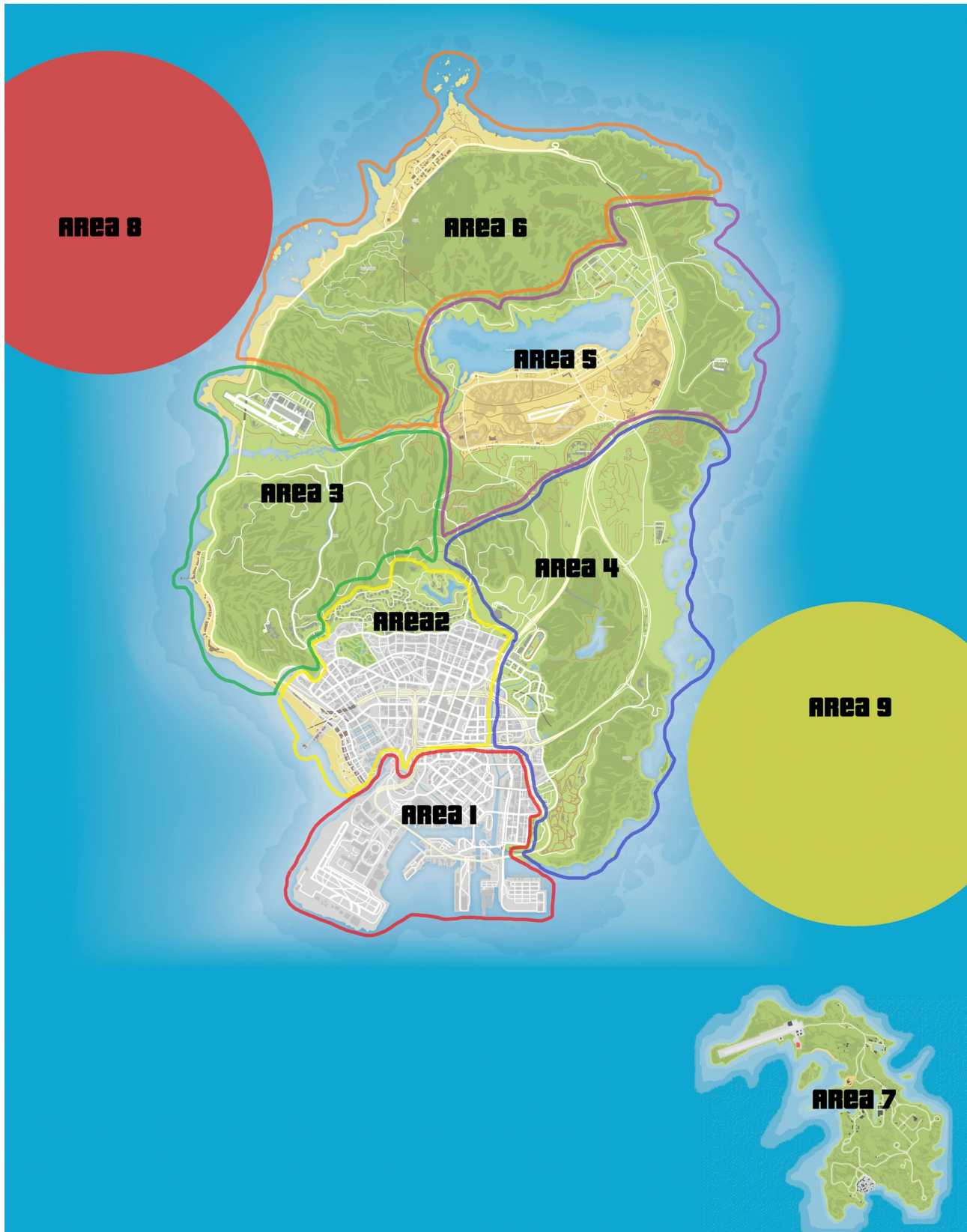


## **racist missions:**

**the racist missions are contained in (.xml) format. each (.xml) contains one race, they can be constructed using a combination of menyoo and my spoon conversion program.**



**<Zone>1</Zone> // this is the area the race is in.**

<Type>0</Type>//this is the race type;

0 = cars,

1 = motorcycles,

2 = cycles,

3 = boats,

4 = helicopters,

5 = planes.

<Name>Cutting Corners</Name>//the name of the track.

<Loop>true</Loop>//does the race loop or is it a point to point.

<SkipCountDown>>false</SkipCountDown>//this is to be left as false.

<MatchAngles>>false</MatchAngles>//this is to be left as false.

<CorSize>10</CorSize>//the size of the coronas, bikes are 5, cars are 10, planes are 50.

<Fubars>//the location for fast travel to race start.

<Start01>/<Start04>//starting grid locations.

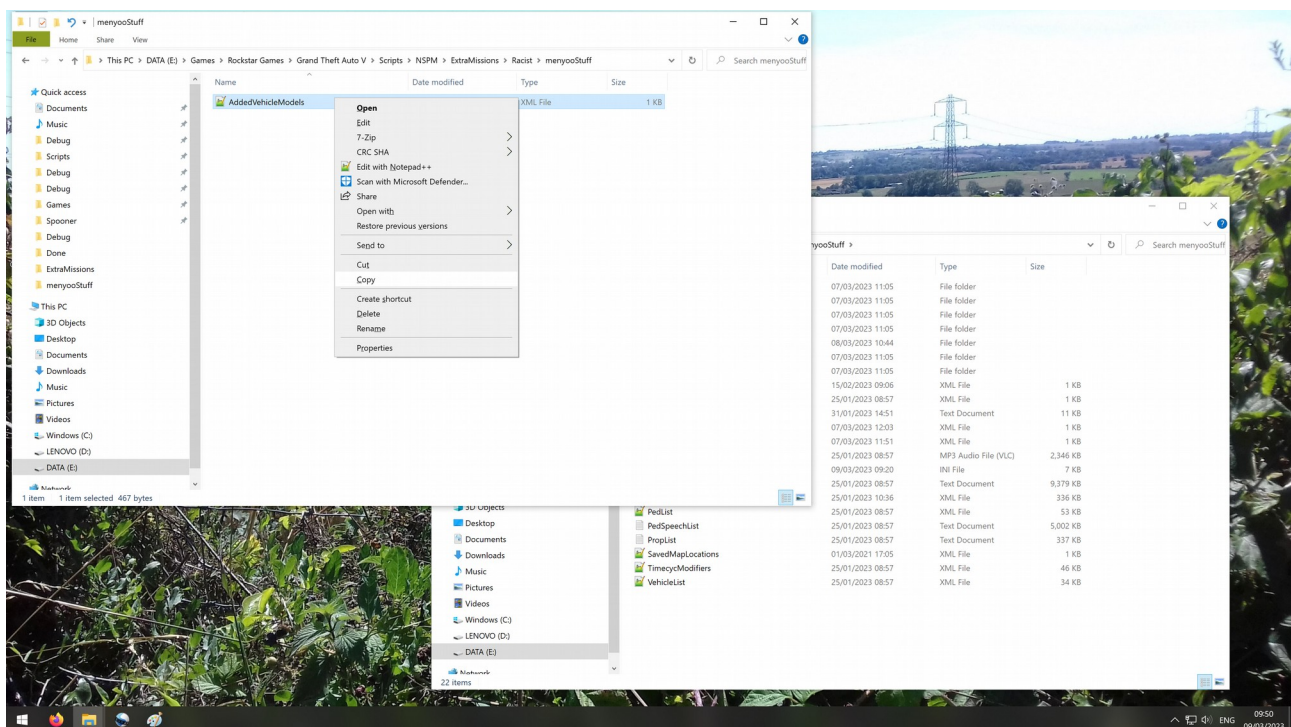
<PickVeh>//location where you choose your vehicle.

<CheckPoints>/ <RacePaths>//this holds data on corona type, position and rotation.

<PopLists>/<PropLists>//here any props used are stored with name, position and rotation.

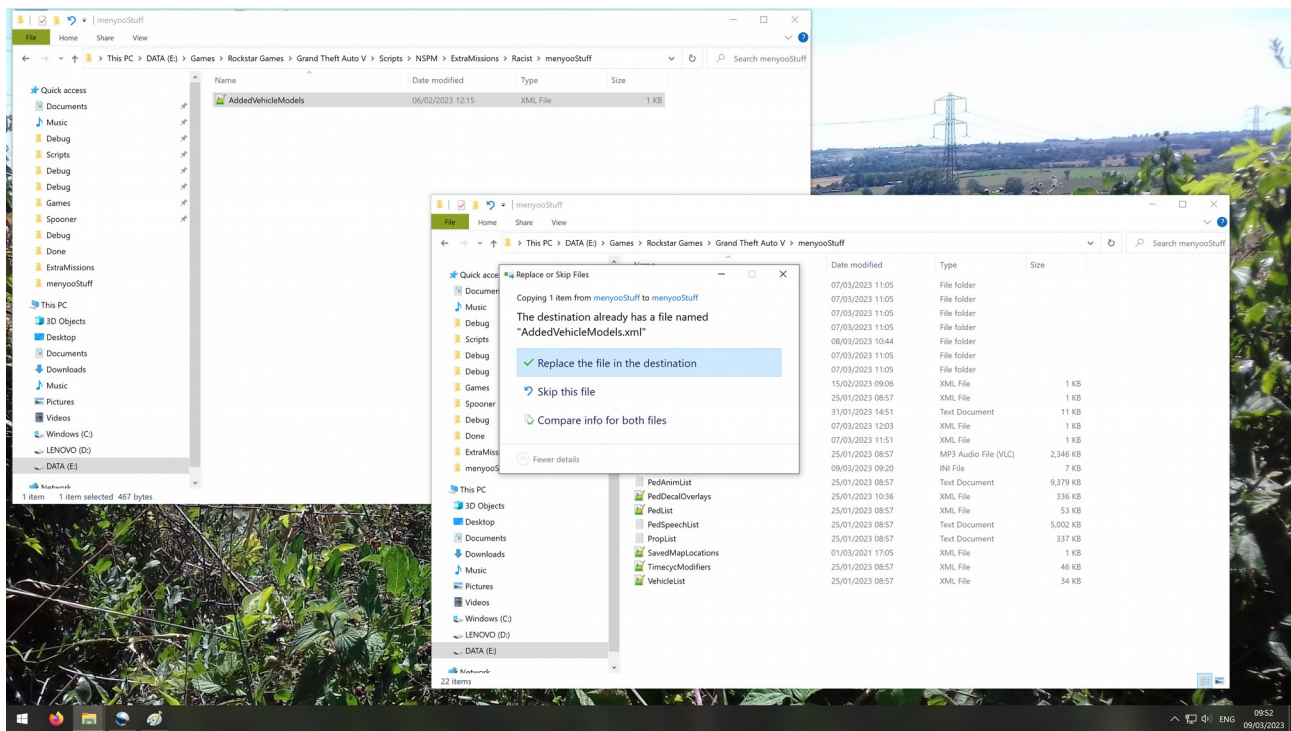
<AvailableVeh>//each number represents a vehicle type.

<BaseLap>//the racing line that the AI racers follow.

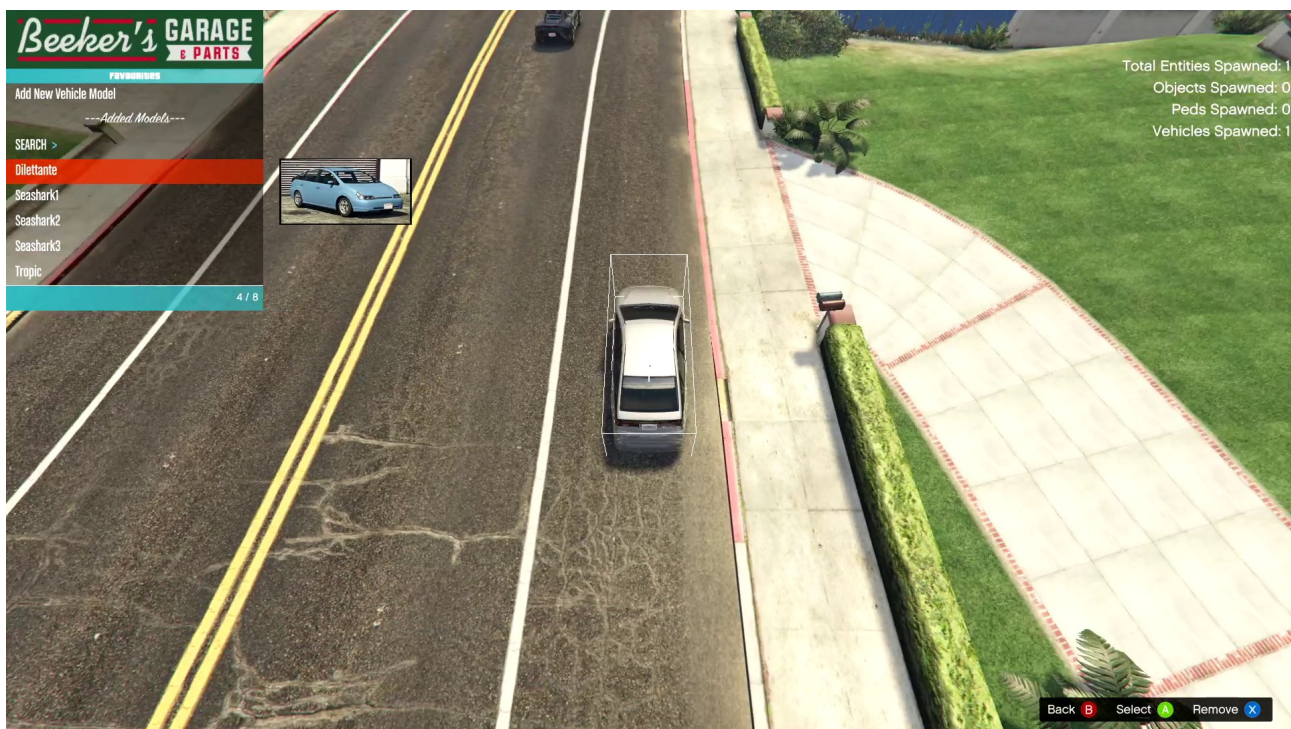


to build a race with menyoo, first import the vehicle list from the racist folder.





then open up gta with menyoo on your mod list.



First place a dilettante this represents the fast travel location.





**next place a tropic this represents the pick vehicle location.**



**now place 4 tropics as the starting grid the example is of a helicopter race so the grid is off the ground and staggered to prevent the rotors from clipping.**



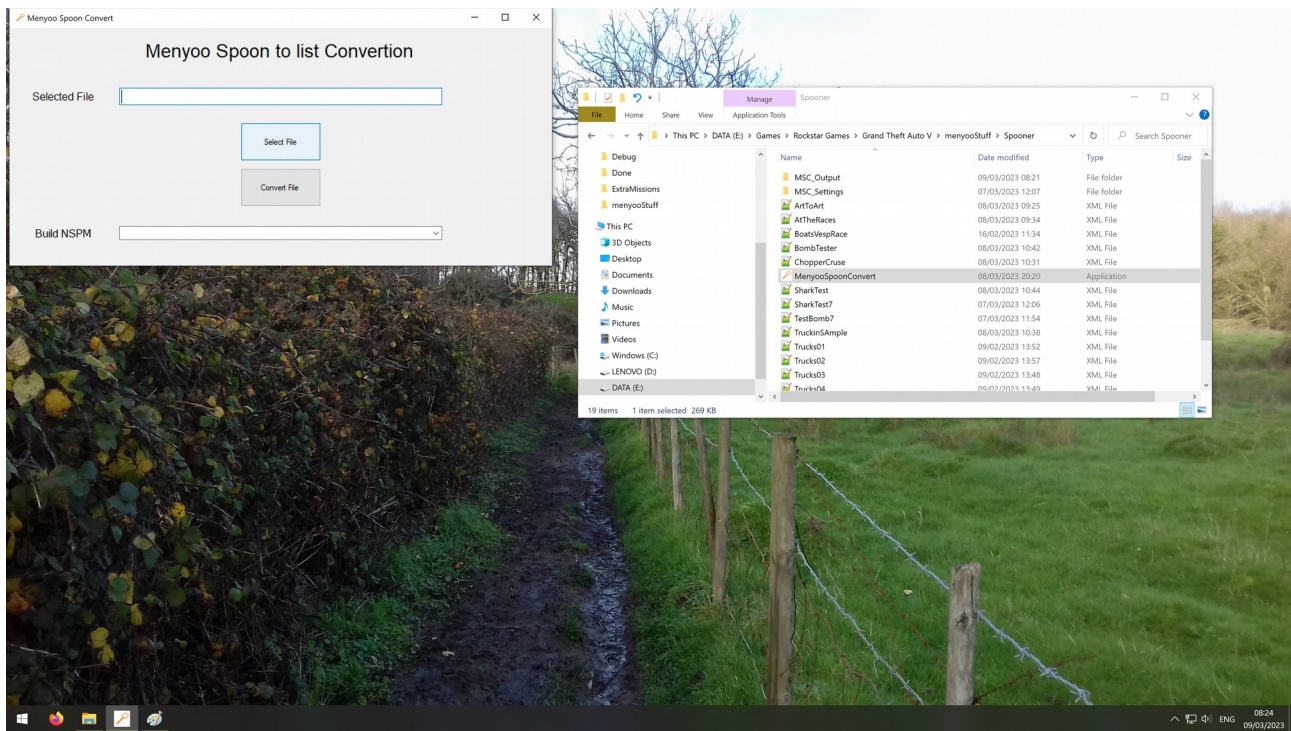


the race coronas are represented by the three seasharks. 1-3 is the chevron in the corona which represents the angle to the next corona.

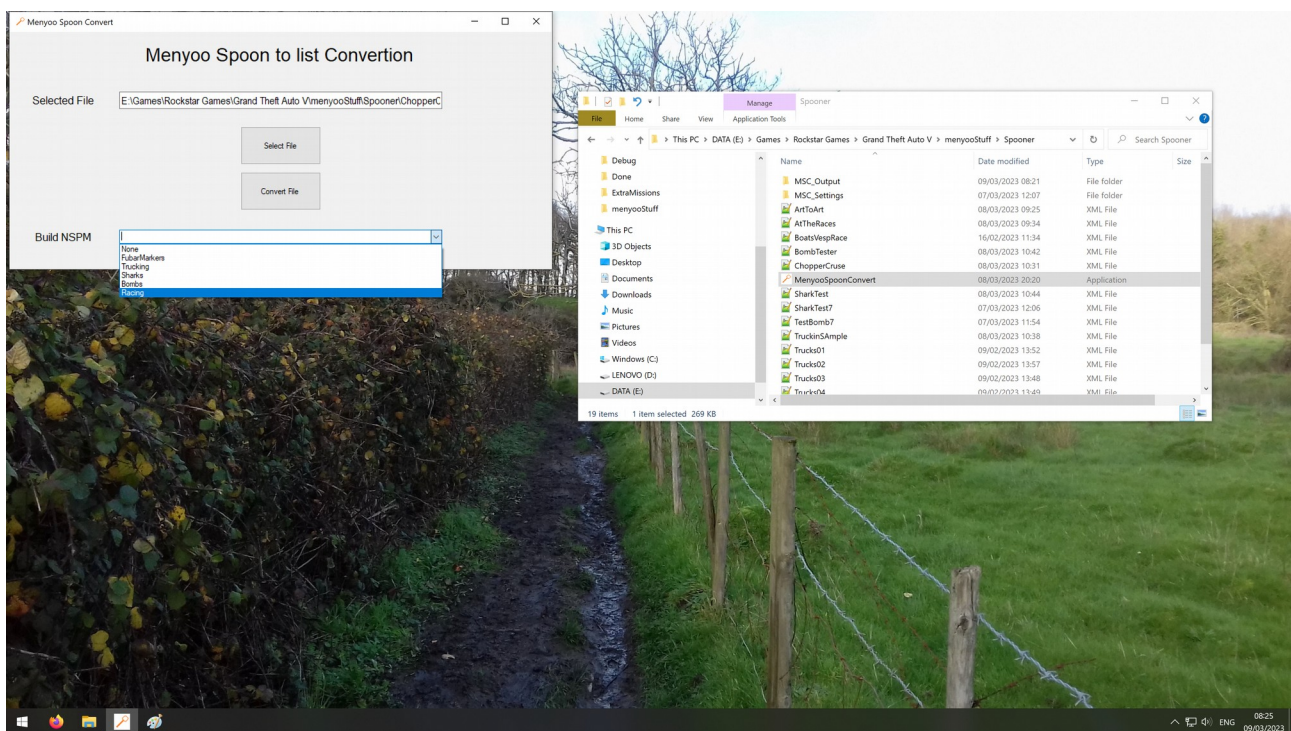


save what you have placed adding any props after placing the starting grid.

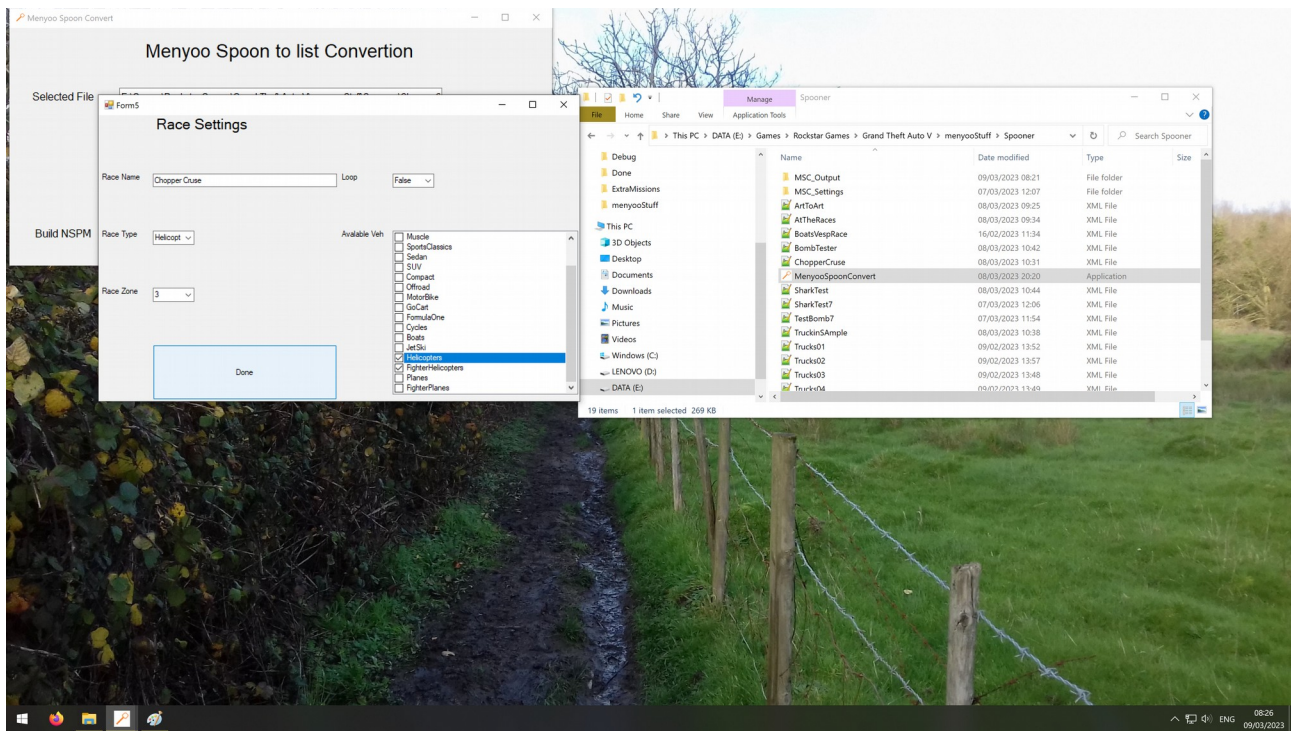




**now open spoon convert, and select the file you've just made.**



**select the racing option**



**this will give you a form to fill out.** All fields must be filled.

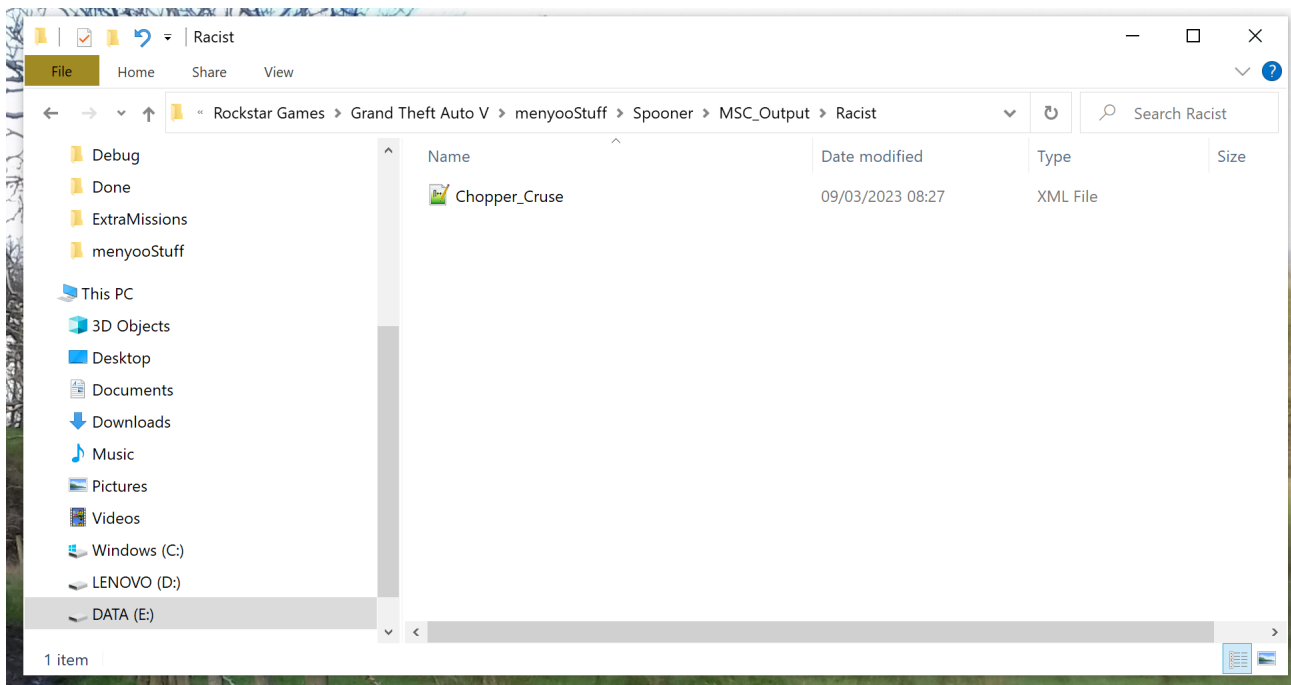
Race Name - Name the race.

Race Type - What vehicle type is used.

Race Zone – The Area the race is in.

Loop – a true or false.

Available Veh – Select the vehicle classes you want in your race.



**an (.xml) will be made place this in the missions folder to test.**





**A test lap is required on every new race this sets the race line for the AI racers.**