

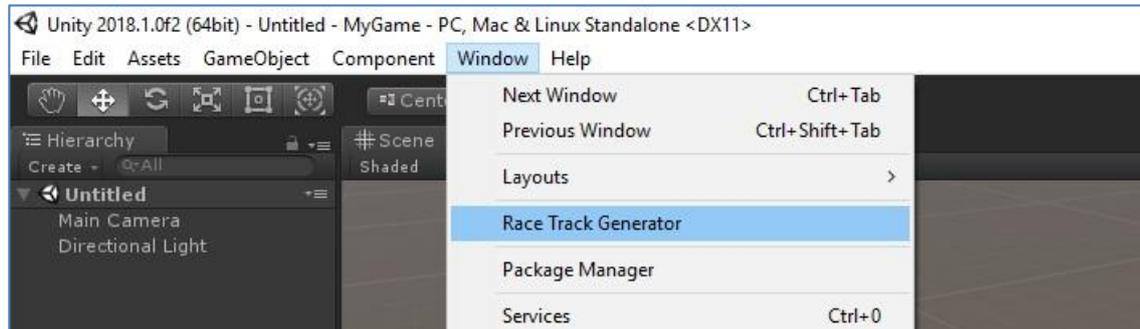
RACE TRACK GENERATOR

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 'Small' or 'Large'

 A screenshot of the RTG 1.3 interface. It features a 'GENERATE TRACK' section with 'Small' and 'Large' buttons. Below are 'Clear Track', 'Change Selected Section', 'Change Selected Section (Double)', and 'Change Background' buttons. A 'Change materials:' section includes 'Grass', 'Road', and 'Fence' buttons with left and right arrows. At the bottom, there are checkboxes for 'Audience' and 'Audience Sound', both checked, and a 'Combine Meshes' button.	<p><i>There are the buttons for:</i></p> <ul style="list-style-type: none">- <i>Generate new Random Track</i>- <i>Clear Atual Track</i>- <i>Change selected Section</i>- <i>Change Background</i> - <i>Change Grass Material</i>- <i>Change Road Material</i>- <i>Change Fences Material</i> - <i>Enable or Disable Audience</i>- <i>Enable or Disable Audience <u>Sound</u></i>
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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