



## The Pits

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## How to create a new mod in N2003...



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### Message

Posted: Thu Jul 22, 2004 6:17 pm    Post subject: How to create a new mod in N2003...

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I think, after re-reading my original post last year, that I needed to revise it as there were some confusing things that I said...so here are a few definitions to start off.

**Series Name** - the name of the series that you are going to create

**Series Folder Name** - The name of the folder in the \series directory

**Physics type** - What physics you will use. There are only 4 choices, Cup (same as NASCAR Winston Cup stock cars), Busch Grand National (slightly lower horsepower & weight, shorter wheelbase), Craftsman Truck (lower hp & weight to Cup cars, less aerodynamic), Papyrus Trans Am (very similar to Trans Am cars, but not exact).

**Physics extension** - 3 letter extension that files have to be named for the physics change to work correctly. There again are only 4 choices; Cup = "cup", Busch Grand National = "gns", Craftsman Truck Series = "cts", and Papyrus Trans Am = "pta".

The following steps are the EASIEST way to create a new mod/series, you may modify and/or change steps when you understand what you're doing.

The new series we're going to create is the Python Pace Car series.

The Series Folder Name will be "python"

It will use Papyrus Trans Am Physics

1) Copy your \series\cup folder to \series\python

2) Rename the cup.dat to python.dat

3) Unpack your python.dat (using Winmip2 or datx), find the make\_a files. Rename them as following:

(If using Winmip, you'll find them in the \unpack directory. You'll need to copy them up to the same directory as the pta.dat for them to work. If using datx, you can delete the extra files if you want.) You need to rename these specific files to the

*Physics extension* for the physics change to work.

```
make_a_pta.3do
make_a_pta.cam
make_a_pta_light_cockpit.3do
make_a_pta_pieces.3do
make_a_pta_shadow.3do
make_a_pta_ui.3do
```

4) Rename all car files from "carname.cup.car" to "carname.pta.car".

5) Using Winmip2 or a hex editor, edit the .car file to have "car\_class=4" (see note at bottom)

6) edit series.def (with a text editor such as notepad), example below (see note at bottom):

```
[Series]
car_classes=17 ; Bitwise-or of allowed classes.
given_name=Python Pacecar v1.0 ; Unlocalized series name
type=3 ; (0=cup, 1=gns, 2=truck, 3=transam)
```

7) if you want setups, go to your Drivers\yourdriver\setups directory and copy and rename them as well (from "cup" to "pta")

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#### **Quick reference for Physics Type**

Cup physics  
car\_classes = 3 (in series.def file)  
type = 0  
car\_class = 1 (in .car file)  
Physics extension = cup

Busch Grand National Physics  
car\_classes = 5 (in series.def file)  
type = 1  
car\_class = 2 (in .car file)  
Physics extension = gns

Craftsman Truck Physics  
car\_classes = 9 (in series.def file)  
type = 2  
car\_class = 3 (in .car file)  
Physics extension = cts

Papyrus Trans Am Physics  
car\_classes = 17 (in series.def file)  
type = 3  
car\_class = 4 (in .car file)  
Physics extension = pta

=====

Files that must have the physics extension set:  
 make\_a\*.\* files found in the original cup.dat  
 (for example)  
 make\_a\_pta.3do  
 make\_a\_pta.cam  
 make\_a\_pta\_light\_cockpit.3do  
 make\_a\_pta\_pieces.3do  
 make\_a\_pta\_shadow.3do  
 make\_a\_pta\_ui.3do

car files  
 (for example)  
 j\_kohl.pta.car

setups  
 (for example)  
 monza\_race.pta.sim

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