Installation of the Indycar 2008 Tracks and fixed drivers/teams

by
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Dear racesim friend,
here is a short manual, how to install 2008 Indycar Tracks.

1.
You should have *Indycar 2008 beta 0.75* mod installed. This mod you can download from gp4-argentina. And, of course, *CSM* and *TSM*.

2.
Downloaded file *INDYCAR08+Tracks.part01.rar* to *INDYCAR08+Tracks.part09.rar* must be unpacked somewhere. It's a volume archive, so you must have all parts. Then you can decompress it using WinRAR, or RAR
(e.g. *rar x INDYCAR08+Track.rar*)

3.
Then you must some folders owerwrite, or delete, here is, which:

Delete folder content (or whole folder) *<your path to Indycar mod>\Data\Cars*

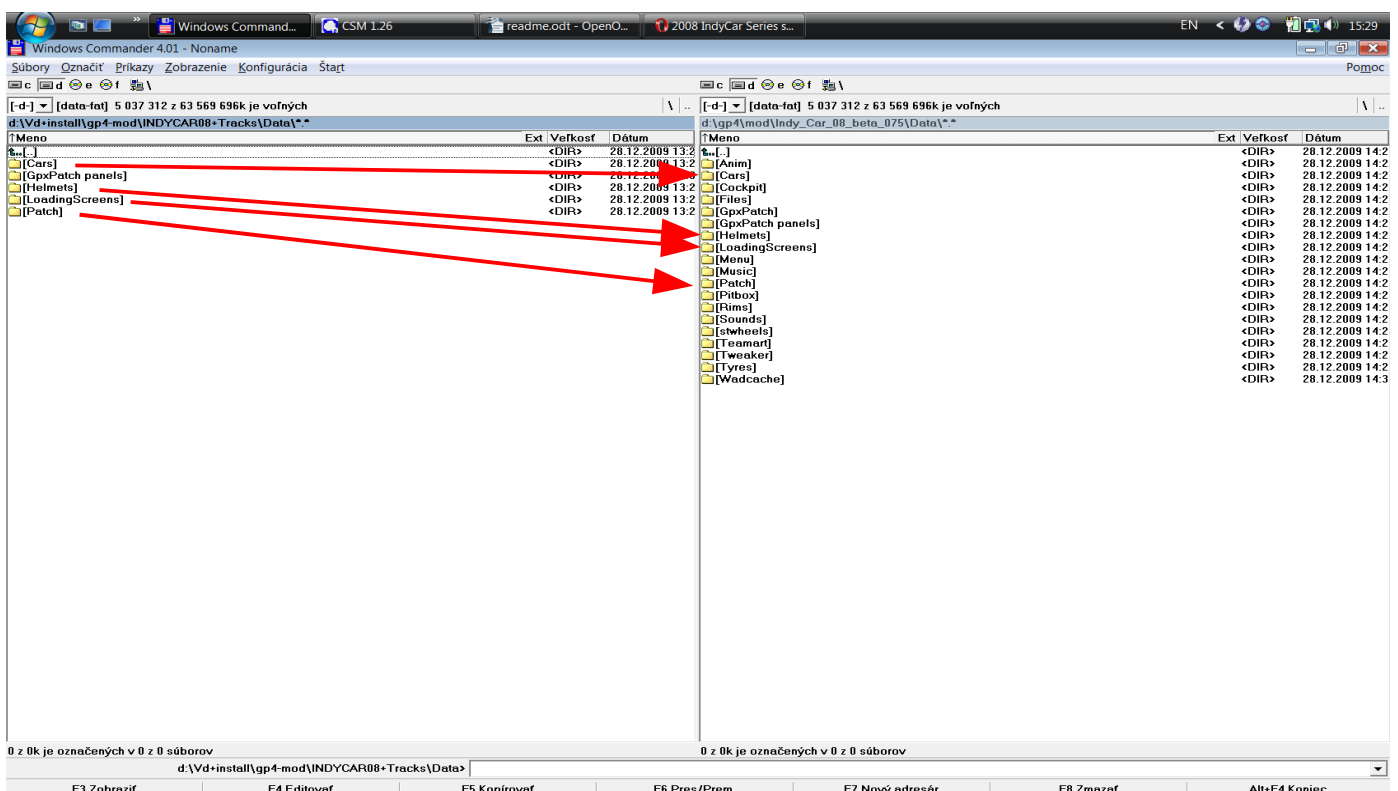Then, from unpacked downloaded file **overwrite** this directories:

Cars
Helmets
LoadingScreens
Patch

(or you can simply copy folder *Data* from downloaded file over folder *Data* in your Indycar mod directory (but don't forget to delete *Cars* folder content first, because if not, then you will have a texture mismatch))
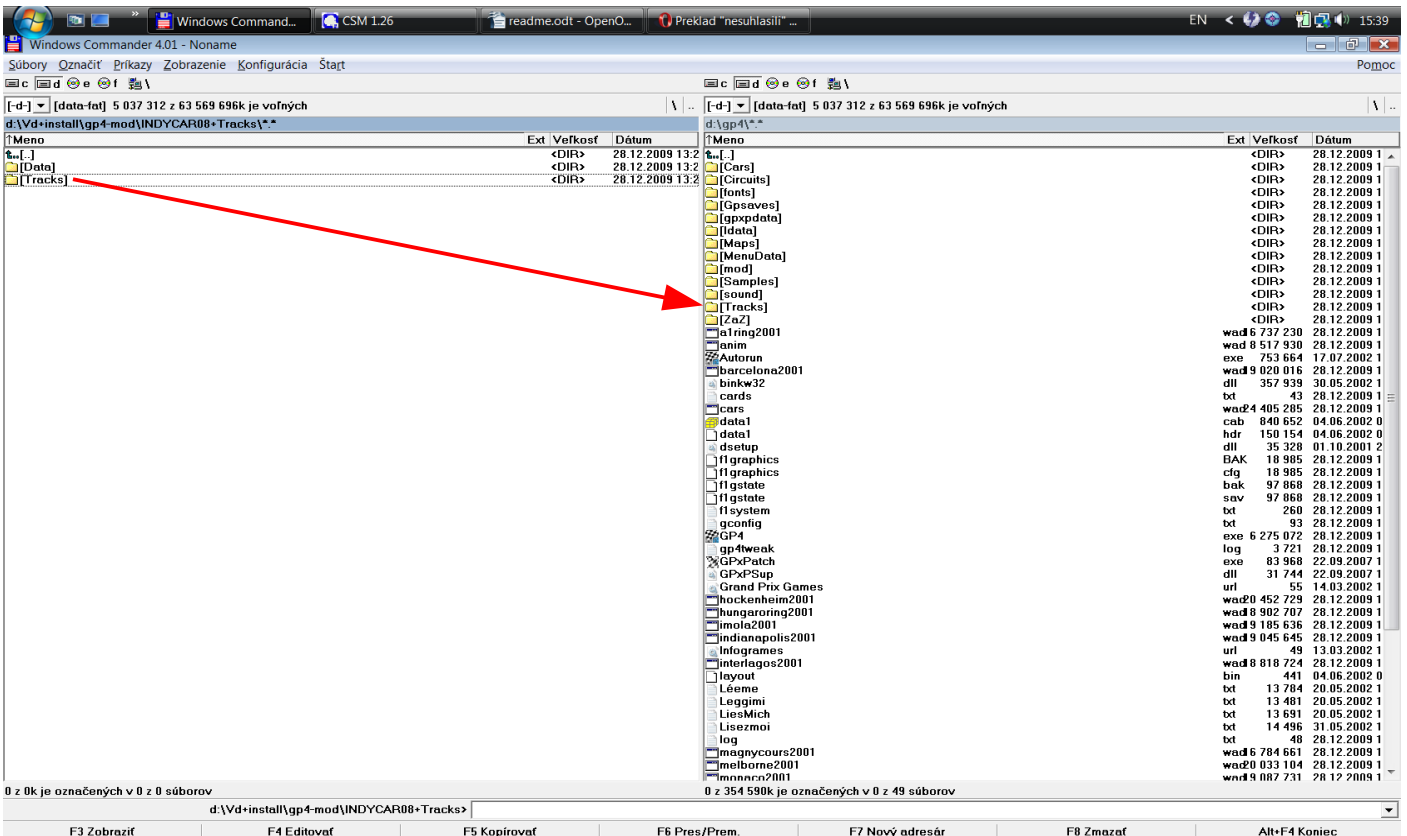
With this step you will update the fixed Driver and Team names, right textures for each driver, and Loading screens for the tracks.

Main bug in Indycar 08 beta mod was, that the drivers weren't in right teams, and after coupling drivers and teams, the textures didn't match the right drivers.
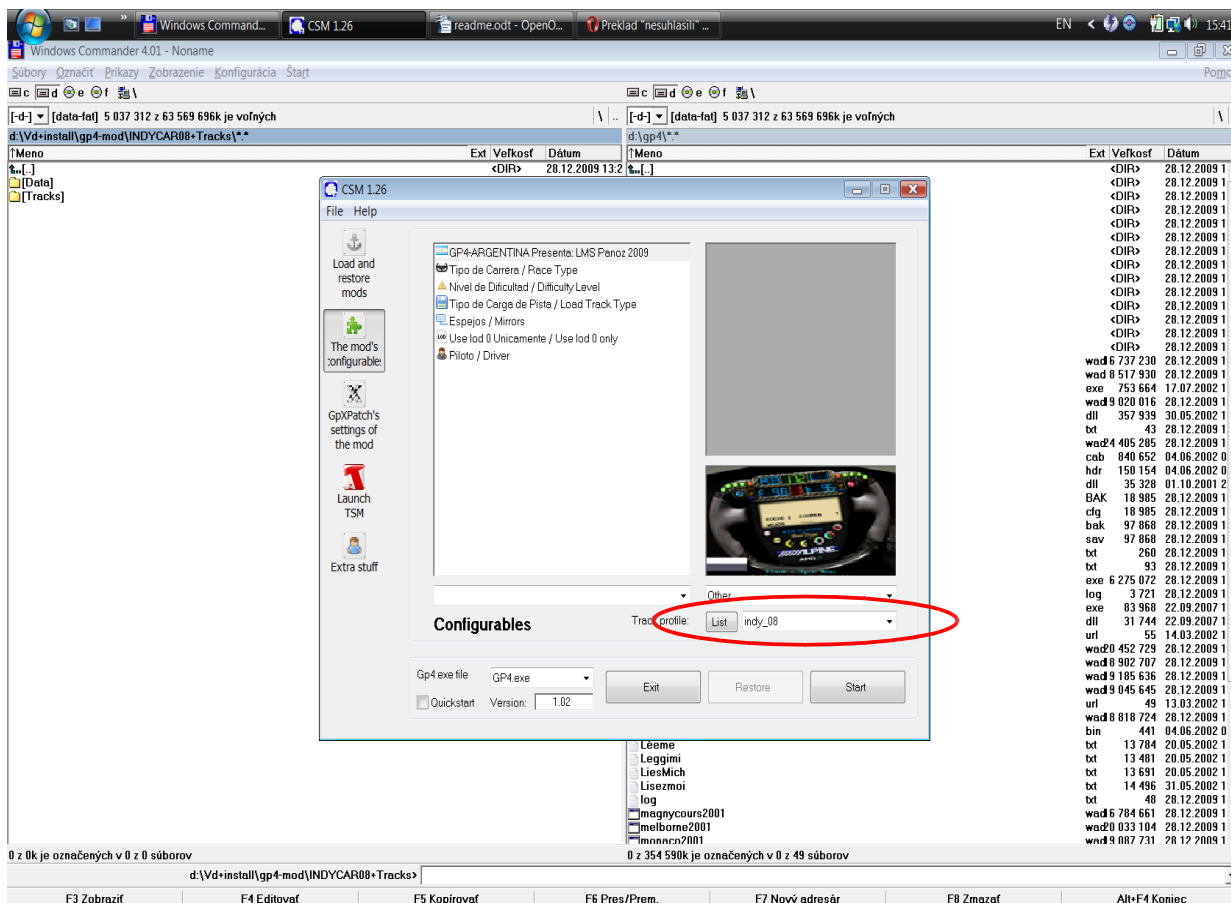Also performance file was fixed.

4.
Installation of the tracks is easy.

From unzipped downloaded file you should copy folder *Tracks* into main GP4 folder (e.g. d:\Infogrames\Grand Prix 4).

After this, start the CSM, and select the tracklist *indy_08*:

The tracklist in *indy_08.ini* looks:

[Tracks]
Track1=indianapolis\settings.ini
Track2=talladega\settings.ini
Track4=laguna\settings.ini
Track5=santa_fe\settings.ini
Track6=indy_oval\settings.ini
Track7=vancouver\settings.ini
Track9=rio\settings.ini
Track10=detroit\settings.ini
Track11=long\settings.ini
Track12=talladega\settings.ini
Track13=phillip\settings.ini
Track14=adelaide\adelaide1995.ini
Track15=surfers\settings.ini
Track16=motegi\settings.ini

It means, that tracks **Nr. 3 (Interlagos), 8 (Montreal) and 17 (Suzuka) are not replaced, and this tracklist uses them. You must have them. (normally, there are there ;-))**

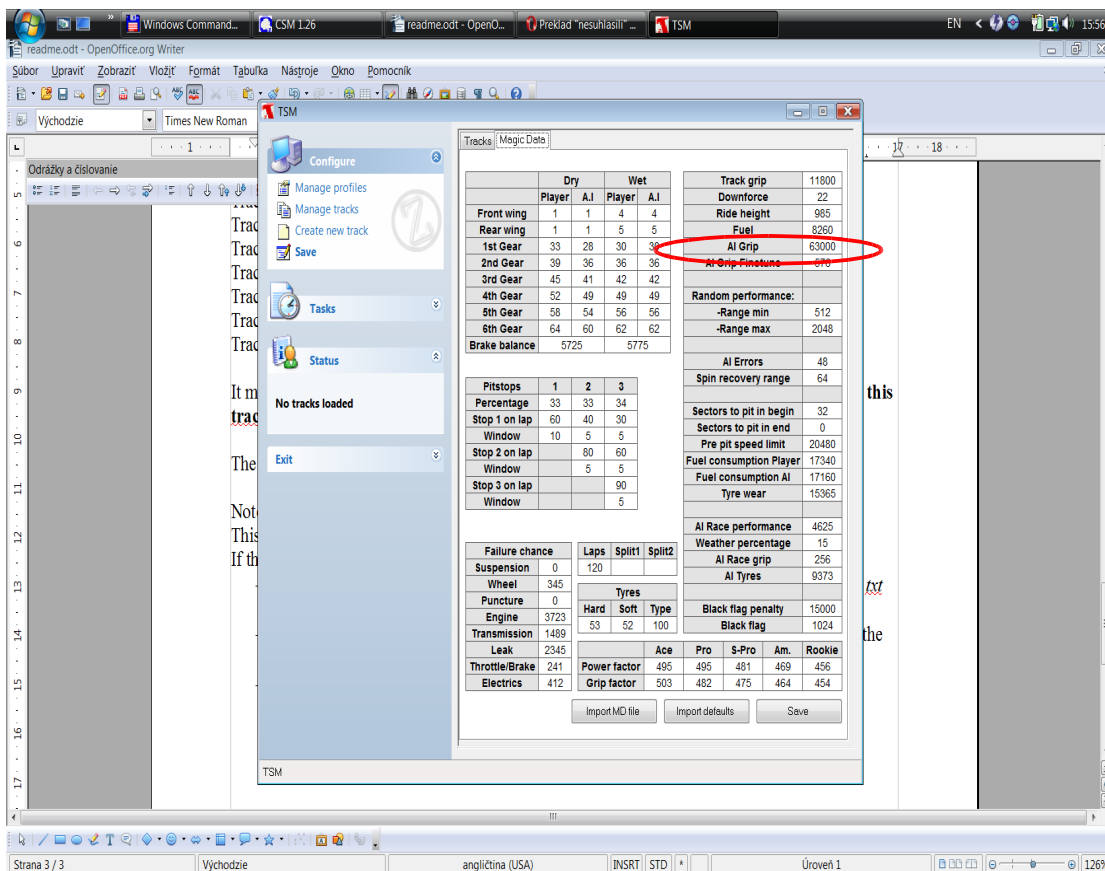The Magicdatas are tuned, so the Indy cars are reaching the standard times on those circuits.

Note:

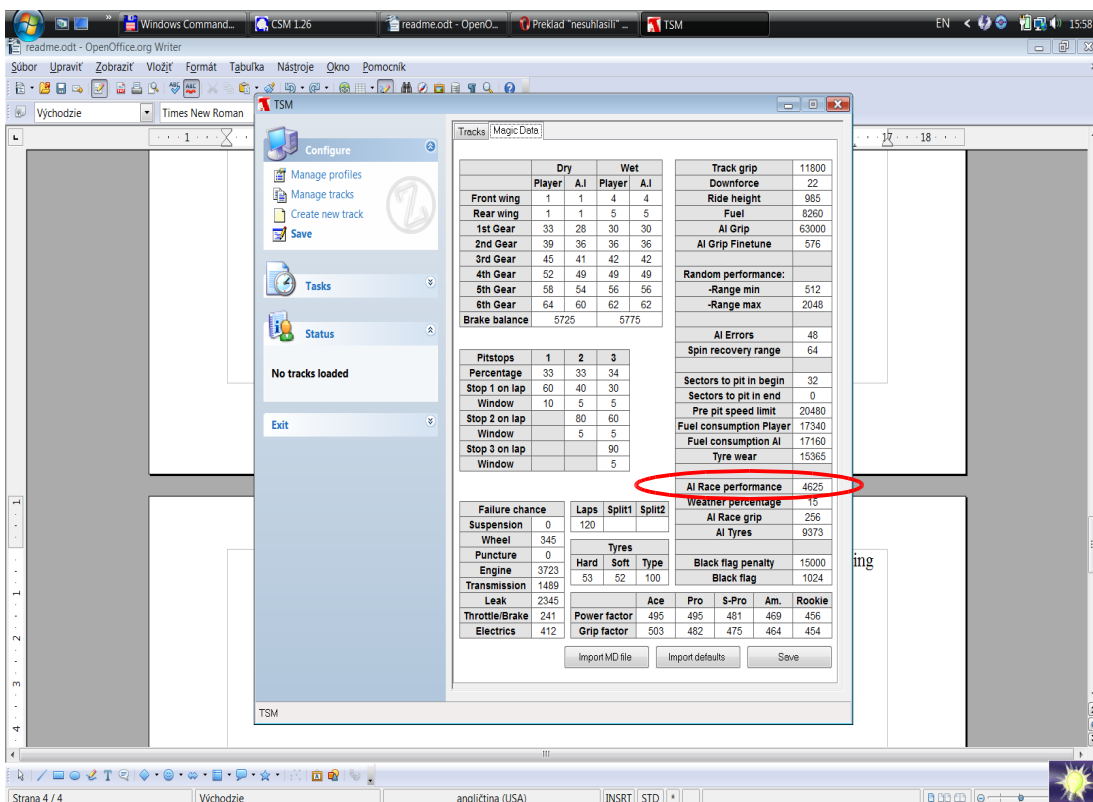This update was tested just on dry races, because Indycars are driving just dry races.

If the times per lap are too high, you can slow down the car:

−by decreasing BHP in the file *<your path to Indycar mod>\Data\Patch\INDY_CAR_08.txt* (from 835 BHP go down e.g. 800)

−changing the AI Grip in TSM, so the AI (computer controlled) cars are going slower in the corners:

changing the AI Race Performance in TSM, so the AI (computer controlled) cars are going slower at all:

And that's all.

Hope it will work correctly ;-)

Have Fun.