Arizona Dreaming (Beat the A.I. series)
by SLO_Fila

Quick Guidelines:

1. No more than 6 stock trucks to avoid groundbox error.
2. Download dxtory and limit your framerate between 20fps to 30fps.
3. AI trucks cheat.

After all this time another track by yours truly. It's been 5 years since my last creation. Wowza! For some reason I felt like creating a track, probably it has something to do with my weekly races against SLO_RAZ and SLO_COPE. Anyway, I realized that people racing on tracks nowadays are doing it most likely offline. Hence I believed it was imperative to make the trucks competitive, how do you mean? And some of you might ask... the trucks are working? Well the answer has two parts.

1. Yes. The AI trucks actually work. HOWEVER you need to to download and install a program called dxtory.
    You can follow the instructions at the following links:
    http://teamslo.com/forum/index.php?topic=2181.0
    or
    http://forum.mtm2.com/viewtopic.php?t=7427

NOTE: Scroll down for first hand instructions in this very text file.

2. In order to make the AI trucks compete the track uses, what I call, Spirit Gates. The Spirit Gates allow through only those who are trully pure in their hearts (and yes, the AI trucks are pure). Thus 99.9% of you will not be able to pass through. Actually you/we are so impure that we corrupt the AI trucks just by being nearby and the Spirit Gates won't let them through. Put some distance between you and the AI and they will be allowed through the gates again.

PLEASE NOTE: I recommend not to run more than 6 stock trucks in total. This way the ground box error can be avoided completely. I compromised heavily some aspects of the track in order to try and have 8 trucks in there and I've partially succeeded, but only partially. There is a 50/50 chance that you can either error out (especially on the first lap) or finish the race with 8 trucks. So if you want to avoid that please use 6 only. Not that it makes much difference AI wise. The AI is so bad that only the first two positions are competitive, everybody else is too bothered bumping each other to notice they're supposed to be racing.

GETTING AI TRUCKS TO RUN INSTRUCTIONS:

This Universal FPS limiter (called Dxtory) works great with MTM2.
http://dxtory.com/v2-download-en.html
I've downloaded the latest version from the site (2.0.123) on Win 7 64bit.
Please note the program only works with directx (hardware acceleration). It won't work in software mode as it as a DX overlay that forces the fps cap. Inside the program all you need to do is go to the

"advanced setting", click the "limit video FPS" and input your desire frame rate. I recommend anywhere between 20fps to 30 fps. Now you are good to go. When you start MTM2 it will automatically create a profile for the game and it will save the settings.

NOTE: Make sure to exit the program whenever you close MTM2 or otherwise it will limit every program that it recognizes to your fps cap.

Creative consultants (or victimized beta testers):

SLO_RAZ
SLO_N8
XXX_CrooKedMan

Credits:

Malibu350 and TRI(for the great looking textures, models)
Winterkill (for being Winterkill)
Phineus (for bugging me continuosly and keeping mtm2.com up)
SLO_COPE (for keeping www.teamslo.com alive)
and of course www.mtm2.com

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