The Pits
racing realism for the PC!

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track.ini explantion anywhere?
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Author	Message
madcowie Champion Driver Joined: 11 Sep 2003 Posts: 659 Location: Leeds, UK **Back to top**	Posted: Sat Sep 27, 2003 9:04 pm Post subject: track.ini explantion anywhere? quote edit delete iP I know it says in the original files but alot of it means nothing to me. SC _____ GPL World Record Holder for the Most Tracks made and heading for N2003 record too 😃 Link to my Avatar http://www.jollygoodgames.com/turbosliders/ profile pm email www AIM
Butter_ Champion Driver Joined: 25 Feb 2003 Posts: 827 Location: State College, PA	Posted: Sat Sep 27, 2003 9:07 pm Post subject: quote edit delete iP Ok, I will break this down in segments for you. The first segment is the [track] segment. Here is a copy of that segment from the atlanta track.ini file. My explaination of each line is the red text below. [track] track_name = ATLANTA MOTOR SPEEDWAY track_name_short = Atlanta track_city= Hampton track_state = GA track_length_n_type = 1.54-mile Quad-Oval track_misc_info_1 = Turns banked 24° track_misc_info_2 = Frontstretch 1,415 feet banked 5° track_misc_info_3 = Backstretch 1,320 feet banked 5° track_num_turns = 4

track_length = 1.540m
track_altitude = 0.0
track_type = 2 ; medium oval
chassis_type = 2 ; speedway
default_event_laps = 325
default_qual_laps = 2
track_base_month = 11 ; the race month used for single, multi, and testing
max_starters = 43
track_tire_heat = 0.89 ; > modifies amount of heat going into the tire at a given track
track_tire_wear = 1.02 ; > 1.0 means more wear, i.e. 2.0 is twice normal wear, 0.5 is half normal wear
track_tire_wear_loss = 0.38 ; percentage of grip lost at full tire wear
track_tire_wear_exp = 0.94 ; > 1.0 gives a bigger fall off later in run < 1.0 gives a bigger fall off early in run
track_asphalt_grip = 0.94 ; > 1.0 means more grip. This shouldn't have to change by more than +- 0.05
track_concrete_grip = 1.00 ; > means more grip. Again, keep between about 0.9 and 1.05
track_north_angle = 110 ; angle of true north in degrees

[track]
track_name = ATLANTA MOTOR SPEEDWAY This is the name that shows up in the upper left hand corner on the track screen where you set up the race or practice options.
track_name_short = Atlanta This is the track name that shows up in the pull down list that you pick from.
track_city= Hampton This shows up in the of the track screen same as the track_name above.
track_state = GA This is the state that follows the city 😃
track_length_n_type = 1.54-mile Quad-Oval This is the track length that is displayed in the upper right hand corner of the track screen.
track_misc_info_1 = Turns banked 24° This shows up on the track info part when you click the little arrow once the track has loaded. It is displayed below the picture of the track layout.
track_misc_info_2 = Frontstretch 1,415 feet banked 5° Same as line above.
track_misc_info_3 = Backstretch 1,320 feet banked 5° Same as line above.
track_num_turns = 4 This one is self explainitory I think.
track_length = 1.540m Same thing as line above.
track_altitude = 0.0 Always 0.0 in a papy track.ini. I did mine at the right altitude for Jennerstown, but it didn't seem to make a difference?
track_type = 2 Can be 1, 2, 3, 4, or 5. Determines what type of tires and rules are used by the game such as roadcourse or restrictor plates and such.
chassis_type = 2 Determines what type of chassis is used. This might be the one where the tires are picked from....I forget 😃
default_event_laps = 325 Number of laps that a 100% race is based off of.
default_qual_laps = 2 Number of laps allowed for a qual run.
track_base_month = 11 Month that weather is based off of. So something such as 11 (November) will mean cooler weather than a 7 (July). Doesn't mean too much as the weather settings below control it much more precisely.
max_starters = 43 Maximum number of starters allowed. Can not exceed 43 and can

not be more than the number of stalls avaliable or the game will crash.

track_tire_heat = 0.89 Tire heat number with 1.0 being the base number. Seems that the higher the banking and the faster the speeds, the lower this number needs to be and the lower the banking and shorter the track, the higher this number is. This is actually important because if the tires do not heat up enough, or heat up too much, setting up a car for your track is going to be next to impossible. This was the last hold up on Jennerstown, as I had to run many laps in each series to get this correct, then I had to be sure that the temps were a result of this number being right and not just a poor setup.

track_tire_wear = 1.02 Tire wear exponent with 1.0 being the base and a number higher that 1.0 meaning more wear and a number less than 1 meaning less wear. Obviously this number has to be in conjunction with the number above because the tire model needs to caculate both tire scrub and tire heat to produce tire wear. You can dirt track all you want and never experience tire wear if the tires don't heat up enough, so initially you may crank this number way up, but everytime you touch the number above, you have to worry about affecting this number. If not, your track may make Darlington look like a tire lover.

track_tire_wear_loss = 0.38 This means that if a tire is red and ready to explode, what is going to be the percentage of grip lost? At some tracks, tire wear does not mean much, so this number will be low, a track like Rockingham and this number is going to be super high. Remember that this is a percentage so 0.38 is 38% grip loss and that is pretty significant.

track_tire_wear_exp = 0.94 Determines during what part of the run that times fall off due to tire wear. A number greater than 1 means later in the run, such that 1.0 means that 1/2 way through the run the times drop significantly and if the number is greater than 1.0, the drop off will begin after the half way point and the opposite for a number less than 1.0.

track_asphalt_grip = 0.94 Grip value for the parts of the track designated as asphalt for their surface type. This value affects both the human player and the AI cars, so keep that in mind. Fine tuning this number by values of .01 at a time will allow you to adjust both yours and the AI's speed to the real life speeds once you get the AI running lap times comparable to yours. What I am saying in my opinion, you should adjust the AI parameters so that the AI run close to you, then change this value so you get the speeds that you expect on your track.

track_concrete_grip = 1.00 Same as the asphalt value above.

track_north_angle = 110 Angle in degrees around the 0,0 point of the track where true north is. This sets up which way the winds blow across your track when it says winds are 5 mph from the north. Don't forget to coordinate this with the angle of the sun in the ptf file or people will get confused why the sun is showing from the south 😀

Last edited by Butter_ on Sat Sep 27, 2003 11:50 pm, edited 2 times in total

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madcowie
Champion Driver

Posted: Sat Sep 27, 2003 9:30 pm Post subject: quote | edit | delete | ip

I'm waiting 😀

Seriously thank you!!

MC

Joined: 11 Sep 2003
Posts: 659
Location: Leeds, UK

_____
GPL World Record Holder for the Most Tracks made and heading for N2003 record too
😃

Link to my Avatar http://www.jollygoodgames.com/turbosliders/

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Butter_
Champion Driver

Joined: 25 Feb 2003
Posts: 827
Location: State College, PA

Posted: Sat Sep 27, 2003 10:32 pm   Post subject: quote edit delete iP

Ok, here is the next section.

; Starter decisions:
; First value is earliest possible green flag dlong, should be after to pace car pit entrace point
; Second value is latest possible green flag dlong. Must be before start line and after first value
starter_decision = 2250.0 2300.0

The meaning of this is just the 2 points along the dlong that the flag man will throw the green flag between. Just make sure that this point is a little after the pace car gets onto pit road but not too close to the s/f line that someone can easily be a little too fast to get there and cross the line before the green flies, resulting in a black flag.

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Butter_
Champion Driver

Joined: 25 Feb 2003
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Location: State College, PA

Posted: Sat Sep 27, 2003 10:36 pm   Post subject: quote edit delete iP

The following 2 sections are actually added in by the pwf mods and I am sure the trans am mod is going to add some as well which would be called [track_pta]. There is nothing new here except that is not above in the original (default) [track] explaination. If these values come before the starters decision area, then the green flag will fly as soon as the pace car moves to the pit.lp file. If these segments are not in here, then these mods will just use the values in the default [track] section. Also note that only certain lines are copied over from the [track] section as the rest are not needed and may even cause problems.

[track_gns]
track_tire_heat = 0.85 ; > modifies amount of heat going into the tire at a given track
track_tire_wear = 1.02 ; > 1.0 means more wear, i.e. 2.0 is twice normal wear, 0.5 is half normal wear
track_tire_wear_loss = 0.38 ; percentage of grip lost at full tire wear
track_tire_wear_exp = 0.94 ; > 1.0 gives a bigger fall off later in run < 1.0 gives a bigger fall off early in run
track_asphalt_grip = 0.94 ; > 1.0 means more grip. This shouldn't have to change by more than +- 0.05
track_concrete_grip = 1.00 ; > means more grip. Again, keep between about 0.9 and 1.05

[track_cts]
track_tire_heat = 0.85 ; > modifies amount of heat going into the tire at a given track
track_tire_wear = 1.02 ; > 1.0 means more wear, i.e. 2.0 is twice normal wear, 0.5 is half normal wear
track_tire_wear_loss = 0.38 ; percentage of grip lost at full tire wear
track_tire_wear_exp = 0.94 ; > 1.0 gives a bigger fall off later in run < 1.0 gives a bigger fall off early in run
track_asphalt_grip = 0.94 ; > 1.0 means more grip. This shouldn't have to change by more than +- 0.05
track_concrete_grip = 1.00 ; > means more grip. Again, keep between about 0.9 and 1.05

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Butter_
Champion Driver

Joined: 25 Feb 2003
Posts: 827
Location: State College, PA

Posted: Sat Sep 27, 2003 10:42 pm   Post subject: quote   edit   delete   iP

The next 2 sections do not appear at all tracks and work together so I don't know why papy gave them different headers. They are really only needed for tracks where someone can cut the course for a faster time. Someplace like Daytona during qual or Watkins Glen at all times.

[AppRuleCutCourse]
qual_only=1 If you only want this to apply during qual (ie, daytona qual) then the value is a 1, and it is a 0 if you want it be there at all times (ie, watkins glen inner loop).

[configuration_0]
; Format: dlong, start dlat, end dlat, time penalty (sec), 0 (required)
; 2 checkpoint minimum
checkpoint_0 = 2210.00 -3.50 19.00 0 0
checkpoint_1 = 2425.00 -3.50 19.00 0 0

The papy REM line above shows the format and basically this is like two cones setup up that if you cross anywhere between them, then you will get a black flag and a dq during qual. You can have more than 1 configuration area, so the next one would be called [configuration_1] and soforth.

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Butter_
Champion Driver

Joined: 25 Feb 2003
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Location: State College, PA

Posted: Sat Sep 27, 2003 10:45 pm   Post subject: quote   edit   delete   iP

Ok, another easy one to figure out, the cup section tells the game what to display as the actual series record lap time and the name of the driver who acheived it. You can also add a [gns] or [cts] or whatever series it is you want section to name a track record holder for those mods. I am not sure why PWF did not do that on their tracks.

[cup]
record_lap_time = 28.074
record_holder = Geoffrey Bodine

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Butter_
Champion Driver

Joined: 25 Feb 2003
Posts: 827
Location: State College, PA

Posted: Sat Sep 27, 2003 10:53 pm   Post subject:

[quote] [edit] [delete] [iP]

The next segment is weather and it is pretty easy to figure out via the papy definitions given. In fact, I am not going to explain much for them.

[weather]
track_base_temp = 64.5 ; track average temperature on April 1 in deg F
track_temp_range = 4.0 ; one standard deviation from average in deg F one standard deviation is like 90%, 2 is like 97% and 3 is like 99%.
track_temp_swing = 10.0 ; the amount that a temp will swing during a session. I have yet to see this really happen though.
track_wind_speed = 7.3 ; average wind speed at the track in MPH
track_wind_speed_range = 5.0 ; one standard deviation from average in MPH
track_wind_direction = 315 ; compass heading in degrees from which wind is most likely (in this case from Northwest) calculated just like the true north value above.
track_cloud_prob = 0.68 ; probability of cloud cover, 0.0 to 1.0 This is just a percentage. ie, 0.68 is 68% of the time there will be clouds.

Edit: Jan Kohl - track_cloud_prob actually works backwards from the description. It should have probably been labeled track_sun_prob, as a "1.0" means you'll never have clouds, 0.0 means it will be perpetually cloudy.

Last edited by Butter_ on Sat Sep 27, 2003 11:49 pm, edited 1 time in total

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Butter_
Champion Driver

Joined: 25 Feb 2003
Posts: 827
Location: State College, PA

Posted: Sat Sep 27, 2003 10:56 pm   Post subject:

[quote] [edit] [delete] [iP]

This section just says where the crowd noises are going to be the strongest. This is usually only heard when the player has sounds turned up to a number around 12 to 16 sounds heard at a time. Most default tracks have 4 pos_n (positions) where the positions are determined by x, y and z from the 0,0 point. Also remember that the num_sources line must equal the number of pos_n lines that are present.

[CrowdSound]
num_sources = 4
pos_0 = 178 280 11.8
pos_1 = -6 267 4
pos_2 = 123 -289 2
pos_3 = -54 -275 2

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Butter_
Champion Driver

Joined: 25 Feb 2003

Posted: Sat Sep 27, 2003 11:47 pm   Post subject:

[quote] [edit] [delete] [iP]

This is the meat of the AI behavior, although remember what Steam always preaches that no matter what you do here, if you have bad lp lines, the AI will never do what you want them to.

[ai_track]
pace_merge_from_pit_line_dlong = 300.000 this variables name says it all. It is where the pace car will merge to the track from the pit.lp file based on dlong

Posts: 827
Location: State College, PA

distance in meters.

pace_merge_to_pit_line_dlong = 2000.0000 same as the line above, but this is where the pace car will merge to from the racing surface to the pit.lp line. Just remember that this is the point that the spotter will say the pacecar is in, so you probably want it to be around the point of where the pit.lp line cuts away from the racing surface.

pace_speed_limit_mph = 60 pace car speed.

ai_accel_modifier = 1.00 the acceleration of the AI with 1.00 being what is calculated from the lp files. A number higher than 1.00 means the car will accelerate faster than the person who made the lp file did, and a number less than 1.00 means the opposite. This number is just for adjustment so you can run the lp file at any speed, then fine tune the AI's acceleration with this value.

ai_decel_modifier = 0.95 braking adjustment number that works for the AI's brakes just as with the acceleration value directly above.

ai_fuel_use = 0.96 base value is 1.0 and it determines the amount of distance the AI can go on fuel. A number higher than 1.0 means they can go further than normal on fuel and less than 1.0 means they go less distance.

ai_grip_modifier = 1.08 This number works in conjunction with the asphalt and concrete grip values above. Also helps if you are having problems with the AI sliding off of the track on a tight turn.

EDIT: Further explanation of AI grip mod - Jan

> **jay taylor wrote:**
>
> The AI line modifier changes the AI's perception of their grip limit. at 1.0 they see 100% of the actually grip they have available to them (as set by their grip value in the track.ini). Decreasing its value will make them drive like they have less grip and run easier into and out of the corners, and will also slow their speeds slightly. Raising the value above 1.0 will make them think they have more grip then they actually do, and they will charge the corners harder. In some cases going slightly higher then 1.0 can help make them race better, however going to high may cause them to over drive, and wash up the track or check up as they slip beyond their grip threshold.

ai_drag_modifier = 1.03 base value as with most is 1.00 and a higher value means more drag and a lower value means less drag. This is useful if the AI are getting off of the turn correctly (see ai accel modifier above) but seem to be outrunning you at the end of the straight.

ai_line_modifier = 1.00 I would follow papy's advice and not change this line, although at a high banked short track such as bristol, if you change this to 1.01, it can sometimes get the slower AI to run the high line more but that can cause a ton more wrecks sometimes as well.

ai_qual_modifier = 1.038 values higher than 1.000 will speed up the AI during qual and a value below 1.000 will slow the AI down in qual to get them around human speeds.

ai_wall_offset = 100 this is a AI collision detection value. It can be anything from 1 to 100 with 100 being 100% of the time the game is looking for AI collisions. This can be reduced from 100 if you are having major problems with constant wrecks. The problem with reducing it, is AI cars will morph into each other and the walls, creating wierd wrecks and flips, or no wrecks even though they touch. You can also get away without having this value in here at all, as it will default to 100 anyways.

ai_tire_wear_left = 0.40 as papy says, ; left tire wear adjuster for ai This number

affects whether the AI change left side tires during pit stops and how many laps they will go before changing left side tires. I mean, if this number is like .8, then the AI will slow down quickly into the run and need to change left side tires after like 10 laps, but if the value is .2, then the AI may be able to run 100 miles without changing left side tires or having their times drop too much.

ai_tire_wear_right = 0.48 as papy says, ; right tire wear adjuster for ai This number affects whether the AI change right side tires during pit stops and how many laps they will go before changing right side tires. I mean, if this number is like .8, then the AI will slow down quickly into the run and need to change right side tires after like 10 laps, but if the value is .2, then the AI may be able to run 100 miles without changing right side tires or having their times drop too much.

ai_arcade_tire_wear = 0.01 The lower this number, the less tire wear experienced. I do not test my tracks in arcade mode, so I make the AI unbeatable 😃

ai_arcade_fuel_use = 1.00 see papy explaination here ; > 1.0 = even more fuel consumed (in addition to fuel_use above)

ai_arcade_grip_modifier = 1.01 see papy explaination here for AI arcade grip modifier, works like grip modifier above ; > 1.0 = more grip

ai_arcade_drag_modifier = 1.22 see papy explaination here for AI arcade drag modifier, works like drag modifier above ; > 1.0 = more drag, which is slower

strategy_lap_time_wear_loss = 2.163 see papy explaination ; lap time loss from totally worn tires this would be if all 4 tires were red and ready to explode. You have to adjust this to what happens to the human driver or else the AI will be too fast or too slow on the long run.

strategy_lap_time_fuel_use_gain = 0.140 time gain due to less fuel (reduced weight in car).

strategy_base_pitting_cost = 29.792 Time lost doing a stop and go penalty. It affects whether the AI will stop and pit or not. Don't know why papy calculated it based off of a stop and go, but basically do some stop and go stops and see how much time you lose to the AI in a race to properly calculate this.

ai_pacing_distance = 1.8 how many car lengths between AI cars during a pace (yellow) lap. 1.0 would mean that the second cars front bumper is touching the lead cars rear bumper

ai_bunching_distance = 1.65 how many car lenghts between the AI cars when they start to bunch up for a restart. 1.0 would mean that the second cars front bumper is touching the lead cars rear bumper

ai_drafting_distance = 1.25 distance that they AI cars try to keep between themselves while races before switching to another lp line. Remember that 1.0 would mean that the second cars front bumper is touching the lead cars rear bumper. Too small of a value means that the AI will touch a lot in the turns, especially tight ones causing wrecks or the AI will jump to the min, max race lines way too much. Too large of a value and the AI will not be able to pass properly.

ai_panic_decel = 7.0 This is the number of G forces of extra deceleration a AI car must be enduring before it will use the panic lp line. If this value is too high, the AI will not avoid each other well during a wreck, but if it is too small, even a minor bobble will cause them to use the panic lines.

ai_dlongpad_scale = 5.0 This pads the braking of the AI so that they don't suddenly stop when going into a turn or trying to pit. The smaller the number, the more scaling that takes place.

ai_dlat_pad = 0.85 This number has to do with how close the AI like to race to each other when side by side. If this number is too low the AI will wreck each other alot, if it is too high, the AI will be sluggish getting off of the turn when side by side, causing

major problems. Papy's AI guru says to get this number as low as possible without causing side swiping wrecks, usually around .75 or so.
ai_squeeze_pcnt = 0.0 This seems to be set at 0.0 in most default tracks, and has not been difinitively defined by anyone that I have talked to including Steam, Jay Taylor, steveb73, or JJ. There are many theories on this, in fact too many to list, so if someone can truely answer this for me, I would like to know 😃
ai_inverse_slipcurve_k = 0.63 papy defines this value as ; how much slip angle AI need to corner. smaller = more, more = increased drag It basically means how out of shape can the AI get before they lose grip and wreck. The higher this value, the more you can bump the AI without them losing grip and wrecking. Too high and everytime you get into them too much, you will wreck because they will be unmovable like a dump truck.

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Butter_
Champion Driver

Joined: 25 Feb 2003
Posts: 827
Location: State College, PA

Posted: Sat Sep 27, 2003 11:53 pm   Post subject: [quote] [edit] [delete] [IP]

The next two are for the gns and cts mods by pwf. Some of these values are the same as the default ones, and actually did not need to be copied over, but to be on the safe side, I would copy over all of these values for each different mod I wanted to optimize, whether I changed each individual value or not just like pwf did. In fact, for Jennerstown, I don't think for any of these special sections that I changed any of the values, but I copied the lines over just to be safe.

[ai_track_gns]
ai_accel_modifier = 1.00 ; acceleration grip efficiency
ai_decel_modifier = 0.95 ; braking grip efficiency
ai_fuel_use = 0.96 ; > 1.0 = more fuel consumed
ai_grip_modifier = 1.08 ; > 1.0 = more grip
ai_drag_modifier = 1.03 ; > 1.0 = more drag, which is slower
ai_line_modifier = 1.00 ; dangerous hack, don't use unless you are a trained professional
ai_qual_modifier = 1.038 ; > 1.0 = faster during qualifying
ai_tire_wear_left = 0.40 ; left tire wear adjuster for ai
ai_tire_wear_right = 0.48 ; right tire wear adjuster for ai
ai_dlat_pad = 0.85
ai_inverse_slipcurve_k = 0.65 ; how much slip angle AI need to corner. smaller = more, more = increased drag

[ai_track_cts]
ai_accel_modifier = 0.50 ; acceleration grip efficiency
ai_decel_modifier = 1.00 ; braking grip efficiency
ai_fuel_use = 0.98 ; > 1.0 = more fuel consumed
ai_grip_modifier = 1.12 ; > 1.0 = more grip
ai_drag_modifier = 1.07 ; > 1.0 = more drag, which is slower
ai_line_modifier = 0.99 ; dangerous hack, don't use unless you are a trained professional
ai_qual_modifier = 1.037 ; > 1.0 = faster during qualifying
ai_tire_wear_left = 0.27 ; left tire wear adjuster for ai
ai_tire_wear_right = 0.34 ; right tire wear adjuster for ai

ai_drafting_distance = 1.25 ; car lengths behind while racing
ai_panic_decel = 8.0 ; G's of extra deceleration inducing panic
ai_dlongpad_scale = 5.0 ; scales padding in braking zones (smaller = more scaling)
ai_dlat_pad = 0.85
ai_inverse_slipcurve_k = 0.90 ; how much slip angle AI need to corner. smaller = more, more = increased drag

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Butter_
Champion Driver

Joined: 25 Feb 2003
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Location: State College, PA

Posted: Sat Sep 27, 2003 11:59 pm   Post subject: [quote] [edit] [delete] [iP]

This section creates 2 points that must be passed between to not receive the black flag for getting onto pit road. Imagine putting up two cones that you must cross between when getting onto pit road or you get a black flag. This is in here so people couldn't fly down through the grass at places such as Daytona to bypass the pit road speed limit, however I can teach you how to cheat that if you want 😃 Anyways, they work like this. point0 dlat is distance left (+) or right (-) of the centerline of the first point. point0 dlong is the distance along the dlong of the track that they first point is located. The two lines for point1 work the same, just that they are for the second point obviously. Try to put this right where the line is that starts pit road speed limit. This is right where the "apron near pit road" f sections meets the first "pit lane" f section.

[AppRuleEnterPits]
pit0_entrance_point0_dlat = 38.03
pit0_entrance_point0_dlong = 2192.89
pit0_entrance_point1_dlat = 23.68
pit0_entrance_point1_dlong = 2198.11

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Butter_
Champion Driver

Joined: 25 Feb 2003
Posts: 827
Location: State College, PA

Posted: Sun Sep 28, 2003 12:22 am   Post subject: [quote] [edit] [delete] [iP]

This next section is the hardest in my opinion to get correct, at least when doing a short track. The AI will wreck a lot on a tight pit road if these settings are not perfect. There is also a [pit_lane_1] if you have 2 pit roads.

[pit_lane_0]
; AI stuff
merge_from_pit_line_dlong = 1100.0 as papy says ; dlong at which cars leaving pits will merge to race line note that this is the point at which the spotters say that you can now merge safely from pit road and should be slightly after the last value in this section that determines the black flag point
merge_to_pit_line_dlong = 1400.0 this is the dlong at which cars entering pits will merge to race line. Just remember that your lp files for pit road should se out on the racing surface at this point so there are not some crazy things going on. If not, the AI will be very likely to stay to the right of the pit.lp line too long and hit the pit road wall.
merge_to_pit_line_length = 450.0 length of merge window in meters from the original dlong value given directly above. Once past this point, the AI will not pit.
pit_lane_end_dlong = 211.3 dlong where you can accelerate off of pit road and not

get flagged for speeding. Must be set around the start of the first pit stall as that is where the spotter will give the signal at.

pit_lane_start_dlong = 2199.13 dlong where pit road starts at in terms of the black flag for speeding. Should match up with the track side detail line at the beginning of pit road. This would be right where the app pit entrance points are at that you must cross between.

slow_pit_line_dlat_offset = 4.0 dlat distance between the pit.lp and the maxpit.lp lines

stall_exit_goal_dlat_offset = -4.0 dlat value from the center of the pit stall the the AI will shoot for when leaving their stall. This works in conjuction with the value directly below to form a point upon which the AI will pass over.

stall_exit_goal_dlong_offset = 8.0 dlong offset defined in meters from the center of the pit stall that the AI is leaving to where the AI will go. Forms a point that the AI pass over with the dlat value defined directly above.

begin_stall_entry_offset = 15.0 dlong in meters before the target pit stall that the AI will begin to move from the pit.lp line to the maxpit.lp line to get ready to enter their pit stall. Too small of a value will cause the AI to back into their stall and too big of a value will cause the AI to clip other cars sitting in their pit stall already.

begin_stall_approach_offset = 80.0 dlong in meters before the target pit stall that the AI will begin to get ready to enter their pit stall. This is when they will move from the pit.lp line to the maxpit.lp line to get ready to enter their pit stall. Too small of a value will cause the AI to back into their stall and too big of a value will cause more accidents between cars entering and leaving pit stalls.

lane_merge_dlong = 1025.00 this is the dlong which you must remain on the apron when exiting the pits or you will receive a black flag. This point should be a few meters before the first value in this segment that marks the point where the spotters says that it is safe to merge.

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Butter_
Champion Driver

Joined: 25 Feb 2003
Posts: 827
Location: State College, PA

Posted: Sun Sep 28, 2003 12:33 am   Post subject: [quote] [edit] [delete] [iP]

Ok, this is another easy one after the last one it is needed 😃

; race control stuff
lane_on_right = 0 value is a 0 if pit lane is to the left of the racing surface and 1 if it is to the right. I believe that if you had pit lane to the left, but wanted the stalls to be on the right hand side, this value would have to be 1 and not 0 as it is explained above. Bascially, this values determines which way the pit crews face and not really what side of the race track pit road is on 😃

lane_has_wall = 0 this value tells the game if there is a pit wall seperating pit lane from the track. A value of 0 means there is no wall and a 1 means it has a wall.

speed_limit_MPH = 45.0 This just determines pit road speed limit. Note that you can set this as high as you want, but that the spotter is not programmed to say any speed above 70, so even if the speed limit is 200 mph, the spotter will say it is 70.

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Butter_
Champion Driver

Posted: Sun Sep 28, 2003 12:47 am   Post subject: [quote] [edit] [delete] [iP]

Joined: 25 Feb 2003
Posts: 827
Location: State College, PA

This section tells the pace car what to do when getting into and out of its stall. Since the pace car is a ghost, the entrance values do not mean too much, as long as the values in other sections can get in onto pit road ok, but you will want this right for visual effects and it is easy once you can get all of the AI cars right in their section as you will have previous experience.

; pace car
begin_pacestall_entry_offset = 30.0 just like the AI, this is the offset at which to begin entering the pit stall. For more detail, see the AI explaination.
begin_pacestall_approach_offset = 55.0 just like the AI, this is the offset at which to begin approaching the pit stall. See the AI section for further detail.
pacestall_exit_goal_dlong_offset = 4.0 just like the AI, this is the goal point in meters dlong offset from the pit stall for exit. More detail in the AI section above.
pacestall_exit_goal_dlat_offset = -3 just like the AI, this is the goal dlat point for the pit stall exit that matches up with the dlong value directly above. See the AI section for more detail.
stall_pace = 239.64 43.60 -0.3 these values mark the center point of the stall that the pace car will use. In order, they are dlong, dlat, and rotation in radians. These are based off of the centerline. Thus, are car on a curved section will automatically turn itself with the centerline, so the last value is not always so easy to determine.

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