



The Pits

racing realism for the PC!

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Creating Dirt Tracks for NR2003: a Tutorial

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StrtRacrZ

Legendary Driver



Joined: 20 Jul 2003

Posts: 3049

Location: Grafton / Cedarburg, WI

Message

Posted: Tue Jul 20, 2004 1:20 am Post subject: Creating Dirt Tracks for NR2003: a Tutorial
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Okay, this is not too hard, and this will cover the just the basics.

We will be creating a 1/3 mile dirt track here...

1) In Sandbox create a straight. Move the X section on top some. Insert an F section and move it up a little till you are close to the top X-section.

Like this:



Create a new F section below the CL. Unlock the materials and select "Grass." Create a wall below that F-section. Create yet another F-section but this time it should be Dirt. Should look like this:



Save your work. I will move on to texturing next. I will make a rar archive of dirt textures if you don't have some already.

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Last edited by StrtRacrZ on Tue Jul 20, 2004 1:35 am, edited 1 time in total

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StrtRacrZ

Legendary Driver



Posted: Tue Jul 20, 2004 1:34 am Post subject:
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Ok. The dirt track wall / clay textures are available:

<http://www.freepgs.com/t78r/d/files.rar> .

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The Racing Surface should use dirt.mip, and should be skewed about 5 - 7 meters each U map. The dirt should be dirt_buildup w/o skewed. Texture your wall however you want. Progress:



Create an x-section. Prepend your segment, like this:



create another X-section at the edge of the dirt.mip's buildup, and bank the track like this (optional, but adds effect and is almost required for realism:)



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StrtRacrZ
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Joined: 20 Jul 2003
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Posted: Tue Jul 20, 2004 1:45 am Post subject:



from here, if you are creating a real track, stretch it out to the straightway length. If you're following this tutorial, stretch it to 150 ft or 46 meters. Append a Corner, add an x-section to edge of the berm and stretch to this:



Append turn 2 BUT NOT THE BACKSTRETCH. Append Turn 3, deattach it towards where you think it will be. Add the backstretch, lock it to turn 3, add turn 4 and lock it to the fstr.

Add the x-sections to the 2 frontstretch sections. Bank turns like this



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StrtRacrZ
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Posted: Wed Jul 21, 2004 2:41 am Post subject:



this should finish the basics of what you need to do for Sandbox. If you need to know more you can email me here jzickermann@hotmail.com .

I might add a more complicated Sanbox Tutorial next.

I'll continue with what you need to do ini wise and in the game.

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StrtRacrZ

Legendary Driver



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Posted: Wed Jul 21, 2004 3:09 am Post subject:

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Okay steal a track.INI from like Bowman Grey PWF. If you have the example track, you better put your pit stall in the track or you're locked out.

Play with the ini settings close to this:

```
track_grass_grip = 1.6
```

```
track_dirt_grip = 1.4
```

But keep them close together.

As for the setups...I have lost all of my dirt setups.

But i can tell you that it will take a long time to get adjusted from dirt track to track. Expect 20 sec lap times at best. You'll need to adapt to the very rough and slipperly surface. When I rough, if you have a wheel, esp have force feedback you'll have to take only a few laps, after that you need to take rest.

I suggest to use mods with CTS physics, esp the Aerowar is best for close to latemodels.

Have fun. Ask me anything that is not mentioned here.

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