

EArroyo Studios

upgrade cars for Need for Speed III Hot Pursuit

Thanks for downloading one of my cars, hope you enjoy driving it. A couple of things before you play.

Installation:

1. Go to this folder-
C:\Program Files\Electronic Arts\Need For Speed III\GameData\CarModel
2. Make a new folder there called "Vgts"
3. Paste my car.viv into this folder (you don't have to put the read me in there)
4. Go to this folder-
C:\Program Files\Electronic Arts\Need For Speed III\FeData\art\slides
5. Paste my 76_00.qfs into this folder
6. Play Need for Speed III
7. It's that simple.

Bugs-

...till there's a way to increase the recognition of the game to over 50 cars, the slide may not work. I included it anyway for the day that there is a way. Thanks to David Trull for the Viper Slide.

FAQ-

"how did you make the model?"

...I just used the car edit tool on the NFSIII cd.

"how did you edit the textures?"

...I use Paintshop Pro 4 (stay away from 5, I've heard some bad stories with compatibility)

"how did you edit the performance?"

...try cutting and pasting different characteristics from other carp.txt's in the game. Like I did, you may just com up with the right combo of speed and handling.

"how do you keep the colors from getting to be a big grey blotch?"

...Get this one quite often... here's the secret, try editing the mask in the car.tga file...

"where can I get the editing tools and other bits of editing info?"

...I learned everything you see off the internet... Try nfscheats.com -they have a TON of great editing tools and info.

"how long does it take to make a good model?"

...I usually take about 2 weeks (spare time) to make a car from start to finish. Make sure you edit all of the models in the car.viv, make sure the textures line up properly, and don't forget to edit the fedata files!

"can you make me a _____ please, please, please!!!!"

...I'm flattered that I get so many requests for cars... and sometimes if the response is big enough I give it a shot (the Viper and the Porsche), but honestly right now I'm SWAMPED!!! Don't stop asking though.. ya never know what 's cooking in the EArroyo Studio Kitchen ;)

A quick word from your sponsor...

I get lots of requests also.... I am very flattered by the response these cars have generated, but in all honestly I am slammed with work and I do this in my spare time for fun. I have a list of cars I'm considering and I'll be posting upcoming releases on my site - <http://pages.hotbot.com/games/earroyo>

Lastly, I learned everything I know about making cars from various sites on the net, if you have any questions about model making, textures, or even how to find things... check out the many sites on NFSIII, I'm sure you'll come across all the same info I did and eventually get the hang of it.

DISCLAIMER:

Download and use my cars with the understanding that they are not to be sold or modified and sold with out permission from Eric Arroyo/EArroyo Studios. I've worked very hard to bring these cars to you and would really appreciate any postings or listings of my cars to atleast give credit to me and EArroyo Studios. In no way am I claiming the models to be exact replicas of existing cars nor am I licenced or affiliated with the car companies my models may resemble. EArroyo Studios is not trademark or affiliated with Electronic Arts. All rights to Need for Speed III Logos and Cartool is reserved by Electronic Arts.

Thanks for your understanding and respect. I look forward to upgrading you NFSIII game with news cars soon.

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