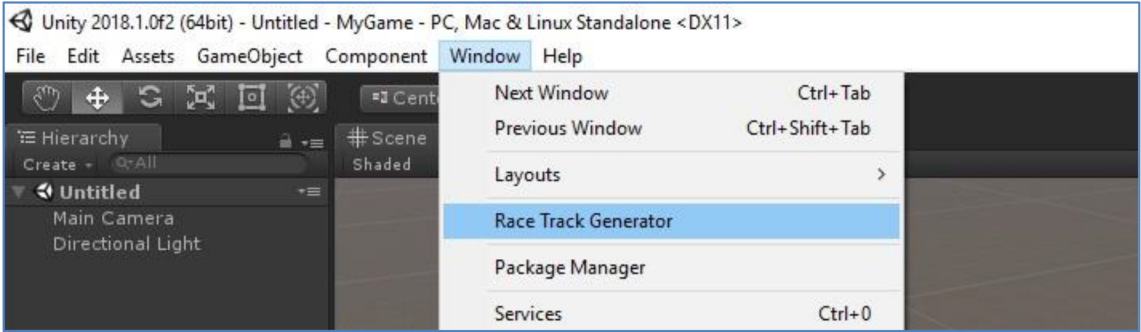


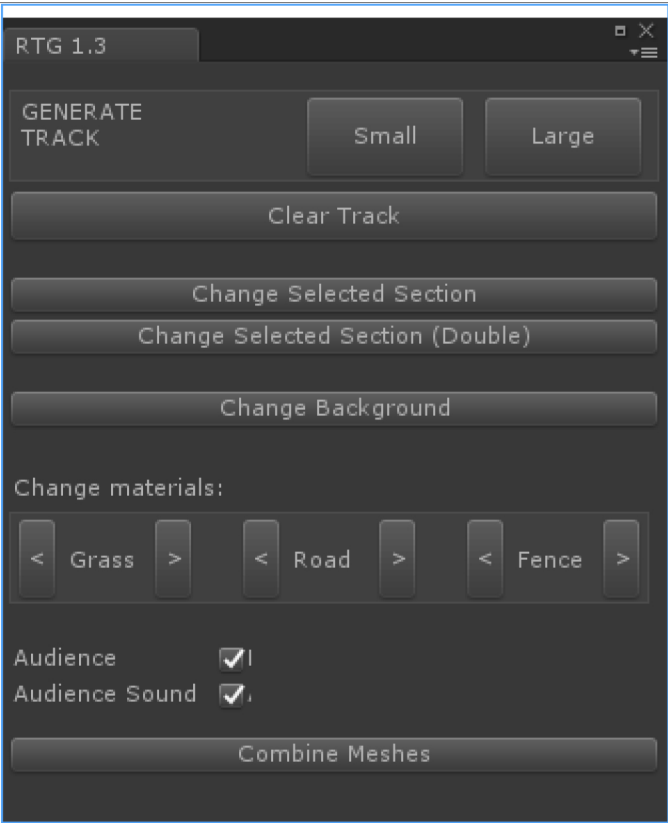
# RACE TRACK GENERATOR

## How to use Race Track Generator:

- 1. Import Package
- 2. Select 'Window | Race Track Generator' from the menu



- 3. To generate new race track, click in the button 'Smal' or 'Large'



There are the buttons for:

- Generate new Random Track
- Clear Atual Track
- Change selected Section
- Change Background
- Change Grass Material
- Change Road Material
- Change Fences Material
- Enable or Disable Audience
- Enable or Disable Audience Sound

- 4. Click Combine Meshes to finish