



The Pits

racing realism for the PC!

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The do-it-ourselves N2003 FAQ

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Author

Message

dB

US Pits Crew



Joined: 07 May 2004
 Posts: 651
 Location: Vancouver, WA,
 USA

Posted: Mon Aug 02, 2004 8:42 am Post subject:

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Q: How do I install add-on tracks to nrs2k3?

A: The add-on tracks that you download typically come packed in a .zip file. Look inside, you will see one of 3 things: a *.exe file, a folder, or a bunch of files.

If it is a *.exe, just simply double click it and it will install itself.

***If your game is installed somewhere besides the default: C:\Papyrus\NASCAR Racing 2003 Season then you need to direct the installer to where it is located.

If it is a folder, just extract the folder from the *.zip and place it in the C:\Papyrus\NASCAR Racing 2003 Season\tracks folder in your game.

If it is a bunch of loose files, you must make a folder for them in your game's C:\Papyrus\NASCAR Racing 2003 Season\tracks folder, and extract them there.

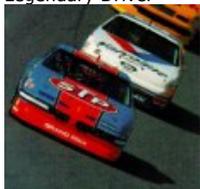
The folder name MUST be named the same as the *.dat or *.ptf file that you see.

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mlsmartin#6fan

Legendary Driver



Joined: 31 Oct 2003
 Posts: 1485

Posted: Mon Sep 06, 2004 1:40 am Post subject:

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Q: Why won't all my tracks show up?

A: Make sure you have less than 128 tracks, because the game limits the tracks to 128. After 128 tracks, the tracks that come later in the alphabet (Talledega, Texas, Walkins Glen...) will be bumped off the list.

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RichQuin

Tire Changer

Joined: 29 Apr 2004
 Posts: 12
 Location: Southern
 California

Posted: Tue Sep 14, 2004 3:14 am Post subject: How do I rename a track?

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With renaming a track you need to change a few file names.

Rename the track folder

Rename the .ptf file (if it is an track edit)

Rename the .dat file

Rename the .cam file

If you want the track info change go into the track .ini file and only work on the first few lines containing the track's name.

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Psychoe
Driver

Posted: Thu Sep 16, 2004 8:06 pm Post subject:

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Joined: 27 Oct 2003
Posts: 108
Location: Some hick town in Ontario

The max number of tracks is 128. Is there a max for cars? Is there a max for the number of races in a season?

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Sean_S35
Champion Driver

Posted: Tue Sep 21, 2004 6:23 am Post subject:

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How do I convert my replay file into a media/wave file or similar?

Joined: 19 Sep 2003
Posts: 257
Location: Australia / Melbourne/ Vic

so I can make a movie from the replay and view it using the windows media player or divx or similar?

Get fraps program and read all instructions ,not much to read so it's all good.

GT Handicap: incomplete Monster: 94 laps missing
NGT Handicap: 7.8399



Last edited by Sean_S35 on Fri Oct 29, 2004 10:40 pm, edited 1 time in total

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Sean_S35
Champion Driver

Posted: Tue Sep 21, 2004 8:03 am Post subject:

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Ok I used FRAPS movie capture ; so simple but , the movie came out in fast motion

Joined: 19 Sep 2003
Posts: 257
Location: Australia / Melbourne/ Vic

A.) Use Fraps up to 1024/720 anymore is not supported.

GT Handicap: incomplete Monster: 94 laps missing
NGT Handicap: 7.8399



Last edited by Sean_S35 on Fri Oct 29, 2004 10:38 pm, edited 1 time in total

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dB
US Pits Crew

Posted: Sun Sep 26, 2004 3:31 am Post subject:

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Q. Can I use 3do's from another track in my new track project?

Joined: 07 May 2004
Posts: 651
Location: Vancouver, WA, USA

A. Yes, you can use any 3do from one track in another as long as you have all the required mips along with the 3do in your new track folder. Copy them to the main folder of the track you are working on.

To find out what .mips are required by a .3do, open it in wordpad. Just click on the .3do, and windows will ask you what you want to open it with.

Use the Find feature (binocular icon) and enter: .mip
It will show you all the .mips that are used.



www.theuspits.com ~--oOo===== [dB] =====oOo--~ www.tvc.okellracing.com

Last edited by dB on Sun Sep 26, 2004 3:39 am, edited 1 time in total

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dB
US Pits Crew



Joined: 07 May 2004
Posts: 651
Location: Vancouver, WA, USA

Posted: Sun Sep 26, 2004 3:35 am Post subject: [quote](#) [edit](#) [delete](#) [ip](#)

Q: Why does my TSO not show up when I place it on the track in Sandbox?

A: If the TSO doesn't show up visible when you add it to your track, save your work, close the track and reopen it.

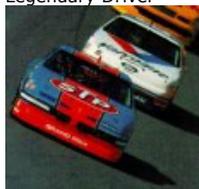


www.theuspits.com ~--oOo===== [dB] =====oOo--~ www.tvc.okellracing.com

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mlsmartin#6fan
Legendary Driver



Joined: 31 Oct 2003
Posts: 1485

Posted: Wed Sep 29, 2004 12:45 am Post subject: [quote](#) [edit](#) [delete](#) [ip](#)

Q: I want to race a track with a mod that uses the PTA physics (PTA mod, TPTCC mod, ect...) and the track .ini doesn't support the pta physics, can I still race the track?

A: Yes, but the cars may not handle like they may handle correctly.

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StrtRacrZ
Legendary Driver



Joined: 20 Jul 2003
Posts: 3048
Location: Grafton / Cedarburg, WI

Posted: Fri Oct 29, 2004 1:05 pm Post subject: [quote](#) [edit](#) [delete](#) [ip](#)

Q: In the TPTCC Mod, the car's ride heights are incorrect/wrong

A: This will fixed in 3.0 or a future version. 😊

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StrtRacrZ
Legendary Driver

Posted: Mon Nov 15, 2004 1:25 am Post subject: [quote](#) [edit](#) [delete](#) [ip](#)



Joined: 20 Jul 2003
Posts: 3048
Location: Grafton / Cedarburg, WI

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mlsmartin#6fan
Legendary Driver



Joined: 31 Oct 2003
Posts: 1485

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Q: When I try to download xxxxx of the US pits, it won't download.

A: The Pits has an Anti Leeching software on thier server, preventing "backdoor downloads"



"Team 78 Racing" Since 2003. Racing into the rFuture!

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Posted: Thu Dec 02, 2004 2:33 am Post subject:

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How do I put a new car in the game?

Well, if your car is a .tga, then put the file in your C:\Papyrus\Nascar Racing 2003 Season\export_imports folder. If you have the newest patch, then go into the opponent manager, create a new car, the click the import button (do not go into the the ingame paintshop) and save the car. This will work with ANY mod.

If your car is .cup.car file into the cup\cars, your .gns.car file into your gns\cars folder (or any mod that uses the cup car modles (or bgn models, no difference) and the BGN physics (usually states that in the mods readme)). If the file is a .cts.car file, put it in the cts\cars folder.

Loose is fast, but on the edge of control.

Get my cars at www.spr-online.com



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