

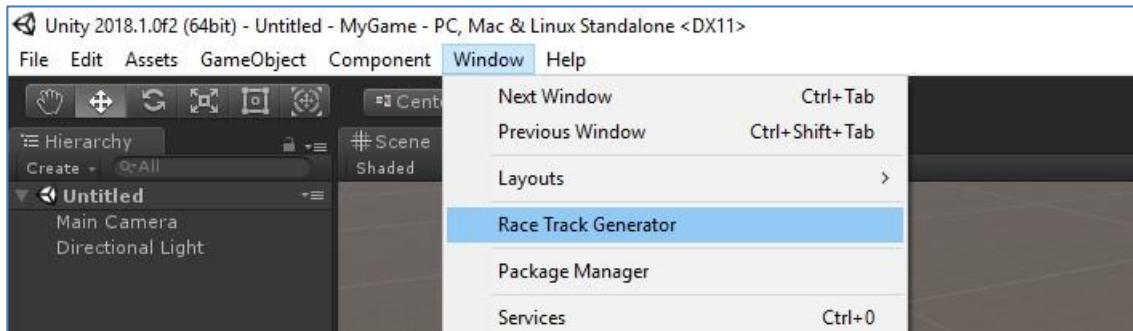
# RACE TRACK GENERATOR

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' button, 'Small' and 'Large' buttons, a 'Clear Track' button, 'Change Selected Section' and 'Change Selected Section (Double)' buttons, a 'Change Background' button, a 'Change materials:' section with 'Grass', 'Road', and 'Fence' buttons, 'Audience' and 'Audience Sound' checkboxes, and a 'Combine Meshes' button.

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](mailto:support@masterpixel3d.com)