

HOW TO USE THE 1.1 TO 1.2 UPDATE (BRALLI_N1-1_N1-2_UPDT):

- 1) rename your nascar_N1-1 directory (placed in your tracks folder) to nascar_N1-2.
- 2) delete the files "bralli_N1-1.ptf", "bralli_N1-1.sbx" and "bralli_N1-1.cam" from that folder
- 3) copy the files "bralli_N1-2.ptf", "bralli_N1-2.sbx", "bralli_N1-2.cam", "track.ini" and "trackshot.stp" to that folder (click "yes to all" when asked)

NASCAR BRALLI 1

dloadable from www.borghero.com/nascar2003.htm

HISTORY:

version 1.2

now you can race with your friends

now the track doesn't have the disappearing cars problem. i've fixed it with the precious help of smokey from pwf forum.

all the other 1.1 bugs remain.

version 1.1

*** a little bit more than a "beta" but still fun to take some laps (i think)***

known bugs:

- major problems with the pits
- AI totally sucks
- cameras' set not completed (but TV1 works very well)
- ..and...
- the opponents' cars misteriously disappear when touch the dirt near the track (??? why???)

BTW: if you want to help me and solve any bug i'll be very happy. do you care about my happiness?

version 1.0

very "naked"

INSTRUCTIONS AND INFORMATIONS:

copy the bralli_N1-2 directory in your nascar2003 tracks directory.
feel free to redistribute this track but don't forget to do it with this text file attached.
(just leave the zip file as you found it).
this track is made by bragi (bragi@papasiasia.org and www.borghero.com).
all the paintings on the track are made by bragi.
visit www.borghero.com to enjoy yourself with art, to find the latest release of this track and collect some of the coolest generally tracks ever made (the bralli series).

forgive me please for my crappy english, i'll improve surely.

special thanks:

- papyrus for the game and some objects like trees and so on
- pwf for the sandbox.
- afdelta (afdelta2000@hotmail.com) for his help with 3dmax and some objects on the track (the berlin tv-tower and the grey buildings)
- madcowie for the curbs texture (i've stolen them from oulton park).

BTW: since i work a lot i need help to improve and finish this track. if you like it and have some time to spend on it (if you want to spend it of course..) help me please.
(especially with the AI and his LP files). thanx.

feedback?... bragi@papasia.org

ciao

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