

## **Objects.Menu**

**COLLABORATORS**

|               |                                |                  |                  |
|---------------|--------------------------------|------------------|------------------|
|               | <i>TITLE :</i><br>Objects.Menu |                  |                  |
| <i>ACTION</i> | <i>NAME</i>                    | <i>DATE</i>      | <i>SIGNATURE</i> |
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**REVISION HISTORY**

| NUMBER | DATE | DESCRIPTION | NAME |
|--------|------|-------------|------|
|        |      |             |      |

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# Chapter 1

## Objects.Menu

### 1.1 Menu: Objects

```
Type >>

Object 1
  Select object 1 for placement.

Object 2
  Select object 2 for placement.

Object 3
  Select object 3 for placement.

Object 4
  Select object 4 for placement.

Object 5
  Select object 5 for placement.

Object 6
  Select object 6 for placement.

$100
  Select $100 cash for placement.

$500
  Select $500 cash for placement.

Other Amount...
  Select another cash amount for placement.

Adjust Cash Height
  Adjusts the height of cash placed.

Edit Object >>

1...
  Edit object 1 information.
```

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2...  
Edit object 2 information.

3...  
Edit object 3 information.

4...  
Edit object 4 information.

5...  
Edit object 5 information.

6...  
Edit object 6 information.

Edit Cash Height...  
Edit the height cash is placed at.

## 1.2 Objects/Object 1

This selects object 1 for placement when in Edit Objects mode.

Note: You must edit & define the object before you can select it.

For more information on objects see Objects .

## 1.3 Objects/Object 2

This selects object 2 for placement when in Edit Objects mode.

Note: You must edit & define the object before you can select it.

For more information on objects see Objects .

## 1.4 Objects/Object 3

This selects object 3 for placement when in Edit Objects mode.

Note: You must edit & define the object before you can select it.

For more information on objects see Objects .

## 1.5 Objects/Object 4

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This selects object 4 for placement when in Edit Objects mode.

Note: You must edit & define the object before you can select it.

For more information on objects see [Objects](#) .

## 1.6 Objects/Object 5

This selects object 5 for placement when in Edit Objects mode.

Note: You must edit & define the object before you can select it.

For more information on objects see [Objects](#) .

## 1.7 Objects/Object 6

This selects object 6 for placement when in Edit Objects mode.

Note: You must edit & define the object before you can select it.

For more information on objects see [Objects](#) .

## 1.8 Objects/\$100

This selects \$100 cash for placement when in Edit Objects mode.

Note: Cash is only available from the game when playing a season.

For more information on cash see [Cash](#) .

## 1.9 Objects/\$500

This selects \$500 cash for placement when in Edit Objects mode.

Note: Cash is only available from the game when playing a season.

For more information on cash see [Cash](#) .

## 1.10 Objects/Other Amount

This allows you to enter a value for cash to be placed when in Edit Objects mode.

Note: Cash is only available from the game when playing a season.

For more information on cash see [Cash](#) .

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## 1.11 Objects/Adjust Cash Height

Cash by default is always placed on the ground. If you want to place the cash at a different height this option must be ticked. You can change the height of the cash you are placing by using the Edit Cash Height... option.

Cash is shown on the track as the value it is worth, if you have changed the height a 'H' is shown after this value to show it has a height.

Note: Cash is only available from the game when playing a season.

For more information on cash see Cash .

## 1.12 Objects/Edit Object 1-6...

This allows you to define an objects graphic, movement and effect if hit by a car. There are 6 objects available for definition and each object can be edited by selecting the appropriate "Edit Object" menu option.

Objects must be defined in sequence and no gaps may exist between objects. You will notice when you start a new track that only the first object is editable, and this will remain that same until object one has been edited and defined properly at which point object 2 will be available for editing and so on until all 6 have been defined. You do not have to use all 6 of course.

The Object/Type menu will only allow you to select objects for placement on the track that have been defined.

### Object Editor

Objects consist of a graphic or animations and some variable parameters which may also include another graphic or animation when the object is hit by a car.

The list at the top is the graphics you have loaded, multiple objects can use the same graphics as other objects or a new graphic. You can load a graphic by using the add option to the right of the list. Selecting the graphic is done by highlighting one of the names in the list with the left mouse button. You cannot select 'Ok' until you have loaded (if one is not already) and selected a graphic.

Note: Unused graphics are automatically removed after selecting 'Ok' or 'Cancel'

Next there are several sliders which allow you to modify the objects movement.

X Dev: X Deviation, the amount that the object moves either way on it's X co-ordinate.

X Spd: X Speed, the speed at which it moves along it's X co-ordinate.

Y Dev: Y Deviation, the amount that the object moves either way on it's Y co-ordinate.  
Y Spd: Y Speed, the speed at which it moves along it's Y co-ordinate.  
Height: Height, the height that the object is at.  
Max Height: Maximum Height, the maximum height the object reaches using the options below.  
Spd Up: Speed Up, the speed the object moves up.  
Spd Down: Speed Down, the speed the object moves down.

Finally at the bottom of the panel there are options for selecting what happens to the car and object when it is hit in a collision.

The cycle gadget selects what happens when it is hit:

Bounce: The car bounces off the object.  
Anim: The object animates using the new selected graphic.  
Car Exp: This option is unavailable and had no function.  
Nothing: Nothing happens.  
Spin: The car spins and the object uses the new selected graphic.  
Explode: The object explodes.

The graphic options for collisions function the same as the objects graphics as above. ↔

Note: Unused graphics are automatically removed after selecting 'Ok' or 'Cancel'

For more information on objects see [Objects](#) .

## 1.13 Objects/Edit Cash Height...

This allows you to enter a value from 1 - 100 that is the height that subsequent cash is placed at if the Adjust Cash Height option is enabled. ↔

Note: Cash is only available from the game when playing a season.

For more information on cash see [Cash](#) .

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