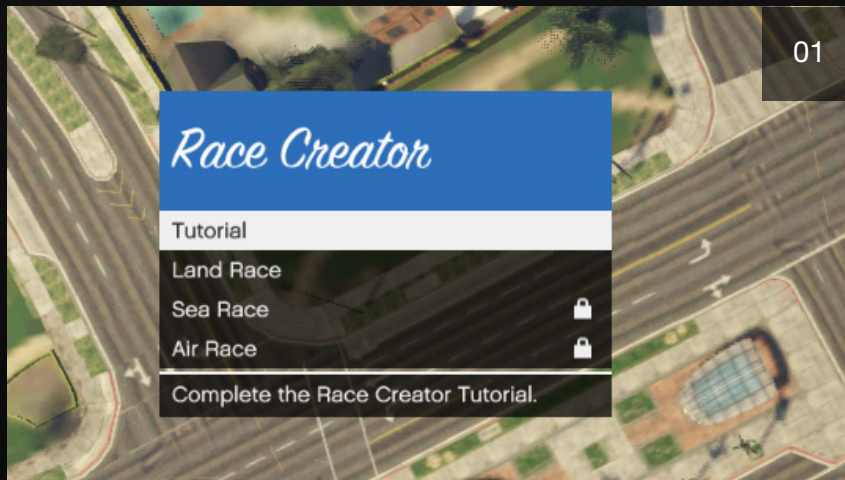


CREATE A RACE

The Race Creator provides access to some of the same tools the Rockstar developers used to create GTA Online Jobs. This section offers some general guidance through the Creator interface and also imparts some tips to make your Races fun for all players and hopefully help you create a Rockstar Verified Race.

INTRODUCTION

To access the Creator, enter the Pause menu screen and scroll down and select “Creator.” You have the option to follow the Race Creator Tutorial or jump right into creating a Land, Sea, or Air Race (01). We strongly suggest you follow the tutorial to grasp the basics of creating a Race. In this section we break down each Land Race Creator menu, and describe the options.



UNLOCKING SEA AND AIR RACES

In order to unlock Sea and Air Race Creators, you must first complete and publish a Land Race.



RACE DETAILS

The next step in creating a Race is choosing a location and giving it a name and description, then setting the basic parameters for the challenge. You can often draw from the location of the Race to come up with a creative name for the course. Select “Race Details” from the Race Creator main menu.

TITLE

Enter a creative name for your Race with a maximum of 25 characters (including spaces). You cannot save or publish a Race without a name. If you’re not sure what to name your Race, you can always use a temporary name and then change it to something more suitable once the Race is fully realized or developed. You can name your Race anything you like, but if it becomes a favorite, it’s helpful if the name sparks memories of the exciting moments or key hurdles in the Race.

DESCRIPTION

A good Race Description is necessary before saving or publishing your Race. This, more so than a Title, should be a descriptive account of what to expect when a player experiences your Race. You have a maximum of 500 characters to explain your Race (including spaces).

Once your Race is completed, you should have a very good idea of how to describe it. Try starting with where the Race takes place. Using district, street, or freeway names is a good idea. Is it off-road? Is it a long Race? Are there jumps? You could even suggest which vehicle class is the most fun on your course while leaving more classes than your preferred class as an option. Get creative. For example, a Race from a tennis court to Vinewood could be called “They’re Not Playing Tennis.” In turn, this could then be described simply as, “The tennis coach is sleeping with your wife. Race home to catch them.”

PHOTO

You must take a picture that represents your Race before saving or publishing it. The Detail Photo appears when launching the Race creation, as well as on the Rockstar Games Social Club. The photo can be taken anywhere using camera controls similar to those for the checkpoint navigation. A good picture of your racecourse could include the Race starting location or a picture of a well-known business, building, or landmark near the start or finish line. Consider taking a very nicely set up shot of an area of particular excitement in your Race. This image brands your Race, so spend a little time selecting and capturing a nice shot (02).



SEARCH TAGS

Search Tags are similar to how websites are found on the internet. Add Search Tags to make finding your creation on the Rockstar Games Social Club much faster. Each word should be separated with a comma and you have a maximum of 62 characters to use (including spaces). Choose words that best describe your Race. Is it off-road? Mostly on highways or freeways or even down a mountain? Did you single out a particular vehicle class to use? Does it feature several jumps? The more descriptive you are with the fewest number of (correctly spelled) words is the best way to take advantage of this search feature.

MAXIMUM PLAYERS

You can set the maximum amount of players that can participate in your Race anywhere from 2 to 16 (2 to 30 players on PS4, Xbox One, and PC). Limiting the amount of players in the Race makes for close, high-stakes racing, while bigger races can feature more racer-on-racer action. A player hosting your created job once it's published can always start the job before the maximum player limit is reached, so be aware of that.

RACE TYPE

This option sets the Race Type: **Standard**, **Rally**, **Non-Contact**, or **GTA** Race. However, the host can override the Race type in the lobby before the Race begins.

STANDARD

A Standard Race is a simple checkpoint-to-checkpoint Race to the finish line. To win, be the first at the checkered flag. If the course loops back to the starting line, the host can set the number of laps in the Race. Attacking other drivers with weapons is not permitted, but you can collide with them.

NON-CONTACT

This mode lets you run standard Races with collisions disabled between player vehicles. Your opponents' vehicles are semi-transparent and you pass right through them. However, you'll still collide with structures, NPC traffic, and other scenery.

GTA

Attacking other drivers is not only permitted, it's encouraged in this Race type. A GTA Race tosses weapons into the mix, letting you shoot opponents drive-by style or exit your vehicle and blast them on foot. Power-ups include weapon pickups (collected while in or out of your vehicle), Health power-ups (wrench icon) to repair lost health or vehicle damage, Boosts (lightning icon) that give you a temporary burst of speed, and Rockets (rocket icon) that you can fire in front of or behind your vehicle. Rockets and Boosts can be collected only while in a vehicle. In addition, you can create a team-based GTA Race that pairs players into teams of two. The first pair to cross the finish line first wins the race.

RALLY

A Rally is an exhilarating Race for two-player teams that requires a unique degree of cooperation. One player drives while the other navigates using a headset or the directional buttons to direct the driver around the track. Only the navigator can see the checkpoints and radar!

ROUTE TYPE

Laps and Point-to-Point are the two Route Type options. An easy way to discern the difference is to think of Laps as a NASCAR-style Race where you start and finish at the same location after completing one or more Laps. This type of Race must loop back on itself to work correctly. While a Point-to-Point Race is like a drag race; you start at one location and race to another (this could be completely across the map and doesn't necessarily require checkpoints) and pass through a finish line that is in a different location than the start. The last checkpoint you set becomes the finish line. Point-to-Point Races need to be at least .64 miles long in order to be valid and able to be published.

NUMBER OF LAPS

Number of Laps is an option only when your Route Type is "Laps." You can select any number of laps (up to 99) based on what you deem appropriate for your race. Remember, the player hosting your job once it's published can select any number of laps he or she prefers before the race starts, but the number of laps you select while creating the race will be provided as default.

STARTING GRID SIZE

This option allows you to set the Starting Grid Size for the Race to any dimension the same as or smaller than the starting area allows.

AVAILABLE VEHICLES

Check the vehicle classes that will be available for your Race in the Available Vehicles menu (03). Most classes are checked by default. Boats and airplanes appear as an option when creating a Sea or Air Race. If you want to exclude an entire class of vehicle, scroll to the class and select the class that you would like to remove. The checkmark will be removed from the box.

However, if you wish to be more specific by allowing only certain vehicles of a vehicle class in your Race, you can uncheck each vehicle type within a class that you do not want in your Race.



TIP**WHY EXCLUDE VEHICLE CLASSES?**

Excluding vehicle classes is usually determined in the testing phase of building a Race. A good Race is one that works with all vehicles that are allowed in the Race, thus improving player satisfaction. For example, if you find that players are not surviving a very large jump while driving a motorcycle, then it's a good design decision to exclude Motorcycles from your Race altogether.

DEFAULT VEHICLE

The Default Vehicle setting is mostly used during Creation. This is the vehicle into which you are spawned during Vehicle Mode Race Creation and while Testing the Race you've created.

TIME OF DAY

You can change the time of day to Current, Morning, Noon, or Night. This setting does not lock out the host's ability to change time of day during the actual Race setup.

WEATHER

Weather can play a big role in your Race; add rain and you'll be sliding in paved turns or losing traction in the mud on unpaved roads. When testing your Race, try it with and without rain to see if it enhances gameplay or turns your creation into a dud.

TRAFFIC

Depending on where your Race takes place, this on and off toggle switch can make a huge difference (04). However, in the creator, Traffic affects your experience only during the testing stage, as there is no traffic when you're creating a Race. Keep in mind that this option does not prevent the Race host from adjusting the existence of traffic in the actual Race.



WANTED LEVEL

You can turn the Wanted Level on or off during Race creation. However, it does not lock out the host from being able to change the Wanted Level setting during the actual Race setup. Enabling Wanted Level allows the police to chase Race participants during the course. Disabling it allows the players to race free-and-clear.

BACKGROUND MUSIC

This allows you to set the music that plays when there is no radio enabled. You can choose between Action or Chase music.

LOBBY RADIO

Use this option to toggle on/off and select the radio station that plays in the background when players enter the Lobby. This gives you another creative way to set a specific tone for your match.

FORCE CAMERA VIEW (PS4, XBOX ONE AND PC ONLY)

With this option, you can choose to lock all players in the job into First or Third Person perspective for the duration of the job. Remember, the host can override the Force Camera option before the Race begins.



PLACEMENT

Once you've set up your Race Details, it's time to get down to the nitty-gritty of laying out your racecourse. In the Race Creator main menu, select "Placement".

PLACE TRIGGER

Once you've chosen the perfect location for your Race, the next step is to place a Race Trigger. This allows players in Freemode to find and initiate your Race. The Starting Grid should be placed near the Trigger point; the game prevents you from setting the starting grid too far from the trigger. Next, set a creative angle for the Lobby Camera at the trigger location. This is what players see around them as they gather for the Race.

The Trigger location must be placed in a flat, clear area (05) and should be easily accessible (in the middle of a busy freeway is not the ideal location; it could be entertaining for a little while, but not ideal). The Trigger icon turns from red to white once you've found a suitable location to place the Trigger. You can then begin setting the Checkpoints that mark your Race route.



LOBBY CAMERA

The Lobby is where the host makes Race option adjustments and where players wait for others to join before the Race begins. The Lobby background location must be manually selected. The mechanics of setting the camera are similar to acquiring the Photo; however, the Lobby Camera must be placed near the Race Trigger.

CHECKPOINTS

STARTING GRID

The first checkpoint to set is the Starting Grid where players start the Race (06). If the Route Type was set to “Laps” in the Race Details, this is also where the Race will end (the finish line).



When placing the grid, you must consider the terrain and adapt the grid to your chosen starting location. As you change grid options, you can see the onscreen grid icon (complete with vehicle icons) change to reflect your choices. If the grid is yellow, then you have a workable starting grid solution. However, if it's red, you must continue tweaking the Grid Size, Grid Dimensions, Maximum Players, and sometimes even the Default Class.

Please note that if the Starting Grid Size is set to Small Grid you can only choose between the Motorcycles, and Cycles, Vehicle Classes.

PLACING CHECKPOINTS

TIP

CHECKPOINT LIMIT: 69

The maximum number of checkpoints you can set in a Race is 69. This includes the Starting Grid checkpoint. So, after the Starting Grid is set, you then have 68 remaining checkpoints to use in your design. A checkpoint counter appears in the bottom-right corner of the screen to keep track of this as you develop your Race.

This is where a good Race is born. So much relies on well-developed checkpoint placement. Once the Starting Grid has been placed in a valid position, you can start placing the checkpoints (07). Checkpoints must be placed so that there is at least one valid respawn location on a flat surface. The racers must drive through each checkpoint in the correct order to complete the Race. The best Races have checkpoints that can be seen from the previous checkpoint. This makes the Race easy to follow and more fun to drive. The enjoyment of a Race is diminished if players must constantly take their eyes off the road to find the next couple of checkpoints on the Radar.



STRAIGHTAWAY CHECKPOINT PLACEMENT

Placing checkpoints on long straightaways and sharp corners are the two core concepts to learn (08). In a long straightaway, it's best to place the next checkpoint in the driver's sight as he or she passes through the previous one. No matter how long the straightaway, it's helpful for the driver to know the course is continuing straight and not heading into a corner toward a possibly unseen checkpoint.

Another issue in straightaways is the visibility of the road ahead. If the road dips or is hilly or obstructed by overpasses, then it's a good idea to place a checkpoint at those areas where a more distant checkpoint would be impossible to see. Checkpoints are fairly tall and just having the tip-top, blue arrow section of the checkpoint visible is enough to satisfy the driver.



CORNER CHECKPOINT PLACEMENT

You must consider the terrain when placing two checkpoints near a corner. Are buildings or trees blocking the view? These things must be considered when helping players quickly recognize that the course is making a sharp turn. A common mistake is to place a pair of corner checkpoints too close together.

The correct placement is a balance of pulling the first checkpoint back away from the corner while moving the corner checkpoint toward or away from the corner, depending on visual obstructions.

Take plenty of time during the testing stage to make sure each corner has the best checkpoint placement possible (09). Sometimes this may actually require trying a different corner location.



RESPAWN DIRECTION

Not to be confused with the directional arrow(s) inside checkpoints that point to the direction of the next checkpoint, each checkpoint corona has a Respawn Direction attached to it during Race creation. This Respawn Directional arrow should be rotated to point in the direction the Race is progressing (13). So if a player's vehicle is destroyed or goes off-course, when the player is respawned, his or her vehicle will be oriented in the proper direction. Rotate the Respawn Direction using the shoulder buttons.

TIP

CHECKPOINT DIRECTIONAL ARROWS

The number of directional arrows inside a checkpoint indicates the sharpness of a corner. For example, if you had created a U-turn in your Race, the pivotal checkpoint would have the maximum number of arrows (3) pointing in the opposite direction.

PLACING CHECKPOINTS USING VEHICLE MODE

It is possible (and in some cases, necessary) to warp into the default vehicle and place checkpoints as you drive the route (10). If you don't like the vehicle that's being used in this mode, then change the Race's Default Vehicle setting to something more desirable.



When you switch into Vehicle mode, the menu is automatically disabled. You can drive normally in this mode, but you won't be able to place anything until accessing the menu. To do this, press Down on the D-pad. While driving, the respawn heading defaults to the direction your vehicle is heading. Stop the car if you wish to then edit the Race as normal.

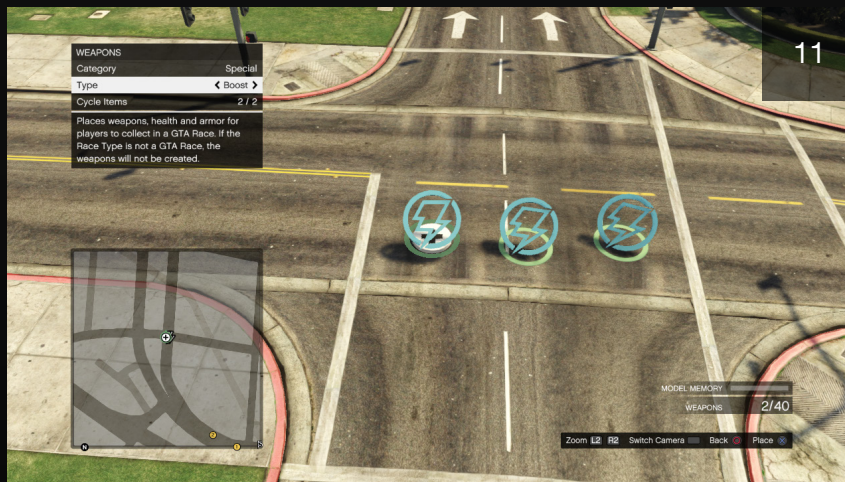
It's best to use a combination of both placement methods when creating a Race. Vehicle mode is good for designing a quick route and placing checkpoints and Props under overpasses and under bridges. Sky mode is better for adjusting the positions.

INSERTING AND DELETING CHECKPOINTS

To delete a checkpoint, place the checkpoint cursor over the already placed checkpoint and press the Delete button (indicated on the control display in the bottom-right corner of the screen). To insert a checkpoint, move the checkpoint cursor over the blue path between checkpoints until the path line turns blue, then click the Edit/Insert Point button and drag the new checkpoint into position. Confirm your position choice with another click of the Edit/Place button. If you do not drag from a blue path line, you'll just add the checkpoint to the end of the Race.

WEAPONS

Weapons are placed in a Race for the purposes of a **GTA Race** only. If the player does not select **GTA Race** mode, then weapons are not spawned on the course. You can place up to 40 weapons or specials in a Race (11). The number that you've placed appears in the bottom-right corner of the Race creation screen. Weapon and Special item placement is an art form of its own. The items you choose to place and their locations dramatically change the challenge. Get creative; consider using all of one weapon type to give the Race a theme. It's usually a good idea to lay down at least three items in a row so the leader in the Race doesn't always have the advantage.



A player could possibly pick up more than one item if the items are placed too close together. Be aware of this when choosing placement locations.

While the Weapon pickups come with a full clip of ammo, the Specials are one-use items. Once acquired, pressing down on the Left Control Stick activates the Rockets and Boost pickups. Two Rockets shoot from the front of your vehicle. These Rockets are not guided, so you must aim using vehicle steering.

Consider your course design when placing items. Is there a big jump ahead that would be even more exhilarating with an active Boost? If so, place some Boosts before the jump. Try mixing a line of pickups so that one player has the option to attack while another could select a Boost to get away or a Health to recover from an earlier attack. There are plenty of combinations possible to make your Race very exciting and unique.

The following is a list of the available weapon and special (power-up) options:

Guns	Pistol, Combat Pistol, AP Pistol, Micro SMG, Sawed-off Shotgun.
Grenades	Grenades, Sticky Bombs, Tear Gas, Molotovs.
Special	Health, Boost, Rockets, Parachutes.

PROPS

You can position up to 50 Props in a Race (100 Props on PS4, Xbox One, and PC). You can rotate Props on each axis (Pitch, Roll, Yaw) or relative to the world (World Heading) before placing them. You can also reset a Prop's rotation to its default position and adjust the height of Props with the Prop movement controls. The "Allow Prop Stacking" checkbox lets you place Props so that they intersect one another or the existing world terrain. Be aware that if you have Traffic turned on, then the AI drivers may react to obstacles in a road much differently than a human driver. Observe their behavior during the testing stage to see if the Prop you placed in a high traffic area is worth having AI traffic. You do have the option of turning Traffic off if the Prop does cause traffic flow problems.

PROP TEMPLATES

You can save and place templates constructed from multiple Props. Select "Create New Template" to begin. You can then hover over placed Props and use the "Select Prop" option to add them to the template. Selected Props will have a purple circle over them. When you have selected all the Props for your template, select "Save Template". Now when you scroll through the Prop category options, you will find a new option called "Templates". From here you can select the template(s) you previously saved and place them just like any other Prop. Once placed, the individual Props can then be modified or deleted.

STUNT JUMPS

This option is for creating Stunt Jump cinematic camera shots when vehicles are airborne. To catch some air, you must use an environmental ramp or launch point, or place your own Prop Ramp. First, place the Launch Point marker (purple) on the jump (12). When a player drives through the Launch Point marker (invisible during gameplay), the Stunt Jump cinematic begins. Next, place the Camera Location marker (yellow). This is the location that defines the camera angle seen when the Stunt Jump is performed. This must be set somewhat close to the launch point. The camera marker icon turns red when it's too far from the jump location or if it's in an obstructed location.



Two additional notes about Stunt Jumps we'd like to mention: First, all jumps don't need Stunt Jump cameras; sometimes they can take away from the Race experience, depending on how difficult the landing is and what kind of course challenge lies directly ahead of the landing area. Secondly, you must reach a requisite speed to trigger a Stunt Jump camera angle once set. So if it's not triggering for you in the Race, then you're probably not hitting it with enough speed.

TOGGLE RADAR

This option switches the zoom style of the Radar from close up to a distant view of the mapped Race area. Press Down on the D-pad to hide the Radar entirely.

DELETE OPTIONS

The final option in the Creator menu is Delete Options. From here, you may choose from Delete All, Delete All Weapons, Delete All Props, Delete All Dynamic Props, and Delete All Checkpoints. If you accidentally execute one of these options, then simply back all the way out of the creator without saving.

OVERVIEW OF RACE CREATOR TIPS

- ◆ Make each checkpoint visible from the last. This makes the Race easy to navigate the first time through and encourages multiple plays while minimizing confusion.
- ◆ Place checkpoints slightly before tight turns to encourage a good Race line. Bad placement may force awkward cornering at high speeds.
- ◆ If your Race is best played with a particular setting (such as no traffic), then let your players know by providing details in the Race description. For example, when normal traffic is blocked using Props, AI traffic is disrupted and causes pandemonium. Let your players know to turn Traffic off when setting up your Race.
- ◆ To keep the leader in a **GTA Race** from gaining an unfair advantage, place weapon and health pickups far enough apart so that no one player can grab both at the same time.
- ◆ Weapon pickups should be used cautiously so that they present a possible turning point in the **GTA Race**, and not constant mayhem.
- ◆ All created Races can be played as a **GTA Race**, so place weapon and health pickups such that it's an enjoyable experience in both standard and **GTA** mode. You can never test it too much.

- ◆ Use Ramps sparingly. If not properly placed and tested, they can cause an undesirable trajectory that launches players off course. This is the sign of a poorly designed Race.
- ◆ If a stunt jump camera is used, do not place it before a turn. This may cause players to lose sight of their vehicle.
- ◆ The vehicle class you select changes the dynamics of the Race, so choose appropriately. Compacts are best for intricate city routes, the off-road class is most effective on mud or dirt, and sport and super are best on long paved courses. Test each class that is available on the course, then adjust your route accordingly to avoid giving a certain class the advantage.
- ◆ When creating an Air Race, pilots should be challenged to make vertical and lateral side-to-side navigation to avoid long periods of straight flying, which could become boring. Also, avoid creating tight turns; there's no handbraking in the air. When testing Air Races, switch to the in-game camera to get a feel for turning capabilities of each aircraft. This helps you fine-tune checkpoint placement.
- ◆ Place checkpoints under bridges and between buildings to challenge pilots to use their altitude control and knife flying abilities.



PUBLISHING AND PLAYING

TEST

A complete test drive must be completed before you can save or publish your Race. If any changes are made to the Race as you test it, then it must be tested from the beginning again. Not until you have tested from the start to the finish line without making changes can the Race then be saved and published. To make this easier on you, make sure that you have only one lap selected as the “Number of Laps” in the Race Detail menu. The user can always adjust this number when the Race is setup. The number of laps set during creation is equal to the laps you must perform when testing the Race.

SAVE

You can save your Race creation at any point and reload it to continue making improvements. Saved jobs must be published before they will be available on the Rockstar Games Social Club.

PUBLISH/UPDATE VERSION

Publishing your Race sends it to the Rockstar Games Social Club. You can publish your Race only after completing your creation and successfully testing it from start to finish without making additional changes. It's possible to publish your game without saving first, but it's wise to also save a version of your creation. This double backup method makes it less susceptible to data loss. When you return to your Race to continue making improvements, you can load your Race from the published version of the Job on Social Club. Please note that making changes to the published version will reset all of the stats associated with your original job.