
Lumache

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The return of the kirbyairri.de website and guides! Written and hosted by Eternalll.

This is an independent project *not affiliated* with any community, here to spread the word of how to play Kirby Air Ride and the Hack Pack online.

Note: In no way is kirbyairri.de or the project maintainer responsible for damage done to your computer by failure to properly follow instructions. No warranty or support is provided for anything outside of what is available to you by viewing this website.

We recommend you begin with Dolphin setup, to ensure you are able to NetPlay with others properly.

1.1 Dolphin Setup

Follow this documentation closely in order to avoid issues that may arise. Please take careful note of any important, warning, note, etc. boxes that refer to the most common mistakes or issues that may happen.

1.1.1 Configuring Dolphin

Important: Always use the latest beta build of Dolphin for NetPlay.

- **Download the latest Dolphin Beta**

The [latest Dolphin Emulator Beta](#) includes bug fixes, performance enhancements, and other improvements to streamline your Netplay process. It is also supported by the Dolphin developers should you run into any issues, unlike *Slippi* or other *Faster Melee variants*.

Warning: Do not use any variants of Slippi or FM. The project maintainer for Slippi has made it clear they do not want any other games being used for good reason.

- **Recommended Settings for Dolphin**

It is recommended you enable/disable the following settings:

Settings

```
GENERAL:  
Enable Cheats = ON  
Auto Update = ON (BETA)  
  
INTERFACE:  
Show On-Screen Display Messages = ON
```

Graphics

```
GENERAL:  
Show FPS = ON  
Show NetPlay Ping = ON
```

NetPlay

```
DATA (Top Left Menu Bar):  
Sync Saves = OFF  
Sync AR/Gecko Codes = OFF  
NETWORK  
Fair Input Delay = ON
```

Note: Right click game > Host with NetPlay to access the NetPlay settings.

After all these steps, you will set up your controller to interface with the game under the Controllers option.

1.1.2 Configuring the Game

- **Getting the Game**

The [Kirby Air Ride Hack Pack](#) is the version used for NetPlay. It includes various improvements that can be viewed [on this page](#)

- **Importing Gecko Codes**

You will import Gecko Codes in order to provide over 200+ Gecko Codes and default-enabled NetPlay-based codes.

Download the Gecko Codes by following instructions below:

Kirby Air Ride Hack Pack

[Right Click Me > Save Link As](#)

Kirby Air Ride

[Right Click This > Save Link As](#)

Gecko Code Modifier Guide

You know the drill.

Place these files into your **User/GameSettings** or **Sys/GameSettings** Dolphin directory folder depending on whether you are using a portable install.

Everything is now set. You can now look forward to hosting or connecting to a NetPlay session without trouble.

1.2 NetPlay Setup

Now that your Dolphin is ready for playing the game, we can move forward with hosting/connecting to NetPlay sessions.

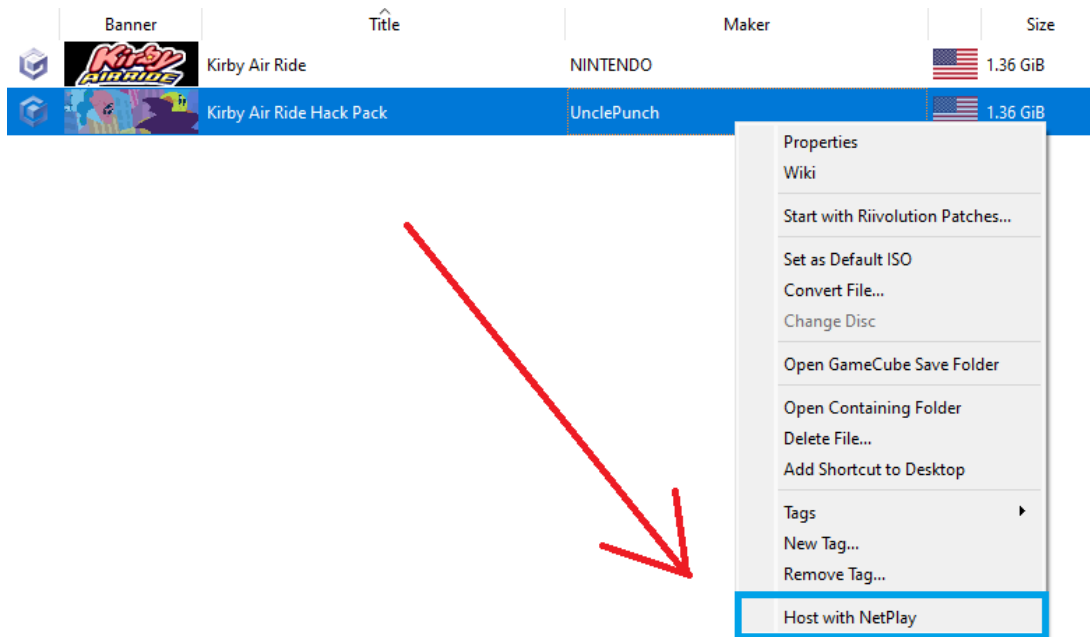
Warning: Ensure you use a wired (Ethernet) connection for NetPlay. Wireless (Wi-Fi) connections are unstable and may cause issues of lag and instability.

Note: NetPlay browser setup is not covered in this guide, as there is already documentation via Dolphin on how to configure this. However, you may use this option if you know how to.

1.2.1 Hosting NetPlay

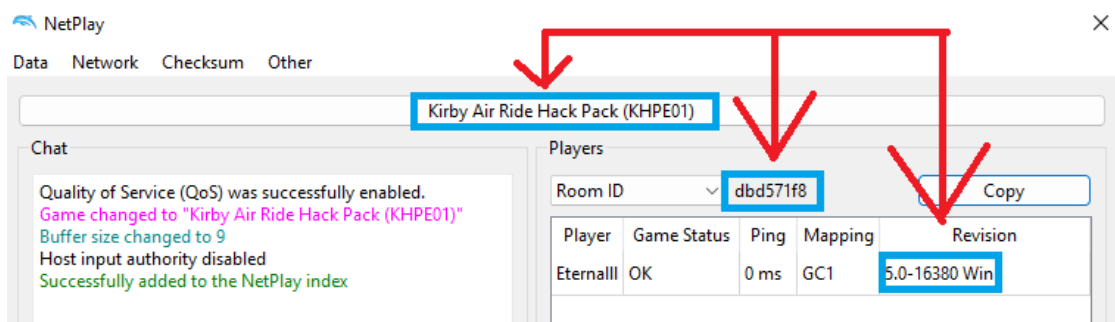
- Host with Netplay

Right Click > Host with NetPlay



- Verify and Copy Information

Verify you are hosting Kirby Air Ride Hack Pack > Copy Room ID > Ensure Dolphin Revisions match.



- Finalize Setup

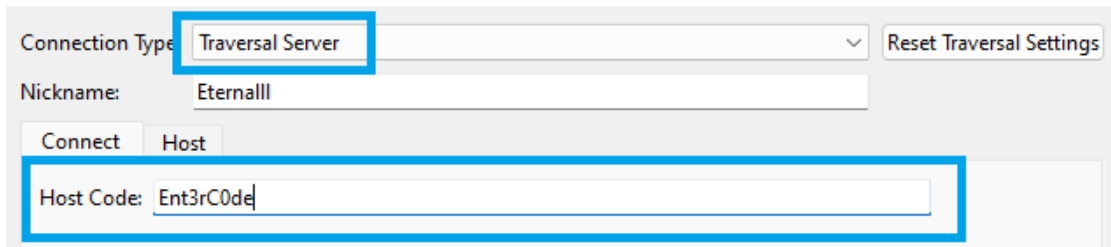
Provide the code to your NetPlay partner so that they are able to connect. After this, you will set your buffer. There is no formula for buffer that you should follow. Simply raise it until a smooth 60FPS gameplay is achieved.

Important: Ensure you are setting up your Gecko Codes, located at the bottom of the page.

1.2.2 Connecting NetPlay

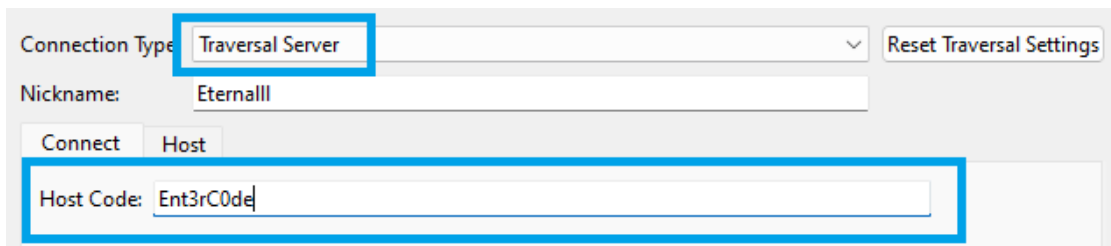
- **Connect to Netplay**

Tools > Connect with Netplay *OR* Browse NetPlay sessions



- **Traversal Connection**

Connection Type Traversal > Input Code received from Host

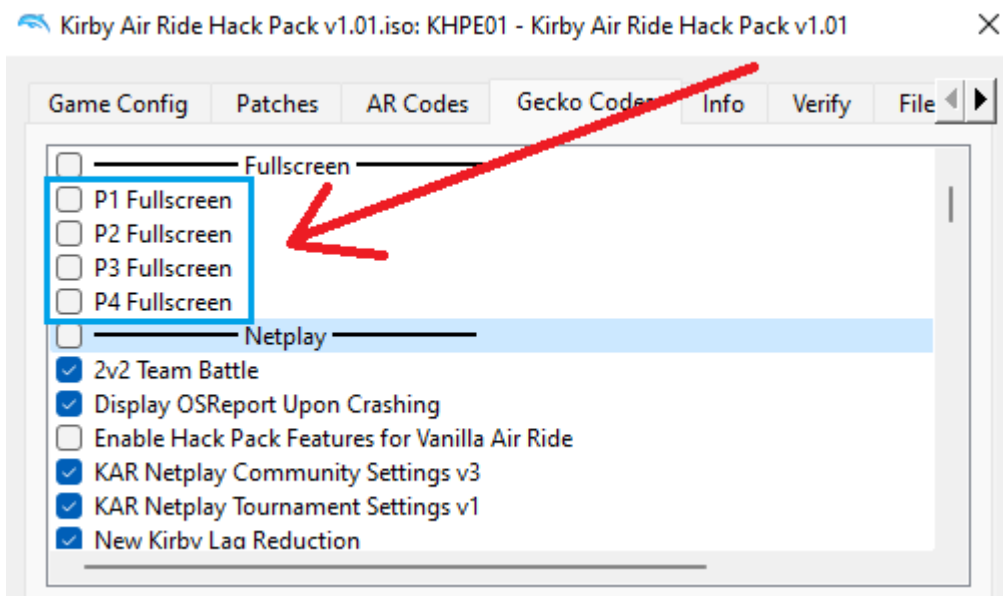


1.2.3 Configuring Gecko Codes

- **Accessing Gecko Codes**

Previously covered in the [Dolphin Setup](#), you will navigate to the Gecko Codes and ensure your Fullscreen codes are enabled.

Right Click Game > Properties > Gecko Codes Tab



- **Fullscreen Codes**

You will set fullscreen codes corresponding to your GCN controller port as shown above.

Note: Fullscreen codes will cause a desync that is not game-breaking. This desync can be ignored unless players are erratically moving or stuck on walls.

TROUBLESHOOTING AND INFORMATION

2.1 Hack Pack Features

The Kirby Air Ride Hack Pack was developed by ``UnclePunch`_` in 2017 and includes many improvements to the base game, and creates optimizations for NetPlay.

Note: The Hack Pack is no longer developed. What you see is what you get.

2.1.1 Accessing the Hack Pack Menu

To access the Hack Pack menu, select Debug option on the main menu, where LAN previously occupied.



- **Debug Menu Functionality**

Debug level controls the menu accessibility. Any value not "0" activates the debug menu. This guide does not cover the debug menu functionality. Those options can be viewed on [TCRF's website](#).

2.1.2 Using Alternate Colors

To use alternate colors, press L or R on the color (or air ride machine) select screen. These can be combined with the native color selection to make up to 24 different Kirby colors!

2.1.3 Feature List

- Boot to main menu
- Brand New Custom Debug Menu
- Press L/R on Character Select Screen to Load Alternate Costumes (24 Total Colors)
- Added 80+ Additional Kirby Songs
- ARDX Machine Pack (Balanced by perry1853108)
- Slick Machine Pack (Balanced by A_Y)
- Customize Music Playlists
- Customize Random Event Selection
- Customize Random Stadium Selection
- Customize Item Spawn Frequency
- Customize Time Between Events
- Choose Between 3 Different City Trial Themes! (Normal, Winter, Autumn Sunset)
- Option to Start With a Random Machine During City Trial
- Unlock Everything, Checklists Empty
- Cursor Hovered Over City Trial by Default
- Unlock City Trial Timer (1-99 Minutes)
- Press X to Look Behind
- Press B to Brake
- Press Z to Drop Abilities
- Press Z While Paused to Randomize the Music
- Can Dismount Machine in Air Ride
- Unrestricted Pause Camera
- Zoom in/out with X+Y While Paused

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- Default Camera Position Zoomed Out (Higher FOV)
- City Trial Starts at 8 Minutes

2.2 Troubleshooting

This page lists all common issues regarding the Hack Pack and/or NetPlay sessions. No support is provided for this as it *works on my machine*.

Note: The Hack Pack is no longer developed. What you see is what you get.

2.2.1 Hack Pack Troubleshooting

- **Missing or Blank Textures**

Verify that you are using the latest Beta instead of a random build.

Change your graphical settings to a different backend such as Vulkan or OpenGL.

Ensure LAN adapter is not enabled if you are attempting to access the Debug menu.

- **Controller not Working**

Ensure you have setup your controller on the newly downloaded build.

If issue still occurring, your problem exists with controller or other software not related to netplay build.

- **Changing Music crashes Console**

This feature is only available to the Dolphin Emulator version of the game.

2.2.2 NetPlay Troubleshooting

- **Desync Issues**

Desyncs are normal as caused by Fullscreen codes

Note: This desync should notify during the start of City Trial, or a higher frame than 1000.

Warning: If players are moving erratically, an actual desync has occurred.

Ensure MD5 hash and Gecko Codes are the same (except Fullscreen), and that you are not syncing memory cards or codes in the NetPlay settings.

- **Blank Screen or Seeing Wrong Camera**

Fullscreen codes are likely wrong. Ensure your Fullscreen code corresponds to the proper port. If you are intending to split-screen play, disable all Fullscreen codes.

- **Gameplay Lag**

Ensure a wired connection is being used. Furthermore, raise the buffer until a stable 60FPS gameplay is achieved.

- **Game Missing**

Use MD5 matching to ensure a non-corrupt and correct version of the game is being used.

2.3 Credits

A big thanks to all who contributed to the ground work in getting Kirby Air Ride working online and optimized as well as possible.

The Workshop Community 2017-2018

- **Website Admin & Guide Author**

- Eternalll

- **Hack Pack Creator**

- UnclePunch

- **Gecko Code Master**

- Container12345

- **Gecko Code Contributors**

- GameMasterPLC

- Cheetaboy

- **Alternative Machine Packs**

- A_Y

- perry1853108