

# Gp2 Track Editor Plus by IsoHannula

Version 0.041

!!!!IMPORTANT!!!

Change the path of GP2.EXE in tracked.cfg file. The default is C:\GP2. This is (at least) for JAM location. If this path is wrong, JAM's won't be seen.

## Keys:

- Everywhere:

PgUp - zoom in

Ins - zoom out

( + - zoom in )

( - - zoom out )

Home - screen up

End - screen down

Del - screen left

PgDn - screen right

BACKSPACE- zoomhome! Bestzoom.

TAB - switch trackedit/pitedit/ccedit

F1 - enable/disable trackline

F2 - enable/disable pitlane

F3 - enable/disable ccline

F4 - enable/disable fences

SHIFT+F4 - enable/disable kerbs

F5 - enable/disable objects

F6 - enable/disable cameras

F7 - enable/disable scenery

SHIFT+F7 toggle swivel-arms

F8 - edit carsetup

F9 - edit GP2Info

F10 - save track

ß - help (the key left to 1, below Esc)

Esc - exit

## - Track editing:

Up - increase length by 1

Dn - decrease length by 1

Lf - turn left by 1 degree (with SHIFT and CTRL)  
Rt - turn right by 1 degree (with SHIFT and CTRL)

A - next sector  
Z - previous sector  
S - straighten sector  
J - increase heighture (with SHIFT and CTRL)  
N - decrease heighture (with SHIFT and CTRL)  
SHIFT-X add sector  
CTRL-X remove sector

### **SPACE- switch to commandeditor**

C - move commandlist down (only if more than 15 cmds/sector)  
D - move commandlist up (only if more than 15 cmds/sector)

K - kerb tool  
after

J - switch left kerb state  
L - switch right kerb state  
I - switch kerb type A/B  
R - switch road sign

1 - enable/disable centerline  
2 - enable/disable auto-move

7 - left fence: remove texture  
8 - left fence: bridge fence  
9 - left fence: wider  
0 - left fence: narrow  
U - right fence: remove texture  
I - right fence: bridge fence  
O - right fence: narrow  
P - right fence: wider

Q - edit startup values!!!

### **- Pit editing:**

Basically same as trackediting.

### **!NOTICE!**

Since version 0.041 there are used "special"-command editor for some

commands. Now it is available for: 0xCA, 0xCB, 0xC8, 0xBC, 0xB0, 0xB9 and 0xD9. If you prefer normal value editing, press SHIFT+ENTER instead of ENTER in cmd-list with these cmds.

**- Command editing:**

Up - move cursor up  
Down - move cursor down  
Enter - edit command  
PgDown - previous sector  
PgUp - next sector  
SHIFT+X - add command  
CTRL+X - cut command  
CTRL+C - copy command  
CTRL+V - paste command  
SHIFT+Up - move command up  
SHIFT+Down - move command down  
SHIFT+PgDn - move command to previous sector  
SHIFT+PgUp - move command to next sector

**- Argument editing:**

Up - move cursor up  
Down - move cursor down  
Enter - active numbered editing  
0-9 or  
(0-f) - just jump to edit value  
Esc - return to commandlist  
+ - increase value by 1  
- - decrease value by 1

**- CC editing:**

Up - increase length by 1  
Dn - increase length by 1  
Lf - more to left (with SHIFT and CTRL)  
Rt - more to right (with SHIFT and CTRL)

T - switch cmd (between 80 and 112)  
Y - tighter/wider value decrease  
U - tighter/wider value increase  
O - turn last curve to left (only in cmd112)  
P - turn last curve to right (only in cmd112)

Q - edit startup values!!!

**- Camera editing:**

AZ - change camera

OP - move camera place in sideways

IK - move camera place in track

UJ - move camera-changing (next) place

YH - move camera-changing (previous) place

SHIFT-X - add camera

CTRL-X - remove camera

**- Scenery editing:**

Press ß in editor for help.

Use SHIFT and CTRL keys at same time with arrows and the movement will be more or less. Like quick-moving and fine-tuning. Not available with zoom.

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**CC-line:**

white lines are cmd 80 with zero offset (arg 2)

green lines are cmd 80 with nonzero offset (arg 2)

red lines are cmd 112

Ribbons should be correctly drawn, but if you think something is different than in ed, tell me. I'm not sure.

One bug in scen-editor: if arm-cmd is c1, then move right arm with left arm keys.

Offsetvalues can be altered when moving highlight between the last sector and the first sector. Use only arrowkeys. (not in pitlane)

The last two (red) values in track&pit right frame are gradient and height. First measures angle between horizon and current tracksection (unit is degree) and the second is height value (in meters).

Attention! Gradient and height at pitlane are in same scale as track. So if your pitlane starts at up or downhill, it is considered. Easy!

If height value is drawn with dark red (darker than gradient), the limit is exceeded. The valid range is between -156 and 156 meters.

**Kerbs:**

yellow = Kerb type A

light green = Kerb type B

**Editor limits:**

300 track sectors

1200 track sector commands

100 cc-line sectors

60 pitlane sectors

200 pitlane sector commands

80 internal objects

150 objects

50 cameras

I think those limits are enough. More can be loaded but they won't be shown at screen and saving may not be correct. So do not exceed those limits!

ARGUMENT INFO TEMPORARILY UNAVAILABLE.

Note: If your track can't be loaded or TE crashes, inform me with trackname and URL location. But remember the limits.

Note: Every videocard are not supported by this program. If this program says that your videocard is incompatible, please inform me.

Feedback to

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<http://www.mircx.com/cgi-bin/forum.cgi?forum=Tracked>