



The Pits

racing realism for the PC!

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track.ini explanation anywhere?

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Butter_
Champion Driver



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

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Posted: Sun Sep 28, 2003 12:49 am Post subject:

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This section is one line and works the same as any pit stall except it determines the starting point of a car doing a qual run in terms of dlong, dlat and rotation in radians in relation to the centerline. Most of the time, this is the same as the first pit stall as defined in the next section, but not always, especially if you have a long road course and don't want the user to have to do a full out lap.

```
; special stalls
stall_qual_exit = 204.26 54.79 -0.35
```

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Butter_
Champion Driver



Joined: 25 Feb 2003
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Location: State College, PA

Posted: Sun Sep 28, 2003 12:55 am Post subject:

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This is where you define the pit stalls. There are defined by dlong, dlat and rotation in radians in relation to the centerline. This means that the cars will face the same way as the centerline is going at that point, so the last value usually takes some trial and error to get it right. The rotation value can also help when you have a tight pit road and the AI seem to hit other cars that are in their stalls while coming in and out of their own stalls. This one section defines all pit stalls for race cars even if you have 2 pit roads. Remember that stall_0 is the first pit stall and that stall_42 is then actually the 43 pit stall. Make sure that these are in order, as the, you are clear of pit road signal from the spotter is determined by the stall_0 location, so setting another stall as beyond that point will allow people to speed on part of what you want to be pit road. Basically, just do them in order, with the pit stall closest to the end of pit road (where the pace car sits) as stall_0 and the first pit stall (pit entrance) as the last stall you define. If not, you will have problems! Also, remember that 8.2 meters is a close as you can get without the AI hitting each other getting into and out of their pit stalls.

```
; regular stalls
```

```
stall_0 = 204.26 54.79 -0.35
stall_1 = 194.45 58.18 -0.34
stall_2 = 182.48 61.28 -0.30
stall_3 = 170.20 63.97 -0.25
stall_4 = 157.64 66.26 -0.21
stall_5 = 144.84 68.11 -0.16
stall_6 = 131.85 69.51 -0.12
stall_7 = 118.71 70.46 -0.07
stall_8 = 105.48 70.96 -0.03
stall_9 = 93.62 71.04 0.00
stall_10 = 83.68 71.04 -0.00
stall_11 = 73.75 71.05 -0.00
stall_12 = 63.81 71.05 -0.00
stall_13 = 53.87 71.05 -0.00
stall_14 = 43.94 71.06 -0.00
stall_15 = 34.00 71.06 -0.00
stall_16 = 24.06 71.06 -0.00
stall_17 = 14.13 71.07 -0.00
stall_18 = 4.19 71.07 -0.00
stall_19 = 2448.07 71.07 -0.00
stall_20 = 2438.13 71.08 -0.00
stall_21 = 2428.20 71.08 -0.00
stall_22 = 2418.26 71.08 -0.00
stall_23 = 2408.32 71.09 -0.00
stall_24 = 2398.39 71.09 -0.00
stall_25 = 2388.45 71.09 -0.00
stall_26 = 2378.51 71.10 -0.00
stall_27 = 2368.58 71.10 -0.00
stall_28 = 2358.64 71.11 -0.00
stall_29 = 2346.25 71.00 0.03
stall_30 = 2333.02 70.44 0.08
stall_31 = 2319.89 69.43 0.13
stall_32 = 2306.90 67.96 0.17
stall_33 = 2294.13 66.04 0.22
stall_34 = 2281.60 63.69 0.26
stall_35 = 2269.36 60.92 0.30
stall_36 = 2257.60 57.74 0.35
stall_37 = 2248.07 54.35 0.35
stall_38 = 2238.73 50.95 0.35
stall_39 = 2229.39 47.56 0.35
stall_40 = 2220.05 44.16 0.35
stall_41 = 2210.73 40.73 0.35
stall_42 = 2202.41 37.62 0.35
```

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Butter_
Champion Driver

Posted: Sun Sep 28, 2003 12:59 am Post subject:

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Starting grid 0 defines the starting points of the cars in a race when full pace lap is checked. stall pace is for the pace car. It used to be that the stall pace had to be past the pit stall for the pace car, but now for N2003, it can be before that. The stall_0 is



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for the pole sitter and so on down the line. You need to have the same number of starting grid stalls as you have pit stalls or the game will crash when you go to race. This also needs to match up with the max starters line as defined at the very top of the track.ini file. The dlat offsets should be close to the maxpit.lp for starters on the left side, and near the minpit.lp line values for right side starters or you will have wierd actions when the AI first start to move away from the grid.

```
[ starting_grid_0 ]  
; 2x2 unstaggered grid  
stall_pace = 211.52 45.08 -0.35  
stall_0 = 204.26 49.58 -0.35  
stall_1 = 204.26 44.58 -0.35  
stall_2 = 197.00 52.22 -0.35  
stall_3 = 197.00 47.22 -0.35  
stall_4 = 188.48 54.76 -0.32  
stall_5 = 188.48 49.76 -0.32  
stall_6 = 179.62 57.08 -0.29  
stall_7 = 179.62 52.08 -0.29  
stall_8 = 170.57 59.13 -0.25  
stall_9 = 170.57 54.13 -0.25  
stall_10 = 161.35 60.88 -0.22  
stall_11 = 161.35 55.88 -0.22  
stall_12 = 152.01 62.46 -0.20  
stall_13 = 152.01 57.46 -0.20  
stall_14 = 142.57 63.87 -0.17  
stall_15 = 142.57 58.87 -0.17  
stall_16 = 133.02 65.00 -0.12  
stall_17 = 133.02 60.00 -0.12  
stall_18 = 123.37 65.78 -0.09  
stall_19 = 123.37 60.78 -0.09  
stall_20 = 113.66 66.33 -0.06  
stall_21 = 113.66 61.33 -0.06  
stall_22 = 103.92 66.63 -0.02  
stall_23 = 103.92 61.63 -0.02  
stall_24 = 94.95 66.71 -0.01  
stall_25 = 94.95 61.71 -0.01  
stall_26 = 87.32 66.74 0.00  
stall_27 = 87.32 61.74 0.00  
stall_28 = 79.69 66.67 0.01  
stall_29 = 79.69 61.67 0.01  
stall_30 = 72.06 66.65 -0.00  
stall_31 = 72.06 61.65 -0.00  
stall_32 = 64.42 66.67 -0.00  
stall_33 = 64.42 61.67 -0.00  
stall_34 = 56.79 66.66 0.00  
stall_35 = 56.79 61.66 0.00  
stall_36 = 49.16 66.66 -0.00  
stall_37 = 49.16 61.66 -0.00  
stall_38 = 41.53 66.66 -0.00  
stall_39 = 41.53 61.66 -0.00  
stall_40 = 33.89 66.68 0.00
```

stall_41 = 33.89 61.68 0.00

stall_42 = 26.26 66.65 0.00

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Champion Driver



Joined: 25 Feb 2003
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Posted: Sun Sep 28, 2003 1:00 am Post subject:

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Starting grid 1 defines the starting points of the cars in a race when only doing a short pace lap. stall pace is for the pace car. The stall_0 is for the pole sitter and so on down the line. You need to have the same number of starting grid stalls as you have pit stalls or the game will crash when you go to race. This also needs to match up with the max starters line as defined at the very top of the track.ini file. The dlat offsets should be close to the maxrace.lp for starters on the left side, and near the minrace.lp line values for right side starters or you will have wierd actions when the AI first start to move away from the grid.

```
[ starting_grid_1 ]
stall_pace = 1358.48 1.80 -0.0
stall_0 = 1350.00 3.80 -0.00
stall_1 = 1350.00 -0.20 -0.00
stall_2 = 1341.52 3.85 -0.01
stall_3 = 1341.52 -0.15 -0.01
stall_4 = 1333.05 3.93 -0.01
stall_5 = 1333.05 -0.07 -0.01
stall_6 = 1324.57 4.04 -0.01
stall_7 = 1324.57 0.04 -0.01
stall_8 = 1316.10 4.10 -0.00
stall_9 = 1316.10 0.10 -0.00
stall_10 = 1307.62 4.08 0.00
stall_11 = 1307.62 0.08 0.00
stall_12 = 1299.14 4.05 0.00
stall_13 = 1299.14 0.05 0.00
stall_14 = 1290.67 4.05 -0.00
stall_15 = 1290.67 0.05 -0.00
stall_16 = 1282.19 4.09 -0.00
stall_17 = 1282.19 0.09 -0.00
stall_18 = 1273.71 4.11 -0.00
stall_19 = 1273.71 0.11 -0.00
stall_20 = 1265.24 4.11 0.00
stall_21 = 1265.24 0.11 0.00
stall_22 = 1256.76 4.11 0.00
stall_23 = 1256.76 0.11 0.00
stall_24 = 1248.29 4.11 -0.00
stall_25 = 1248.29 0.11 -0.00
stall_26 = 1239.81 4.13 -0.00
stall_27 = 1239.81 0.13 -0.00
stall_28 = 1231.33 4.14 0.00
stall_29 = 1231.33 0.14 0.00
stall_30 = 1222.86 4.13 0.00
stall_31 = 1222.86 0.13 0.00
stall_32 = 1214.38 4.10 0.00
```

```

stall_33 = 1214.38 0.10 0.00
stall_34 = 1205.90 4.07 0.00
stall_35 = 1205.90 0.07 0.00
stall_36 = 1197.43 4.03 0.00
stall_37 = 1197.43 0.03 0.00
stall_38 = 1188.95 4.01 -0.00
stall_39 = 1188.95 0.01 -0.00
stall_40 = 1180.48 4.05 -0.01
stall_41 = 1180.48 0.05 -0.01
stall_42 = 1172.00 4.15 -0.01

```

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Posted: Sun Sep 28, 2003 1:04 am Post subject:

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This is the last section and it determines what the spotter says when there is a wreck on the track. They are dlong values in meters along the centerline to determine these points. T1 is for Turn 1, T2 for turn 2, BSTR for backstretch, T3 for turn 3, T4 for turn 4 and FSTC for the frontstretch. There are some other values available, that you would have to look at places like sears point, watkins glen, or pocono to get those. ie, the long pond straight from pocono. Also, the number of named sections (num_named_sections) must equal how many name_n lines you have listed below.

[SPCC]

```
num_named_sections = 6
```

```

name_0 = 348.00 615.00 T1
name_1 = 615.00 993.00 T2
name_2 = 993.00 1462.00 BSTR
name_3 = 1462.00 1840.00 T3
name_4 = 1840.00 2111.00 T4
name_5 = 2111.00 348.00 FSTC

```

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Butter_
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Posted: Sun Sep 28, 2003 4:41 pm Post subject:

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This was added by DiFool6 to help us understand even more about these settings.

I'm sure a lot of track makers will appreciate that.

I'll just add a few things (here because the board wouldn't let me post in the original thread)...

```
track_dir = 0 ; track turns mostly... 1 = left, 0 = neutral, -1 = right
```

I >think< this dispenses with the right front heating problem at road courses. Also switches from "inside/outside" spotter calls to "left/right".

```
ai_inverse_slipcurve_k = 0.79
```

In addition to determining if the AI is driving a tank or not, this also affects cornering speed (i.e. lower=more of a powerslide=more speed

scrubbed off).

ai_fuel_use = 0.93

DON'T set this to the default 1.00, or the AI WILL be pitting earlier than you (tire wear assumed not to be a factor). .93 is about perfect I've found, likely for most/all tracks. In addition, if you run a lot of x2/x3/x4 fuel races, the AI tends to pit earlier than you (sometimes MUCH earlier), for some strange reason...

Named Sections. These are all the sections I was able to find from all Papy tracks. There may be more of course...

- T1.....CHICANE
- T2.....OLOOP
- T3.....ILOOP
- T4.....KINK
- T5.....CHUTEENT
- T6.....CHUTE
- T7.....CHUTEEXT
- T8.....ESSESIN
- T9.....ESSES
- T10.....ESSESOUT
- T11.....TRIENT
- T12.....TRI
- 1A.....TRIEXIT
- 2A.....SCHUTE
- 3A.....NCHUTE
- FSTR.....SHCH
- BSTR.....LPOND
- SHORTSTR.....TTUNNEL
- LONGSTR.....FINALSTR
- FSTC

Hope that helps (some more)!

John DiFool

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