

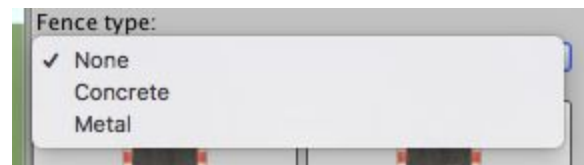
# RACE TRACK CONSTRUCTOR

Making race tracks now as easy as request a UBER.

## How to use?

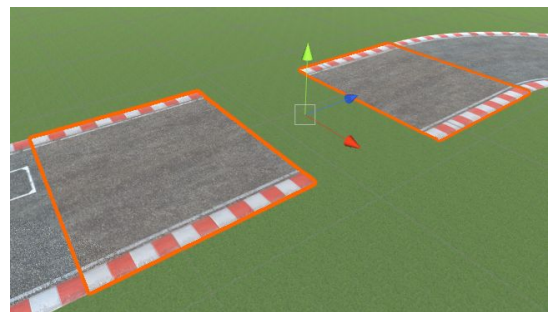
- Open Race Kit window (Window > Rackit)
- Start clicking on track parts.

Choose fence type

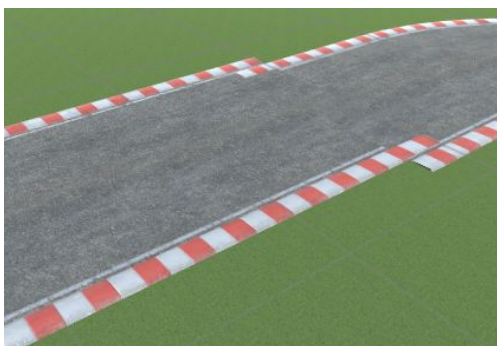


## Special feature **“FILL”**.

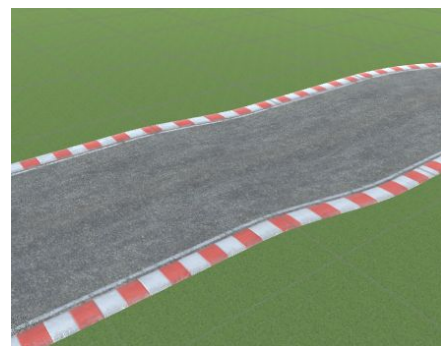
In case if track is not looped perfectly, like this.  
Select both parts, and click **“Fill”**.



(before)



(after)



## Special feature **“MERGE”**.

Each track part is separate object.

To optimize draw calls you need to bake all parts into the single mesh.

To do so select parts and click **“Merge”**.

(before)



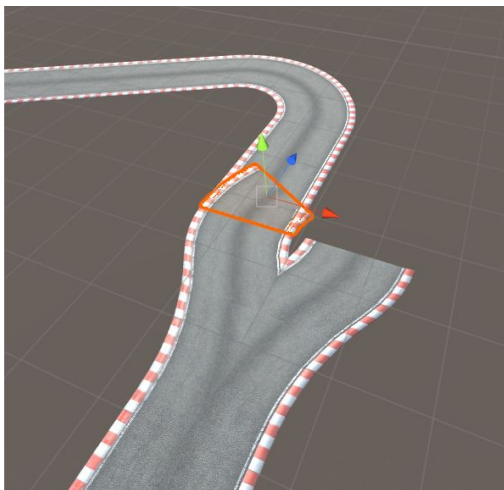
(after)



## Special feature **“SWITCH”**.

Click “Switch” to automatically switch track part into another side of fork road.

(before)



(after)

