How to get a track up and working in racer

by martin seterstoen

Precondition:

1. Racer is installed
2. You have your road object ready in 3ds max (read the 3ds loft tutorial)

Step by step

Part1, Creating the basic .ini files

1. Find a name for your track, in this case I used "smalltrack" as the name.
2. Create an empty catalog with the name of your track in your racer catalog structure.
   In this case, "SIMS\RACER\data\tracks\smalltrack"
3. Find a file named track.ini from another track that you have installed, f.ex. carlswood_nt
   ("SIMS\RACER\data\tracks\carlswood_nt") , and copy the file to your new
   track("SIMS\RACER\data\tracks\smalltrack")
4. Now open your new tracks track.ini file ("SIMS\RACER\data\tracks\smalltrack\track.ini")
5. Replace all text in the file with this:

   ```
   track
   {
   ; Type of track; flat=simple track format (first track format try)
   name=smalltrack
   year=2004
   creator=yourname
   length=
   id=smalltrack
   version=050b6
   }
   ```
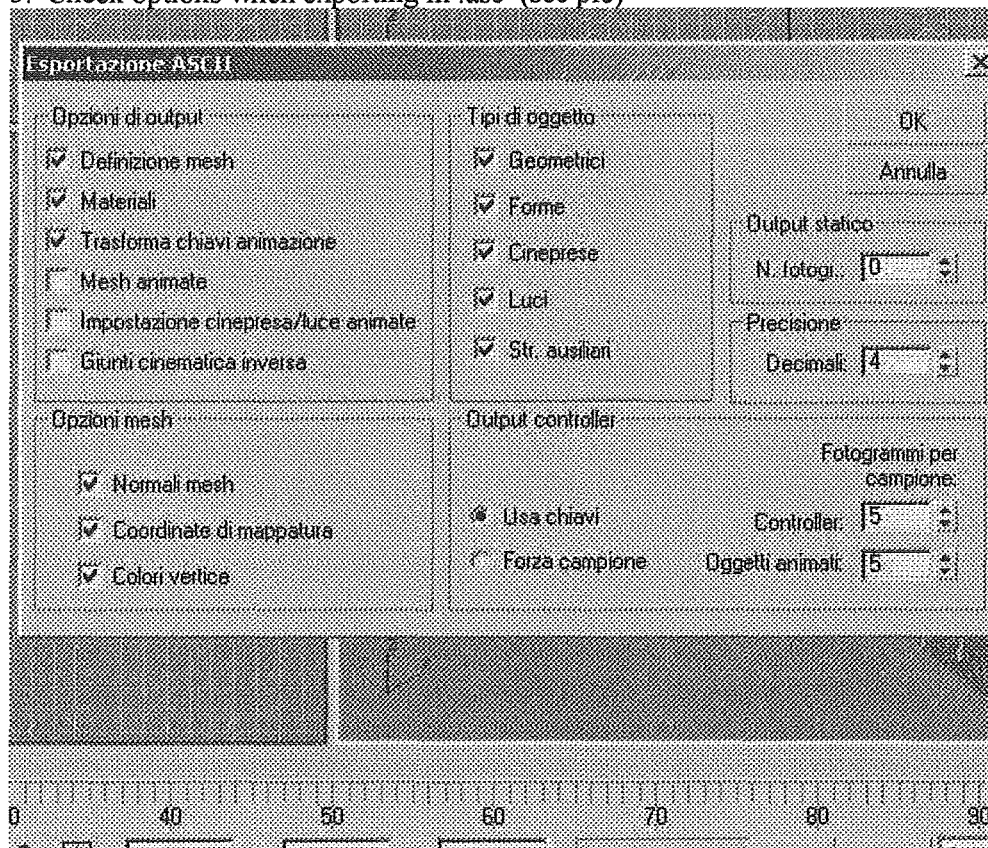
6. save the file.
7. Now copy special.ini from another track you have installed (as in step 3 except now you copy
   special.ini)
8. Now open your new tracks special.ini file ("SIMS\RACER\data\tracks\smalltrack\special.ini")
9. Replace ALL text in the file with this:

   ```
   gfx
   {
   sky=0.384314 0.564705 0.894118 0.000000
   sun=6000.0 5000.0 0.0
   {
   ambient=1 1 1 1
   diffuse=0.8 0.8 0.8 1
   specular=1 1 1 1
   }
   }
   ```

10. Save the file.

Part2, exporting the road object from 3dsmax

1. In 3ds, select the road object that you created (read the 3ds loft tutorial).
2. Click "File-->Export selected
3. Check options when exporting in .ase (see pic)

4. Locate your tracks directory and create a new directory and name it "ase", then select it.
5. Then in the "Save as type" listbox select "ASCII Scene Export(*.ASE)
6. Type the filename, for this example use "road"
7. Make sure you selected the correct location to save the file ("SIMS\RACER\data\tracks\smalltrack\ase")
8. Click the Save button.

Part4, tracked

1. Start tracked by running tracked.exe
2. Click the "Select track"-button and type in the name of the track, in this case its smalltrack.
3. Click the "Convert ASE batch"-button (.dof files are created from the .ase road file).
   A small window appears telling you it could take some time, click the "ok" button.
4. Click the "Import DOF models"-button and enter * in the textfield that appears.
5. Your road should now be imported, if you cant see it try to move the viewport around a bit until you see it.
6. Select the radio box called "model properties"(or press f4)
7. Click on the road model so it is selected with a white box around it.
8. Click the "Toggle flag: Collide(C)"-button
9. Select the radio box called "Positions(F1)", or press F1.
10. Try to click and drag the mousepointer on the road. You can see that a yellow line that is a little white on the end is
    created. Make it so that the white part of the line is facing in the driving direction.
11. When you have created the yellow line press the "Declare grid pos"-button. A window appears, click ok without writing anything in the textfield. Now when you click anywhere in the viewport you should see that the line you just created is now a green line that represents a grid position.

Now create another grid position, because 2 is required or the track wont load.

12. Now create a pits position. First create a yellow line on the road as in step 10, then click the "Declare pits pos"-button.
A window appears, click ok without writing anything in the textfield. Now when you click anywhere in the viewport you should see that the line you just created is now purple.

13. Now we need to create 2 timelines, do it the same way you created the pits pos, but this time use the "Declare timeline"-button instead.

14. The last thing we need to be able to load this track is a track camera. Im no good at editing cameras so im just telling you how to create one, just so the track will load in racer.

Click(just one click)somewhere on the side of the road so you see a yellow thin line. Now press F2 or select the "Track cameras"-radio button. Click the "Declare as camera"-button, and press ok on the small window that appears without writing anything in the textbox.

15. Click the "Save track" button.

16. Close tracked (just click the X on the tracked main window).

17. Start racer, select your new track and try to load it.

18. Hope it works! :)