

Music Racer: Ultimate – F.A.Q.

v6 (Updated on March 8'th 2022)

1) What is the difference between “Music Racer” and “Music Racer: Ultimate”?

Added in the “Ultimate” version:

- Ability to play with music via the streaming platform Audius (<http://audius.co/>)
- Ability to play with your own music via local file server
- New translations added (full list of supported languages: English, French, Italian, German, Spanish, Russian, Japanese, Chinese (Traditional), Chinese (Simplified))
- PlayStation 5 and Xbox Series X|S now also supported (full list of supported consoles: PlayStation 5, PlayStation 4, Xbox Series X|S, Xbox One)

2) What about Nintendo Switch?

Sadly, “Music Racer: Ultimate” won't be available on Switch yet. Perhaps this version will be released on Switch at a later date.

3) What resolution/FPS does the game run on PlayStation 5 and Xbox Series X consoles?
4K with 120FPS

4) How to play with music from Audius?

Just select “Audius” while selecting a track and you will see a list of available songs. It is possible to select songs from the “Trending” section or search for the desired artist through the “Search” option.

5) How to play with your own music?

This option is best supported on PlayStation 5, PlayStation 4 and Xbox One consoles. If you want to use this mode on Xbox Series X|S consoles, we recommend to install the Xbox One version of the game and play it in backward compatibility mode.

[Guide for PlayStation 5, PlayStation 4 and Xbox One consoles]

To play with your own music, you will need a computer or smartphone with the specific “Wi-Fi file server” application installed. You save the musical files in a folder, get a link to them through the “Wi-Fi file server” application and enter this link in the game. After that, the game will be able to load music from your folder.

Here's some free applications that have been tested for compatibility with the game. This list may be updated and supplemented in the future.

[Windows] Easy Web Server

Download link: <https://www.microsoft.com/en-us/p/easy-web-server/9n10mcd0671v>

“How to play with your music” guide:

https://drive.google.com/file/d/1psqvLyS80rYZ9IyiQN8_wXC3f_VABVvZ/view?usp=sharing

[macOS] WebDAVNav Server

Download link: <https://apps.apple.com/ru/app/webdavnav-server/id747482894?mt=12>

“How to play with your music” guide:

<https://drive.google.com/file/d/160wMqJVgR6SnS2aSiDuiCBlpTZtyP8WX/view?usp=sharing>

[iOS] PocketTheater WebServer

Download link: <https://apps.apple.com/ru/app/pockettheater-webserver/id1166436519>

“How to play with your music” guide:

https://drive.google.com/file/d/1VV2hMAmpJqqOw7nWVpw5hpVN_hm2YL_i/view?usp=sharing

[iOS] Amerigo File Manager

Download link: <https://apps.apple.com/ru/app/amerigo-file-manager/id605569663>

“How to play with your music” guide: [https://drive.google.com/file/d/1pk-](https://drive.google.com/file/d/1pk-TYvgk4Ot80tePmUXSGm3ZgGQLvg0c/view?usp=sharing)

[TYvgk4Ot80tePmUXSGm3ZgGQLvg0c/view?usp=sharing](https://drive.google.com/file/d/1pk-TYvgk4Ot80tePmUXSGm3ZgGQLvg0c/view?usp=sharing)

[iOS] File Sharing Manager - Transfer videos & photos over WiFi

Download link: <https://apps.apple.com/ru/app/file-sharing-manager-transfer-videos-photos-over-wifi/id1014628606>

“How to play with your music” guide: <https://drive.google.com/file/d/1HyNaoJYlwjPkXqU-RWia3axaF6cMX0XV/view?usp=sharing>

[Android] WebDAV Server

Download link: <https://play.google.com/store/apps/details?id=com.theolivetree.webdavserver>

“How to play with your music” guide:

https://drive.google.com/file/d/1yI0ZzKkSPefwj_uwE6z0be9oOPPTIpPU/view?usp=sharing

[Android] WiFi File Transfer

Download link: <https://play.google.com/store/apps/details?id=com.techprd.filetransfer>

“How to play with your music” guide:

<https://drive.google.com/file/d/1CoO0tcpc1wjL1pws2csQ5kwWhSFW0A8r/view?usp=sharing>

[Guide for Xbox Series X|S consoles]

Unfortunately, Wi-Fi file servers with http access cannot be used in this version of the game.

The best available option for native Xbox Series X|S game version now is using some https-secured site with file upload option. For example, <https://tmp.ninja> site. You could upload some musical track there, get direct file-link and use it in the game to play with your music. This is not very convenient, since for each music track you have to enter a new link in the game.

We are thinking about more convenient options for players so this F.A.Q. may be updated in the future.

6) What audio formats are supported?

Most popular audio formats should be supported. MP3, FLAC, WAV, etc.

7) What are the technical restrictions on downloading audio tracks?

The game can only download one music track from the server at a time. Music is stored in the console's RAM only for the duration of the level. It is not possible to save any audio tracks to the console's permanent memory.

There is a limit on the maximum size and length of the downloaded audio file. Current limits: 100Mb file, 40 minutes length.

8) Are there any changes expected in the original "Music Racer" console product?

No changes are planned at this time. The old version will remain in stores.

9) Any chance of Spotify/Apple Music/etc support going forward?

Probably not. The API provided by the developers of these services is not intended for use in games.

10) What about "Full Vibration Mode" on PlayStation 5?

This is a new mode that is only available on PlayStation 5 with a DualSense controller. This mode only works for the "classic" set of audio tracks that are included with the base game.

11) Any chance of USB music load support going forward?

Unfortunately, almost none. USB access is blocked for security reasons.