

# CoreBreach Racetrack Creation Guide

v0.6

## Introduction & Software:

Creating additional racetracks for CoreBreach requires at least rudimentary skills in a 3D modeling software application like Maya, Cinema 4D, modo or [Blender](#) (free & open-source). Creating racetracks should be doable from any 3D modeling package that can:

- export meshes as "OBJ" files
- export splines as a edge-list into "OBJ" or "Allplan XML" files
- is able to extrude/replicate a polygon along a spline

If this all sounds spanish to you, consult some introduction to 3D modeling before continuing ;->

This guide is tailored to either using Cinema 4D or Blender, and only provides example projects for these environments, but using any other 3D package that satisfies these requirements should also work.

## Requirements:

A racetrack in CoreBreach consists of the following items you have to provide - each object (except the track spline) must be provided in OBJ file format and have a single accompanying texture in PNG format. If you want to use textures, the OBJ files obviously must be exported including texture coordinates

- (Optional) One or multiple objects that make up the "decoration" of the track, i.e. buildings, trees, mountains, tunnels, etc.
- A single object of the racetrack, including its "track-border"
- A single object of the "basement" of the racetrack - this one is used for collision / physics and as such only needs to be a single untextured plain.
- A single object of the "border" of the racetrack - this one is used for collision / physics and as such only needs to be a single untextured plain.
- A single spline / curve that follows the center of the racetrack - this is probably the spline you used to create the track by extruding some polygons along its path. This can be used either in .OBJ or Allplan XML format - but needs to stored as a list of edges containing interpolated points of the track, and not as a real spline. Blender does the right thing when exporting a spline as OBJ, Cinema4D does the right thing when exporting a spline as Allplan XML.

There are some restrictions on the track, it should probably be relatively planar and not do crazy things like loopings. Copy an existing track or work from the templates and you should be fine. The dimensions of the track must be similar to the racetracks in CoreBreach and the additional objects must be in the same scale as the racetrack. Again, if you start from one of the templates you should be fine.

## Blender:

**Important note:** You have to use Blender version 2.58 or newer! Previous 2.5x versions had a bug in the OBJ export of curves, and the 2.4x versions aren't compatible with the example project. Download the [example project from here](#) to see how it is done. Export the objects as OBJ and make sure "export selection only" is selected during the export of each object. You can start with the example project, and just edit to the track spline (select it, hit tab to enter tab mode and move the control points around) to modify the track.

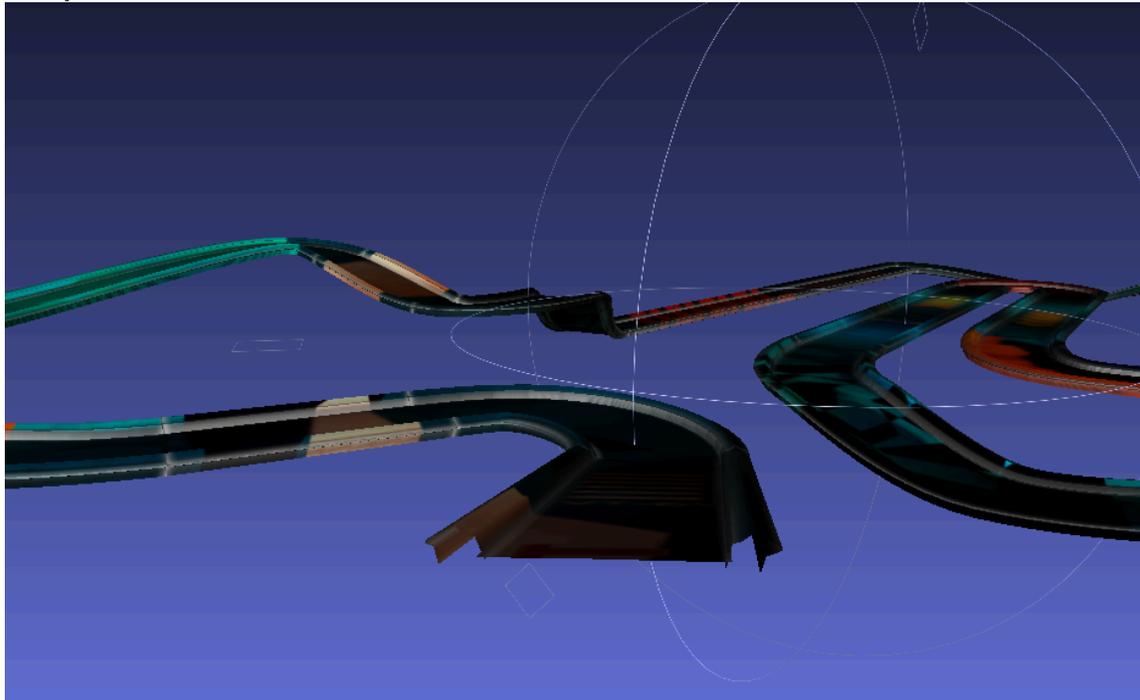
## Cinema4D:

<Information and example download forthcoming>

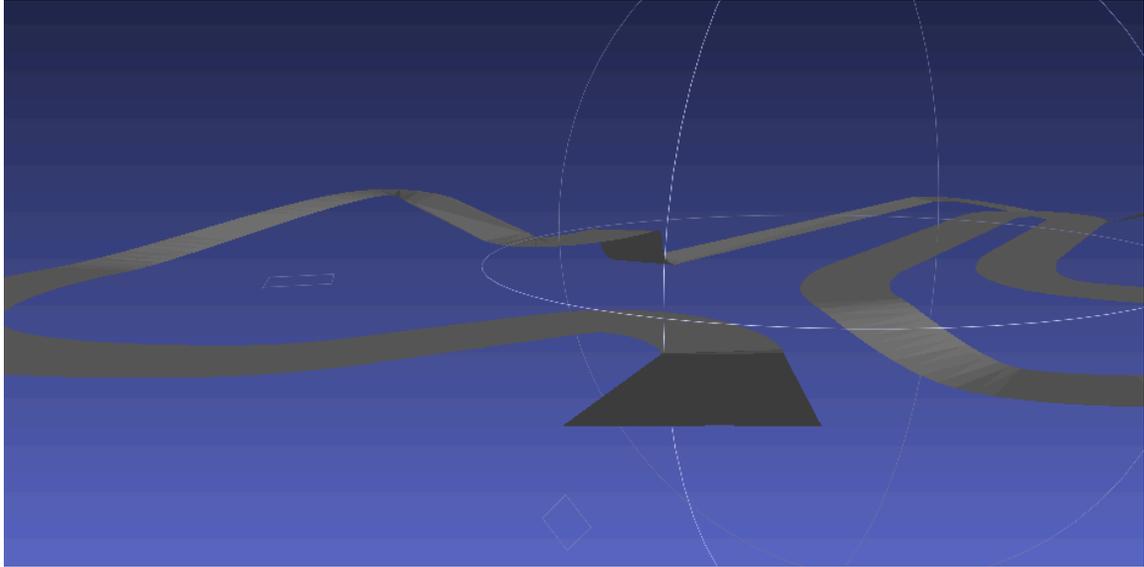
## Other Software:

Make sure you've read the "Requirements" section. Also download the example .OBJ files from the "CoreBreach Track Tool" section to identify the necessary scale for the objects. Below are example pictures of the required objects to give you an idea how they should look like - especially take notice of their contours (cross-section):

### Track Object:



### Track Basement Collision:



**Track Border Collision:**



**CoreBreach Track Tool:**

If you have assembled all the necessary OBJects, you can [download the CoreBreach Track Tool](#), and use it to compile the playable racetrack out of the OBJects. You can also [download a set of example OBJects](#), for testing.

**Testing and submitting your Track:**

Once the CoreBreach Track Tool has generated a (hopefully) playable track out of your work, you can play it like an additional track downloaded from the website, i.e. just double click it and CoreBreach will automatically install it and insert it into the track-list. If for some reason the track appears as an folder and therefore isn't double-clickable, just drag it into the CoreBreach icon. You can also edit the the "track.xml" file within the track bundle for options like the speed on the track or the enemy strength. Once your track is playable, fun, and you are satisfied with your work you can submit it to [corebreach@corecode.at](mailto:corebreach@corecode.at)