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Lucky's Track Building Question Thread

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Author

Message

Scott

Posted: Thu Aug 18, 2005 9:28 am Post subject: Some animation info....



Joined: 05 Jul 2005
Posts: 162
Location: CA

The sign is easy. Here's how:

Name the object you want to rotate like this--"rotateY10_*

"Rotate" identifies the object as something to be rotated

"Y" is the axis of rotation (can be "x", "y", or "z") The sign at barber rotates around the "y"

"10" is the speed of rotation--can be any value

then put "_" and then whatever you want to call it...

So eventually you get something like this: "RotateY5_spinningsign"

What we REALLY need are destructibles--when one object is destroyed it spawns a few others that are dynamic. So then a car could drive through a billboard and shatter it, for example....

There is no specific setting for cones and signs. Either they are basing the mass off of the object size, or they have a fixed mass (haven't tried experimenting with larger objects yet).

The cones and signs are persistent--knock a cone over and it will be there lap after lap (or so it seems), which I think is cooler than doing respawns.

For cone objects, name them "cone_*" and tag them with "collide" and "move"

For sign objects, name them "sign_*" and tag them with "collide" and "move"

Ooops, looks like lucky beat me to the punch on part of this 😊

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Scott

📅 Posted: Sun Aug 21, 2005 11:14 am Post subject: Some AIW questions...

[quote](#)

Joined: 05 Jul 2005
Posts: 162
Location: CA

Hopefully, some AIW guru can answer these 😊

1) At Birmingham, the AI will slam on their brakes for a second just as they cross the s/f line. This didn't happen when I first setup the paths--it kind of developed over time as I continued to modify things. Any idea what I could check/re-do to help fix this?

2) The AI will only path out of the paddock area correctly thier first time out every session. Once they return to the pits (and garage) and come out again they make straight for the main pit road path, thus trying to drive straight through walls and such....

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ISI_MikeD

Dev Team Member



Joined: 11 Mar 2004
Posts: 350
Location: Auburn Hills, MI

📅 Posted: Sun Aug 21, 2005 11:40 am Post subject: Re: Some AIW questions...

[quote](#)

Scott wrote:

Hopefully, some AIW guru can answer these 😊

1) At Birmingham, the AI will slam on their brakes for a second just as they cross the s/f line. This didn't happen when I first setup the paths--it kind of developed over time as I continued to modify things. Any idea what I could check/re-do to help fix this?

I *think* this may be because there is a subtle kink in your AIW path where where you started it and ended it when you made it. Because it's not a perfectly smooth transition...the AI see it as a sharp directional change, and hence slam on the brakes. I think there is an easy way to smooth this out, Z would know better, but the AIW editor seems to be having issues at the moment.

And I have no idea about number 2 🙄

"If you make yourself more than just a man, if you devote yourself to an ideal, you become something else entirely."

"What's that?"

"A *legend*"

Last edited by ISI_MikeD on Sun Aug 21, 2005 3:09 pm; edited 1 time in total

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Mod Team Member

Joined: 04 Oct 2004
Posts: 163
Location: Hawaii

Posted: Mon Aug 22, 2005 11:48 am Post subject:



For #1, I usually do it by hand, editing the fastest line.

And for #2, it could be that the wall isn't being detected by the aiw, and the corridors are leaking through. Might want to make sure the wall is welded to the track or that the polys are vertically overlapping it.

I could use a way to make the aiw perfectly straight from one point to another. Modeler's Garage had it, back in the SCGT days. ...I was a late adopter to the F1 series and didn't jump on board until F1C came out. Making AIWs in MG was very time consuming because you had to make and edit waypoints manually in a 3D Max style viewer, and plug in all the settings for corridors, and branches, etc, manually.

[Back to top](#)**Scott**Joined: 05 Jul 2005
Posts: 162
Location: CA

Posted: Mon Aug 22, 2005 7:56 pm Post subject:



Yup, got issue number 1 sorted out--had "kinks" in both the fast and inside lines.

I have a corridor/wall object that completely interesects the ground, and I check the corridors after they were run and all is well there. At least they work the first time out. I'll have to keep messing with it.

Thanks Ewan...

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Mod Team Member

Joined: 20 May 2004
Posts: 351
Location: Bloomington, IN, USA

Posted: Wed Aug 24, 2005 2:39 pm Post subject:



After 3 days of trying, i finally have been able to map textures with the multi-sub method... the tex just didn't want to show anywhere in the mat-ed vieport or on the polys for me.

I think it finally went because i manually set all three shader levels up for each texture i've added... roada for DX7, DX8, and DX9 for example. the 'copy to DX(x)' buttons are greyed out for me. should this be the case? will i need to manually load each texture 3 times?

now all i need to do is figure out how i can get the texture to map only on the surface where i want it, rather than on the entire 'box01' plane. What do i need to do to get grass, walls, dirt, white stripes, etc, mapped to different poly's on the surface of my now mostly-flat box?

what do i need to do to expand the cross section to more than just a 10 meter piece of the track?

forgive my mundane questions, but i am hampered by trying to learn track making

the ISI-way and how to use 3DMax6 at the same time.

TIA

Lou

"Racing - because baseball, basketball, football, soccer, and apparently bicycling still only need one ball."

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Lucky
Tester

Posted: Wed Aug 24, 2005 3:24 pm Post subject:



Joined: 27 May 2005
Posts: 194
Location: Milwaukee, WI

One of two ways Lou. Either you can select the faces you want to map and "detach" them so it's a separate object and then map that object separately. Or you can just select the faces you want to map and just map those faces only, without even detaching them from the original object.

I would separate (detach) the grass, track, curbs, etc into separate objects though, and then map all the objects individually. If you want to use multiple textures on one of the objects that's where I would map at face level.

Lucky

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Ewan
Mod Team Member

Posted: Wed Aug 24, 2005 10:55 pm Post subject:



Joined: 04 Oct 2004
Posts: 163
Location: Hawaii

To the copy materials to different shader levels; make sure that the level that you want to copy to is set to "default" shader. If it's something else it will be grayed out.

For mapping; do you mean how to map on mapping channels 2 and 3?

For expanding the cross section; are you talking about making the FFD lattice bigger or adding polys to the length?

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