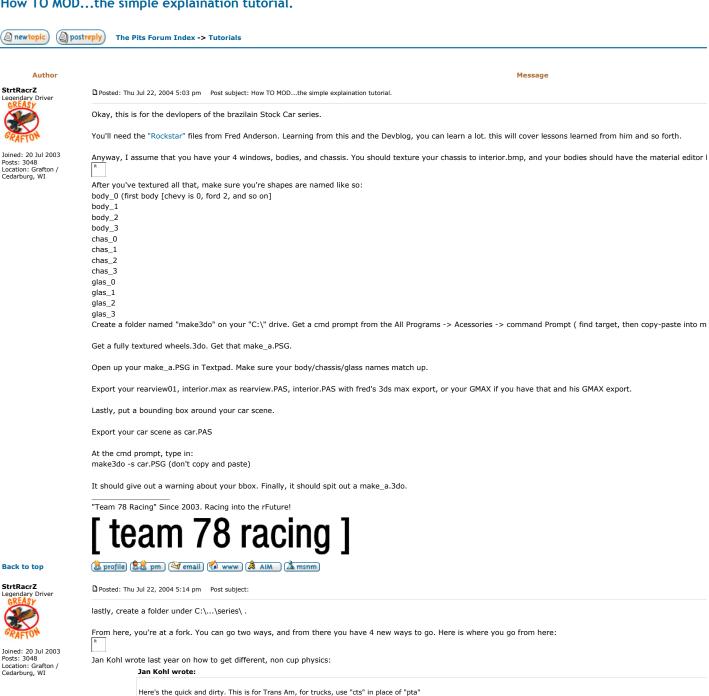


## The Pits

Profile OYou have no new messages OLogout [ Jan Kohl ]

## How TO MOD...the simple explaination tutorial.



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(If using Winmip, you'll find them in the \unpack directory. You'll need to copy them up to the same directory as the pta.dat for them to work. If using datx, you can delete

3) Unpack your pta.dat (using Winmip2 or datx), find the make\_a files. Rename them as following:

1) Copy your \series\cup folder to \series\pta 2) Rename the cup.dat to pta.dat

make\_a\_pta.3do make a pta.cam make\_a\_pta\_light\_cockpit.3do make\_a\_pta\_pieces.3do make a pta shadow.3do make\_a\_pta\_ui.3do

```
4) Rename "carname.cup.car" to "carname.pta.car".
5) Using Winmip2 or a hex editor, edit the .car file to have "car class=4" (see note at bottom)
6) edit series.def (with a text editor such as notepad), example below (see note at bottom):
car classes=17 : Bitwise-or of allowed classes.
given_name=Trans Am; Unlocalized series name type=3; (0=cup, 1=gns, 2=truck)
7) if you want setups, go to your Drivers\yourdriver\setups directory and copy and rename them as well (from "cup" to "pta")
(for trucks, change series.def to have "car_classes=9", "type=2", and the .car file should have "car_class=3")
```

For Busch physics this should be used:

## Code:

```
[Series]
car_classes=5
[Series] ; Bitwise-or of allowed classes. given_name=What have you series ; Unlocalized series name type=1 ; (0=cup, 1=gns, 2=truck)
```

the given name is the name for the series.

That should cover most everything

```
Brofile Drofile Mail Www AIM AIM Msnm
```

Posted: Thu Jul 22, 2004 7:58 pm Post subject:

I guess Fred removed that. No worry, I uploaded some files. Includes: interior.max (so you can compare the paintjob) rearview ( to modify, same with interior).

PAS files: included for a beta version (before modifications)

and a 3ds max r5 and r6 export

I forgot his psg, too. Here it is:

```
Code:
Sample PSG File
   by Fred Anderson (fred@speedcircuit.com)
   thanks to: Papyrus
TheUSPits
        Kevin C
   models and Graphics copyright Papyrus 2003
..........
 # Initial Variables
 .
..........
rfwheelObj: CHILD wheelsGrp wheel_speed_0
lfwheelObj: CHILD wheelsGrp wheel_speed_1
rrwheelObj: CHILD wheelsGrp wheel_speed_2
lrwheelObj: CHILD wheelsGrp wheel_speed_3
lf: TRANSFORM NAME lfwheel POS( 1.207005, 0.768351, -0.108314) ROT(0, 0, 0) lfwheelObj rf: TRANSFORM NAME rfwheel POS( 1.207005, -0.768351, -0.108314) ROT(0, 0, 0) rfwheelObj rr: TRANSFORM NAME lrwheel POS(-1.587004, 0.768351, -0.108314) ROT(0, 0, 0) lrwheelObj rr: TRANSFORM NAME rrwheel POS(-1.587004, -0.768351, -0.108314) ROT(0, 0, 0) rrwheelObj
maxCars: MESH_GROUP "car.pas" RENAME_MAT (paintjob paintjob, window windshield)
    staticDriver: MESH maxCars drive_st
staticWheel: MESH maxCars wheel_st
     body0: MESH maxCars body_0
chassis0: MESH maxCars glas_0
glas0: MESH maxCars chas_0
    glas0:
     bodyl: MESH maxCars body_l
chassisl: MESH maxCars glas_l
glas1: MESH maxCars chas_l
    glas1:
    body2: MESH maxCars body_2
chassis2: MESH maxCars glas_2
glas2: MESH maxCars chas_2
    body3: MESH maxCars body_3 chassis3: MESH maxCars glas_3 glas3: MESH maxCars chas_3
Exterior0: GROUP (staticDriver, staticWheel, lf, rf, lr, rr, body0, chassis0, glass0)
Exterior1: GROUP (staticDriver, staticWheel, lf, rf, lr, rr, body1, chassis1, glass1)
Exterior2: GROUP (staticDriver, staticWheel, lf, rf, lr, rr, body2, chassis2, glass2)
Exterior3: GROUP (staticDriver, staticWheel, lf, rf, lr, rr, body3, chassis3, glass3)
extView: STATE_SWITCH Var carMakeIdx (0 Exterior0,1 Exterior1,2 Exterior2,3 Exterior3, 4)
 # Interior View
```

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Joined: 20 Jul 2003

Posts: 3048 Location: Grafton / Cedarburg, WI

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```
maInt: MESH_GROUP "interior.pas" RENAME_MAT (paintjob paintjob)
   # Windshield enable
window: MESH maInt glass
windshield: STATE_SWITCH VAR windshieldEnable (0.0 window, 0.9)
                                    MESH maInt decklid
            mashift: MESH maInt shift
tranShifter: TRANSFORM NAME shifter POS(0.114,-0.006,-0.146) ROT(0,0,0) mashift
mashift: MESH maInt shift
transhifter: TRANSFORM NAME shifter POS(0.114,-0.006,-0.146) ROT(0,0,0) mashift
mirror
mir: MESH maInt mirror
maPort: MESH maInt revPortal
mirPort: PORTAL rearView maPort
mirGroup: GROUP (mirPort,mir)
rearViewMirror: STATE_SWITCH VAR mirrorFrameEnable (0 mirGroup, 1)

# steering wheel
# MESH maInt WHEEL
tranWheel: TRANSFORM NAME steer POS(-0.320,0.391,0.323) ROT(0,0.2,0.2) sWheel
swWheel: MESH maInt WHEEL
tranWheel: STATE_SWITCH VAR steeringWheelEnable (0 tranWheel, 0.9)

# DashPanel
dashPanel
dashPanel
# Tub

# UnilTub: MESH maInt panel
# Tub

# Catch
catch:
# Dars: MESH maInt cage
# Foam
# Dashign
dashIgn
dashIgn
dashIgn
# Dashign
# Netting
# Neth maInt TACHDAYCOL
dayFac: Mesh maInt TACHDAYCOL
dayFac: Mesh maInt TACHDAYCOL
daySac: Mesh maInt TACHDAYCOL
nightFac: Mesh maInt TACHDAYCOL
nig
           offach

MESH maInt ptach
pTachSelf: SELFLIGHTING AMMIENT(0.7,0.7,0.7) maPTACH
sprachSelf: STATE_SMITCH VAR day_night (0 maPTACH, 1 pTachSelf, 2)
tranPTACH: TRANSFORM NAME ptach POS(-0.083,0.503,0.329) ROT(0,0.349,0) ssPTach
           maPTELL: MESH maInt PTELL
tranPOILP: TRANSFORM NAME poilp POS(0.075,0.411,0.388) ROT(0,0.385,0) maPTELL
            tranPOILT: TRANSFORM NAME poilt POS(0.075,0.337,0.388) ROT(0,0.385,0) maPTELL
            tranpfuel: TRANSFORM NAME pfuel POS(0.075.0.488.0.388) ROT(0.0.385.0) maptell
            tranpWATER: TRANSFORM NAME pwater POS(0.075.0.262.0.389) ROT(0.0.385.0) maPTELL
    # pvoltage
  tranPVOLTAGE: TRANSFORM NAME pvoltage POS(0.075,-0.021,0.389) ROT(0,0.385,0) maPTELL
    # tachlight
           tacningnt
tLightOff: MESH maInt TACHLIGHTOFF
tLightOn: MESH maInt TACHLIGHTON
TACHLIGHTON: SELFLIGHTING AMBIENT(1.0,1.0,1.0) tLightOn
ssTachLight: STATE_SWITCH VAR tachLightEnable (0 tLightOff,1 TACHLIGHTON,2)
    # oilPressureLight
          dumioff: MESH maInt DUMMY10Ff
dumion: MESH maInt DUMMY10N
slDummy1: SELFLIGHTING AMBIENT(1.0,1.0,1.0) dumion
ssDummyOne: STATE_SWITCH VAR oilPressureLightEnable (0 dumioff,1 slDummy1,2)
tranDuml: TRANSFORM POS(0.091,0.375,0.423) ROT(0,0.366,0) ssDummyOne
    tranpumn: ....
# WaterTempLight
dum2off: MESH maInt DUMMY2OFF
            dum2on: MESH maInt DUMMY2ON
slDummy2: SELFLIGHTING AMBIENT(1.0,1.0) dum2on
ssDummyTwo: STATE_SWITCH VAR waterTempLightEnable (0 dum2off,1 slDummy2,2)
tranDum2: TRANSFORM POS(0.091,0.397,0.423) ROT(0,0.366,0) ssDummyTwo
    # FuelPressureLight
ssDummyFuel: STATE_SWITCH VAR fuelPressureLightEnable (0 dumloff,1 slDummy1,2)
tranDumHuel: TRANSFORM POS(0.091,0.452,0.423) ROT(0,0.366,0) ssDummyFuel
    maInterior: GROUP
(windshield, deck, tranShifter, rearViewMirror, ssWheel, dashPanel, fullTub, catch, bars, intFoam, dashIgn, tranHead, ssTach, tranPTACH, tranPOILP, tranPOILT, tranPFUEL,
    maRear: MESH_GROUP "rearview.pas" RENAME_MAT (paintjob paintjob, window windshield)
    maRearview: GROUP (rv_deck,rv_glass,rv_cage)
    # Cockpit View StateSwitch
    cView: STATE_SWITCH VAR cockpitView (0 extView, 1 maInterior, 2 maRearview, 9.9)
   OUTPUT cView "make_a.3do"
```

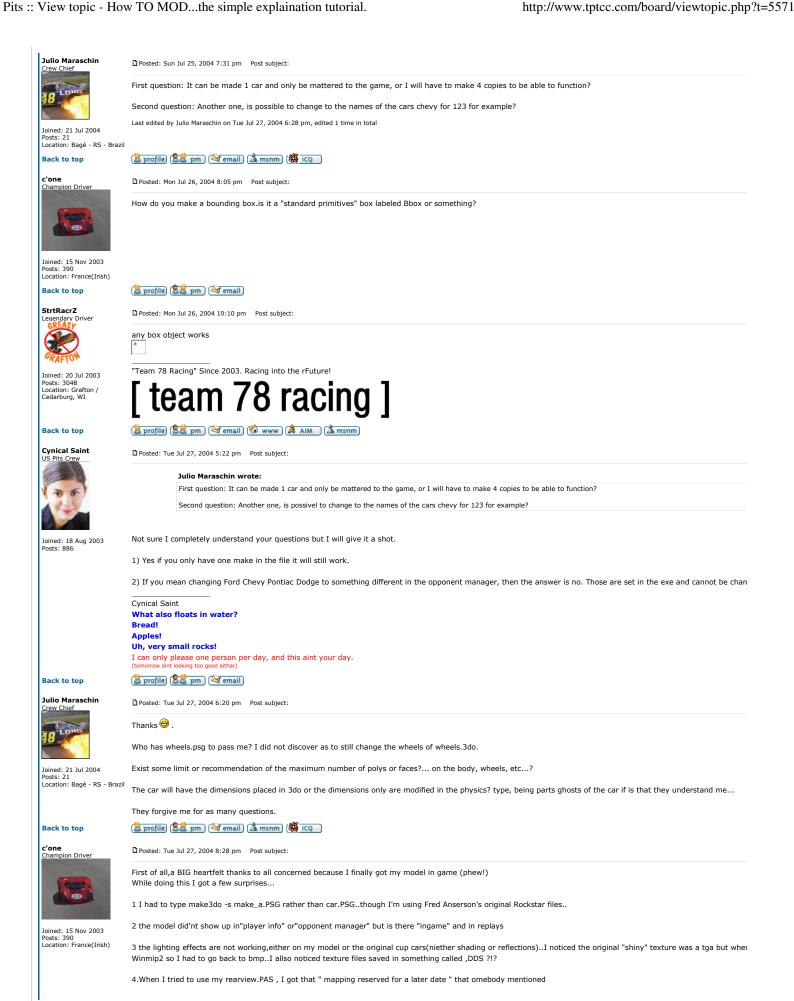
"Team 78 Racing" Since 2003. Racing into the rFuture!

## [ team 78 racing ]

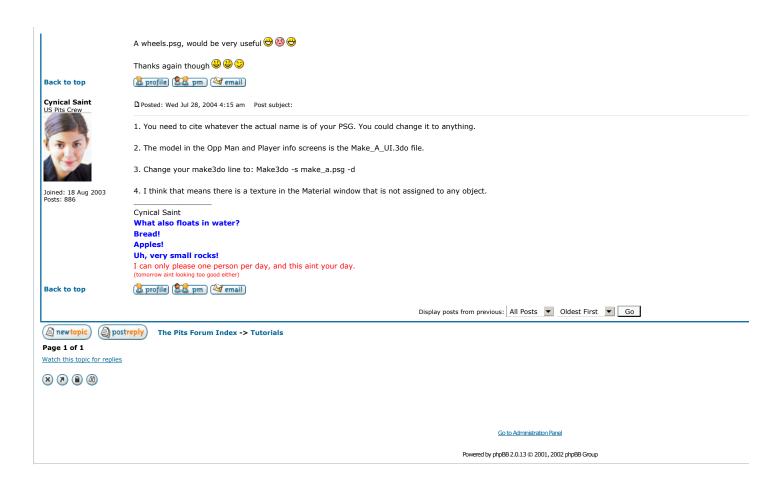
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