Add on car for Need For Speed III

Title   : Porsche 911 Cabrio (993)
Files included : 911k.viv, 911_Cabrio_readme.txt, 911_Cabrio_readme.doc,
911_Cabrio_install.bat
Version   : 2.0
Releasedate   : 02.03.1999
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Homepage   : none

* Installation *

Unzip the 911_Cabrio_20.zip in your main NFS3 directory (this directory includes the NFS3.exe
file).
Start the 911_Cabrio_install.bat batchfile which installs all necessary files.
Start NFS3, select the mode you want to play (Single Race, Hot Pursuit, Ghost, Multiplay), goto
Car selection and scroll down until you see the Porsche 911 Cabrio. Choose it, and that´s it.
Start Racing and have a lot of fun.

If you want to play online, or give someone a replay, or a ghost file they MUST have this car on
their computer in the NFS3 directory.

* Updates *

Version 2.0:

- I added a "real driver" to the high, medium and small body. Base for the driver was the driver **Addict** imported into Porschenut´s Porsche 356 Speedster
- I optimized the textures.
- New realistic cockpit. The cockpit was made by **Viktor "BastardVic" Kolomiets**. As base he used the Porsche cockpit from NFSSE . I only optimized it a little bit.
- Car definition was changed to group B.

* Planned Updates*

- Showcase with history and slideshow

* Construction *

This is the fourth car I modeled. It is based on the Porsche 911 Turbo I made.

-0 I made the basic shape of the Porsche wider and a little bit higher.

The Build time for the version 1.0 car was about 2 days.

If you have any comments about the work I did (improvements, bugs) please send me an E-mail.

* Sites for download *

This file, coming updates and new cars can be downloaded from the following sites:

- Hacked Speed III (http://www.nfscheats.com/hs3)
- 3D Racing Mania (http://3dracing.allgames.com/just-for-fun/nfs3cars)
- NFS3 Cars (http://www.geocities.com/TimesSquare/Arena/6225/nfs3)
- The Racing Simulation Site (http://nfs.sports-gaming.com)

* Credits *

- Thanks to EA for making the game an adding the cartool.
- Thanks to Chris Barnard for writing Carcad.
- Thanks to Jesper Juul-Mortensen for writing Viv Wizard.
- Thanks to Alisson ´bocao´Guedes for writing the Fedata Editor.
- Thanks to Espen Grimsgaard for writing the VIV Extractor/Builder.
- Thanks to Denis Auroux for writing the QFS Editing Suite.
- Thanks to Viktor "BastardVic" Kolomiets for making the perfect dash.
- Thanks to all the gamers who sent me their comments about the car.

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