



The Pits

racing realism for the PC!

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Adding curbs to a racetrack

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Message

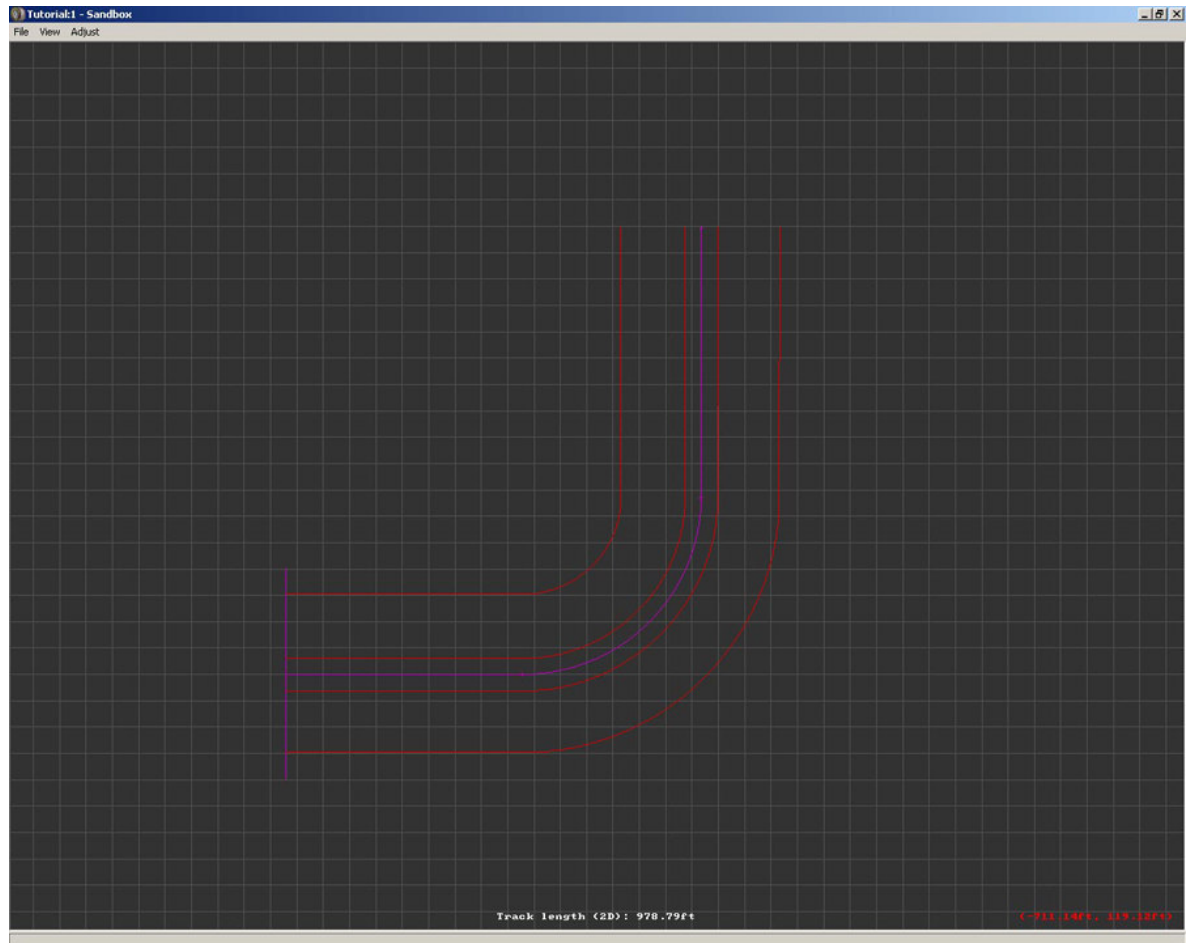
Posted: Wed Nov 12, 2003 4:53 am Post subject: Adding curbs to a racetrack

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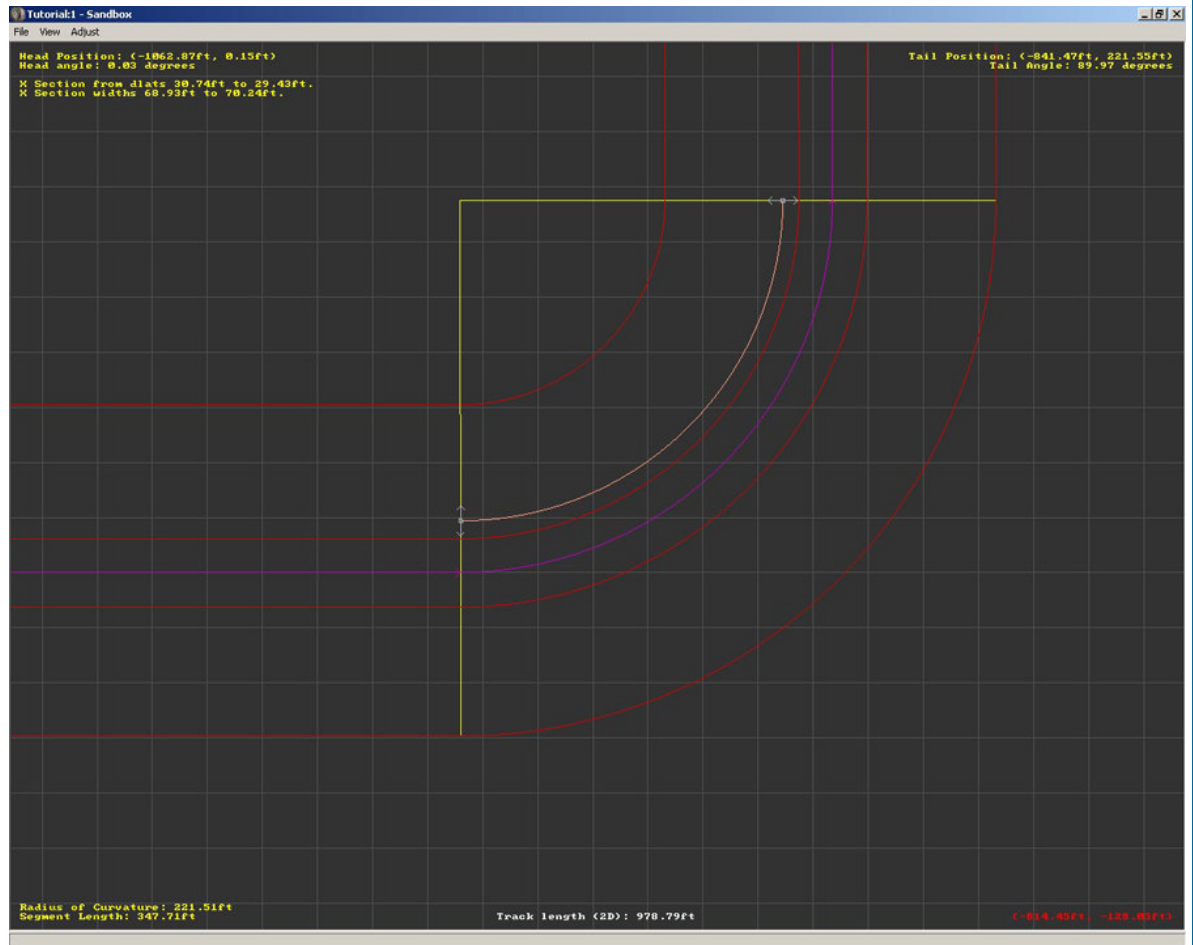
Here's a tutorial I made. I was going to add it to the tut section but I can't. If you like it could you add it.

So this has been asked many times. How do you build rumble strips. Well while this isn't the only way, it's the way I do it and I'm going to try and share it with you. Now I'm not the best at explaining stuff so I'm going to include lots of images. This tutorial is for those that have some understanding about how to use sandbox.

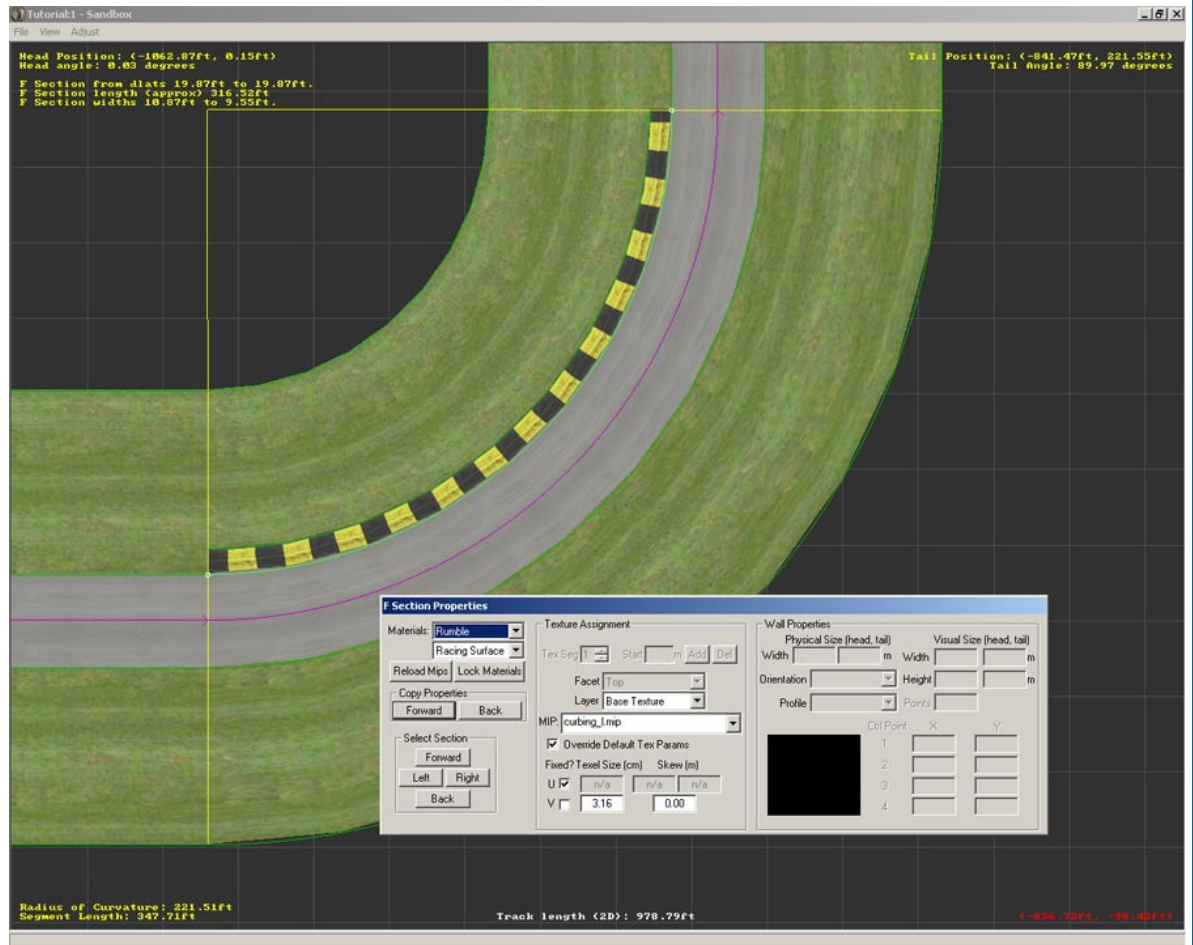
To start off, when I make a track I use two x sections at the edge of my road. This helps me be able to bank and easily make curbs. Here's what it looks like before texturing. The two middle x sections will be the road.



Now where going to add another x section to start shaping our rumble strip.



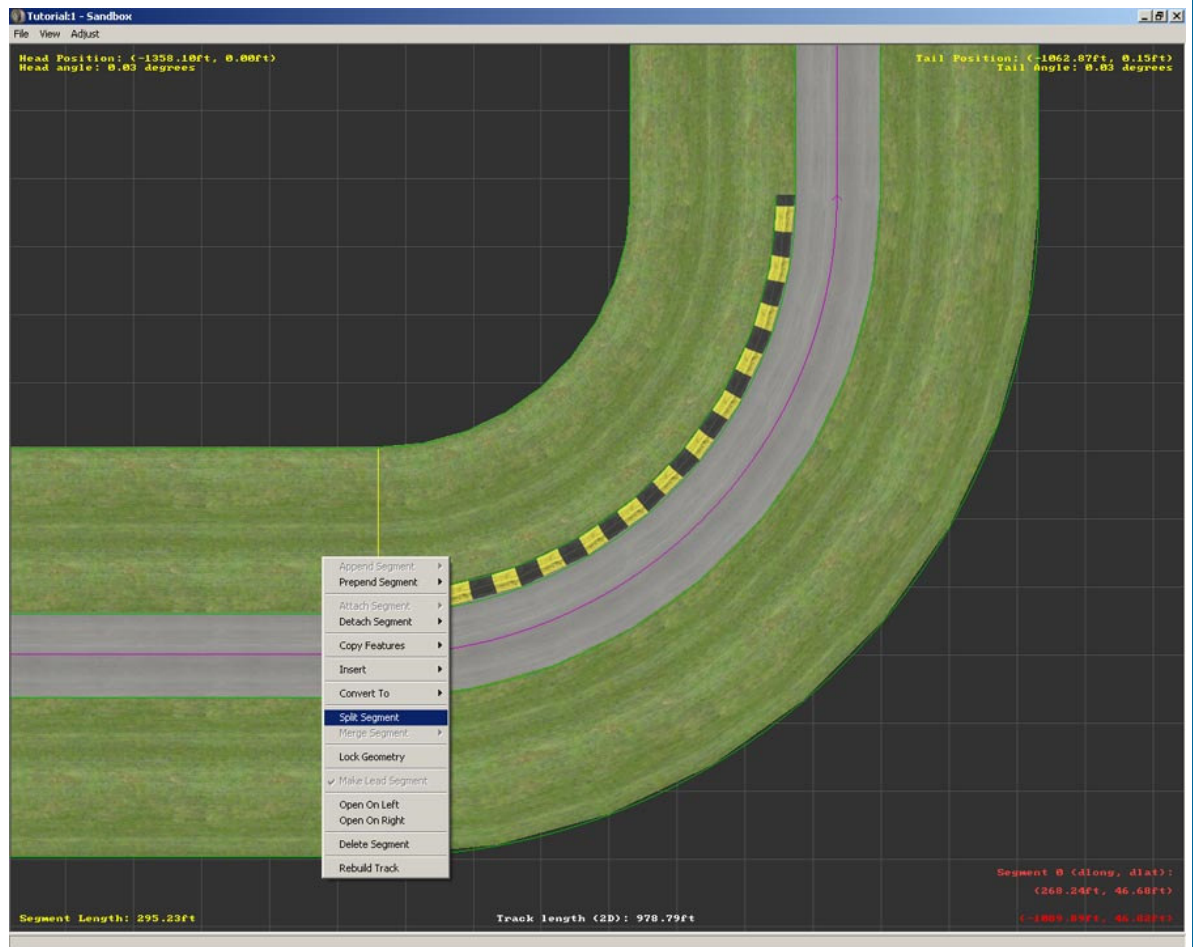
Now fill in the f sections and texture the segments. Set the properties for everything as well. Grass to apron, asphalt as racing surface and Rumble strip to Rumble.



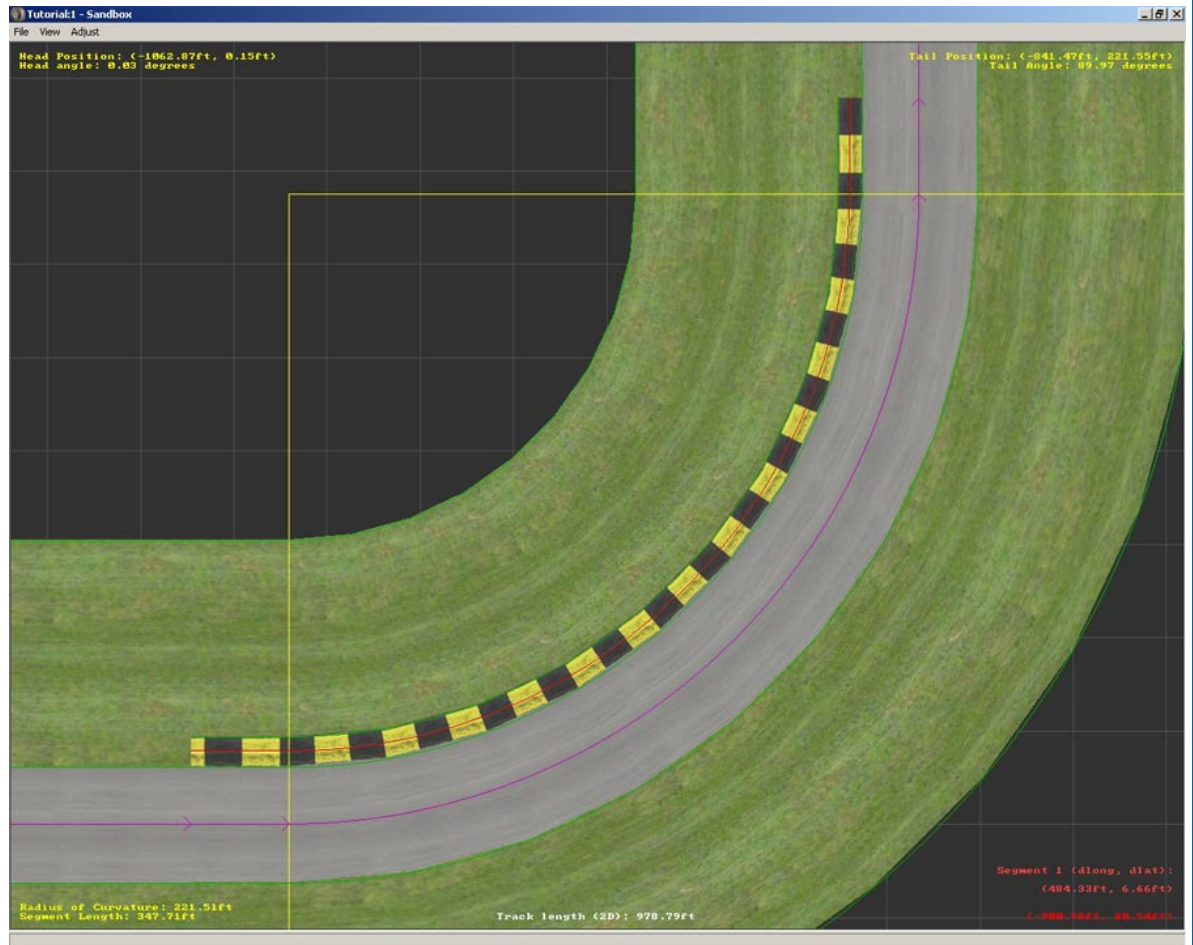
You will notice that the U is checked. This makes the backside of the texture lock to the f section. Move it around and you will see what I mean. This just helps so that I don't have to input numbers to get the texture straight.

Now that this is done we need to make a split in the straight segment so you have a way to taper the curb and to be able to raise the curb because you can't lift a x segment unless it's connected to another x section.

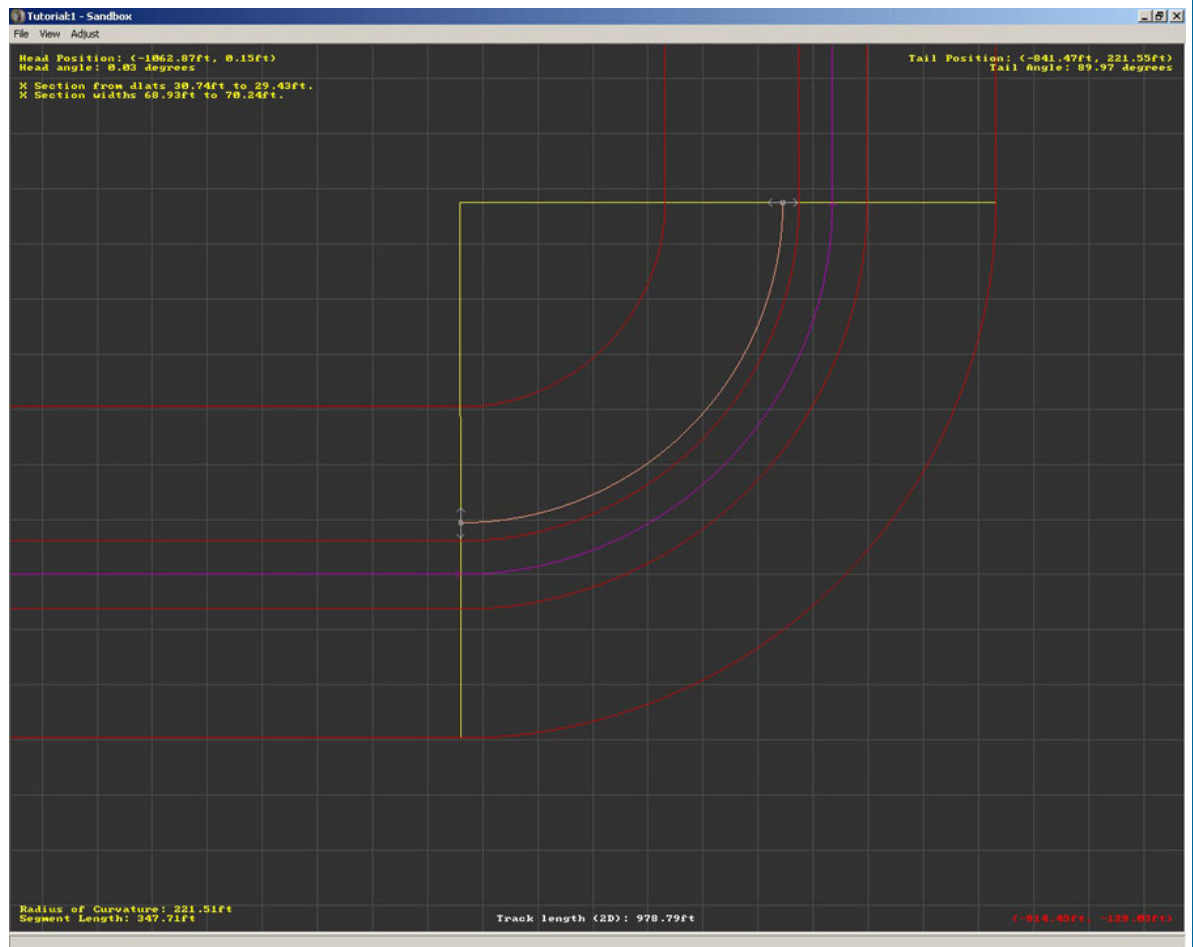
Click on an empty space on the track to bring up the menu and select split segment. Now cut the segment about a metre or so (or whatever feels right to you) and make the split. Do this to both straights.



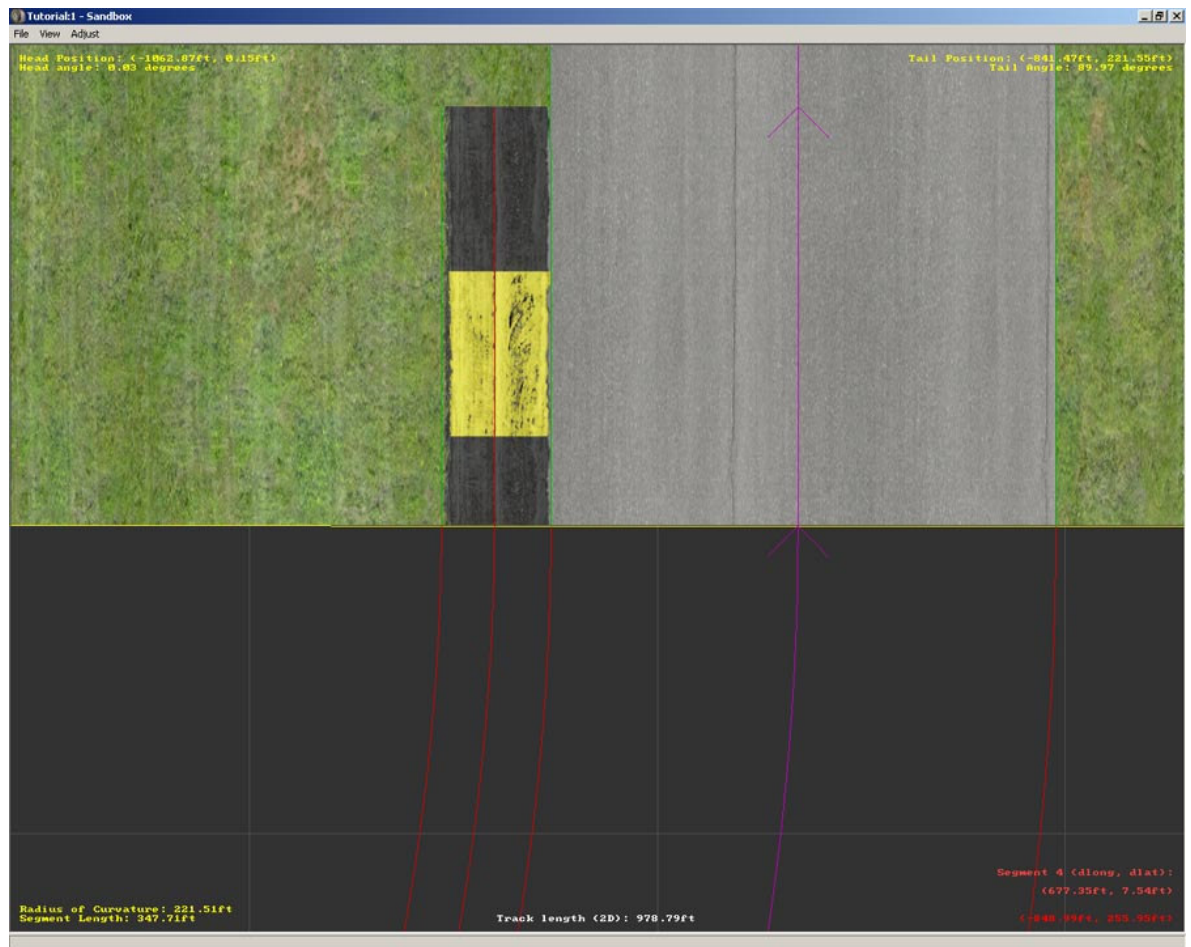
Once you have split the segment make new rumble strips and connect them to the one in the curve. Now you will have little extensions to play with. While you do this also place a new x section that runs down the middle of the curb. When it's all done it should look like this.



Here's what it looks like with just the x's showing.



Tip: F sections take visual priority over x sections which get tucked under the f section. To help select use the arrow keys on your keyboard to select. Look in the top left corner and it will tell you what you have selected.

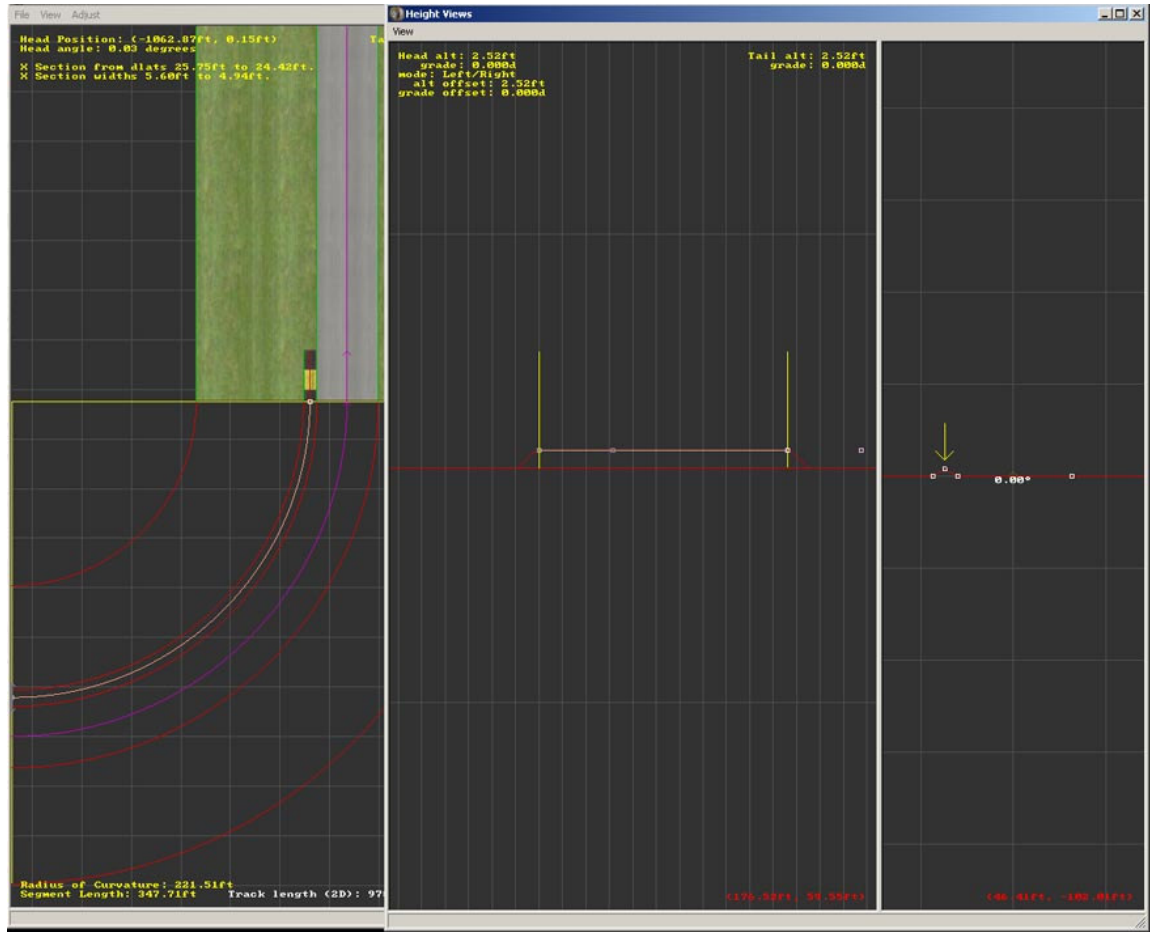


Ok now that everything is in place. Before we shape anything there is one last thing to do. Explaining why would take too long for this tutorial so like Sanbox tells you that you better center your track...just do this next step. ;P

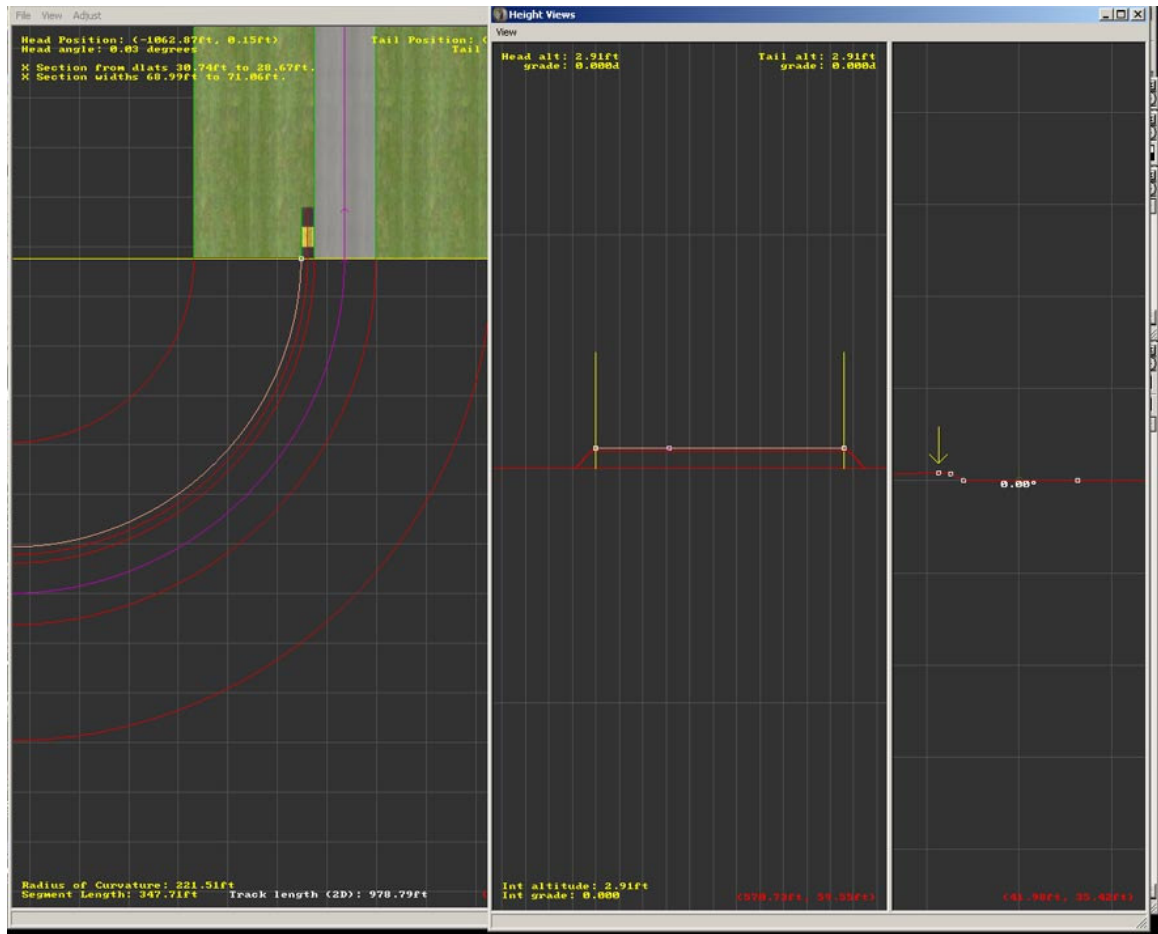
Everywhere that an x section intersects with another you need to set that to Mode absolute. When you do this the little arrows will disappear. This is good. Do this to every connection. If it is greyed out it's because your sections aren't connected properly.



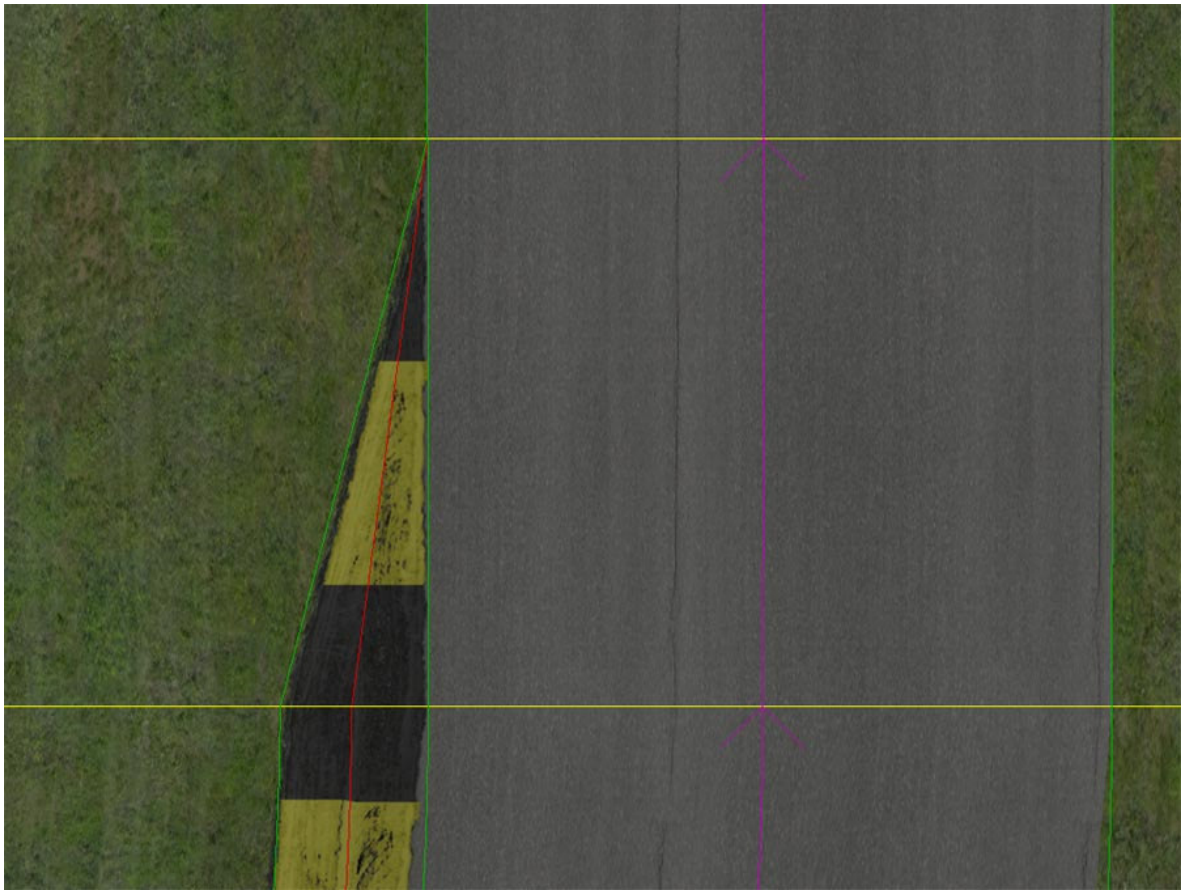
Now that everything is in mode absolute we can shape the sections. select the middle x section in the curved part of the curb. Open the heights window and shape away. I've made the height higher than it needs to be so that you can see it.



Now do the same for the outer x.



Now taper the ends. Like this.



That's it...Your done. Hope this helps out those having a hard time with it. Happy curb jumping.
Here's the finished curb.



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