TRACKMANIA NATIONS ESWC

Nadeo, developers of the massively played online racing series, Trackmania, have come up trumps with their free Trackmania Nations ESWC game!

For the first time in the history of eSport, a video game has been specially developed for the Electronic Sports World Cup and is being offered free of charge to the players of the entire planet so they may commence training for the qualifiers due to take place in 53 countries on Friday 27th of January. The Grand Final of ESWC will be held in Paris from June 28th to July the 2nd , in front of 40,000 people, where the best players from each country will battle it out for a prize of 400,000 dollars.

This special version features a brand new environment, the Stadium, and a revolutionary new gameplay designed for Nadeo's own custom cars. Nadeo has pulled the technological rabbit from the hat with their own brand game engine, featuring the series' best graphics yet, finely tuned for the latest generation graphics cards, not forgetting simpler machines so that no one round the world has a technical freeze out on the race track. With the online in-game ladder, players can customise their cars and avatars and race in their nation's colours on the world's servers from Friday onwards. Many Trackmania and Trackmania Sunrise players will already have access to the following exclusive features: peer 2 peer data exchange and skin and avatar customisation.

Join the TrackMania community on the Internet for the latest information, downloading, game forum, and more!
WWW.TRACKMANIANATIONS.COM

TrackMania Nations ESWC is a free game and Nadeo can't provide one by one support. We invite you read this manual and to share you questions and answers with other people from the community at www.tm-forum.com

Summary

1   READ BEFORE USING ANY VIDEO GAME

1.1 Warning About Epilepsy

Read this before you or your child use any video game.

Some people are susceptible to epileptic seizures or loss of consciousness when viewing certain types of blinking lights or other stimuli commonly found in our everyday environment. These persons are at risk of having a seizure when they look at certain televised images or when they play video games. Such phenomena can occur even in persons with no medical history of epilepsy and who have never had an epileptic seizure. If you or a member of your family has ever shown symptoms related to epilepsy (seizure or loss of consciousness) in the presence of illuminated stimuli, consult your doctor before use. We advise parents to provide supervision when their children play video games. Stop playing and consult a doctor immediately if you or your child experience any of the following symptoms: dizziness, vision problems, eye or muscle spasms, loss of consciousness, disorientation, involuntary movement or convulsions.

Always take the following precautions when playing video games:

. Do not sit or stand too close to the screen.
. Preferably, use video games on a small screen.
. Do not play if you are tired or have not had enough sleep.
. Play in a well-lit area.
. While playing, take ten- to fifteen-minute breaks every hour.

2   INSTALLING THE GAME

2.1 Minimum configuration

Note: The following is the *minimum* configuration for playing TrackMania Nations:
Windows 98/2000/ME/XP
Pentium III 500 MHz
128 MB RAM
16 MB 3-D accelerator card compatible with DirectX 9
16-bit sound card
4x CD-ROM drive
900 MB available on hard disk
DirectX version 9.0 b (or higher)

2.2 Recommended configuration

The following is the *recommended* configuration for PC:
Windows 98/2000/ME/XP

Pentium IV 2 GHz
512 MB RAM
64 MB 3-D accelerator card compatible with DirectX 9

2.3 Launching TrackMania Nations

When the game is installed, you are offered a shortcut on the desktop. If you decide to use it, you can start the game by clicking on the icon displayed on your desktop. Otherwise, click on your computer's "Start" button and select "TrackMania Nations."

A network connection test will also be launched and the following message will be displayed:
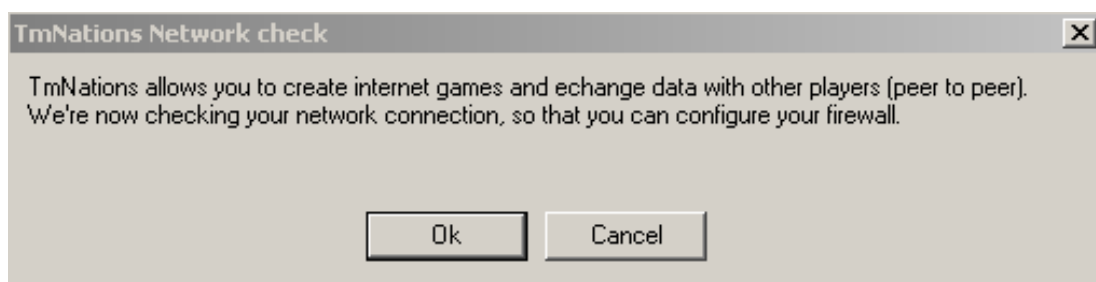
If you want to use the data-exchange capabilities to exchange data with other players or create a game on the Internet, we recommend that you click on "OK."
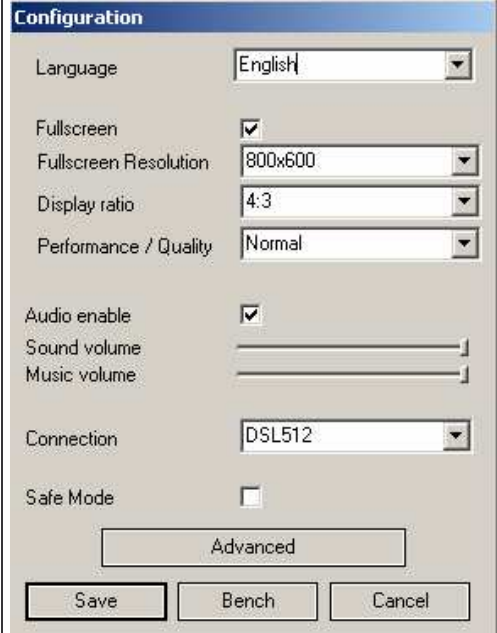
If you are using a firewall, a window may appear requesting authorization to proceed. Note that this operation involves security management for your computer and Nadéo cannot be held liable for any problems that arise when such authorization is given.

Then the launcher will display:

This allows you to start the game (play), configure it, check for updates or exit without playing.

Help allows you to see the list of Frequently Asked Questions and to open the directories in which the game's files are stored.

Use the "configuration" window to change the game's main settings.
"Performance/quality" allows you quickly and easily to adjust the quality of the game: choose "faster" for a smoother display or "nicer" for higher image quality.

The advanced settings window provides access to advanced settings (display, audio, network, game, and paddle controls). You can also use it to restore the default settings.

The "Bench" button detects the best configuration for your graphics card.

BEFORE THE GAME IS PLAYED, IT AUTOMATICALLY DETECTS THE BEST SETTINGS FOR YOUR COMPUTER. HOWEVER, IF YOUR GRAPHICS CARD IS NOT VERY POWERFUL, WE SUGGEST CHOOSING "FASTER" FOR THE GRAPHICS. THE QUALITY WILL NOT BE AS HIGH, BUT THE GAME WILL RUN MORE SMOOTHLY.

3   THE MAIN MENU

3.1 Description of Main Menu Items

PROFILE is used to configure the user profile (first and last names, nation, car painting) and to define settings such as choice of controls.

SOLO opens the menu for:
- access to training challenges
- loading a challenge found on the Internet or a challenge created using the editor.

HOTSEAT, LOCAL NETWORK and INTERNET allow play in multiplayer (hotseat, for races with up to eight players or for taking turns on a single computer).

EDITOR provides access to:
- the tracks editor, used when a player builds his or her own tracks. Videos can be incorporated using the Media Tracker.
- the skins editor, used to paint the cars.
- the replay editor, used to review a course or launch rolling demos.

3.2 Using the Menus

KEYBOARD:
Use the up and down arrow keys to select text, then press "Enter" to confirm your selection and move to the next screen. The "Escape" key on your keyboard takes you back to the previous screen.

MOUSE:
To display the information, simply point at the desired icon or text with the mouse pointer. To select or confirm a choice, click on the desired icon or text using the left mouse button. To return to the previous screen, use the "Back" button on the screen.

4   PROFILE

When you launch the game, you will need to enter your player name and nationality (Profile). With the mouse, click on the space provided for this purpose, type your name and choose a flag by clicking on it and confirm by clicking on "OK" or using the "Enter" key on your keyboard. The main menu will appear. Go to PROFILE.

4.1 The Profile

You can add another player's name by clicking on the name of the profile displayed or on "Create a new profile". In this way, several players can move through the game, each with a separate profile, scores and progress in Solo mode.

Be sure to choose the right profile before you play.
By default, the name of your profile is your last name, but you can change this by clicking on it, pressing the Backspace key on your keyboard, then typing your new last name.

4.2 Configuring the Controls

You can play the game using either the screen interface and your mouse or the keyboard shortcuts installed by default. To configure and change the keyboard shortcuts in your game, click on Advanced Settings, then on "Configure driving inputs" Click on the control(s) displayed, then follow the instructions.
The keyboard shortcuts are listed at the end of this manual.

4.3 The Cars

TrackMania Nations provides 1 model of car and 52 different paint jobs (one for each nation represented in the game).
You can personalize your cars even more by "painting" them yourself. Simply click on Paint, turn to Chapter 13 "Painter" and follow the instructions.

5   TRACKMANIA NATIONS IN SOLO MODE

Now you are ready to play! Go in Solo menu.

5.1 Training races

This menu provides a list of 2 trainings. One is for Beginners; the other is for advanced players. To choose one of these trainings, click on the appropriate button and on a race.

5.1.1 Medals

	Each race is associated with three time standards to be met to win a bronze, silver or gold medal. The bronze-medal time (which is the first target time) is displayed at the bottom of the screen in the "Scores" window. This window will also show your best time once you played.

The menu displays medals won for each challenge played.

5.1.2 Playing a Race

Click on a challenge to launch it.
The countdown begins as soon as the course appears on the screen.
Once you start, drive your vehicle using the arrow keys on the keyboard.
Up arrow: move forward
Right arrow: turn right
Left arrow: turn left
Down arrow: brake

You can start over at any time:
-Press "Enter" to to go back to the starting line.

As you cross the finish line, your time is recorded and displayed on the screen. Now you have a choice of starting the race over to improve your time even more (retry), or returning to the menu in order to move on to another race (change track). You can also view the replay (video) of your race (click on "view replay") and save it.

If you start your race over, you will see a "ghost" (a transparent car) on the screen, which corresponds to your previous best time for the course.

5.2 Single tracks

Click on "Browse tracks" at the lower right of the screen of Solo menu to access the list of races you have created with the editor (section 10), downloaded from the Internet or retrieved via e-mail (see section 5.3).
To load a race, navigate in the displayed window by using the classification tree.

	The default display in the window is the word "Challenges." Click on it to go into the file tree: (Challenges, Nadeo, Nations…) and find the list of races. To display the list without a tree, and go straight to the races, click on the adjoining button.
	This button shows that the list is displayed without ranking. To go back to the rank-ordered list, click the button again.
	To go back in the rank-order hierarchy, click on the adjoining button

The left window lists the races (name, environment and cost in coppers) and the right window lists their scores. Select one of the races to launch it and play in solo mode.

The more coppers you see on the list, the richer the track will be. Watch out for tracks that are too expensive, because they will require powerful configurations to work well.

5.3 Retrieving a Challenge or Campaign

When you retrieve a race via email or by downloading it from the Internet, you must copy the files for these races into the corresponding folders:
Gamedata > Tracks > Challenges > Downloaded
If the challenges have ghosts or a video, you must also copy the replays files:
Gamedata > Tracks > Replays > downloaded

6 TRACKMANIA NATIONS IN THE HOTSEAT

Hotseat allows up to 8 players to take turns on a single computer.

First, decide how many players you want to play with you on your computer.
Choose the players by typing their name or by clicking on the arrows. Clicking on the arrows opens a new window where you can select players or add players. Choose also a flag for each of them.

6.1 Custom games

To customize you hotseat game, click on Option at the lower right of the screen and set the parameters of the game by clicking on the green words.
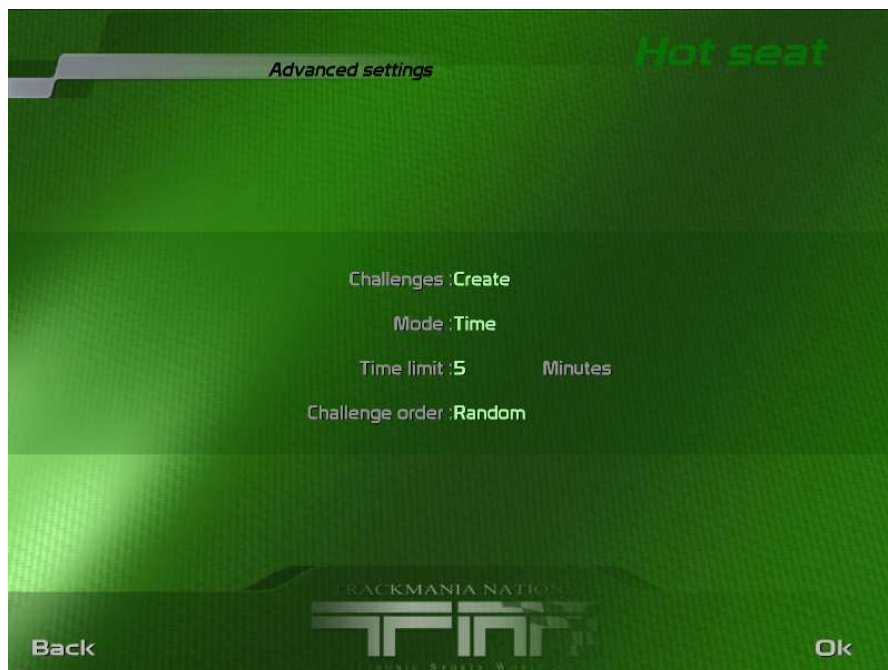
"Mode" allows you to choose the mode for the game:

TRIES:
The object of the game is simple: whoever has the best time over the course wins the race.
Players are each allowed a certain number of tries (which you define in the menu).
Players take turns playing a first try on the course. The computer gives the name of the player who is to start, and that player plays a try. Once that player has finished, the second person plays, then the third, etc. until all the players have taken their first try.
Next, the player who had the worst time plays one or more additional rounds to try to beat someone else's time. If this player succeeds, the game asks the player with the new worst time to

play again. Play continues in this way. Once a player has exceeded the number of tries allowed, that player is eliminated. A gauge at the top left of the screen indicates the number of tries remaining to the player.

TIME:
The object of the game is the same: the winner is the player with the best time over the course. This time, the number of tries is not specified, but there is a time limit, which is also entered via the menu.
By finishing the first round, the first player establishes an initial time. The game then asks the next player to start. This second player must beat the initial time. The player's turn continues as long as this time has not been beaten.
When 8 players are selected, each plays a round so that 8 times are established.
An hourglass timer is shown at the left of the screen for each player, and begins to run when the player starts a round.
Once a player's time has run out, that player is eliminated.
The game ends when only one player is left and there is still sand in that player's hourglass.

Load or create tracks for your game.

Once you have decided to create a course or load an existing one (challenges button), then click on OK at the lower right of the screen.
The game then asks you to select a course to load or to begin building one (see section 9).

To load a challenge, navigate in the window that is displayed by using the classification tree:

To select one or several challenges, click on the gray circle found opposite or next to each challenge. When succesfully selected a green check mark will appear.
When you have chosen your challenges, click "OK" at the lower right of your screen.

The game will start automatically and will ask the first player to begin.

6.2 Training

Click on Launch at the lower right of the screen and choose a serie of tracks. For each serie, the mode for the game and the number of tracks are already set.

7   TRACKMANIA NATIONS ON THE INTERNET

7.1 Racing Modes

7.1.1 Round

Round mode lets players meet head-to-head on one (or more) course(s) with a set start. All players start at the same time, and each start marks one round. In this mode, you play a series of rounds on the same course.
The players all start together. The first player to cross the finish line is awarded 10 points, the second receives 6 points, then 4, 3, 2 and 1. Once the round time limit has been exceeded, the next round begins automatically. The first player to win a certain number of points (50 is the default) wins the match.
If you are using the alternate rules, the winner receives only one point and the other players get nothing.

7.1.2 Time Attack

Certainly the most technical of all the modes, Time Attack is similar to solo mode in all respects. All of the players are racing against the clock on the same track at the same time, for only a limited amount of time. This type of game is not a race (players start at different times), but rather an attempt to set a record time! It is possible to return to the starting line independently of the other players at any time by pressing "Enter," for example, to perfect the way a turn is negotiated. One unquestionable advantage of this mode is that the best times are displayed along with the players' names in real time (Tab key), which only adds to the pressure! When the clock runs out, the player with the best time wins.

7.1.3 Team.

Players are divided into two teams.
Each player plays individually under the rules used in Round mode. At the end of each round, the points of all team members on the same team are added up. The team with the most points wins the round and is awarded 1 point.
A player can be added to a team directly from the course using the Escape key on the keyboard.
Note: Team race results are not counted for Internet Rankings.

7.2 Creating an Online Account

To compete against players from all over the world, go to Internet menu.
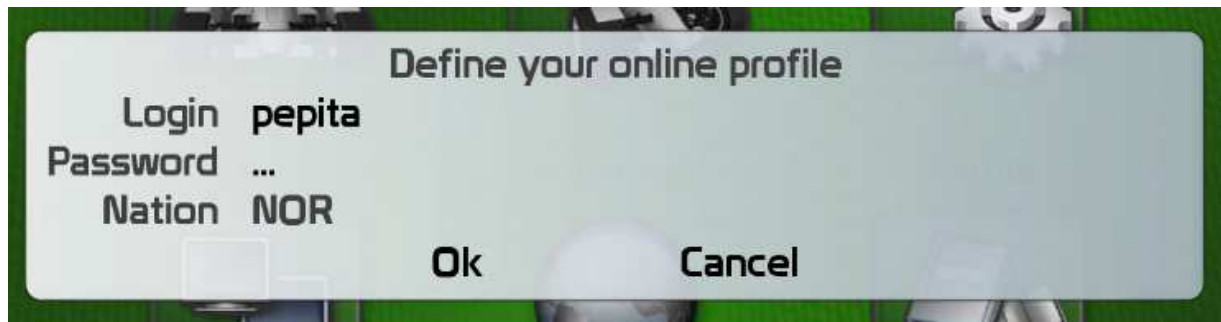
First, you will need to register by creating your online account. You will be asked to provide some information: enter a login and password and your nation.
Click on OK.

IMPORTANT INFORMATION:

Whether you have TrackMania Original and/or TrackMania Sunrise Extreme, you can use your serial number to get better options for the Internet game such as automatic transfer of your personnal datas (avatar, skins…) to other players. To access such options, go on https://www.trackmanianations.com/authentification/indexUk.php and enter your login and serial number.

7.3 Finding a game

A first screen shows a list of suggested servers. A server is a game that is created to host players and that you can join.
The servers displayed on your screen have been selected by Nadeo in order to simplify your choices.
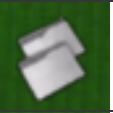
You can switch to the complete list menu by clicking on "Show all servers".

Players: 19 Servers: 6 Buddies: 0/0	This block of information displays the total number of players connected to the Internet, the number of games (servers) being played, and the number of your buddies who are online.

The List filter allows you to display either the players or the games.
The Game filter allows you to select the type of game (All, Time Attack, Round, Team).
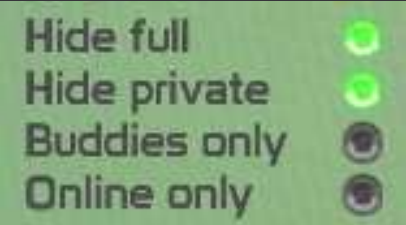
	By default, the list is displayed hierarchically (tree) by nation in the center of the screen. To find a list of games or players, click on a nation. To see a non-hierarchical list, click on the button shown at left.
	This button indicates that the list is displayed non-hierarchically. To return to the list by country/city, click on this button.
	To go back when making your selection, click on this button.

The games list displays the following information:
- the game name
- a key indicating whether or not the race is private. (If the race is private, the key is activated and you must enter a password in order to join it.)
- the racing mode (Time Attack, Round, Team).
- the number of players that have already joined the race / the total number of players allowed in the race.
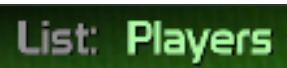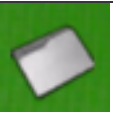
Note: You may not join a race for which the maximum number of players has already been reached.
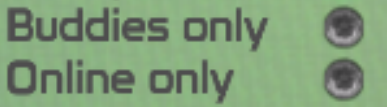
When the "Players" list is displayed, the information is organized differently and you will also see a gray or yellow smiley next to each player's name. The yellow smiley means that the player is on your buddy list.
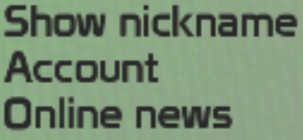
	Use the "Advanced" button at the right of the screen to refine your search for games and: - hide games that are already full. - hide private games - show only games in which your buddies are playing - show only players who are online (this option is activated only when the list of players is displayed)

To do this, click on the gray circle to make the green check mark appear.

To add a player to your buddy list:

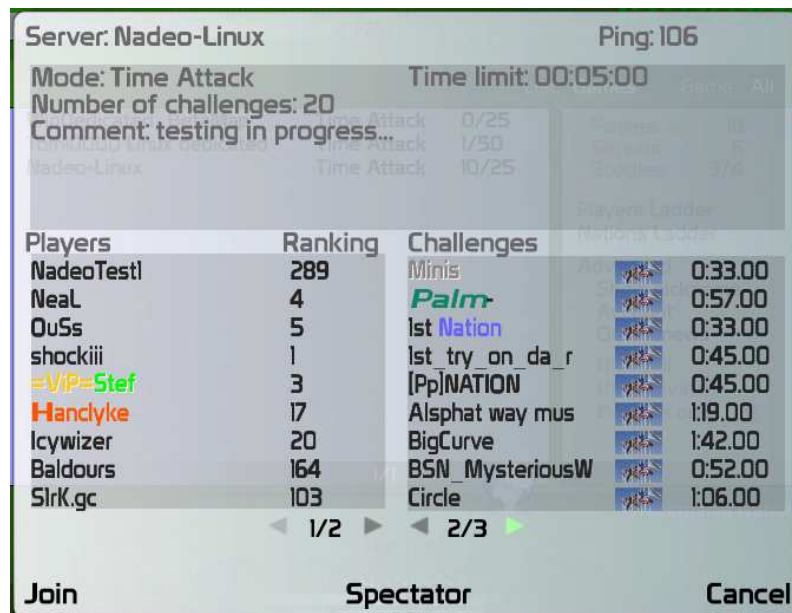|	
	1- Display the list of players at the top of the window.
	2- If you know the nation of the player you are adding to your buddy list, change to hierarchical mode.

Buddies only ⚫ Online only ⚫	3- Leave "online only" and "buddies only" in gray.
🔵 😀	Then look through the tree to find your friend's country and city and add this player to your buddy list by clicking on the blue smiley that appears to the left of the player's name (nickname or login, depending on the Display nickname check mark). The yellow smiley confirms that the player has been added to your buddy list.

Show nickname Account Online news	By clicking on "show nickname", you can choose to display either the login or the nickname of the other players. "Account" provides access to your online account. "Online news" displays the latest news.

The Refresh button allows you to update the game information.

7.4 Joining a game

To join a race, click on one of the games or player's names.

Server: Nadeo-Linux			Ping: 106
Mode: Time Attack		Time limit: 00:05:00	
Number of challenges: 20			
Comment: testing in progress...			

Players	Ranking	Challenges	
NadeoTestl	289	Minis	0:33.00
NeaL	4	Palm-	0:57.00
OuSs	5	1st Nation	0:33.00
shockiii	1	1st_try_on_da_r	0:45.00
=ViP=Stef	3	[Pp]NATION	0:45.00
Hanclyke	17	Alsphat way mus	1:19.00
Icywizer	20	BigCurve	1:42.00
Baldours	164	BSN_MysteriousW	0:52.00
SlrK.gc	103	Circle	1:06.00

◄ 1/2 ►   ◄ 2/3 ►

Join	Spectator	Cancel

A dialog box will open and provide the following information about the game you want to join:
• the name of the server,

• the ping (the higher the ping, the better your connection),
• the race mode and the number of tracks,
• the names of connected players, their ranking in the ladder, the list of tracks for the game and their environments and duration.
This dialog box is also where you enter the password needed to join a private game.

To enter a race, click on Join.
Alternatively, you can simply be a spectator and observe what is happening on a track. Check the list of keyboard shortcuts at the back of the manual to control the camera as a spectator.

7.5 Ladder

There are two ladders. One is the ranking of Internet players. The other is the ranking of Internet nations. Both of them are available from the Internet menu.

7.5.1 Players ladder

Any race that you play on the Internet will win you or cost you points that are counted to set your rank among all the players.
Each player's score is calculated taking the following into account:
- your result in the game you have just finished
- the duration of this same game
- your running score in the ranking
- the running scores of the players with whom you have just played.

At the end of a race, a window containing the scores for the ladder ranking is automatically displayed. It shows the points added to or subtracted from each player's ranking.

It should be noted that the points will be added when you connect to the Internet.

7.6 Creating a Game on the Internet

From the Internet menu, click on "Create" at the lower right.

Set up your game by clicking with your mouse on the green words at the right:
What is the name of your game? What is the maximum number of players? Any comments?

After making these decisions, you must click on "Options" at the lower right and choose the mode: Round, Time Attack or Team. For each mode you must also define the conditions for winning the game.
- In Team or Round mode, how many points are needed to win a game?
- In Time Attack, how long will the game last?
Finally, enter a number of spectators allowed to watch the race.

Use the "Advanced" button to access more settings:

What is the password (if you want your game to be private)?

Do you want spectator mode access to be private on your server? If so, set a password on the Spectator function. Give it out only to players who should connect as spectators.

How much chat time is authorized between games? (The players can chat during the specified period). Will you allow your challenges to be downloaded?

The two parameters "Callvote threshold" and "Callvote timeout" are set up to allow a vote on any given action proposed by a player during a challenge. For example, all players can vote together to decide whether to go on to the next race, or to exclude a badly behaving player from the game.

If you type "Callvote threshold: 60%", for example, this means that 60% of those voting must approve for the action to take place.

If you type 1 minute as the "Callvote timeout", players will have 1 minute to vote on an action.

The "Synchronised start period" setting allows to enter a delay before a restart. In time attack mode, a player who respawns will wait for 5 seconds for instance before taking a new start. This function allows players to play a game with time attack mode mixed with round mode.

	Once you have finished adjusting your settings, click on OK at the lower right of your screen to see the list of races you can launch. Click on each race to make a green check mark appear. You can then launch this series directly from the game using the Escape key, without returning to the menu.

Whether you want to save the settings you just decided, click on "Save settings". You will be able then to play future races with the same settings. For that, you will have to click on "load settings" at the lower right of the Option screen.

Click on OK to go directly to the first race. Then you will see other racers join you a few at a time.

7.7 On the Course

7.7.1 The Race

Depending on the race mode chosen by the server, once you arrive on the track you might start immediately (Time Attack) or you may have to wait for the next start (Round). While you wait, you can watch the current race as a spectator.
The next start is signaled by the display of the countdown. Then all you have to do is accelerate (up arrow on keyboard).
During the game, messages will be displayed informing you of events (players joining the game, crossing the finish line, leaving the game, etc.).
If you go off the track or roll over, and if you are in time attack mode, you can start from the beginning by pressing the Enter key. The next start is immediate unless the server has set a synchronised start period. To leave the current race and wait for the next start, press the Delete key.
If you are in Round mode, and if you press the Enter key, you become a spectator and must wait for the next start.

To see current results, press the Tab key at any time.

If the game is interrupted right in the middle of a race, it is because the creator has left the game.

7.7.2 The Escape Key

The Escape Key of a player who has joined a race
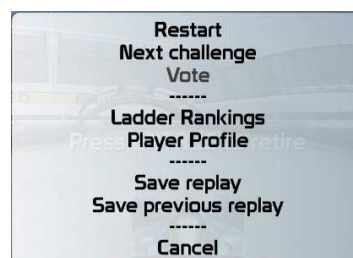
The Escape Key of a player who has created a race

The Escape key on the keyboard opens a dialog box from which you can leave the match and/or switch to spectator mode. In spectator mode, you are no longer participating in the race, and are

not reported as a player on the list of games (an eight-player game with one creator in spectator mode is considered to be a game with a maximum of 7 players).

The escape key also gives access to advanced options.

Look out! Authorized actions are slightly different for the player who has simply joined a match (client player) and the player who has created a match (serving player).

While a serving player can decide, at any time, whether to go on to the next race or re-start the race in progress, the client player can only ask for a vote of all the players to restart a race or go on to the next one.

To see an opponent's profile, click on Player profile:
This will tell you the other player's rankings, scores, the number of points won in the last match, and the total number of games won, tied and lost.

Finally, you can add the player to your buddy list by clicking on "Buddies," or report abuse by this player.
Note: The "Report Abuse" function should be used sparingly and only in serious cases.

The serving player can kick out a player (exclude the player from a match) or banish the player from all matches for which he or she is the serving player. A client player can only ask for a vote to kick out or banish a player.

To see your Internet Ladder ranking and your score without returning to the menu, click on Ladder rankings.

Note : if you are the creator of the game, leaving in the middle of the game will interrupt the game.

7.7.3 Chatting During the Game

The chat area allows you to talk with the other players during the game.
To display or hide the chat area, press "C" on the keyboard.
To chat, press the space bar.

8   TRACKMANIA NATIONS A LOCAL NETWORK

Local networks function in the same way as the Internet.
If your PCs are on a network, games that have been created will appear and you can join them directly.

9   THE TRACK EDITOR

One of TrackMania's great advantages is that it allows you to build your own tracks to share with your friends.
To access the track editor, click on "Editor" in the main menu and on "Tracks".
You enter in a stadium in the middle of which you can create tracks using building blocks.

9.1 General description

9.1.1 Building blocks

A building block is a piece of road or scenery. By placing these blocks end to end, you can make tracks.
You will find chicanes, loops, springboards, elevated turns, and more.
The following special blocks are essential for creating a course:

	The **start block** defines the starting point for the course and the direction of travel. You may position only one start block on your track. Color code: green.
	The **finish block** defines the end of the race. Color code: red.
	The **road block** is the simplest block, but is certainly the most often used. It is essential for connecting some of the other blocks.
	Checkpoints are points along the route that must be passed, and are important for preventing cheating and for providing a point where players who are stuck in one place on the course can reenter the race. You can place several checkpoints along your route. Color code: blue. *Note: The blue arrow does not indicate the direction in which players must pass the checkpoint, but rather the direction they will face when they reappear at the checkpoint after pressing "Enter."*
	The **multi laps block** defines the beginning and end of the track, replacing both the start and finish blocks. Only one is needed for the track to work. Color code: yellow. *Keep in mind that in order to be able to use a multi lap block, you* must *use at least one checkpoint. Otherwise, a racer could win simply by passing the starting line, then reversing to cross it again!*

|	**Turbo blocks,** or boosters, are another useful kind of block that give the vehicles a boost to speed things up on a straight stretch or a jump, or make a series of turns more of a challenge.

9.1.2 The Construction Interface

Before starting to build, familiarize yourself with the interface and tools:

ZONE 1: INDEX OF BLOCKS

This index lists the construction blocks by category.
To navigate in this zone and select blocks, simply click on the icons or use the corresponding numbers on the keyboard.

To move backward through the hierarchy of blocks,

	- either click on the arrow shown at left, or - click on the navigation bar using the right mouse button.

The blocks in the index are categorized in as following:
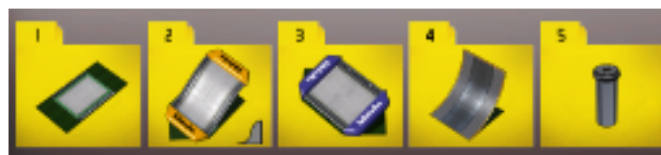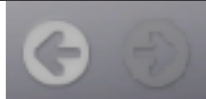

1. Flat road and special blocks (start, finish…)
2. Slopes roads
3. Tilt roads
4. Wallride
5. Scenery blocks

To place a block, select it by clicking on it or by using the corresponding number on the keyboard; then click with the left mouse button at the location on the terrain where you wish to place the block. You can also place it by pressing the space bar on the keyboard.

Keep in mind that all of the blocks (except a plain road block) have clips. You must link blocks that have the same type of clip or else use transition blocks, which allow blocks with different types of clips to be linked.

ZONE 2: TOOL BAR FOR BLOCKS AND CAMERAS

	To move the cursor vertically and place a block up high, use the mouse scroller or the Page Up/Page Down buttons on the keyboard. You can also use this tool on the screen interface.
	To erase a poorly positioned block, first select it by pointing at it with the mouse, then press the Ctrl key. Once the block is selected (the cursor turns blue), you can erase it by pressing the Delete key. The equivalent of the Ctrl key on the screen interface is the button shown at left (+left button of the mouse and delete key).
	You can also use the "bulldozer" to erase! Select this tool in the interface by clicking on it. Then point your mouse at the block you want to erase (the cursor will turn white) and click on the left mouse button. The keyboard shortcut for the "bulldozer" is "X" on the keyboard.
	These two buttons can also be very useful for canceling/repeating the last action(s).

Finally, to erase all blocks that have been placed, press the Backspace key on the keyboard.

	These buttons are used to handle the camera. Click on the magnifying glass with the mouse, then move your mouse on the screen while holding down the left or right mouse button. The keyboard equivalent for this tool is the Alt key. The two arrows are the equivalent of the mouse scroller: use them to zoom in or out.

ZONE 3: TESTING AND CHALLENGE CONFIGURATION BAR

	Test the track (see section 9.2.4).
	Validate the track (see section 9.2.4).

	Change the medals of the race (see section 9.2.4)
	Create videos and include them in the challenge (see section 10, the Mediatracker)

ZONE 4: CUSTOMIZING THE BLOCKS

Some blocks can be customized: advertising posters, hotels, the various billboards, etc.

	Once your course is finished, click on the paint pot at the right of the interface. All of the blocks that can be customized will be shown in blue on the screen.

Click on one of the blocks.
A list of the available skins will be displayed in a dialog box. Click on the skin of your choice to place it on the block.
Of course, you can also create your own skins and use them in the game. Simply store your skins files in the gamedata>skins directory.

## ZONE 5: GENERAL CHARACTERISTICS OF THE CHALLENGE

This zone indicates the name of the challenge and its creator.
The time shown is the author's race time.
The number is the cost of the course in coppers.

The more blocks you use on your track, the higher the number of blocks will be and the harder your PC will have to work.

ZONE 6: QUITTING, SAVING, OPENING HELPERS

	The "Helpers" button is found on the Tools menu. It displays the construction grid showing the terrain where the course will be built. You can also activate/deactivate the grid using the "?" key on the keyboard.
	Return to previous menu
	Save

9.2 Track Editor Tutorial: Building Your First track

Click on "Editor" in the main menu, then on "Track."

You arrive here:

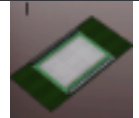This is a large expanse of grass in the middle of the stadium.

Remember, to move with the camera:
Alt + right mouse button = turn the camera
Alt + left mouse button = move the camera on the map.
Alt + mouse scroller: zoom in/out.

	Now click on index icon "1," which looks like this. It is found at the bottom of the screen.

	Click on 1 again and finally click on the first square wich is the simplest road block.

9.2.1 Laying Out the Course

Now you are ready to lay out your course on the grass.

	Place the cursor on the grass to make the "object cursor" turn green. Once it is green, hold down the left mouse button, draw a straight line, and release the button. Next, starting at the far end of your road, do the same thing but change direction.

Another way to make a straight line is to place the road block by holding down the space bar while using the directional arrow keys.
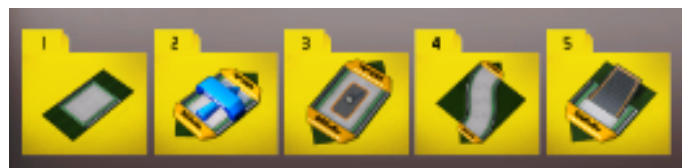
9.2.2   Placing Special Blocks

To be able to validate your course, you will have to provide a start, a finish, and (optionally) one or more checkpoints.

To do this, you will need to go backward through the hierarchy of indexed blocks by either

	- clicking once on the arrow shown at left, or - clicking once on the navigation bar with the right mouse button.

You arrive there:

Click on index 2.

The list of blocks mentioned above contains:

In 2:
The start block, which is color-coded green. Select it by clicking on it with the mouse, then place it at one end of the course. Use the right Ctrl key on the keyboard to make sure that it is facing the right way.

In 3:
The finish block, color-coded red, which defines the area where the course ends. Place it at the other end of the course, ensuring that it is facing the right way.

In 1:
The checkpoints, color-coded blue, which force the racers to pass through certain points on the course in order to finish the race.

To help you build, the building cursors are color-coded. If the cursor is green, you can place the block; if it is red, you cannot place it as is. It is important to remember that some blocks must be turned in a specific direction before they can be placed.
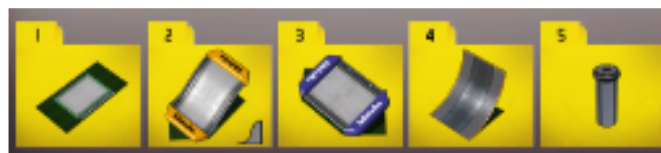To turn a block, press the right control key on the keyboard or use the right mouse button.

To place the block, either use the left mouse button or hold down the space bar on the keyboard.

9.2.3   Adding the Scenery

The scenery blocks are found in block index 5:

As with road blocks or special blocks, simply click on one of the scenery blocks, then place it on the terrain by clicking with the left mouse button.

Keep in mind that you can change the height of some scenery blocks, such as the buildingsl. Simply turn the mouse scroller to determine the height of the block, then click with the left mouse button to place it on the terrain.

9.2.4 Testing and Validating the track

	While you are building, you can go into driving mode at any time to see whether your course works well. Click on the interface button shown at left, then use the mouse to click on the part of the course you would like to test. To return to the editor, press Escape.

	Once your track is ready and has at least a starting line and a finish line, all you have to do is validate it by clicking on the interface button shown at left.

The race starts—now all you have to do is finish it!

The time it takes you to finish the race is very important, because it determines the time needed to win the gold, silver and bronze medals. The assignment of a time to each medal is automatic but can also be changed manually (see explaination below).

	For each course that is created and validated, the time standards for medals are defined automatically based on the time it takes you to finish your own course. However, you can change these times by clicking on the button shown at left, then clicking on the times. Note: the gold medal time cannot be faster than the time posted by the challenge's author.

Once you have finished the race, a menu appears. If you are not satisfied with your time, retry otherwise choose "End Validation."

If you start over you will see a "ghost" on the track, which corresponds to your previous best time on the course.

9.2.5 Saving and playing the Course

	Now save your challenge by clicking on the diskette icon and naming the course.

playing a challenge:

Your challenge is now ready to play!

Go back to the main menu by clicking on escape key, choose Solo and then "Browse tracks". Your challenge appears in the "Challenges / my challenges" directory.

Sharing a challenge:

Challenges are files located in the game's challenge directory (Gamedata > tracks > challenges > my challenges).

You can e-mail them to your friends, who can put them in their own TrackMania Nations challenge directory in order to play.

Finally, you can launch your challenge on the Internet or on a local network so that other players can race with you on your course (see section 7.6 Creating a Game on the Internet).

10 THE MEDIATRACKER

The likes of this tool have never before been seen in a video game!

You may be the player, but the mediatracker will turn you into a director as well.

It allows you to add staging to your courses before, during or after the race by adding texts, special effects, trails, sound and camera movements.
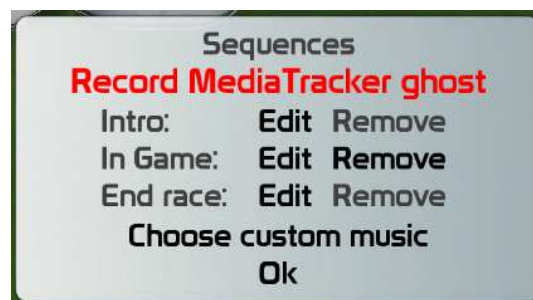
The mediatracker is incorporated into the course editor.

Before you start, use the editor to create a simple track with, for example, one climb and one turn.

| | Once you have drawn and validated and saved your course, open the mediatracker by clicking on the camera. |

10.1 Adding Clips that Play During the Race: Part 1

Before beginning the staging of your track, click on "Record Mediatracker ghost". Play, then click "End ghost registration." You will go back into the course editor. Click on the Mediatracker camera again, then click on the "Edit" button opposite "In Game."
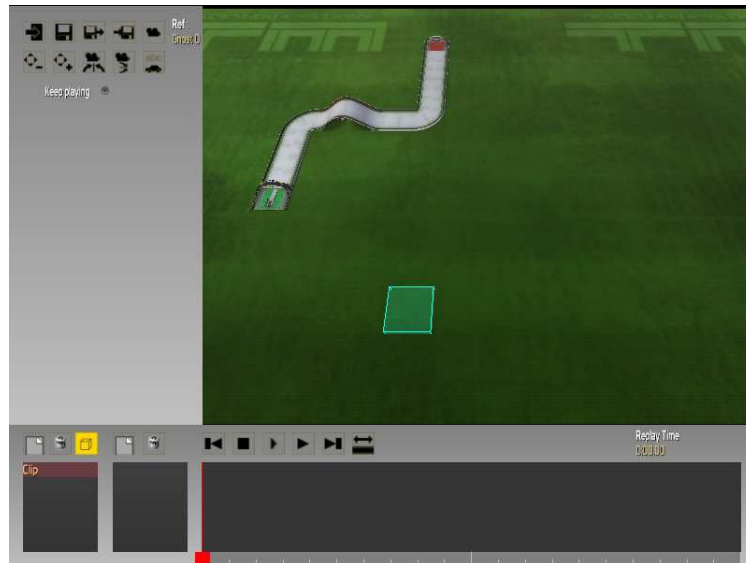
The track then loads into the mediatracker. If you do not see it in the viewing window, it is because it is not within the camera's field of view. To find it, you will have to move the camera.

10.1.1 Goal 1: Handle the Camera
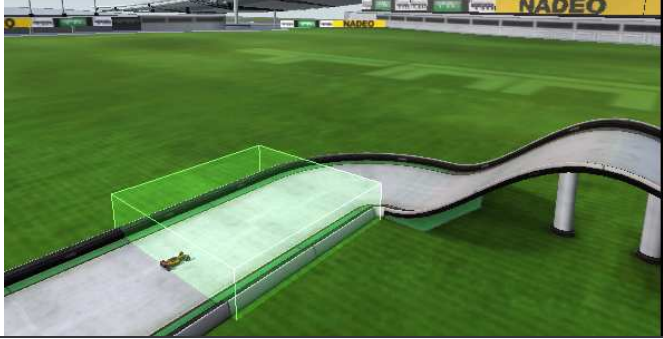
Use the directional arrows to move the camera forwards or backwards or turn it to the right or left.
The Page Up/Page Down keys will raise or lower it.
To turn the camera, move your mouse while holding the right button down.

The purpose of mediatracker is to enliven your course by including short clips that will appear when you pass certain points on the course.

10.1.2 Goal 2: Insert Text

	Step 1. Click on the button shown here, found to the left of the editor at the bottom of the screen. Click on "Clip" word and rename it, for example, "going up!"		

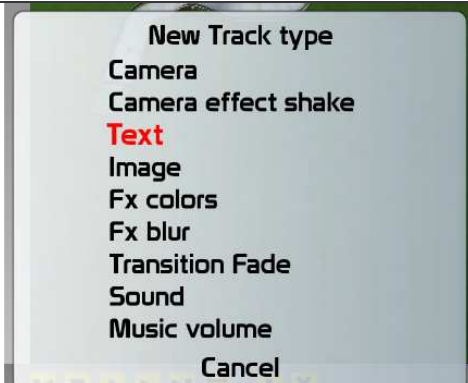|	
Step 2. Click on the "trigger" button shown at left in the clip zone. A cursor (transparent square) will appear on the course. Move this cursor to the point at which the clip is to be triggered. To move the cursor up or down, use the mouse scroller. To place the cursor on the course, click with the left mouse button. The car will also be displayed at this point on the course.	 Here, the idea is to create a clip with text and make it appear just before the climb.

Note: only one cursor can be placed. To erase a cursor, simply click on it. **Once it is placed, click on the "trigger" button again.**

Step 3. Click on the "add track" button shown here, found in the "track" area to the right of the "clip" area. Then you can choose the type of track you want to add.	

	You can use several types of tracks in a clip: camera movement / camera effects, text, images, a trail, and a special effect or sound / musics. In this case, we will use text. Click on Text. You will see the text track appear in the "track" area.

	Creation of a text track inserts a block on the time line. In the mediatracker, "block" does not mean a building block like those used in the course editor, but rather a block of time that identifies the beginning and end of the track you are creating in the clip.

It determines how long the event will last.

The text block will appear in green on the timeline. It consists of 2 keys (the two yellow squares). If you click on the first key, you will see your car at the point where the event is to begin (text appears). If you click on the second key, the car will be displayed at the point where the event will end (text disappears).

	To add or erase a block, click on the button by the "Block Zone," circled on the image above.

	Step 4. Clicking on the block brings up several options at the left of the screen: Next to "Track Text," write the text that you want to display on the screen. Press Enter on the keyboard to make the text visible on the screen.

Here is a description of the other options, although you will not be using them at the moment:
- Block Start: the time between the triggering of the event and the appearance of the text (or other item) on the screen. (This has nothing to do with the race time; it is a separate time for the block.) In our case here, we will leave this as 0 so that our text will appear as soon as the event is triggered. This time corresponds to the first key on the timeline.
- Block End: this is the event's duration. The default value is 3 seconds. This time corresponds to the second key on the timeline.

- Keep Playing: if "Keep Playing" is checked, the event defined at the end of the block will continue indefinitely.
- PosX, PosY: these are values that can be entered manually. They determine the position of the text when it appears and when it disappears. **You can also move the text on the screen by clicking with the right mouse button.**
Click on the first key, then position your text: the text will appear at this point.
Click on the second key, then position your text: it will disappear at this point.

- Rot : rotate the text
- ScaleX and ScaleY: enlarge and/or reduce the size of the letters (width and height)
- Opacity: moving the slide control all the way to the left will make the text invisible; moving it all the way to the right will make the text completely opaque.
- Color: controls the font color of your text.

| | **Step 5.** Now, to see the mediatracker's magic at work, click on the "preview clipgroup" button shown at left, which is found at the top of the screen. Your author's medal race will start to play and the text will appear. |
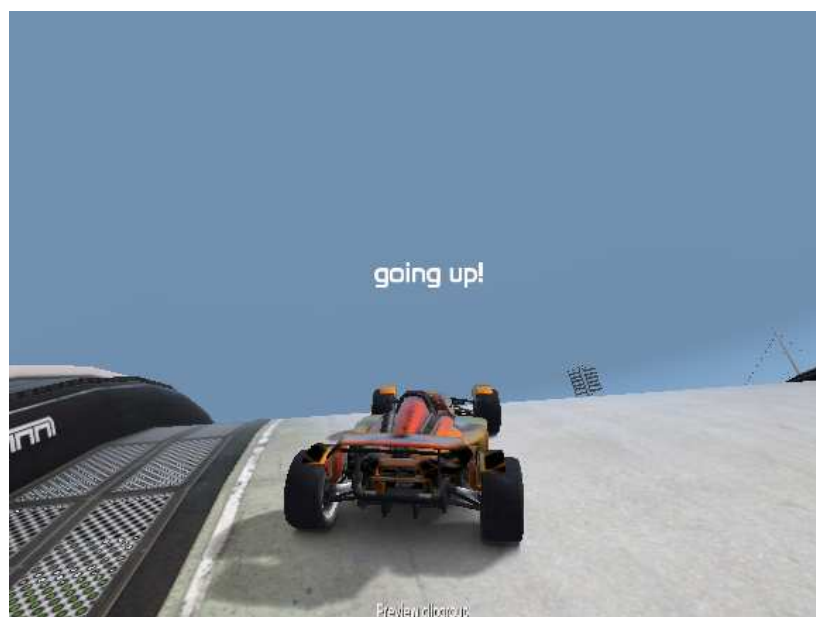
To back up, click on the "preview clipgroup" button again.

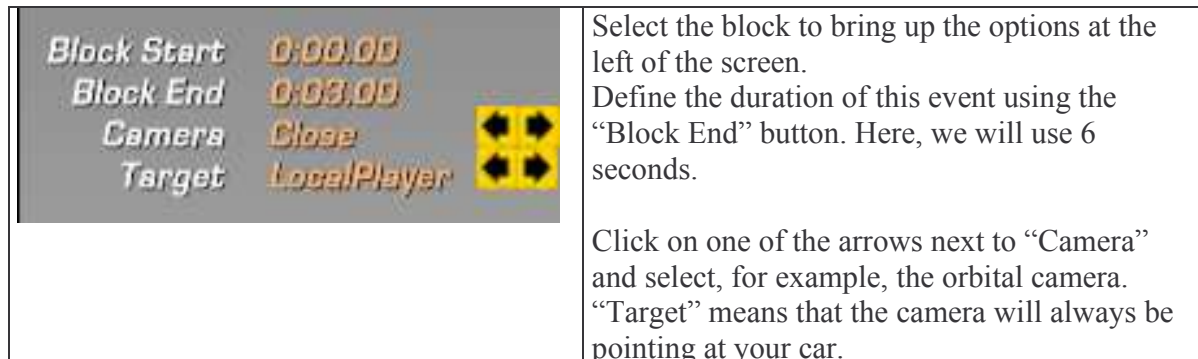| | You can save your challenge at any time by clicking on the diskette at the top of the screen. |

10.1.3 Goal 3: Place a Camera

Create a second clip by following step 1 as described above. Then add a trigger (step 2) at another point on the course where you would like to change the camera view.
Place your trigger carefully, and don't forget to use the mouse scroller.
Note: the second trigger must be placed after the end of the first clip.
Once the trigger has been placed, click on the "trigger" icon again.

Now add a track to your clip (step 3). Choose "Camera":

For now, choose "Camera race."	

	Select the block to bring up the options at the left of the screen. Define the duration of this event using the "Block End" button. Here, we will use 6 seconds. Click on one of the arrows next to "Camera" and select, for example, the orbital camera. "Target" means that the camera will always be pointing at your car.

	Click on the "preview clipgroup" button to see the change in camera angle on your course.

To see the replay without the interface, press the Tab key. Press Tab again to return to the interface, then press the "preview clipgroup" button.

10.1.4 Goal 4: Add an image

The goal here is to add a second track to the clip you just created.

In the Clip area, select Camera. Note: be sure not to click on the text because the selection will not work.

In the clip called Camera, there is only one track: the camera track. Now we will add a second track called "image"

	In the track area, add a track by clicking on the "Add Track" button shown at right. Then choose "Image" in the dialog box.

The block time of the image will be displayed on its own time line just above the camera time line. By default, the image is displayed for 3 seconds. If you want it to last longer, click on the second key and move it to the right using the mouse. The block itself can also be moved toward the end of the time line: click on the block and move it to the right using the mouse.

	Finally, click on the "preview clipgroup" button. The video will play and you will see:
	   1- your text appear and disappear,
	   2- the camera angle change, and
	   3- the image appear.

Did it work? Congratulations! Now try again until you have completely mastered this first mediatracker lesson. Then we will add even more to your creative staging.

	Click on Exit at the upper left of the screen to return to the course editor.

10.2   Adding Clips that Play During the Race: Part 2

To add a special blur effect (fx blur), color effect (fx colors), a dissolve, or sound and images to your course, use the same procedure as you would to add a text, camera or trail.
In the same way, youcan also control the volume of a music track.

10.2.1 Add a Color Special Effect

Make things look old with sepia, show acceleration by a color change, create a psychedelic sky… Anything is possible !

After creating your clip and adding a trigger on the course, create a color effect track.

Now add a block to your track.

Click on the block on the time line to display the options table at the left of the screen. This will allow you to set up completely customized colors, for example, by changing the tint.

The intensity slide control adjusts the intensity of your effect. If you set it all the way to the left, there will be no effect. To show the effect, move the slider to the right.
Color changes will affect the entire image by default.

Click on "near" to cause "far" to appear.
Move the "blendZ" slide control to the right to activate the background, then choose the distance at which your background ("far") begins.

10.2.2 Add a Blur Special Effect

After creating your clip and adding a trigger on the course, create a blur effect track.

Now add a block to your track.
Here, you can add two types of blur: the distance blur related to the depth of field, and the blur related to speed.
The result is a film worthy of the movies!

Block Start 0:09.37 Block End 0:12.37 Lens Size 3 Force Focus ✔ FocusZ 60	Blurring due to motion is the simplest. There are no parameters to provide except the desired duration of the blur. The color code on the time line is yellow. There is no key, so you must enter the start time and duration using the tools at the left of the screen. The distance blur controls the focal point. By default, the focal point is on the car and you can simply modify its intensity. If you want to go to manual mode, check "Force focus" and define the focal distance.

10.2.3 Add a special effect : « Transition Fade»

Block Start 0:00.00 Block End 0:03.00 Opacity Color	This special effect lets you make a dissolve transition from one scene to another in your video. Click on the first key in the "Transition fade" dialog box on the time-line. Then choose a color in the color picker at the left of the screen. Leave the opacity slider all the way to the right. Then click on the second key, and slide the opacity button all the way to the left.

10.2.4 Add a Sound

After creating your clip and adding a trigger on the course, create a sound track.

Now add a block to your track.

	Click on the block on the time line to display the options table at the left of the screen. By clicking on the yellow button, you can choose one of the sounds that you have registered in the "gamedata" database for this game. There are only two things to adjust: volume and balance (sound from the right, left, or both speakers). You can also set the sound to repeat and choose the number of repetitions.

Tip: Tthe database of sounds is found in:
Gamedata > skins > mediatracker > sounds.

### 10.2.5 Add a sign, graphic image, or photo

Just as you do for sounds, you can add images into your video. In the same way that you created the sound track, create an image track. Then click on the yellow button of the "Options" block to open the dialog box which will let you choose an image. To be retrieved by the mediatracker, your images must be first registered in the Gamedata for your game following the path: Gamedata > skins > mediatracker > images.

An image can be made to appear at one place on the track, then disappear at another. To set these points on your screen, use your right mouse button. This is done in the same way as you insert text.

10.2.6 Camera shake

Chapter 11.1.3, explains how to integrate camera movements into a track. You can choose a "camera shake" effect to add excitement at points where you need it. Be sparing in the use of this effect: camera shake should not last very long. Use intensity and speed options to modulate the camera shake.

## 10.3   Creating a Video to Introduce the Course
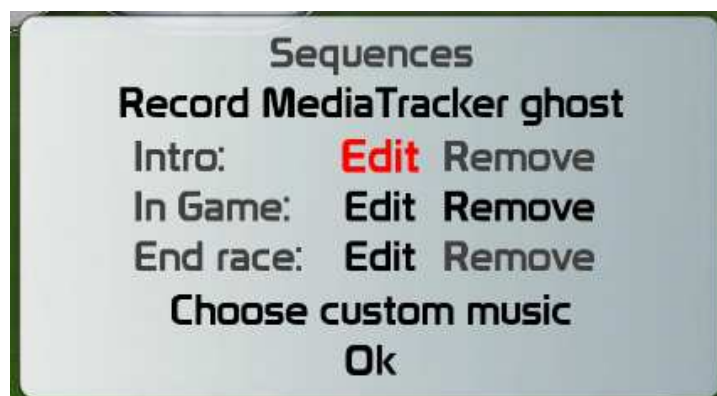
From the course editor open the mediatracker, then click on Edit intro.

In this case, the goal is to create a short video to introduce your course to the players before the start of the race. The car remains at the starting line and there is no interaction with certain sections of the course. There is no trigger. You need only one clip in which you will create tracks.

Create a track, then choose Camera.
Next, create a block by clicking on Custom Camera.

Inserting keys:
For nice camera movements between the foreground ("near") and the background ("far") of your film, you will need to add keys to the time line.
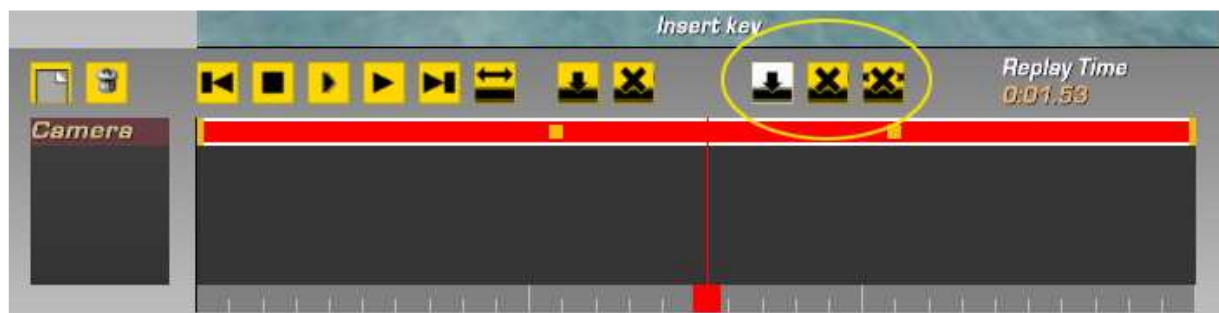
To insert a key, move the red time slider along the time line while moving the mouse with the left mouse button held down.

	Then click on the Insert Key button in the key area. A small yellow square will appear on the time line.

For each key, determine a camera position on the course:

Select the first key by clicking on it. It will turn white.
Now move the camera on your course:
Use the directional arrows to move the camera forwards or backwards or turn it to the right or left. Note: if your car is selected as the target (see table of options below), then the right and left arrows will make the camera move around the vehicle. The Page Up/Page Down keys will raise or lower the camera. To turn it, move your mouse while holding the right button down. Note: this function works only if "none" is indicated as the target.

	These 4 buttons at the top of the screen are used to fine-tune the settings on your camera. By clicking on the first or second button, you will see that your camera moves forwards, backwards, up or down more or less quickly. The following two buttons allow you to reset the camera to zero.

Once you are satisfied with the camera position for the first key, click on the second key. Positions are saved automatically. Repeat the same process for each key.

	If you cannot see all of your keys on the time line, it is because the entire time line does not appear on the screen. To display the entire time line, click on the button shown here. You can also resize your time line by holding down the Alt key and the right mouse button.

The list of options for customizing the camera is displayed at the left of the screen:

	Target allows you to aim the camera at the car. You can leave your car as the target for the beginning of the video, but for subsequent keys you must choose "none" in order to be able to move the camera freely. If "Anchor" is checked, the camera will move with the car. In a video used as an intro, the car remains at the starting line, so the "Anchor" button should be left as "None". "Hermite" smoothes the camera's motion along its trajectory.

	Once you have placed your cameras, use the time line buttons to view the camera trajectory.

	You can save your challenge at any time by clicking on the diskette. You can also use this series of buttons to return to the course editor. Finally, for the real experts, the last two buttons allow you to import or export clips that you have created and want to reuse on other courses. Use the Ctrl key + right mouse button in "trigger" mode to define the import/export reference.

10.4   Creating a Video for the End the Race

This part of the mediatracker works exactly like the mediatracker for clips played during the race. This is certainly the place where you can be the most creative, since clips played during the race have to be kept reasonable! Of course, the effects you add should not decrease the playability of your course.
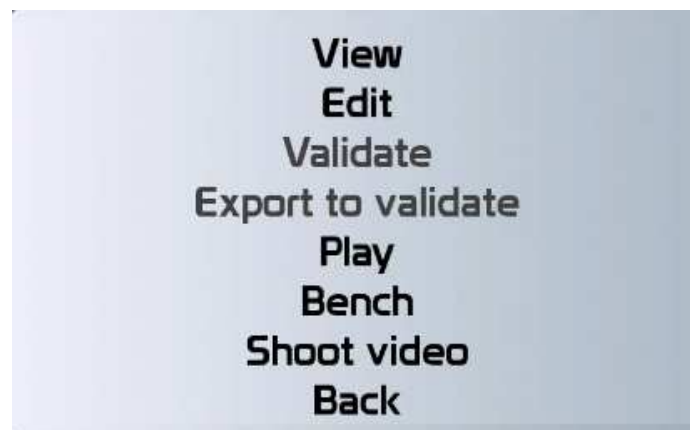
Now, back to work—all you need is a little practice to become the best video game director!

11 THE REPLAYS EDITOR

Open the Replays editor from the Editors menu.
Then display a challenge replay that you have already saved.
Click on it to make a green check mark appear, then click on OK at the bottom right of the screen.

A dialog box will offer several options.
"Edit" allows you to set up your replay, change camera views, and add text, special effects and sounds. The Replay editor works like the mediatracker (see Chapter 11)
"Validate" allows competition organizers to verify that the replay sent by the players is

authentic and that there has been no cheating.

"Export Replay to Validate" generates a replay that contains only the information necessary for validation (in the context of competitions).

"Play" lets you play the replay and compete against the recorded car.

"Bench" shows the performance statistics.

To make a video from your replay, click on **"Shoot video"** and define the resolution in the window that opens. If you are a novice, leave the resolution that is already displayed.

Audio stream allows you to record the replay's sound or not.

Click on OK.

A new window then appears, asking you to choose your video's compression format.
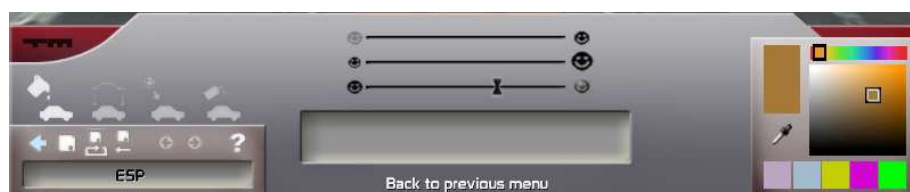Click on OK.
Then the video will be recorded and a message will tell you the directory in which your video file is saved.
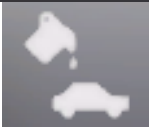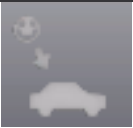
12 SKIN EDITOR

You can create your own paint jobs. To do this click on editor and on Paint.

Now you are in the paint shop, alone with your machine!
Use the mouse scroller to zoom in or out. You can also move the camera around the car by moving the mouse while holding down the right mouse button.
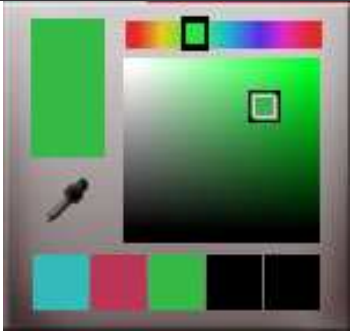
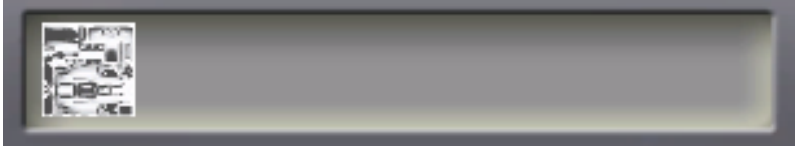Four icons are available at the left of the toolbar:

1- Repaint entire car	2- Place an image on the paint job	3- Apply stickers	4- Airbrush

12.1 Repainting the Entire Car

Click on icon 1.

	And use the color chart to the right of the interface. The pipette has two functions, which you can activate by clicking on it: **. When the pipette is gray**, it works like a paintbrush: click on the color chart to display a color. The selected color will be automatically applied to the car. You can also make your own color palette using the squares available under the color chart. Click on the color chart to display a color, then click again with the left button on one of the squares while holding down the Ctrl key on the keyboard. **. When the pipette is white**, you can click on the car to find the current color on the color chart.

12.2 Placing Images

Click on icon 2, then on one of the images. Define the sheen, then click on the car to apply the image. When you install the game, the images directory is almost empty. It is your job to fill it with your own images.

12.3 Applying Stickers

Click on icon 3, then on one of the images.

Before applying stickers, note the following useful options and keyboard shortcuts:

Turn image to the left: S / Alt + mouse scroller down
Turn image to the right: S / Alt + mouse scroller up
Rotate 90° to the right: R
Rotate 90° to the left: Z
Enlarge image: E
Reduce image: D
Align image to model: X or C / Alt + right mouse button
Help: H

The interface also provides the following tools:

Mirror:

	Make sticker symmetrical by clicking on the image show here.		Then, define transparency, scale and sheen.

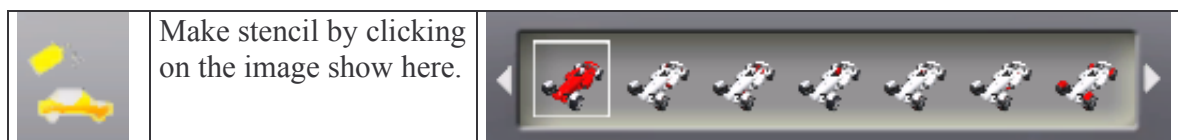Then you can choose the sticker you want to use.

Once you are happy with your sticker, simply apply it to the desired location by clicking on the left mouse button.

Stencil:

This tool allows you to choose a specific location where you can apply images.

	Make stencil by clicking on the image show here.	

Once you selected the tool above, select one of the location shown in the bar.
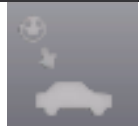
	Then, go back in the sticker area by clicking on this image and choose your sticker. Then apply it to the desired location by clicking on the left mouse button.

To apply a text:
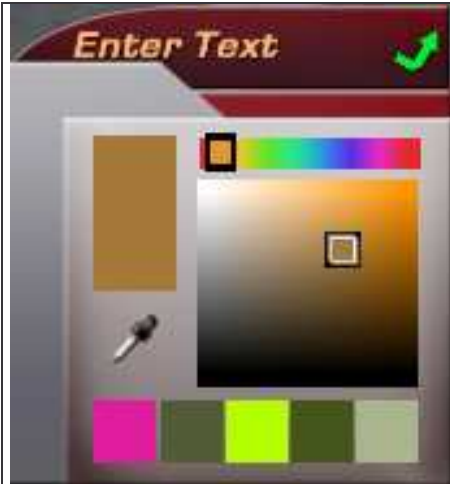
	Click on "Enter text" at the top of the toolbar to the right. A small cursor will appear; delete the existing text and enter your own. Next, click on the small green arrow (framed in yellow).
	You can change the color of your text by using the color palette. Now all you have to do is place your text on the car by clicking on the left mouse button.
	The tools and keyboard shortcuts described above also work for text.

12.4   Painting with the Airbrush

Click on icon 4, then on one of the images.

The tools and keyboard shortcuts are the same as for applying stickers.

Finally, save your paint job by clicking on the diskette on the tool bar at the lower left of the screen, and give it a name.
Now quit the editor. You can find your paint job in the Profile menu.

13 KEYBOARD SHORTCUTS

In the Game

Driving
Directional arrows: steer / brake
Enter: start / reposition
Delete: restart the race
Escape: return to menu

Cameras
1: external view, wide-angle
2: external view, closeup
3: internal view
7: free camera
F10: screen shot
- : increase focal distance
+ : decrease focal distance

Multiplayers
Space bar: chat
C: open/close chat window
Tab key: show scores
² : show/hide car names

Ctrl + keys 2, 3 …9: In spectator mode with full camera control.
Keys 1, 2, 3….9: return to the preset camera position.

Other
0: sound horn
F10: screen shot
S: save the replay
* : display/hide interface

In the Editor

Mouse Operations
Normal Mode
Left button: place a block (hold down for roads)
Right button: turn the block clockwise
Scroller: raise/lower the cursor

Freelook Mode
Left button held down: pan

Right button: turn the camera
Scroller: zoom in/out

<u>Test Mode</u>
Left button: launch race mode at the position and in the direction of the cursor
Right button: turn the start direction
Scroller: raise/lower the cursor

<u>Navigating through the hierarchy of blocks</u>
Left button: select an icon
Right button: go back one level in the hierarchy

Keyboard Operations
Arrows: move the cursor
Space bar: place a block (hold down for roads)
Page Up/Page Down: raise/lower the cursor
Right Ctrl key: turn the block clockwise
Delete: delete the block(s) under the cursor
Num 2/4/6/8: move the camera
Backspace: delete all the blocks
Enter: change to race mode at the position of the cursor and in the direction of the camera
Escape: quit the editor
U: undo the last change
R: redo the last change that was undone
S: save the challenge
, : activate/deactivate helpers

<u>Navigating through the hierarchy of blocks</u>
1-9: choose the corresponding icon
² : go back one level in the hierarchy

Shortcuts for the modes
Left Alt key: freelook mode
X: eraser mode
Left Ctrl key: selection mode

In the Paint Shop

*Mouse:
Right button + Movement: move camera
Scroller: zoom in/out
Middle button (scroller) + up or down: change camera's FOV (field of vision)
Left button: repaint entire car – apply a layer to the car – paint an image on the car. Note: the mouse cursor must be on the car, except in Brush mode.

*Keyboard

Rotating the image:
R: rotate one quarter turn clockwise
F: rotate clockwise
Z: rotate one quarter turn counterclockwise
S: rotate counterclockwise
X or C: align the image. In brush mode, the image angle will be reset to zero, i.e., the top of the image will point toward the top of the screen. In sticker mode, the image will automatically align with the closest axis of the car (e.g., horizontal, vertical).

Scaling the image:
E: enlarge image
D: reduce image

Misc.:
H : help

*Keyboard + mouse:
Rotating the image:
Alt key + mouse scroller: change image angle
Alt key + right mouse button: align image

Scaling the image:
Ctrl key + mouse scroller: change image size
Ctrl key + right mouse button: assign a default value for image size

In the Mediatracker

Ctrl + Page Up/Page Down: raise/lower the "trigger" cursor.
Ctrl + left click: places the trigger cursor on the block at which the mouse is pointing.

Tab: display/hide interface
F10: screen shot

Ctrl + up/down arrows: place the camera's target on the Z axis with respect to the car.
Ctrl + right/left arrows: place the camera's target on the X axis with respect to the car.
Ctrl + Page Up/Page Down: place the camera's target on the Y axis with respect to the car.
Ctrl + Enter: aim the camera at the car again.

Ctrl + C : Copy a block.
Ctrl + V : Paste a block.

Camera control:
Mouse wheel: Change field of view.
Hold the right mouse button down while moving the mouse: Change camera angle.
Direction arrows: Move the camera from side to side, back or ahead (like driving the car).
Page up / page down: raise / lower the camera

To control image / text blocks:
Hold the right mouse button down while moving the mouse: change text / image position.
Press Alt key while holding right mouse button down and moving the mouse: Change font size of text/ size of the image
Press Alt key while holding the middle mouse button down (or pressing the mouse wheel): rotates the image or the text.

14 CREDITS

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