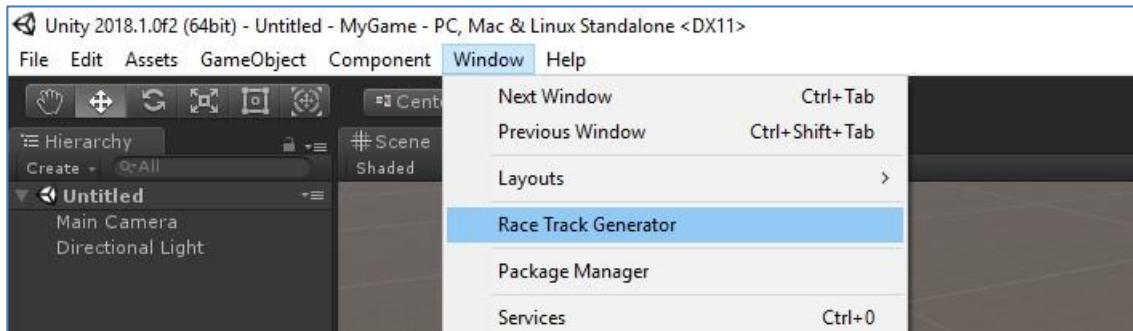# RACE TRACK GENERATOR

By MasterPixel3D

How to use Race Track Generator:

1. Import Package

2. Select 'Window | Race Track Generator' from the menu

3. To generate new race track, click in the button 'Smal' or 'Large'

There are the buttons for:

- Generate new Random Track
- Clear Atual Track
- Change selected Section
- Change Background

- Change Grass Material
- Change Road Material
- Change Fences Material

- Enable or Disable Audience
- Enable or Disable Audience Sound

4. Click Combine Meshes to finish

For more info and video tutorials, please access our website:
http://masterpixel3d.com

If you have any comments, questions, or issues, please don't hesitate to email me at
support@masterpixel3d.com