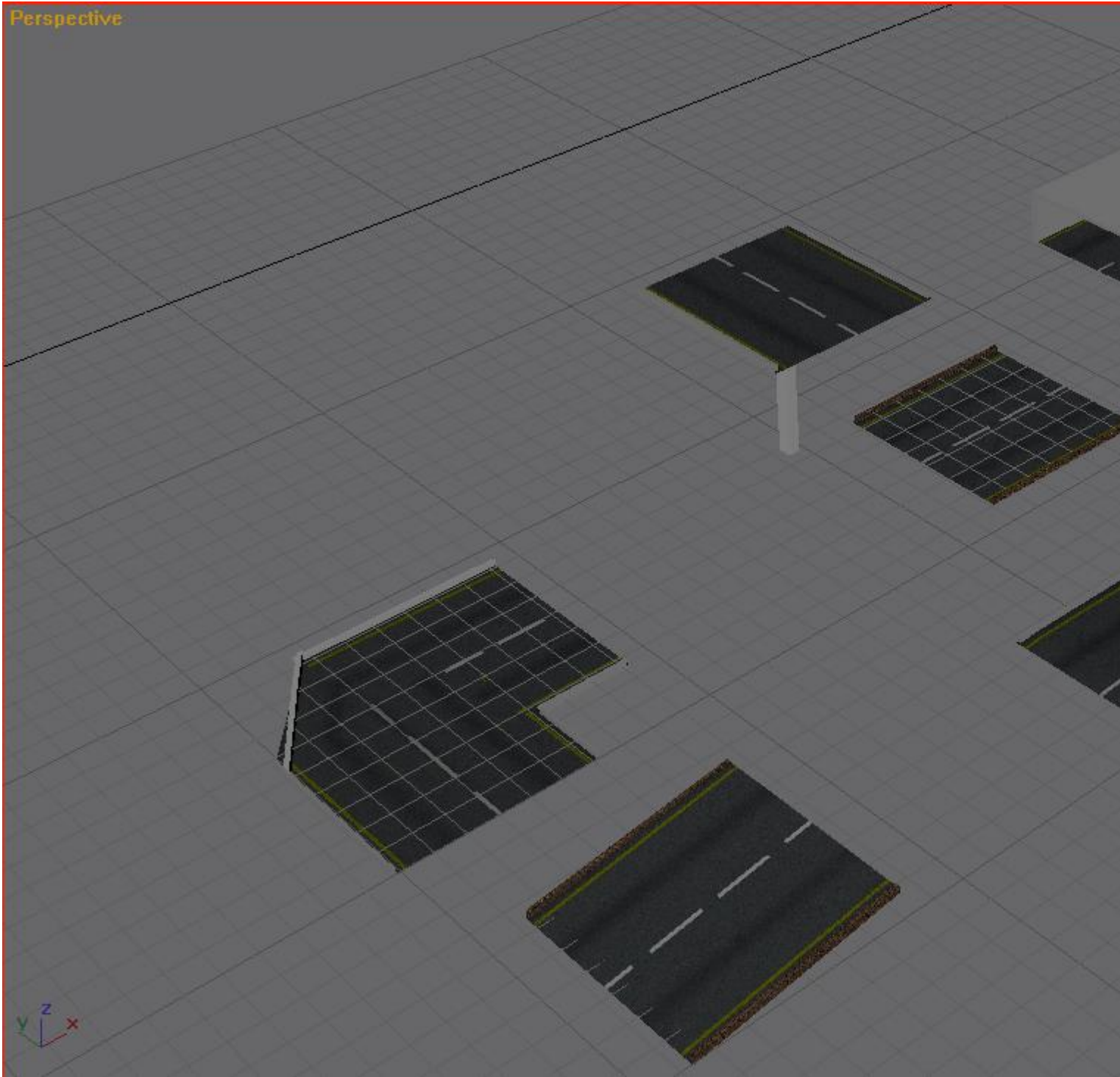

Subject: Simple Racing Tiles V1
Posted by [nopol10](#) on Fri, 10 Nov 2006 02:37:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Here are some pre-made tiles I made when I was free and their mainly for racing. In this file, there is a straight tile, curved tile(it looks bad), tunnel straight tile, high straight tile, high curve tile, a tile that transits from low to high and a ramp tile. Screenshot below. My texturing is not good at all and the tiles can fit a Mammoth Tank. This is meant to make making racing maps simpler if you don't want to waste time modelling every thing. Place them next to each other and connect a la Trackmania. You can texture the blockers and pillars yourself. Just one question: What is the perfect physical setting for a racing car that acts like one seen in Trackmania?

File Attachments

- 1) [racing tiles.rar](#), downloaded 220 times
- 2) [racingtiles.JPG](#), downloaded 1137 times

Perspective



Subject: Re: Simple Racing Tiles V1
Posted by [icedog90](#) on Fri, 10 Nov 2006 09:45:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

I suggest setting the UVW map to "box" on the slope piece, then the texture wouldn't stretch like that.

Subject: Re: Simple Racing Tiles V1
Posted by [Halo38](#) on Fri, 10 Nov 2006 11:25:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nice idea, I had a simalar one too

I wanted to make DM map tiles much like the one seen in the Time Splitters map maker, I still have a sketch of the various sizes I had planned on my wall.

Subject: Re: Simple Racing Tiles V1
Posted by [Jerad2142](#) on Fri, 10 Nov 2006 21:51:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

icedog90 wrote on Fri, 10 November 2006 02:45I suggest setting the UVW map to "box" on the slope piece, then the texture wouldn't stretch like that.

Agreed.

Subject: Re: Simple Racing Tiles V1
Posted by [Kamuix](#) on Fri, 10 Nov 2006 23:47:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yes, Also agreed. My good sir.
