

Stage	Authors	Format	Web
Aittajärvi	(c) Justup and BTBfin	BTB	<a href="http://btbfin.blogspot.com/">http://btbfin.blogspot.com/</a>
Akagi	Eno72 + Antudusun		<a href="http://sites.google.com/site/eno72modellin">http://sites.google.com/site/eno72modellin</a>
Akagi 2	Eno72 + Antudusun		<a href="http://sites.google.com/site/eno72modellin">http://sites.google.com/site/eno72modellin</a>
Antaramanana	Beelabba	BTB	
Antaramanana II	Beelabba	BTB	
Aragona	WHC-SICILY Rally Tracks		<a href="https://whcsicilyrallytracks.blogspot.com/">https://whcsicilyrallytracks.blogspot.com/</a>
Arteara Artedara	Airam	BTB	
Azov I	Vasilij Popov		
Azov II	Vasilij Popov		
Bareyo	Sisco	BTB	
Bareyo II	Sisco	BTB	
Bareyo Snow	Sisco	BTB	
Bareyo Snow II	Sisco	BTB	
Barum rally 2009 Semetin	Vašek Šourek		
Barum rally 2010 Semetin	Vašek Šourek		
Bergheim	German Garage		
Berica v2	Casgra11		<a href="https://www.youtube.com/user/casgra11">https://www.youtube.com/user/casgra11</a>
Bikol Tardos	Keke	BTB	
Biskupice SSS	Jan Kaderabek, Lorenzo Clerici, Silvio Kuhm		
Blanare	Miro Kurek		<a href="http://rbrtrack.blogspot.com/">http://rbrtrack.blogspot.com/</a>
Blanare II	Miro Kurek		<a href="http://rbrtrack.blogspot.com/">http://rbrtrack.blogspot.com/</a>
Blyfoten	BTBswе	BTB	
Bruchsal Unteröwisheim	Tuergisch		
Burgknop	DonLeon08	BTB	
Burgknop II	DonLeon08	BTB	
Capo Di Feno v2	Klacix		<a href="http://klacix.hu/rbr/">http://klacix.hu/rbr/</a>
Capo Di Feno v2 R	Klacix		<a href="http://klacix.hu/rbr/">http://klacix.hu/rbr/</a>
Carvalho de Rei 2008	RALLY Guru		<a href="http://rallyguru-tracks.blogspot.com/">http://rallyguru-tracks.blogspot.com/</a>
Carvalho de Rei 2008 reverse	RALLY Guru		<a href="http://rallyguru-tracks.blogspot.com/">http://rallyguru-tracks.blogspot.com/</a>
Castrazza Sardinia	Bruce	BTB	
Castrezzato	Miro Kurek + P. Dall'Era		<a href="http://rbrtrack.blogspot.com/">http://rbrtrack.blogspot.com/</a>
Cercados de Espino	Sisco	BTB	
Colorado Springs West Circuit A	ChrisB	BTB	
Colorado Springs West Hill Climb B	ChrisB	BTB	
Courcelle Val d'Esnoms	Arno101		
Course de Cote de Causerets	Jerome65	BTB	
Cueva Santa	Zaxxon	BTB	
Cueva Santa II	Zaxxon	BTB	
Dead Head	Jonatan Johansson	BTB	
Dolmen	Casgra11		<a href="https://www.youtube.com/user/casgra11">https://www.youtube.com/user/casgra11</a>
Dylanda	Mikael Jakobsson (Jacken)	BTB	
Dylanda II	Mikael Jakobsson (Jacken)	BTB	
El Cubilete	ChrisB	BTB	
Erken	Mikael Jakobsson (Jacken)	BTB	
Erken II	Mikael Jakobsson (Jacken)	BTB	
Fernet Branca 2015 v1.2	RALLY Guru		<a href="http://rallyguru-tracks.blogspot.com/">http://rallyguru-tracks.blogspot.com/</a>
Foron	Mato22		<a href="http://mato22rbr.svet-stranek.cz/">http://mato22rbr.svet-stranek.cz/</a>
Foron II	Mato22		<a href="http://mato22rbr.svet-stranek.cz/">http://mato22rbr.svet-stranek.cz/</a>
Foron II Snow	Mato22		<a href="http://mato22rbr.svet-stranek.cz/">http://mato22rbr.svet-stranek.cz/</a>
Foron Snow	Mato22		<a href="http://mato22rbr.svet-stranek.cz/">http://mato22rbr.svet-stranek.cz/</a>
FSO Zeran	Martinez		<a href="http://trackbuilding.blogspot.com">http://trackbuilding.blogspot.com</a>
Gästabudstrofen	Mikael Jakobsson (Jacken)	BTB	
GB Sprint Extreme	Martinez		<a href="http://trackbuilding.blogspot.com">http://trackbuilding.blogspot.com</a>

<b>Gestel I</b>	Plankgas		<a href="http://www.ptd-3d.com/">http://www.ptd-3d.com/</a>
<b>Gran Canaria ROC 2000</b>	Hlavi, Atiwrc, Tibi		
<b>Gränbäcken</b>	(c) Justup and BTBfin	BTB	<a href="http://btbfin.blogspot.com/">http://btbfin.blogspot.com/</a>
<b>Hacke Pokalen</b>	Linus Noren	BTB	
<b>Haguenau 2012</b>	RALLY Guru		<a href="http://rallyguru-tracks.blogspot.com/">http://rallyguru-tracks.blogspot.com/</a>
<b>Halenkovice SD</b>	Myra43		
<b>Hassi</b>	(c) Esko Kytömäki/Tangoteam	BTB	
<b>Helfstyn</b>	BTB: David Hradil, conversion: J		
<b>Hokkara Gravel</b>	(c) Justup and BTBfin	BTB	<a href="http://btbfin.blogspot.com/">http://btbfin.blogspot.com/</a>
<b>Hokkara Gravel Rever</b>	(c) Justup and BTBfin	BTB	<a href="http://btbfin.blogspot.com/">http://btbfin.blogspot.com/</a>
<b>Hokkara Snow</b>	(c) Justup and BTBfin	BTB	<a href="http://btbfin.blogspot.com/">http://btbfin.blogspot.com/</a>
<b>Hokkara Snow Rever</b>	(c) Justup and BTBfin	BTB	<a href="http://btbfin.blogspot.com/">http://btbfin.blogspot.com/</a>
<b>Hradek 1</b>	Vašek Šourek		
<b>Hradek 2</b>	Vašek Šourek		
<b>Humalamaki</b>	Savo Stage Team		<a href="http://nokanmov-sssf.tumblr.com/">http://nokanmov-sssf.tumblr.com/</a>
<b>Humalamaki 2</b>	Savo Stage Team		<a href="http://nokanmov-sssf.tumblr.com/">http://nokanmov-sssf.tumblr.com/</a>
<b>Hurricane Peak Hillclimb Snow</b>	Casgra11	BTB	
<b>Hyppyjulma I gravel+tarmac</b>	Mato22		<a href="http://mato22rbr.svet-stranek.cz/">http://mato22rbr.svet-stranek.cz/</a>
<b>Hyppyjulma II gravel+tarmac</b>	Mato22		<a href="http://mato22rbr.svet-stranek.cz/">http://mato22rbr.svet-stranek.cz/</a>
<b>Inland Road Shakedown 2021</b>	AJNZ	BTB	
<b>Inland Road Shakedown 2021 R</b>	AJNZ	BTB	
<b>Joukkovaara gravel</b>	Mato22		<a href="http://mato22rbr.svet-stranek.cz/">http://mato22rbr.svet-stranek.cz/</a>
<b>Joukkovaara gravel II</b>	Mato22		<a href="http://mato22rbr.svet-stranek.cz/">http://mato22rbr.svet-stranek.cz/</a>
<b>Joukkovaara tarmac</b>	Mato22		<a href="http://mato22rbr.svet-stranek.cz/">http://mato22rbr.svet-stranek.cz/</a>
<b>Joukkovaara tarmac II</b>	Mato22		<a href="http://mato22rbr.svet-stranek.cz/">http://mato22rbr.svet-stranek.cz/</a>
<b>Junior Wheels I</b>	Rally Guru		<a href="http://rallyguru-tracks.blogspot.com/">http://rallyguru-tracks.blogspot.com/</a>
<b>Junior Wheels-II</b>	Rally Guru		<a href="http://rallyguru-tracks.blogspot.com/">http://rallyguru-tracks.blogspot.com/</a>
<b>Kaihuavaara 2021</b>	(c) Justup and BTBfin	BTB	<a href="http://btbfin.blogspot.com/">http://btbfin.blogspot.com/</a>
<b>Karankamäki</b>	Esko Kytömäki / TangoTeam	BTB	
<b>Karkaus</b>	Esko Kytömäki / TangoTeam	BTB	
<b>Karlstad</b>	RALLY Guru		<a href="http://rallyguru-tracks.blogspot.com/">http://rallyguru-tracks.blogspot.com/</a>
<b>Karlstad II</b>	RALLY Guru		<a href="http://rallyguru-tracks.blogspot.com/">http://rallyguru-tracks.blogspot.com/</a>
<b>Karowa 2009 v1.4</b>	RALLY Guru		<a href="http://rallyguru-tracks.blogspot.com/">http://rallyguru-tracks.blogspot.com/</a>
<b>Kidney Health Snow</b>	xtribe	BTB	
<b>Kinamba Yala</b>	(c) Esko Kytömäki/Tangoteam	BTB	
<b>Kolmenjärvet gravel I v1.0</b>	Mato22		<a href="http://mato22rbr.svet-stranek.cz/">http://mato22rbr.svet-stranek.cz/</a>
<b>Kolmenjärvet gravel II v1.0</b>	Mato22		<a href="http://mato22rbr.svet-stranek.cz/">http://mato22rbr.svet-stranek.cz/</a>
<b>Kolmenjärvet tarmac I v1.0</b>	Mato22		<a href="http://mato22rbr.svet-stranek.cz/">http://mato22rbr.svet-stranek.cz/</a>
<b>Kolmenjärvet tarmac II v1.0</b>	Mato22		<a href="http://mato22rbr.svet-stranek.cz/">http://mato22rbr.svet-stranek.cz/</a>
<b>Komarov</b>	Miro Kurek, Myra43, Napa RBR Cup		<a href="http://rbrtrack.blogspot.com/">http://rbrtrack.blogspot.com/</a>
<b>Komarov II</b>	Miro Kurek, Myra43, Napa RBR Cup		<a href="http://rbrtrack.blogspot.com/">http://rbrtrack.blogspot.com/</a>
<b>Komarov Snow</b>	Miro Kurek, Myra43, Napa RBR Cup		<a href="http://rbrtrack.blogspot.com/">http://rbrtrack.blogspot.com/</a>
<b>Komarov Snow II</b>	Miro Kurek, Myra43, Napa RBR Cup		<a href="http://rbrtrack.blogspot.com/">http://rbrtrack.blogspot.com/</a>
<b>Komokoriki Hill Road 2021</b>	AJNZ	BTB	
<b>Komokoriki Hill Road 2021 R</b>	AJNZ	BTB	
<b>Kormoran I</b>	Martinez		<a href="http://trackbuilding.blogspot.com">http://trackbuilding.blogspot.com</a>
<b>Kormoran II</b>	Martinez		<a href="http://trackbuilding.blogspot.com">http://trackbuilding.blogspot.com</a>
<b>Kormoran shakedown</b>	Martinez		<a href="http://trackbuilding.blogspot.com">http://trackbuilding.blogspot.com</a>
<b>Korpiaho</b>	Mikko Virtanen	BTB	
<b>Kuadonvaara</b>	Jukka Grönfors		
<b>Kuohu</b>	(c) SSTF / BTBfin	BTB	
<b>Kuomiokoski</b>	(c) Esko Kytömäki/Tangoteam	BTB	
<b>Kuri Bush 1</b>	AJNZ	BTB	
<b>Kuri Bush 2</b>	AJNZ	BTB	

La Rocca	Casgra11		<a href="https://www.youtube.com/user/casgra11">https://www.youtube.com/user/casgra11</a>
Laajavuori	Mikko Virtanen	BTB	
Laitse RallyPark	Mihkel Kütt	BTB	
Lantosque - Luceram	ChrisB	BTB	
Lantosque - Luceram II	ChrisB	BTB	
Le barrage des gorges	Bob	BTB	
Lebanon Rally SSS RPM	Georges Barakat and Jannecordians	BTB	
Limnis Plastiras	Xaros	BTB	
Liptakov 1	Vašek Šourek		
Liptakov 2	Vašek Šourek		
Livadija	Vasilij Popov		
Livadija R	Vasilij Popov		
Loch Ard	Eno72		<a href="http://sites.google.com/site/eno72modelling">http://sites.google.com/site/eno72modelling</a>
Loch Ard 2	Eno72		<a href="http://sites.google.com/site/eno72modelling">http://sites.google.com/site/eno72modelling</a>
Lousada - RG	RALLY Guru		<a href="http://rallyguru-tracks.blogspot.com/">http://rallyguru-tracks.blogspot.com/</a>
Lousada - RX	RALLY Guru		<a href="http://rallyguru-tracks.blogspot.com/">http://rallyguru-tracks.blogspot.com/</a>
Lousada - WRC	RALLY Guru		<a href="http://rallyguru-tracks.blogspot.com/">http://rallyguru-tracks.blogspot.com/</a>
Lucéram - Col Saint-Roch	Casgra11		<a href="https://www.youtube.com/user/casgra11">https://www.youtube.com/user/casgra11</a>
Lyon - Gerland	Rallyesim Team		
Makkola	Mikko Virtanen	BTB	
Maton I	Mato22		<a href="http://mato22rbr.svet-stranek.cz/">http://mato22rbr.svet-stranek.cz/</a>
Maton I Snow	Mato22		<a href="http://mato22rbr.svet-stranek.cz/">http://mato22rbr.svet-stranek.cz/</a>
Maton II	Mato22		<a href="http://mato22rbr.svet-stranek.cz/">http://mato22rbr.svet-stranek.cz/</a>
Maton II Snow	Mato22		<a href="http://mato22rbr.svet-stranek.cz/">http://mato22rbr.svet-stranek.cz/</a>
Mattila	(c) Justup and BTBfin	BTB	<a href="http://btbfin.blogspot.com/">http://btbfin.blogspot.com/</a>
Miadamanjaka	Beelabba	BTB	
Miadamanjaka II	Beelabba	BTB	
Mitterbach v1.1	Myra43		
Mlynky	Miro Kurek		<a href="http://rbrtrack.blogspot.com/">http://rbrtrack.blogspot.com/</a>
Mlynky R	Miro Kurek		<a href="http://rbrtrack.blogspot.com/">http://rbrtrack.blogspot.com/</a>
Mlynky Snow	Miro Kurek		<a href="http://rbrtrack.blogspot.com/">http://rbrtrack.blogspot.com/</a>
Mlynky Snow R	Miro Kurek		<a href="http://rbrtrack.blogspot.com/">http://rbrtrack.blogspot.com/</a>
Monster HC v2	Casgra11		<a href="https://www.youtube.com/user/casgra11">https://www.youtube.com/user/casgra11</a>
Montecrestese	Luciano Migliorati	BTB	
Monti di Ala	ChrisB	BTB	
Muxarello	WHC-SICILY Rally Tracks		<a href="https://whcsicilyrallytracks.blogspot.com/">https://whcsicilyrallytracks.blogspot.com/</a>
Myllylähde	(c) Esko Kytömäki/Tangoteam	BTB	
Myttäälä Gravel	(c) Justup and BTBfin	BTB	<a href="http://btbfin.blogspot.com/">http://btbfin.blogspot.com/</a>
Nechanice - Presin	izzy.gnr	BTB	
Norrlands Sprinten	Mikael Jakobsson (Jacken)	BTB	
Northumbria	Eno72		<a href="http://sites.google.com/site/eno72modelling">http://sites.google.com/site/eno72modelling</a>
Northumbria Tarmac	Eno72		<a href="http://sites.google.com/site/eno72modelling">http://sites.google.com/site/eno72modelling</a>
Olocau Gatova	Zaxxon	BTB	
Osli-Stryckovy	Vašek Šourek		
Ouninpohja	SSTF / Mikko Virtanen	BTB	
Ouninpohja II	SSTF / Mikko Virtanen	BTB	
Passo Valle	Casgra11		<a href="https://www.youtube.com/user/casgra11">https://www.youtube.com/user/casgra11</a>
Passo Valle Reverse	Casgra11		<a href="https://www.youtube.com/user/casgra11">https://www.youtube.com/user/casgra11</a>
Peklo	Miro Kurek		<a href="http://rbrtrack.blogspot.com/">http://rbrtrack.blogspot.com/</a>
Peklo R	Miro Kurek		<a href="http://rbrtrack.blogspot.com/">http://rbrtrack.blogspot.com/</a>
Peklo Snow	Miro Kurek		<a href="http://rbrtrack.blogspot.com/">http://rbrtrack.blogspot.com/</a>
Peklo Snow R	Miro Kurek		<a href="http://rbrtrack.blogspot.com/">http://rbrtrack.blogspot.com/</a>
Pengonpohja	(c) Justup and BTBfin	BTB	<a href="http://btbfin.blogspot.com/">http://btbfin.blogspot.com/</a>
Peyregrosse Mandagout	Miro Kurek + JCRR		<a href="http://rbrtrack.blogspot.com/">http://rbrtrack.blogspot.com/</a>

<b>Pian del Colle</b>	Casgra11		<a href="https://www.youtube.com/user/casgra11">https://www.youtube.com/user/casgra11</a>
<b>Pian del Colle Reversed</b>	Casgra11		<a href="https://www.youtube.com/user/casgra11">https://www.youtube.com/user/casgra11</a>
<b>Pian del Colle Snow</b>	Casgra11		<a href="https://www.youtube.com/user/casgra11">https://www.youtube.com/user/casgra11</a>
<b>Pian del Colle Snow Reversed</b>	Casgra11		<a href="https://www.youtube.com/user/casgra11">https://www.youtube.com/user/casgra11</a>
<b>Pikes Peak 2008</b>	Miro Kurek		<a href="http://rbrtrack.blogspot.com/">http://rbrtrack.blogspot.com/</a>
<b>Piren Tarmac</b>	Mikael Jakobsson (Jacken)	BTB	
<b>Pirttijärvi</b>	(c) Justup and BTBfin	BTB	<a href="http://btbfin.blogspot.com/">http://btbfin.blogspot.com/</a>
<b>Pirttikulma</b>	(c) Justup and BTBfin	BTB	<a href="http://btbfin.blogspot.com/">http://btbfin.blogspot.com/</a>
<b>Platres HillClimb</b>	Stefanos Georgiou	BTB	
<b>Portugal SS18 2007</b>	4fuig		
<b>Pöykky</b>	Mikko Virtanen	BTB	
<b>Pribram</b>	Vašek Šourek		
<b>Pribram R</b>	Vašek Šourek		
<b>PTD RallySprint</b>	Plankgas		<a href="http://www.ptd-3d.com/">http://www.ptd-3d.com/</a>
<b>Puy Du Lac</b>	Mathou		
<b>Rally School Czech</b>	Dzalud		<a href="http://dzalud.blogspot.cz">http://dzalud.blogspot.cz</a>
<b>Rally School Czech II</b>	Dzalud		<a href="http://dzalud.blogspot.cz">http://dzalud.blogspot.cz</a>
<b>Rally School Mix</b>	Mato22		<a href="http://mato22rbr.svet-stranek.cz/">http://mato22rbr.svet-stranek.cz/</a>
<b>Rally School Mix II</b>	Mato22		<a href="http://mato22rbr.svet-stranek.cz/">http://mato22rbr.svet-stranek.cz/</a>
<b>Rally School Tarmac</b>	Mato22		<a href="http://mato22rbr.svet-stranek.cz/">http://mato22rbr.svet-stranek.cz/</a>
<b>Rally School Tarmac II</b>	Mato22		<a href="http://mato22rbr.svet-stranek.cz/">http://mato22rbr.svet-stranek.cz/</a>
<b>Rallysprint Hondarribia 2011</b>	Eneko Celayeta		
<b>Ramirent Sprinten 2010</b>	Mikael Jakobsson (Jacken)	BTB	
<b>Red Bull Hill Climb</b>	Casgra11		<a href="https://www.youtube.com/user/casgra11">https://www.youtube.com/user/casgra11</a>
<b>ROC 2008</b>	Miro Kurek + Com8		<a href="http://rbrtrack.blogspot.com/">http://rbrtrack.blogspot.com/</a>
<b>RP 2009 Shakedown</b>	Martinez		<a href="http://trackbuilding.blogspot.com">http://trackbuilding.blogspot.com</a>
<b>RP 2009 Shakedown R</b>	Martinez		<a href="http://trackbuilding.blogspot.com">http://trackbuilding.blogspot.com</a>
<b>RSI 1</b>	Gaiabio		
<b>RSI 2</b>	Gaiabio		
<b>RSI 3</b>	Gaiabio		
<b>Ruuhimäki</b>	Mikko Virtanen	BTB	
<b>Sagen Sweden 2012</b>	RBR-WRC	BTB	
<b>Sainte - Agnes</b>	RBR-WRC	BTB	
<b>Sardian</b>	Miro Kurek + ISI		<a href="http://rbrtrack.blogspot.com/">http://rbrtrack.blogspot.com/</a>
<b>Sardian Night</b>	Miro Kurek + ISI		<a href="http://rbrtrack.blogspot.com/">http://rbrtrack.blogspot.com/</a>
<b>Sarvana</b>	(c) Justup and BTBfin	BTB	<a href="http://btbfin.blogspot.com/">http://btbfin.blogspot.com/</a>
<b>Savo</b>	Mikko Virtanen	BTB	
<b>Savulampi</b>	Esko Kytomaki/Tangoteam	BTB	
<b>Serra d'Agua</b>	Sisco	BTB	
<b>Shakedown Rally del Salento 2014</b>	Casgra11		<a href="https://www.youtube.com/user/casgra11">https://www.youtube.com/user/casgra11</a>
<b>Sherwood Forest I</b>	Martinez		<a href="http://trackbuilding.blogspot.com">http://trackbuilding.blogspot.com</a>
<b>Sherwood Forest I Summer</b>	Martinez		<a href="http://trackbuilding.blogspot.com">http://trackbuilding.blogspot.com</a>
<b>Sherwood Forest II</b>	Martinez		<a href="http://trackbuilding.blogspot.com">http://trackbuilding.blogspot.com</a>
<b>Sherwood Forest II Summer</b>	Martinez		<a href="http://trackbuilding.blogspot.com">http://trackbuilding.blogspot.com</a>
<b>Shomaru Pass</b>	Eno72 + Antudusun		<a href="http://sites.google.com/site/eno72modelling">http://sites.google.com/site/eno72modelling</a>
<b>Shomaru Pass II</b>	Eno72 + Antudusun		<a href="http://sites.google.com/site/eno72modelling">http://sites.google.com/site/eno72modelling</a>
<b>Shurdin 1.0</b>	Vasiliy Popov		
<b>Shurdin II 1.0</b>	Vasiliy Popov		
<b>Sibiu Superspecial</b>	Spiridush	BTB	
<b>Sieversdorf</b>	German Garage		
<b>Skogby</b>	Mikael Jakobsson (Jacken)	BTB	
<b>Slovakia Ring 2014</b>	Miro Kurek		<a href="http://rbrtrack.blogspot.com/">http://rbrtrack.blogspot.com/</a>
<b>Slovakia Ring 2014 II</b>	Miro Kurek		<a href="http://rbrtrack.blogspot.com/">http://rbrtrack.blogspot.com/</a>
<b>Sorica</b>	Miro Kurek + Bojan Pintar		<a href="http://rbrtrack.blogspot.com/">http://rbrtrack.blogspot.com/</a>

<b>SS Ai-Petri</b>	Vasilij Popov	
<b>SS Ai-Petri Winter</b>	Vasilij Popov	
<b>SS Daniel Bonara</b>	Miro Kurek + P. Dall'Era	<a href="http://rbrtrack.blogspot.com/">http://rbrtrack.blogspot.com/</a>
<b>SS Ushan-Su</b>	Vasilij Popov	
<b>SS Ushan-Su Winter</b>	Vasilij Popov	
<b>SSS Mikolajki I v1.0</b>	Martinez	<a href="http://trackbuilding.blogspot.com">http://trackbuilding.blogspot.com</a>
<b>SSS Mikolajki II v1.0</b>	Martinez	<a href="http://trackbuilding.blogspot.com">http://trackbuilding.blogspot.com</a>
<b>SSS York II v1.01</b>	Martinez	<a href="http://trackbuilding.blogspot.com">http://trackbuilding.blogspot.com</a>
<b>SSS York v1.01</b>	Martinez	<a href="http://trackbuilding.blogspot.com">http://trackbuilding.blogspot.com</a>
<b>Stoccareddo</b>	Barto91	BTB
<b>Stoccareddo II</b>	Barto91	BTB
<b>Stryckovy-Zadni Porici</b>	Vašek Šourek	
<b>Sturec</b>	Miro Kurek	<a href="http://rbrtrack.blogspot.com/">http://rbrtrack.blogspot.com/</a>
<b>Sturec II</b>	Miro Kurek	<a href="http://rbrtrack.blogspot.com/">http://rbrtrack.blogspot.com/</a>
<b>Sturec snow</b>	Miro Kurek	<a href="http://rbrtrack.blogspot.com/">http://rbrtrack.blogspot.com/</a>
<b>Sturec snow II</b>	Miro Kurek	<a href="http://rbrtrack.blogspot.com/">http://rbrtrack.blogspot.com/</a>
<b>Svince I v1.1</b>	Mato22	<a href="http://mato22rbr.svet-stranek.cz/">http://mato22rbr.svet-stranek.cz/</a>
<b>Svince II v1.1</b>	Mato22	<a href="http://mato22rbr.svet-stranek.cz/">http://mato22rbr.svet-stranek.cz/</a>
<b>Sweet Lamb</b>	Eno72	<a href="http://sites.google.com/site/eno72modelling">http://sites.google.com/site/eno72modelling</a>
<b>Sweet Lamb 2</b>	Eno72	<a href="http://sites.google.com/site/eno72modelling">http://sites.google.com/site/eno72modelling</a>
<b>Swiss Gravel</b>	Miro Kurek	<a href="http://rbrtrack.blogspot.com/">http://rbrtrack.blogspot.com/</a>
<b>Swiss III Tarmac</b>	Miro Kurek	<a href="http://rbrtrack.blogspot.com/">http://rbrtrack.blogspot.com/</a>
<b>Swiss IV Gravel</b>	Miro Kurek	<a href="http://rbrtrack.blogspot.com/">http://rbrtrack.blogspot.com/</a>
<b>Swiss Tarmac</b>	Miro Kurek	<a href="http://rbrtrack.blogspot.com/">http://rbrtrack.blogspot.com/</a>
<b>Tavia</b>	Casgra11	<a href="https://www.youtube.com/user/casgra11">https://www.youtube.com/user/casgra11</a>
<b>Te Parae Road 2021</b>	AJNZ	BTB
<b>Te Parae Road 2021 R</b>	AJNZ	BTB
<b>Tikkala</b>	Paulus Linjamäki	BTB
<b>Torre Vecchia</b>	Casgra11	<a href="https://www.youtube.com/user/casgra11">https://www.youtube.com/user/casgra11</a>
<b>Torsby 2018</b>	RALLY Guru	<a href="http://rallyguru-tracks.blogspot.com/">http://rallyguru-tracks.blogspot.com/</a>
<b>Torsby 2018 Sprint</b>	RALLY Guru	<a href="http://rallyguru-tracks.blogspot.com/">http://rallyguru-tracks.blogspot.com/</a>
<b>Torsby shakedown</b>	RALLY Guru	<a href="http://rallyguru-tracks.blogspot.com/">http://rallyguru-tracks.blogspot.com/</a>
<b>Travanca do Monte v1.0</b>	RALLY Guru / BTB : Zaxxon	<a href="http://rallyguru-tracks.blogspot.com/">http://rallyguru-tracks.blogspot.com/</a>
<b>Ubunapa Kabula</b>	Esko Kytömäki / TangoTeam	BTB
<b>Ubunapa Kabula II</b>	(c) Esko Kytömäki/Tangoteam	BTB
<b>Uhorna II v1.0</b>	Miro Kurek	<a href="http://rbrtrack.blogspot.com/">http://rbrtrack.blogspot.com/</a>
<b>Uhorna snow II v1.0</b>	Miro Kurek	<a href="http://rbrtrack.blogspot.com/">http://rbrtrack.blogspot.com/</a>
<b>Uhorna snow v1.0</b>	Miro Kurek	<a href="http://rbrtrack.blogspot.com/">http://rbrtrack.blogspot.com/</a>
<b>Uhorna v1.0</b>	Miro Kurek	<a href="http://rbrtrack.blogspot.com/">http://rbrtrack.blogspot.com/</a>
<b>UK 2</b>	Barnaudprod	BTB
<b>Undva I v1.2</b>	RALLY Guru	<a href="http://rallyguru-tracks.blogspot.com/">http://rallyguru-tracks.blogspot.com/</a>
<b>Undva II 1.0</b>	RALLY Guru. Kyyt	<a href="http://rallyguru-tracks.blogspot.com/">http://rallyguru-tracks.blogspot.com/</a>
<b>Valkenswaard Rallycross</b>	Chavy	BTB
<b>Valvestino</b>	Dallas	BTB
<b>Valvestino II</b>	Dallas	BTB
<b>Vargassence</b>	Martinez	<a href="http://trackbuilding.blogspot.com">http://trackbuilding.blogspot.com</a>
<b>Vargassence MR</b>	Martinez	<a href="http://trackbuilding.blogspot.com">http://trackbuilding.blogspot.com</a>
<b>Vennivaara</b>	(c) Justup and BTBfin	BTB <a href="http://btbfin.blogspot.com/">http://btbfin.blogspot.com/</a>
<b>Verkiai 2010 1 reversed v1.0</b>	RALLY Guru	<a href="http://rallyguru-tracks.blogspot.com/">http://rallyguru-tracks.blogspot.com/</a>
<b>Verkiai 2010 1 v1.0</b>	RALLY Guru	<a href="http://rallyguru-tracks.blogspot.com/">http://rallyguru-tracks.blogspot.com/</a>
<b>Verkiai 2010 Super Special Stage v1.0</b>	RALLY Guru	<a href="http://rallyguru-tracks.blogspot.com/">http://rallyguru-tracks.blogspot.com/</a>
<b>Versme RallyCross</b>	RALLY Guru + Bostjan Berglez	<a href="http://rallyguru-tracks.blogspot.com/">http://rallyguru-tracks.blogspot.com/</a>
<b>Vesala Shakedown</b>	(c) Esko Kytömäki/Tangoteam	BTB
<b>Vicar v1.01</b>	CSG & Myra43	

<b>Vieux Moulin-Perrancey</b>	Arno101	
<b>Vinec-Skalsko</b>	Vratislav Honzálek & Miro Kurek	<a href="http://rbrtrack.blogspot.com/">http://rbrtrack.blogspot.com/</a>
<b>Vinec-Skalsko NIGHT</b>	Vratislav Honzálek & Miro Kurek	<a href="http://rbrtrack.blogspot.com/">http://rbrtrack.blogspot.com/</a>
<b>Vyskälä SS1</b>	Vileska	BTB <a href="https://vileska.blogspot.com">https://vileska.blogspot.com</a>
<b>Vyskälä SS2</b>	Vileska	BTB <a href="https://vileska.blogspot.com">https://vileska.blogspot.com</a>
<b>Vyskälä SS3</b>	Vileska	BTB <a href="https://vileska.blogspot.com">https://vileska.blogspot.com</a>
<b>Vyskälä SS4 Evening</b>	Vileska	BTB <a href="https://vileska.blogspot.com">https://vileska.blogspot.com</a>
<b>Vyskälä SS4 Noon</b>	Vileska	BTB <a href="https://vileska.blogspot.com">https://vileska.blogspot.com</a>
<b>Wisla Shakedown</b>	Slawek Wiszczor + Mato 22	<a href="http://mato22rbr.svet-stranek.cz/">http://mato22rbr.svet-stranek.cz/</a>
<b>Ypsonas rallysprint</b>	Stefanos Georgiou	BTB
<b>Zadverice</b>	HSF team + Miro Kurek & spol	<a href="https://rbrtrack.blogspot.com/">https://rbrtrack.blogspot.com/</a>
<b>Zadverice II</b>	HSF team + Miro Kurek & spol	<a href="https://rbrtrack.blogspot.com/">https://rbrtrack.blogspot.com/</a>
<b>Zaraso Salos Trekas, 2 Laps v1.0</b>	RALLY Guru	<a href="http://rallyguru-tracks.blogspot.com/">http://rallyguru-tracks.blogspot.com/</a>
<b>Zaraso Salos Trekas, 5 Laps v1.0</b>	RALLY Guru	<a href="http://rallyguru-tracks.blogspot.com/">http://rallyguru-tracks.blogspot.com/</a>
<b>Zaton</b>	Mato22	<a href="http://mato22rbr.svet-stranek.cz/">http://mato22rbr.svet-stranek.cz/</a>
<b>Zaton II</b>	Mato22	<a href="http://mato22rbr.svet-stranek.cz/">http://mato22rbr.svet-stranek.cz/</a>

#Casgra11 | #David Hradil | #Dzalud | #EnekoCelayeta | #Eno72 | #GermanGarage | #JanKaderabek | #KlaciX | #Martinez | #Mathou | #Mato22 | #MiroKurek | #Rallyesim | #RallyGuru | #SavoStageTeam | #VasekSourek | #WorkerBee | #WHC-SICILYRallyTracks | #NRC | #Justup and BTBfin | [#Vileska](#)

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## Vašek Šourek's Tracks Credits:

### **BARUM RALLY - Semetín 2009 , Semetín 2010**

Version: 1.0

Created By: Vašek Šourek

Release date: 1.6.2012

Programové nástroje-	Wally (Václav Lipert)
Model, textury -	Vašek Šourek, Miroslav Krystýn, Lamda
Fotodokumentace -	Miroslav Krystýn, Karel Kuncl, Dufs (Tomáš Mikl)
Rozpis -	Karel Kuncl, Vašek Šourek
Promo video -	Worm (Honza Dobeš)
Technická pomoc -	Hrouda (Martin Kučera)

### **Hrádek I / Hrádek II / Liptákov I / Liptákov II**

Special stages for „Richard Burns Rally“

Version: 1.1

Created By: Vašek Šourek

Location: somewhere in Bohemia

Lenght: 5.8km / 5.8km / 6.0km / 6.0km

Surface: 90% tarmac , 10% gravel

#### Changes beside version 1.0 :

- no car damage on start of stage
- faster loading
- textures editing
- softer collisions of plastic bollards
- editing o scripts positions and timing
- editing of shadows
- dirt addition
- change position of some objects

- pacenote improvement
- enlargement of neighborhood for better image
- repaired collision of bridge

#### CREDITS:

Programové nástroje	-	Wally (Václav Lipert)
Model, textury	-	Vašek Šourek, Tomáš Kolečkář, Roman Bárta
Fotodokumentace	-	Vašek Šourek, Karel Nový
Rozpis	-	Vašek Šourek
Promo video	-	Worm (Honza Dobeš)

#### **Přibram 2 tracks (Stryckovy - Zadní porici, Oslí – Stryckovy)**

Version: 1.1

creator: Vaclav Sourek

location: Rally Přibram

season: summer

Stryckovy - Zadní porici : lenght: 6.9km

Oslí - Stryckovy : lenght: 6.9km

surface: 91% Tarmac, 10% Gravel

Update 1:

- Fixed textures
- New shadows
- New conditions
- Fixed crown bugs (collisions, stability)

Special thanks to Wally, Dufs, Zdeno.

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#### **Miro Kurek's Tracks Credits:**

##### **SORICA**

Special stage for Richard Burns Rally

RBR conversion and modification track from rFactor - Rally Slovenia 1.00 by BOJAN PINTAR .

Conversion track has permitted the creators BOJAN PINTAR.

Version: BETA 0.9

Created By: Miro KUREK

Release date: 28.09.2013

<http://rbrtrack.blogspot.com/>

#### CREDITS:

Development tools	-	Wally (Vaclav Lipert)
Model, textures	-	Bojan Pintar, Miro Kurek
Pacenotes	-	Miro Kurek

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#### **ROC 2008 - rFactor conversion track**

Special stage for Richard Burns Rally

Version: 1.2 FINAL ( update 2 )

Author : Com8 <http://com8-trackdesign.blogspot.com>

Conversion : Miro Kurek

Release date: 14.08.2013

<http://rbrtrack.blogspot.com/>

#### CREDITS:

Development tools - Wally (Václav Lipert)  
Model, textures - Com8  
Photodocumentation - Com8, Simbin, SLN, MotorFx  
Conversion and modification - Miro Kurek

Special Thanx go to:

-Wally for his support and for letting me use Wallaby

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#### **Castrezzato and SS Daniel Bonara**

Special stage for „Richard Burns Rally“

RBR conversion and modification track from rFactor Autodromo di Franciacorta "Daniel Bonara" 2012 v1.0 by LuC.

Conversion track has permitted the creators LuC.

Version: FINAL 1.1

Created By: Miro KUREK

Release date: 12.08.2013

<http://rbrtrack.blogspot.com/>

#### CREDITS:

Development tools - Wally (Václav Lipert)  
Model, textures - LuC, Giovanni Culmone  
Pacenotes - Miro Kurek

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#### **Pikes Peak 2008**

Special stage for „Richard Burns Rally“

Version: Final 1.0

Created By: Miro KUREK

Release date: 01.09.2014

<http://rbrtrack.blogspot.com/>

#### CREDITS:

Development tools - Wally (Václav Lipert)  
Model, textures - Miro Kurek  
Pacenotes - Miro Kurek  
Particles Pikes Peak - Mato22

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#### **SWISS III - tarmac**

Special stage for „Richard Burns Rally“

Version: FINAL 1.0

Created By: Miro KUREK

Release date: 27.11.2014

<http://rbrtrack.blogspot.com/>

#### CREDITS:

Development tools - Wally (Václav Lipert)  
Model, textures - Miro Kurek  
Pacenotes - Miro Kurek

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#### **SWISS IV - gravel**

Special stage for „Richard Burns Rally“

Version: FINAL 1.0

Created By: Miro KUREK

Release date: 27.11.2014

<http://rbrtrack.blogspot.com/>

#### CREDITS:

Development tools - Wally (Václav Lipert)  
Model, textures - Miro Kurek  
Pacenotes - Miro Kurek

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#### **BLANARE snow**

Special stage for „Richard Burns Rally“

Version: FINAL 1.0

Created By: Miro KUREK



Release date: 26.01.2015  
<http://rbrtrack.blogspot.com/>

CREDITS:

Development tools - Wally (Václav Lipert)  
Model, textures - Miro Kurek  
Pacenotes - Miro Kurek

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**BLANARE II snow**

Special stage for „Richard Burns Rally“

Version: FINAL 1.0

Created By: Miro KUREK

Release date: 26.01.2015

<http://rbrtrack.blogspot.com/>

CREDITS:

Development tools - Wally (Václav Lipert)  
Model, textures - Miro Kurek  
Pacenotes - Miro Kurek

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**Slovakia Ring 2014**

Special stage for „Richard Burns Rally“

Version: FINAL 1.0

Created By: Miro KUREK

Release date: 15.02.2015

<http://rbrtrack.blogspot.com/>

CREDITS:

Development tools - Wally (Václav Lipert)  
Model, textures - Miro Kurek  
Pacenotes - Miro Kurek

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**Slovakia Ring 2014 II (reverse)**

Special stage for „Richard Burns Rally“

Version: FINAL 1.0

Created By: Miro KUREK

Release date: 15.02.2015

<http://rbrtrack.blogspot.com/>

CREDITS:

Development tools - Wally (Václav Lipert)  
Model, textures - Miro Kurek  
Pacenotes - Miro Kurek

We accept no responsibilities for losses or damage resulting from the use of our mods/patches.

**STUREC for „Richard Burns Rally“**

Version: 1.0

Public version !

Created By: Miro Kurek

Release date: 15.5.2018

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Track Statistics :

Length : 8.1 km  
Turns : 72  
Surfaces : 100% tarmac

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### **STUREC II for „Richard Burns Rally“**

Version: 1.0

Public version !

Created By: Miro Kurek

Release date: 15.5.2018

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Track Statistics :

Length : 8.2 km  
Turns : 72  
Surfaces : 100% tarmac

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### **STUREC snow for „Richard Burns Rally“**

Version: 1.0

Created By: Miro Kurek

Release date: 24.10.2018

<http://rbrtrack.blogspot.com>

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Track Statistics :

Length : 8.1 km  
Turns : 72  
Surfaces : 30% ice / 70% snow

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### **STUREC snow II for „Richard Burns Rally“**

Version: 1.0

Created By: Miro Kurek

Release date: 24.10.2018

<http://rbrtrack.blogspot.com>

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Track Statistics :

Length : 8.2 km  
Turns : 72  
Surfaces : 30% ice / 70% snow

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### **ÚHORNÁ for „Richard Burns Rally“**

Version: 1.0

Created By: Miro Kurek

Release date: 10.06.2019

Track Statistics :

Length : 11.5 km

Turns : 85

Surfaces : Tarmac mixed

License:

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### **ÚHORNÁ II reverse for „Richard Burns Rally“**

Version: 1.0

Created By: Miro Kurek

Release date: 13.06.2019

Track Statistics :

Length : 11.5 km

Turns : 85

Surfaces : Tarmac mixed

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## **Vinec-Skalsko for „Richard Burns Rally“**

Version: 1.0

Created By: Vratislav Honzálek & finished Miro Kurek

Release date: 03.11.2019

Track Statistics :

Length : 17.8 km  
Turns : 163  
Surfaces : Tarmac

License:

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## **Vinec-Skalsko NIGHT for „Richard Burns Rally“**

Version: 1.0

Created By: Vratislav Honzálek & finished + NIGHT version Miro Kurek

Release date: 03.11.2019

Track Statistics :

Length : 17.8 km  
Turns : 163  
Surfaces : Tarmac

License:

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## **RZ Zádveřice ( Barum rally Zlín ) - final v1.0**

Created By: HSF team + Miro Kurek & spol.

Release date: 12.01.2020

Track Statistics :

Length : 14.9 km  
Surfaces : Tarmac

Barum Rally Zlín

Location - Czech Republic

Info :

This is a very old project, which was formed by many 3D procedures modeling, including the oldest. Hence a certain compromise the approach we took when we completed it. Still, this is a very quality work with great potential for the future, when the range of terrain it allows many other variants of SS with different length and demanding.

---

Thanks:

The members of the HSF team (Tomáš Kolečkář, Václav Šourek, Miroslav Krystýn, Pavel Chrastina, Tomáš Mikl, Vráťa Honzálek and Jan Dobeš), extra Wally

---

Permission:

Archive content is free to use and spread. Modification is not allowed, as it is difficult to determine the relevant authorship of individual components of the project.

---

!!!!

QUICK RALLY - nonfunkcional random weather !

PACENOTES - change the pacenote to suit your personal preference ( pacenote plugin via replay) !!!

## **RZ Zádveřice II ( Barum rally Zlín ) - final v1.0**

Created By: HSF team + Miro Kurek & spol.

Release date: 14.01.2020

Track Statistics :

Length : 14.9 km

Surfaces : Tarmac

Barum Rally Zlin

Location - Czech Republic

Info :

This is a very old project, which was formed by many 3D procedures modeling, including the oldest. Hence a certain compromise

the approach we took when we completed it. Still, this is a very

quality work with great potential for the future, when the range of terrain

it allows many other variants of SS with different length and demanding.

---

Thank:

The members of the HSF team (Tomáš Kolečkář, Václav Šourek, Miroslav Krystýn, Pavel Chrastina, Tomáš Mikl, Vráťa Honzálek and Jan Dobeš), extra Wally, Zelda and Jenda Kadeřábek.

---

Permission:

Archive content is free to use and spread. Modification is not allowed, as it is difficult to determine the relevant authorship of individual components of the project.

## ÚHORNÁ snow for „Richard Burns Rally“

Version: 1.0

Created By: Miro Kurek

Release date: 05.02.2020

Track Statistics :

Length : 11.5 km

Turns : 85

Surfaces : Snow / Ice mixed

License:

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You may use it as long as you wish, no registration required.

Don't modify the ÚHORNÁ snow track !

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© 2020 Miro Kurek

## ÚHORNÁ snow II for „Richard Burns Rally“

Version: 1.0

Created By: Miro Kurek

Release date: 05.02.2020

Track Statistics :

Length : 11.5 km

Turns : 85

Surfaces : Snow / Ice mixed

License:

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© 2020 Miro Kurek

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The track cannot be modified or redistributed. The only allowed way of redistribution is through the updaters or track packages of the known official RBR online mods (RBR-World, RSRBR, CZ Plugin, Hungarian Plugin, RealRally).

Any part of the track, including textures, cannot be used for other projects.

More specifically, surface modification into tarmac or snow is not allowed, i.e. the .mat file cannot be modified.

Only pacenotes can be modified, by use of the known tools, e.g. The Beast tool by Workerbee. However, modification of start line, finish line and intermediates is not allowed, to create for instance shorter versions or hillclimb versions. As a consequence, only the dls file can be modified and redistributed, as far as pacenotes are concerned.

The track can be used in the known official RBR online mods (RBR-World, RSRBR, CZ Plugin, Hungarian Plugin, RealRally), both in offline and online mode, provided the credits and this track license are mentioned on the relevant websites/forums. The credits and track license must be visible at least on the first installation of the track. A system to accept the license before installation should be provided.

In no way the track can be used for commercial purposes.

If you like my work and want to support further projects, you can donate through my website

<http://sites.google.com/site/eno72modelling/>

## **Eno72's Tracks Credits:**

### **Northumbria - England - for Richard Burns Rally**

by Eno72

<http://sites.google.com/site/eno72modelling/>

please donate to support future projects

Surface: gravel

Length: 9.0 Km

Version: 1.1

### **CREDITS:**

3D model, Wallaby editing, textures and texture editing, pacenotes: Eno72

RBR tools: Wally

Thanks go to these websites for great free to use artwork (textures and models):

CG-textures

Texturelib

bgfons

3dmodellfree

animium

archweb

### **Changelog:**

v1.1: fixed secondary road textures in damp conditions, improved pacenotes, improved performance in the middle portion of the track. However, high detail in RBR must still be used to correctly display road and terrain.

Added "quasi-night" conditions by Rally Guru in the weather settings (norain\_clear). Use these settings as a non-demanding alternative to the night plugin.

Date of release (v1.0): 24th December, 2013

Date of this release (v1.1): 1st February, 2014

### **Northumbria, tarmac version - England - for Richard Burns Rally**

by Eno72

<http://sites.google.com/site/eno72modelling/>

please donate to support future projects

Surface: tarmac

Length: 9.0 Km

Version: 1.1

### **CREDITS:**



3D model, Wallaby editing, textures and texture editing, pacenotes: Eno72  
RBR tools: Wally

Thanks go to these websites for great free to use artwork (textures and models):

CG-textures  
Texturelib  
bgfons  
3dmodelfree  
animium  
archweb

#### Changelog:

v1.1: fixed secondary road textures in damp conditions, improved pacenotes, improved performance in the middle portion of the track. However, high detail in RBR must still be used to correctly display road and terrain.

Added "quasi-night" conditions by Rally Guru in the weather settings (norain\_clear). Use these settings as a non-demanding alternative to the night plugin.

Date of release (v1.0): 24th December, 2013

Date of this release (v1.1): 1st February, 2014

#### **Shomaru Pass Special Stage - Japan -**

Surface: tarmac

Length: 5.8 Km

Version: 1.0

#### CREDITS:

original track for rFactor: Antudusun

conversion to RBR original format by Eno72

pacenotes - Axel and Longo (RBR-World community)

beta-testing - RBR-World crew and testers

First release for RBR-World: 24th December, 2012

This release: 10th December, 2013

#### **Shomaru Pass II Special Stage - Japan -**

This is the reversed version of Shomaru Pass.

Surface: tarmac

Length: 5.8 Km

Version: 1.0

#### CREDITS:

original track for rFactor: Antudusun

conversion to RBR original format by Eno72

pacenotes - Axel and Longo (RBR-World community)

beta-testing - RBR-World crew and testers

First release for RBR-World: 24th December, 2012

This release: 10th December, 2013

#### **Sweet Lamb II Special Stage - Wales Rally GB -**

This stage is the reversed version of the Sweet Lamb track.

Surface: gravel

Length: 5.1 Km

Version: 1.0

#### CREDITS:

documentation - Eno72

3D model - Eno72

textures - Eno72

custom cms files - Eno72 and Ghiboz

materials - Delu77

animations - Delu77

cameras - Eno72

pacenotes - Delu77 and Axel

editing tools - Wally

shadow generation - Eno72

bugfix - Workerbee (thanks go also to Lamda)

Rearrangement of original track into reversed: Delu77 and Eno72

v1.0: 2nd December, 2012

#### **Sweet Lamb Special Stage - Wales Rally GB -**

Surface: gravel

Length: 5.1 Km

Version: 2.0

A total of nearly 700 hours were devoted to learn the tools and to complete this project.

#### CREDITS:

documentation - Eno72

3D model - Eno72  
textures - Eno72  
custom cms files - Eno72 and Ghiboz  
materials - Delu77  
animations - Delu77  
cameras - Eno72  
pacenotes - AndreaSolorally  
shadow generation and tools - Wally

### **Akagi Mountain Special Stage - Japan - for Richard Burns Rally**

by Antudusun, converted by Eno72

Surface: tarmac  
Length: 3.5 Km  
Version: 1.2

Conversion and rearrangement by Eno72 of the rFactor version made by Antudusun.  
Spectators, banners and rally signals have been added by Eno72.

#### **CREDITS:**

Original 3D model for rFactor: Antudusun  
conversion of 3D model: Eno72  
new lower poly version of street signals: Delu77  
custom cms files - Eno72 and Ghiboz  
materials - Eno72  
animations - Eno72  
cameras - Eno72  
pacenotes - Axel and Longo  
editing tools - Wally  
shadow generation - Eno72

#### **Track license:**

The track is provided "as is". We are not responsible for any damage or loss of data that can be due to the use of these files.

The track cannot be modified or redistributed. Any part of the track, including textures, cannot be used for other projects.

More specifically, surface modification into gravel or snow is not allowed, i.e. the .mat file cannot be modified.

Only pacenotes can be modified, by use of the known tools, e.g. The Beast tool by Workerbee. However, modification of start line, finish line and intermediates is not allowed, to create for instance shorter versions or hillclimb versions. As a consequence, only the dls file can be modified as far as pacenotes are concerned.

The track can be used in any RBR plugin/utility/mod, both in offline and online mode, provided the credits are mentioned on the relevant websites/forums. The credits must be visible at least on the first installation of the track.

v1.2: 2nd December, 2012

Eno72

### **Akagi Mountain II Special Stage - Japan - for Richard Burns Rally**

by Antudusun, converted by Eno72

Surface: tarmac  
Length: 3.5 Km  
Version: 1.0

Conversion and rearrangement by Eno72 of the rFactor version made by Antudusun.

Spectators, banners and rally signals have been added by Eno72.

The reversed version is based on the Akagi Mountain stage for RBR v1.2.

#### **CREDITS:**

Original 3D model for rFactor: Antudusun  
conversion of 3D model: Eno72  
new lower poly version of street signals: Delu77  
custom cms files - Eno72 and Ghiboz  
materials - Eno72  
animations - Eno72  
cameras - Eno72  
pacenotes - Axel and Longo  
editing tools - Wally  
shadow generation - Eno72  
Rearrangement of normal track into reversed: Delu77 and Eno72

### **GermanGarage's Tracks Licence and Credits:**

#### **Bergheim**

Version: 1.1

creator: Germangarage

location: Germany (fictitious track)

season: summer

length: 7.9km

surface: 100% Tarmac

## **Sieversdorf**

Version: 1.1  
creator: Germangarage  
location: Germany (fictitious track)  
season: summer  
length: 8.0km  
surface: 100% Tarmac

-----

### Rules:

Do not modify the track!  
It is not allowed to use objects, textures or any part of this track!  
It is free to play for all!  
We don't take any responsibility for damaged hard- or software. It is released as it is.

If you install the track, you automatically accept these rules. Be warned: If you are breaking these rules, we will find ways to restrict the access to our files....!

-----

If you don't like the pacenotes, you be able to change it yourself. Use "The beast" from Workerbee Labs to change notes or add own custom notes (no cheating is possible). You get many more functions for example special replay play functions (start, stop, jump forward or backward to every position) or setup and save driver or car cam positions.

Download it on general section: <http://www.racedepartment.com/forum/forums/workerbees-rbr-plugin-support.203/>

Thanks to workerbee for "the RBR tool" of the last years!

Special thanks to Vasek Sourek, Wally, Karel Kuncl and Bostjan Berglez (please come back friend :D)

At last, we wish all a lot of fun. And remember: Everyone can contribute something to keep the RBR community alive and up-to-date! Please help and work for all RBR drivers, not only for one plugin or community!

Your Germangarage-Team

## **Martinez's Tracks Licence and Credits:**

### **Rally Poland 2009 Shakedown - regular and reversed.**

Length: 4.4 km, surface: gravel  
Created by Martinez.

Special thanks to Wally, Lamda, Bostjan Berglez, Vaclav Sourek, Eno72 and Lakimakromedia.

The track is provided "as is". No changes or modifications, nor using objects and textures without permission of the author are allowed. Please respect these rules.

### **GB Sprint Extreme - version 1.02**

Created by Martinez

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If you do not agree with the terms of this license you must remove the track files from your storage devices and cease to use the product.

\*\*\* Only texture modifications are allowed:

1. Banners.dds / would be nice if you leave "Martinez trackbuilding" banner unchanged :)
2. SKY.dds - 360-skies (see details at the bottom)

\*\*\*\*\*

Special thanks to Wally, Lamda, SNAJ Per, Vaclav Koral and Lakimakromedia and to any person who meant that making this track was possible.

\*\*\*\*\*

## FSO Zeran - Warsaw version 1.0

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You can find this license text and more usefull information in the file ../your\_rootRBR/Maps/track-329\_license-information.

If you do not agree with the terms of this license you must remove the track files from your storage devices and cease to use the product.

\*\*\* Only texture modifications are allowed:

1. Banners.dds / would be nice if you leave "Martinez trackbuilding" banner unchanged :)

\*\*\*\*\*

Special thanks to Wally, SNAJ Per, Vaclav Koral  
and to any person who meant that making this track was possible.

\*\*\*\*\*

© 2016 martinez

## Kormoran Shakedown (versions 1.01)

track-993 Kormoran Shakedown

© 2016-2017 martinez

License - tracks 993\_M & 993\_O - Kormoran Shakedown (versions 1.01):

All copyrights are exclusively owned by the author.

This track is released for free use and offline/online plugins in Richard Burn Rally PC game.  
You may use it as long as you wish, no registration required.

>>>>>>>>>>

Important information:

When you install this track, two new game files will be added to your ../Maps folder:

PS\_Poland.ini (version 1.01)

PS\_Poland\_LOW.ini (version 1.01)

- these are a particle system used for Kormoran tracks (and I hope for other too :)

Warning - if these files already exist inside your RBR/Maps directory, they will be overwritten. All I can assure that all my past or future versions of PS\_Poland will be compatible (they may vary just a little with particles colors or amount of effects).

<<<<<<<<<<<<

Don't modify the track\*\*\* !

IMPORTANT: Comercial use, using objects and textures or any part of this track for other projects as well as any modifications (including tarmac or snow mods) are not allowed.  
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If you do not agree with the terms of this license you must remove the track files from your storage devices and cease to use the product.

\*\*\* Only texture modifications are allowed:

1. Banners.dds
2. Spectators
3. Parts of textures for road signs.

+++++

Please read this too:

Learn how to build your own models and how to create new textures - it will benefit with more interesting tracks.

If you like my stuff - I appreciate it - then please contact me - I may agree to use some of my models, but you must first ASK for it. I mean it - please.

+++++

-----  
Some more info:

There are two options for pacenotes created by Andrea Bettini or Harald Pammer for Kormoran tracks - look into "Maps\_MODS" folder for details.

track-994\_N (Noon) should use only "dry" surface (with new/normal/worn options) - since textured shadows are used, there's no sense to play damp/wet stage. However, damp and wet textures were added there because the plugin cannot restrict only "dry" surface. This is why "N" track has only sunny weather settings in Tracksettings.ini.

track-994\_O (Overcast) can use all surfaces - dry/damp/wet surfaces (new/normal/worn options as well) - I have added some info in TrackSettings.ini with sugested surface's description.

All weathers have been especially tweaked to fit PS\_Poland particles. I hope you'll like them.

-----  
\*\*\*\*\*

Special thanks to Wally, Vaclav Koral, Andrea Bettini, Harald Pammer, Lamda and to any person who meant that making this track was possible. Testers: Lukas Buczek, Dawid Kapica, Damian Zyzak, Tomasz Natanek, Bartek Frito - thanks a lot! :)

\*\*\*\*\*

Have fun! Martinez

You are welcome to visit my blog:  
<http://trackbuilding.blogspot.com/> (English/international)  
<http://pltrackbuilding.blogspot.com/> (Polish)

### **Kormoran II (versions 1.01)**

track-995 Kormoran II © 2016-2017 martinez

License - tracks 995\_E & 995\_O - Kormoran II (versions 1.01):

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This track is released for free use in offline and online plugins in Richard Burn Rally PC game. You may use it as long as you wish, no registration required.

>>>>>>>>>>

Important information:  
When you install this track, two new game files will be added to your ../Maps folder:

- PS\_Poland.ini (version 1.01)
- PS\_Poland\_LOW.ini (version 1.01)

- these are a particle system used for Kormoran tracks (and I hope for other too :)

Warning - if these files already exist inside your RBR/Maps directory, they will be overwritten. I can assure that all my past or future versions of PS\_Poland will be compatible (they may vary just a little with particles colors or amount of effects).

-----



>>>>>>>>>>>>

Important information:

When you install these tracks, two new game files will be added to your ../Maps folder:

- PS\_Poland.ini (version 1.01)
- PS\_Poland\_LOW.ini (version 1.01)

- these are a particle system used for Kormoran tracks (and for these present ones too :)

You may use these particles in your tracks, but please don't modify them.

Warning - if these files already exist inside your RBR/Maps directory, they will be overwritten. I can assure that all my past or future versions of PS\_Poland will be compatible (they may vary just a little with particles colors or amount of effects).

-----

More important information:

It is recommended to install FixUp 2.7 (last updated 2016-02-11) or higher into your RBR/Plugins directory.

You can find FixUp files here:

<http://www.ly-racing.de/viewtopic.php?t=7878>

It is strongly recommended to play these tracks with RBR high graphic settings. I can't get any responsibility for undesirable visual effects when running on low graphics.

(With high graphics these tracks should run smooth (around 100 fps) on present machines).

<<<<<<<<<<<<<<<<<<<<<<<<

Don't modify the track\*\*\* !

**IMPORTANT:** Commercial use, using objects and textures or any part of this track for other projects as well as any modifications (including tarmac or snow mods) are not allowed. Any such unauthorized use shall result in immediate and automatic termination of this license. Please respect trackbuilder's work and time spent for making this track.

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Installing and using this track signifies acceptance of these terms and conditions of the license. You can find this license text and more usefull information in the file

If you do not agree with the terms of this license you must remove the track files from your storage devices and cease to use the product.

\*\*\* Only texture modifications are allowed:

1. Banners logos and paintings on cars etc.
2. Spectators
3. Parts of textures for road signs.
4. I would appreciate if you don't modify my logo on airship.

+++++

Please read this too:

Learn how to build your own models and how to create new textures - it will benefit with more interesting tracks.

If you like my stuff - I appreciate it - then please contact me - I may agree to use some of my models, but you must first ASK for it. I mean it - please.

+++++

-----

Some more info:

All weathers have been especially tweaked to fit PS\_Poland particles. I hope you'll like them. Weather recommendations and track surfaces have been specified in TrackSettings.ini file.

Known issues - try not to crash your car under the bridge. If you call for help there, your car will be most probably placed on top of the bridge and even worse - fall down and crash again.

\*\*\* Anti-cheat collisions may seem to be very restrictable. Please don't cheat then - if you stay on the track, nothing wrong should happen to you :)

After you pass the finish line - just continue driving. I doubt that you can reach the Stop Area, yet I have left the driveline opened that far. Or just stop your car when the clock stops - the game will finish the stage itself after several seconds.

-----

Credits:

- Wally for Wallaby tool and everything related to RBR trackbuilding.
  - Rafal Lata for concept, documentation, advices and initial work with this track.
  - Rally Guru for some objects I used here (as shared/published with Zaraso Salos Trekas stage).
- Please visit his track blog too: <http://rallyguru-tracks.blogspot.cz/>





+++++

Please read this too:

Learn how to build your own models and how to create new textures - it will benefit with more interesting tracks.

If you like my stuff - I appreciate it - then please contact me - I may agree to use some of my models, but you must first ASK for it. I mean it - please.

+++++

-----  
Some more info:

- All weathers have been especially tweaked to fit the tracks. I hope you'll like them. Weather recommendations and track surfaces have been specified in TrackSettings.ini file.

-----  
Track(s) mods:

There are three options for pacenotes - see ../Maps\_Mods/ folder

-----  
Plugin admins: Please allow for .dls and .rbz modifications for offline and online plugins. Thanks!

Credits:

- Wally for Wallaby tool and everything related to RBR trackbuilding.
- Workerbee for updating the RBR game better and better
- Vaclav Koral (<http://rbr.onlinerracing.cz>) for all support
- <http://textures.com> for great resources
- The whole RBR community for their enthusiasm and support on my tracks.
- Andrea Bettini and Neo for pacenotes.
- All testers who have driven Beta versions and who posted good thoughts and update proposals :)

\*\*\*\*\*  
Special thanks to Wally, Vaclav Koral, Andrea Bettini, Neo and to any person who meant that making these tracks was possible.  
\*\*\*\*\*

Have fun! Martinez

You are welcome to visit my blog:

<http://trackbuilding.blogspot.com/> (English/international)

<http://pltrackbuilding.blogspot.com/> (Polish)

I create tracks for passion. If you like my work and want to support me, please donate. Thanks!

## **Sherwood Forest I – II (versions 1.2)**

-----  
// License - tracks 1521\_M, 1522\_N

Versions 1.02 - © 2017 martinez \\

-----  
All copyrights are exclusively owned by the author.

These tracks are released for free use in both offline and online plugins in Richard Burns Rally PC game.

You may use it as long as you wish, no registration required.

>>>>>>>>>>

Important information:

When you install these tracks, besides tracks files, some new game files and folders will be added to your RBR:

... to ../Maps/

PS\_British\_Water.ini (version 1.0)

PS\_\_British\_Water\_LOW.ini (version 1.0)

- these are a upgraded particle system for British tracks with Water splash

- You may use these particles in your future tracks, but please don't modify them.

.. to root RBR folder:

extra/Maps\_MODS (and contens) (read more below)

- the new folder for tracks' modifications

-----  
More important information:

It is recommended to install FixUp 2.7 (last updated 2016-02-11) or higher into your RBR/Plugins directory.

Ypu can find FixUp files here:

<http://www.ly-racing.de/viewtopic.php?t=7878>

It is strongly recommended to play these tracks with RBR high graphic settings. I can't get any responsibility for undesirable visual effects when running on low graphics.

(With high graphics these tracks should run smooth (around 100 fps or more) on present machines).



SSS York stage comes from Colin McRae Rally series (CMR 2.0 / CMR 4) and it has been enhanced and converted for Richard Burns Rally PC game.

>>>>>>>>>>

Important information:

When you install these tracks, two new game files will be added to your ../Maps folder:

PS\_Poland.ini (version 1.2)  
PS\_Poland\_LOW.ini (version 1.2)

- these are a particle system used in several of my tracks, like Kormorans, Mikolajki etc.

These PS\_ files are versions 1.2, where I have reduced amount of dust and some types of dust have been removed due to some drivers reports about bad game performance and lower grip on loose surfaces like dry gravel especially. I really believe they are better option.... However, during testing of newer files, some other drivers reported about worse car behaviour (which was strange, because version PS\_Poland 1.2 have less requirements for PC in overall). Never mind then - you can now choose, which of the PS\_Poland work for you the best - both version can be found in "extra" folder - just copy/paste them to your "Maps" folder.

There's a third option - you can use any PS\_ system you want - just open Tracks.ini file (located in "Maps") and edit line(s) where you want to change the particles system, for example:

- for [Map998], replace the entry:  
Particles="Maps\PS\_Poland"

with...  
Particles="Maps\PS\_USA",  
or any other particle file name found in your "Maps" folder.

In that case I can't guarantee you would fully enjoy replays from my tracks.

You may use these particles in your tracks, but please don't modify them, otherwise without a knowledge what that data means you can cause the particles not work properly or even cause RBR to crash.

Many thanks to Anton Kochetkov and Rally Guru for testing these new files.

Warning - if these files already exist inside your RBR/Maps directory, they will be overwritten. I can assure that all my past or future versions of PS\_Poland will be compatible (they may vary just a little with particles colors or amount of effects).

There will be also added a folder (if not exists already) called "extra" as well, where you can find files with alternate pacenotes by Andrea Bettini and Domktm44.. And more - different bendable tapes (native RBR Australia or "International"). Please check these files at your will - as far as I know - online plugins don't check them.

If for some reason you don't like these pacenotes - please (kindly) don't complain on them on public areas - instead of that make your own pacenotes and enjoy the tracks at home ;)

-----

More important information:

It is recommended to install FixUp 2.7 (last updated 2016-02-11) or higher into your RBR/Plugins directory.

You can find FixUp files here:

<http://www.ly-racing.de/viewtopic.php?t=7878>

The best performance of colisions can be achieved when using NGP version 4.4 or higher.

It is strongly recommended to play these tracks with RBR high graphic settings. I can't get any responsibility for undesirable visual effects when running on low graphics.

(With high graphics these tracks should run smooth (around 100 fps) on present machines).

<<<<<<<<<<<<<<<<<<<<<<<<<<<<

Don't modify the track\*\*\* !

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\*\*\* Only texture modifications are allowed:  
1. Banners logos and paintings on cars etc.  
2. Spectators  
3. Parts of textures for road signs.

4. I would appreciate if you don't modify my logos on banners and LED screens in start/finish area.

+++++

Please read this too:

Learn how to build your own models and how to create new textures - it will benefit with more interesting tracks.

If you like my stuff - I appreciate it - then please contact me - I may agree to use some of my models, but you must first ASK for it. I mean it - please.

+++++

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Some more info:

All weathers have been especially tweaked to fit PS\_Poland particles. I hope you'll like them. Weather recommendations and track surfaces have been specified in TrackSettings.ini file.

Known issues - try not to crash your car under the bridge. If you call for help there, your car will be most probably placed on top of the bridge and even worse - fall down and crash again.

After you pass the finish line after two laps - just continue driving. The stage will end in approx. 200 meters later. Or just stop your car when the clock stops - the game will finish the stage itself after several seconds.

-----

Credits:

- Wally for Wallaby tool and everything related to RBR trackbuilding.
- Rafal Lata (RBR Tracks) for concept and all initial work with this tracks.
- Rally Guru for some objects I used here (as shared/published with Zaraso Salos Trekas stage).
- Anton Kochetkov and Rally Guru for testing PS\_Poland 1.2  
Please visit his track blog too: <http://rallyguru-tracks.blogspot.cz/>  
Note - these objects have been modified and corrected (mobile lifter/tower, 2D and 3D spectators, car assistance truck and maybe some more)
- please contact me if you would like to use any of these too.
- Lamda (German Garage) for constant help and inspiration
- Workerbee for updating the RBR game better and better
- Vaclav Koral (<http://rbr.onlinercing.cz>) for all support
- <http://textures.com> for great resources
- The whole RBR community for their enthusiasm and support on my tracks.

\*\*\*\*\*

Special thanks to Wally, Vaclav Koral, Lamda, Rally Guru and to any person who meant that making this track was possible.

\*\*\*\*\*

Have fun! Martinez

You are welcome to visit my blog:

<http://trackbuilding.blogspot.com/> (English/international)

<http://pltrackbuilding.blogspot.com/> (Polish)

**Vargassence – (version 1.00)**

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// License - track 1655 - Vargassence - version 1.00 - © 2021 martinez \\

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This track is released for free use in both offline and online plugins in Richard Burns Rally PC game. You may use it as long as you wish, no registration required.

>>>>>>>>>>>>>>>>>>

Important information:

It is recommended to install FixUp 4.1 (last updated 2020-12-27) or higher into your RBR/Plugins directory.

You can find FixUp files here:

<http://www.ly-racing.de/viewtopic.php?t=7878>

It is strongly recommended to play these tracks with RBR high graphic settings. I can't get any responsibility for undesirable visual effects when running on low graphics.

<<<<<<<<<<<<<<<<<<

Don't modify the track\*\*\* !

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\*\*\* Only texture modifications are allowed:

1. Banners logos
2. Spectators
3. Parts of textures for road signs.
4. I would appreciate if you don't modify my logo on banners and on cars.

I restrict all other rigths to modifications, including geometry, ground and objects' other textures, stage route, collisions and all other stuff.

I hereby grant a permission to use textures or models included in this track for use in other noncommercial RBR projects without any charge. It would be nice to mention about this in credits though.

+++++

Please read this too:

Learn how to build your own models and how to create new textures - it will benefit with more interesting tracks.

If you like my stuff - I appreciate it - then please contact me - I may agree to use some of my models and I can share them as well.

+++++

-----

Some more info:

Plugin admins: Please allow for .dls and .rbz modifications for offline and online plugins. Thanks!

-----

Credits:

- Wally for Wallaby tool and everything related to RBR trackbuilding.
- Workerbee for updating the RBR game better and better
- Vaclav Koral (<http://rbr.onlinercing.cz>) for all support
- <http://textures.com> for great resources
- The whole RBR community for their enthusiasm and support on my tracks.
- Janne Laahanen for testing, mental & internet support and pacenotes.

\*\*\*\*\*

Special thanks to Wally, Vaclav Koral, Janne Laahanen and to any person who meant that making these tracks was possible.

\*\*\*\*\*

Have fun! Martinez

You are welcome to visit my blog:

<http://trackbuilding.blogspot.com/> (English/international)

<http://pltrackbuilding.blogspot.com/> (Polish)

I create tracks for passion. If you like my work and would like to support me, please donate. Thanks!

### **Vargassence Mirror-Reverse – (version 1.00)**

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// License - track 1656 - Vargassence Mirror-Reverse - version 1.00 - © 2021 martinez \\  
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This track is released for free use in both offline and online plugins in Richard Burns Rally PC game. You may use it as long as you wish, no registration required.

>>>>>>>>>>>>>>>>>>>

Important information:

It is recommended to install FixUp 4.1 (last updated 2020-12-27) or higher into your RBR/Plugins directory.

You can find recent FixUp files here:

<http://www.ly-racing.de/viewtopic.php?t=7878>

It is strongly recommended to play these tracks with RBR high graphic settings. I can't get any responsibility for undesirable visual effects when running on low graphics.

<<<<<<<<<<<<<<<<<<<

Don` t modify the track\*\*\* !

IMPORTANT: Comercial use, using objects and textures or any part of this track for other projects as well as any modifications (including tarmac or snow mods) are not allowed. Any such unauthorized use shall result in immediate and automatic termination of this license. Please respect trackbuilder's work and time spent for making this track.

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1. Banners logos
2. Spectators
3. Parts of textures for road signs.
4. I would appreciate if you don't modify my logo on banners and on cars.

I restrict all other rigths to modifications, including geometry, ground and objects' other textures, stage route, collisions and all other stuff.

I hereby grant a permission to use textures or models included in this track for use in other noncommercial RBR projects without any charge. It would be nice to mention about this in credits though.

+++++

Please read this too:

Learn how to build your own models and how to create new textures - it will benefit with more interesting tracks.

If you like my stuff - I appreciate it - then please contact me - I may agree to use some of my models and I can share them as well.

+++++

-----  
Some more info:

Plugin admins: Please allow for .dls and .rbz modifications for offline and online plugins. Thanks!

-----  
Credits:

- Wally for Wallaby tool and everything related to RBR trackbuilding.
- Workerbee, Jan Kaderabek and Tom Smalley for updating the RBR game better and better.
- Vaclav Koral (<http://rbr.onlinetracking.cz>) for all support.
- <http://textures.com> for great resources.
- The people of the whole RBR community for their enthusiasm and support on my tracks.
- Janne Laahanen, Jan Kaderabek for testing, technical and mental & internet support.

\*\*\*\*\*  
Special thanks to Wally, Vaclav Koral, Janne Laahanen, Jan Kaderabek and to any person who meant that making this track was possible.  
\*\*\*\*\*

Have fun! Martinez

You are welcome to visit my blog:

<http://trackbuilding.blogspot.com/> (English/international)

<http://pltrackbuilding.blogspot.com/> (Polish)

I create tracks for passion. If you like my work and would like to support me, please donate. Thanks!

## **SavoStageTeam's Tracks Licence and Credits:**

### **Humalamäki Reversed 1.0**

3 different conditions -damp (morning) -wet (morning) -dry (noon)

You may modify or alter this project only for personal use. You don't have permission to redistribute any altered version of this project and you are not allowed to use any of our textures or objects without our permission.

Want to help?

If you discover any bugs or issues with this track please use the forums.

If you are interested in helping us improve this stage or projects at all we are more than happy to hear you out. In this case please contact us by email.

Contact:

**savo.stage.team.finland@gmail.com**

Savo Stage Team

We also want to thank the whole RBR playing and modding community who has made this project possible. There are so many people to thank, that its impossible to list all names here, but I gues that at least Brendon Pywell for BTB program, JHArro for his work with RX plugin and Wally for wallaby has to be mentioned separately. And thanks also to Bostjan Berglez for the help with the installer.

Have fun!!!

## **Mathou's Tracks Licence and Credits:**

### **SS Puy Du Lac**

Rallye Printemps de Bords 2009 [French Rally Championship]

Length: 5km400

Creator : Mathou

Surface : Tarmac

Progress: 100%

Released format : Original RBR-Format

Modification or use of the track, sections of the track, objects or textures that are not originally from an RBR-Track, is expressly prohibited without our consent.

Special thanks for their help and support to : Rallyesim modders ( Gaiabio, Flat-Twin, PLP, Cricrikris, MrHsP, Phil63,...)

### **David Hradil Tracks Licence and Credits:**

#### **Helpstyn**

author: BTB: David Hradil, conversion: J

### **Dzalud's Tracks Licence and Credits:**

#### **Rally School CZECH 1.1 / Rally School CZECH II**

This track is made for rally simulator Richard Burns Rally.

More info here: <http://dzalud.blogspot.cz/>

Please, don't use any files this project and objects without my permission!

If you have any question or in the case of a donation write to [dzalud.enko@gmail.com](mailto:dzalud.enko@gmail.com)

Good luck with your virtual racing!

© 2012 Bělaška Václav

### **Rally Guru's Tracks Licence and Credits:**

#### **VERSME**

Location: Lithuania

Surface: gravel

Length: 3,2 km (in 3 laps)

Authors: BTB project, textures and weathers settings by RALLY Guru. Modified and convert to native RBR format Bostjan Bergles

Realize date: 2011

License: Free for non commercial use

#### **KARLSTAD I-II**

Location: Sweden

Surface: snow road

Length: 1,9 km

Authors: BTB project, textures and weathers settings by RALLY Guru. Modified and convert to native RBR format Bostjan Berglesand Martinez.

Realize date: 2012

License: Free for non commercial use

#### **KAROWA 2009 1.4**

Location: Poland

Surface: tarmac

Length: 1,8 km

Authors: BTB project by T34a (T34). Updated, modified and convert to native RBR format Rally Guru, with technical support from Lakimakromedia

Realize date: 2013

License: Free for non commercial used

#### **Haguenau 2012 v1.0.2**

Location: France

Surface: tarmac

Length: 5,7 km (in 3 laps)

Authors: Rally Guru

Realize date: 2014

License: Free for non commercial use

#### **Junior Weels I v1.2**

Location: Ausrtalia

Surface: gravel

Length: 5,6 km



Authors: Rally Guru  
Realize date: 2015  
License: Free for non commercial use

### **Junior Weels-II v1.0**

Location: Ausrtalia  
Surface: gravel  
Length: 5,6 km  
Authors: Rally Guru  
Realize date: 2015  
License: Free for non commercial use

### **Undva I v1.2**

Location: Estonia  
Surface: gravel  
Length: 10 km  
Authors: RALLY Guru. Kyyt  
Realize date: 2015  
License: Free for non commercial used

### **Undva Reverse v1.0**

Location: Estonia  
Surface: gravel  
Length: 10 km  
Authors: RALLY Guru. BTB version: Kytt  
Realize date: 2016  
License: Free for non commercial used

### **Fernet Branca 2015 v1.2**

Location: Argentina  
Surface: gravel  
Length: 6 km  
Authors: RALLY Guru.  
Particle system: Martinez  
Realize date: 2016  
License: Free for non commercial used

### **Travanca do Monte v1.0**

Location: Portugal  
Surface: gravel  
Length: 2.2 km  
Authors: RALLY Guru.  
BTB version: Zaxxon  
Realize date: 2016  
License: Free for non commercial used

### **Zaraso Salos Trekas, 2 Laps v1.0**

Location: Lithuania  
Surface: gravel  
Length: 2 km  
Authors: RALLY Guru.  
Realize date: 2016  
License: Free for non commercial used

### **Zaraso Salos Trekas, 5 Laps v1.0**

Location: Lithuania  
Surface: gravel  
Length: 5 km  
Authors: RALLY Guru.  
Realize date: 2016  
License: Free for non commercial used

### **Carvalho de Rei v1.2**

Location: Portugal  
Surface: gravel  
Length: 8.2 km  
Authors: RALLY Guru.  
BTB version: Zaxxon  
Realize date: 2017

DESCRIPTION: Free for noncommercial use in all RBR plugins.  
Free for noncommercial use all textures and models or parts from this stage.

More information and way to support me on my blog page: <http://rallyguru-tracks.blogspot.it/>  
You can use any texture and models without any limitaion... ;)

Crredits:

BTB version by zaxxon  
Rebuilt convert and extend by RALLY Guru  
Textures - RALLY Guru and Ivan Novozilov  
Particles by Martinez, Pacenotes by Andrea Bettini  
Made with Blender and Wallaby (RBR game exporter)  
Special thanks Wally for possibility create new RBR tracks!  
Track Donators: Andrea Bettini, JONAS FIRAVICIUS, Harald Pammer, \_\_\_\_\_Myra RBRplus, Tyler Buck, Marco  
Gomitolini, David Andersson, Antonio Mannu,...  
No any modification is not allowed on this SSS!  
2017©

### **Carvalho de Rei reverse v1.1**

Location: Portugal  
Surface: gravel  
Length: 8.2 km  
Authors: RALLY Guru.  
BTB version: Zaxxon  
Realize date: 2017

DESCRIPTION: Free for noncommercial use in all RBR plugins.  
Free for noncommercial use all textures and models or parts from this stage.

More information and way to support me on my blog page: <http://rallyguru-tracks.blogspot.it/>  
You can use any texture and models without any limitaion... ;)

Crredits:  
BTB version by zaxxon  
Rebuilt convert and extend by RALLY Guru  
Textures - RALLY Guru and Ivan Novozilov  
Particles by Martinez, Pacenotes by Andrea Bettini  
Made with Blender and Wallaby (RBR game exporter)  
Special thanks Wally for possibility create new RBR tracks!  
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Gomitolini, David Andersson, Antonio Mannu,...  
No any modification is not allowed on this SSS!  
2017©

### **Lousada, 3 track pack v1.0**

Location: Portugal  
Surface: gravel, tarmac  
Length: 3.3, 3.6, 3.8 km  
Authors: RALLY Guru.  
Realize date: 2018

DESCRIPTION: Free for noncommercial use in all RBR plugins.  
Free for noncommercial use all textures and models or parts from this stage.

More information and way to support me on my blog page: <http://rallyguru-tracks.blogspot.it/>  
You can use any texture and models without any limitaion... ;)  
Limitation: No any track modification is allowed

Crredits:  
Build by RALLY Guru  
Textures - RALLY Guru and Ivan Novozilov  
Particles by Martinez  
Made with Blender and Wallaby (RBR game exporter)  
Special thanks Wally for possibility create new RBR tracks!  
2018©

### **Verkiai 2010, 3 track pack v1.0**

**DESCRIPTION: Free for noncommercial use in all RBR plugins.**

Free for noncommercial use all textures and models or parts from this stage.  
You can use any texture and models without any limitai Installation on  
(except vegetation textures which must to be reduces in to 1024/1024 pixel size... ;)

More information and way to support me, on my blog page: <http://rallyguru-tracks.blogspot.it/>

### **CREDITS:**

Made by **RALLY Guru**

Textures - **RALLY Guru** and **Ivan Novozhilov**

Particles by **Martinez**

Made with Blender and Wallaby (RBR game exporter)

Special thanks Wally for possibility create new RBR tracks!

**Track Donators:** [JONAS FIRAVICIUS](#), [Adrian Mosquera](#), [Jakub Doležal](#), [Moskala Tomasz](#),  
[Gianluigi Burchiani](#), [Daniel Simek](#), [Fabian Tenberken](#), [np126p](#) and more

**No any modification allowed on these stages!**

2019 ©

### **Torsby shakedown v1.0**

Location: Sweden

Surface: snow

Length: 4.2 km

Author: RALLY Guru.

Realize date: 2019

License: Free for non-commercial used

### **Torsby 2018 v1.1**

Location: Sweden

Surface: snow

Length: 9.6 km

Author: RALLY Guru.

Realize date: 2021

License: Free for non-commercial used

DESCRIPTION: Free for noncommercial use in all RBR plugins.

Free for the noncommercial use of all textures and models or parts from this stage... ;)

More information and way to support me on my blog page: <http://rallyguru-tracks.blogspot.it/>

Credits:

Made by RALLY Guru

Textures - RALLY Guru and Ivan Novozilov

Any modification is not allowed on this SSS!

2021©

### **Torsby 2018 Sprint v1.0**

Location: Sweden

Surface: snow

Length: 3.5 km

Author: RALLY Guru.

Realize date: 2021

License: Free for non-commercial used

DESCRIPTION: Free for noncommercial use in all RBR plugins.

Free for the noncommercial use of all textures and models or parts from this stage... ;)

More information and way to support me on my blog page: <http://rallyguru-tracks.blogspot.it/>

Credits:

Made by RALLY Guru

Textures - RALLY Guru and Ivan Novozilov

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Mato22  
<http://mato22rbr.svet-stranek.cz>

### **Rallyesim Team Licence:**

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### **Casgra11 Tracks Licence:**

#### **Stage: Red Bull Hill Climb**

Autor: Casgra11  
Pacenote: Andrea Bettini  
Surface: Gravel  
Length: 14 Km  
bugfix: Fix problem second checkpoint

Track license:

I am not responsible for any damage or loss of data that may be due to the use of these files.

The track can not be modified or redistributed. Any files, part of the track, including fabrics, can not be used for other projects, without my permission.

For non commercial usage.

**[casgra11@gmail.com](mailto:casgra11@gmail.com)**

#### **Stage: Torre Vecchia Short**

Autor: Casgra11  
Pacenote: Andrea Bettini

Surface: Tarmac  
Length: 9.8 Km

Track license:

I am not responsible for any damage or loss of data that may be due to the use of these files.

The track can not be modified or redistributed. Any files, part of the track, including fabrics, can not be used for other projects, without my permission.

For non commercial usage.

**[casgra11@gmail.com](mailto:casgra11@gmail.com)**

#### **Stage: SS Berica**

Autor: Casgra11

Surface: gravel  
Length: 14.8 Km

Track license:

I am not responsible for any damage or loss of data that may be due to the use of these files.

The track can not be modified or redistributed. Any files, part of the track, including fabrics, can not be used for other projects, without my permission.

For non commercial usage.

casgra11@gmail.com

**Stage: Shakedown Rally del Salento 2014**

Autor: Casgra11

Pacernote: Andrea Bettini

Surface: Tarmac

Length: 3.8 Km

Track license:

I am not responsible for any damage or loss of data that may be due to the use of these files.

The track can not be modified or redistributed. Any files, part of the track, including fabrics, can not be used for other projects, without my permission.

For non commercial usage.

casgra11@gmail.com

**Stage: Passo Valle + Passo Valle Reverse**

Autor: Casgra11

Pacernote: Andrea Bettini

Surface: Tarmac

Length: 5.8 Km

Track license:

I am not responsible for any damage or loss of data that may be due to the use of these files.

The track can not be modified or redistributed. Any files, part of the track, including fabrics, can not be used for other projects, without my permission.

For non commercial usage.

casgra11@gmail.com

**Stage: La Rocca**

Autor: Casgra11

Pacernote: Andrea Bettini

Cameras: Andrea Valentini

Surface: Gravel

Length: 7.4 Km

Track license:

I am not responsible for any damage or loss of data that may be due to the use of these files.

The track can not be modified or redistributed. Any files, part of the track, including textures, can not be used for other projects, without my permission.

For non commercial usage.

casgra11@gmail.com

**Stage: SS Dolmen**

Autor: Casgra11

Pacernote: Andrea Bettini

Surface: Gravel

Length: 13.38 Km

Track license:

I am not responsible for any damage or loss of data that may be due to the use of these files.

The track can not be modified or redistributed. Any files, part of the track, including fabrics, can not be used for other projects, without my permission.

For non commercial usage.

casgra11@gmail.com

**Stage: Lucéram - Col Saint-Roch**

Autor: Casgra11

Pacernote: Andrea Bettini

Cam: Andrea valentini

Surface: Tarmac  
Length: 5.6 Km

Track license:

I am not responsible for any damage or loss of data that may be due to the use of these files.

The track can not be modified, redistributed or converted for another games. Any files, part of the track, including textures, can not be used for other projects, without my permission.

For non commercial usage.

**casgra11@gmail.com**

### **Stage: Pian del Colle**

Autor: Casgra11  
Surface: Tarmac, Snow  
Length: 8.3 Km  
Version: 0.99

Track license:

I am not responsible for any damage or loss of data that may be due to the use of these files.

The track can not be modified or redistributed. Any files, part of the track, including fabrics, can not be used for other projects, without my permission.

For non commercial usage.

**casgra11@gmail.com**

## **Eneko Celayeta Tracks Licence:**

### **Stage: Rallysprint Hondarribia 2011**

Autor: Eneko Celayeta  
ENEKO CELAYETA  
EC SIM HARDWARE  
COME OVER GAMING S.L.U.  
MIRO KUREK

Surface: Tarmac  
Length: 8.0 Km

RELEASE DATE  
12/29/21  
VERSION 1.1  
Revision\_291221

Thank you for downloading the Rallysprint Hondarribia 2011 stage for Richard Burns Rally.

Details

Country: Basque Country  
City: Hondarribia (Gipuzkoa)  
Length: 8000 Meters  
Width: 4 - 6 Meters  
Year: 2011

Overview

The Rallysprint Hondarribia is situated on the west shore of Bidasoa river's mouth in Gipuzkoa, Basque Country.

The border town is situated on the a promontory facing Hendaye (France) over the Gipuzkoa Txingudi bay. The town holds an ancient old quarter with walls and a castle. In addition, Hondarribia features a beach across the Bidasoa from the touristy housing estate Sokoburu in Hendaye, alongside a mountain called Jaizkibel providing a hilly backdrop to the town.

Changelog:

Splash image updated.

Textures updated.

Installation

Just extract the folders into your Richard Burns Rally main installation directory. Follow the instructions located into the Track.txt and TrackSettings.txt files to complete the installation successfully.

License

For non-commercial use

## Klacix Tracks Licence:

### Stage: Capo Di Feno v2

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= Capo Di Feno v2 =

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Tekerj lentebb a MAGYAR változatért!

Richard Burns Rally track in original (normal) format, created by: László Katona "klacix"

- Dedicated to the memory of my father -

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1. Track information
2. Track License
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### 1. TRACK INFORMATION

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This track is a shortened version of the shakedown stage at the WRC Corsica, 2008.

Length: 4,5km (originally 6,1km, it is the first 4,5km of the original stage - normal and reversed direction)

Track surface: 100% asphalt

Location: Corsica, France

Date of the original shakedown: 09.10.2008

My track represents the state of the original stage in October, 2008, according to Google Earth streetview (oct.2008).

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### 2. TRACK LICENSE

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All copyrights are exclusively owned by the author.

THESE TRACKS ARE DISTRIBUTED "AS IS". NO WARRANTY OF ANY KIND IS EXPRESSED OR IMPLIED. USE AT YOUR OWN RISK. THE AUTHOR WILL NOT BE LIABLE FOR DATA LOSS, DAMAGES, LOSS OF PROFITS OR ANY OTHER KIND OF LOSS WHILE USING OR MISUSING THESE TRACKS.

Installing and using this tracks signifies acceptance of these terms and conditions of the license.

If you do not agree with the terms of this license you must remove the track's files from your storage devices and cease to use the product.

This tracks are free for non-commercial usage.

The tracks cannot be redistributed. The only allowed way of redistribution is through the updaters or track packages of the following official RBR mods: Hungarian Plugin (rallysimfans), RealRally (RBR Italian Mod).

If you want to use this tracks in your mod/plugin, please ask me for permission (on e-mail, facebook - contact info below).

These tracks cannot be modified without the author's written permission. Ask me for permission (on e-mail, facebook - contact info below). +See the track history section...

Any part of the tracks, including textures, cannot be modified except the following textures:

- BANNER\_PERFORMANCE\_FRICT.dds
- BANNER\_PIRELLI\_BLACK\_ON\_YELLOW.dds
- BANNER\_RALLY\_MONT\_BLANC.dds
- BANNER\_STAND\_TEST\_BACK.dds
- spectact.dds

Any part of the tracks, including textures, cannot be used for other projects, except the following:

The following track textures can be used in your project:

- busz\_rom.dds
- o\_betajt.dds
- o\_femdb1.dds
- o\_femdb2.dds

- o\_kapdbz.dds
- o\_kisajt.dds
- o\_kisdbz.dds
- o\_kishaz.dds
- o\_magfes.dds
- o\_tartay.dds
- o\_tblpfp.dds
- spectact.dds
- t\_ajacc1.dds
- t\_ajacc2.dds
- t\_cdcanal.dds
- t\_cdfen1.dds
- t\_cdfen2.dds
- t\_cimet1.dds
- t\_cimet2.dds
- t\_kisdom.dds
- t\_pdsev1.dds
- t\_pdsev2.dds
- dmb\_ba\_m.dds
- dmb\_jo\_m.dds
- drotkeri.dds
- t2v\_uhb.dds
- t2vel\_uj.dds
- tarfullu.dds
- tc\_uj.dds
- tcln\_uj.dds
- tcln\_uj2.dds
- tvpb\_uj.dds
- tvpb12at.dds
- tvpb2uj.dds
- tvpb3uj.dds

The following track objects can be used in your project:

- The little house and it's parts (e.g. electric boxes, fences, ...) excluding the vegetation in the normal direction's first left3 corner on the left hand side.
- The two tank on right hand side (normal direction) at the ridge - the highest point of the track.
- The two track sing at ridge - the highest point of the track.
- The high voltage post on the left hand side after the ridge in the straight (normal direction).
- The warehouse on the side-road of the second junction (normal direction) towards Capo Di Feno.
- The track direction signs on the whole track.
- The grey gates between the fences.
- The outburned, old, red, bus at the top of the rise in the left hand side (normal direction) in a right3 near the finish.

=====  
**3. CREDITS**  
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Track modelling: klacix  
 Texturing: klacix  
 Textures: István Hlavacsek (hlavi), klacix, others, who created the Xpacks  
 Models: klacix  
 Scenary mesh: klacix  
 Conversion: klacix  
 Pacenotes: Zsolt Barta, klacix  
 Testing: klacix, Gergő Barta, Zsolt Barta, Marcell Barta, Attila Pacsuta, Tibor Pacsuta, László Lőrincz  
 Cameras: klacix

**THANKS**  
 The track can not be made without the following persons:  
 - Attila Pacsuta (Atiwrc)  
 - Tibor Pacsuta (Tibi)  
 - István Hlavacsek (Hlavi)

Additional thanks to the following persons, who helped me in the making of the track:  
 - Barta Zsolt, Barta Gergő, Barta Marcell, Szitha Kristóf, Lőrincz László (lacka6)

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#### 4. TIPS FOR USAGE

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- Respect the concrete kerbs, it is quite high and can cause major damage on the car.
- Respect the fences, these are walls. You can not drive through these fences, just from the outside of the track towards to the asphalt.
- The vegetables have own collision models. The most plants has the bush collision model from the original France tracks. If you go off the road try to avoid these plants, because it is hard to get through the plants. The bushes feel like slowing the car not hit too much directly (not like big trees). The bigger trees can hit your car like posts.
- There is not too much room to stop the car before the stage finish. The time stops at the red timer sign and you should stop the car at the time registering table. For the normal direction stage (called Capo Di Feno v2) the fences of the time registering table can hit the car (hard hit, not moveable), so try to stop between the two fences. For the reversed direction (called Capo Di Feno v2 reversed) the time registering fences and table do not hit the car, you can drive through them, but after the tent there is a hard wall (literally the end of the stage).

#### 5. DONATION

If you like my track please donate me!

I have spent so much time to create these tracks. If you think it was worth it, please donate on the link below!

If you want me to create other real life-like tracks, please support me!

Donation Paypal link: <https://www.paypal.me/klacix>

#### 6. CONTACT INFORMATION

You can contact me on the following e-mail: [klacix @ gmail . com](mailto:klacix@gmail.com)

I'm on facebook: <https://www.facebook.com/klacix>

Websites:

<http://klacix.uw.hu/rbr>

<http://klacix.hu/rbr>

#### 7. TRACK SUMMARY/HISTORY

The first version of the track (Capo Di Feno v1) was released in 2009 for the RX Plugin. The path of the track path was the original, but everything else was not. The terrain was similar to the original and that's all. The trees and objects were fictional. Then, there was no available the Google Streetview there. After releasing the track, in November 2009, I found the Streetview on Google Maps and shocked me, because it was totally different, from the track I imagined. At that point, I decided to recreate the track from the beginning.

From the path of the original v1 stage, I started to recreate the whole stage in January, 2010. It was created in BTB and I used lots of Xpicks to achieve great diversity in vegetation and trackside objects. This was a very bad idea! I learned my lesson. During the creation of the v2 I spent many hours to correct someone else's mistakes (objects in Xpicks). Sometimes it looked impossible to correct them. Besides I had to correct my own mistakes too, what I did in BTB.

I mean I learned how to create a proper track with proper textures, while it is not consuming the resources. I tried new techniques how to convert the track from BTB to RBR. I had to learn editing in 3ds Max, where I corrected the mistakes. I learned how to place plants.

In 2015 there was the 2nd or 3rd successful export from 3dsMax to Wallaby and RBR. The frame rate was too low on some points of the track. This was because some bush, which I used in BTB previously, was a scrap (who creates a bush from 1000 polygon??). I had to eliminate this type of bush from the whole stage (I used in the last half of the stage) and the low framerate are gone. How many times I have corrected the mapping of the road in 3dsMax, then I saved and the next time when I opened it, was not correct again (there was something wrong with the Max by this time).

I have spent a lot of time to enhance my 3dsMax project file. It was nearly impossible to create a proper project files, because of the fractions from the convert process (from BTB). This resulted in a chaos (17912 objects, sometimes objects with 0 faces or vertices, 1000+ Materials with duplicated textures, ...).

From this chaos I had to create a project to export to Wallaby.

I had 107 project files (.max) to export correctly. From 3dsMax 2016 I exported the meshes in 3ds format. Then I imported them into 3dsMax 7 and exported into .x format to Wallaby. I have reached the limits of the Wallaby in many times. Too big or too much meshes, too big or too much textures are not welcome. So it was not ideal for export. During the final export of the track I used 15 different track folder to export and test the results correctly.

The project folder of the whole track is 28+GB.

After I finished the exportation of the track, I tried to create another Max file for rendering some images, just because I think it is looking good. For this project, I tried some new ideas and I have achieved the desired version, I want before. This is the version which would be exportable much more easier than any other versions.

I have wrote a log from my work since 2012. In this log I registered 196 days of work excluding the work before 2012. Appoximately it is over 1000 work hours to create this stage.

Why took 7 years to bild?

Because I work as a teacher. Our work was not ends when we left the school, we usually take our work home.

Beacuse I was a form teacher of a class in high school for two years. I created the class peagent, the summary video of the class.

Because I spent two years studying at a university.

Because I had some experimental projects with my students (for example I learned how to create a correct Quake 3 map and we created a map from our high school, I have modelled a complete exhibition room in 3dsMax and I created an interactive DVD from it, I wrote 3-4 websites, and some small ideas).

Because my father had a cancer and I took him to the hospital regularly for 8 months.

Because it was my first original format track and I have to learn the difficult building and converting process (thanks to Attila Pacsuta (Atiwrc) and Tibor Pacsuta (Tibi)).

And yes, I can do this better, I can correct the mistakes, but now I had no time to improve this stage, but I would like to do so.

It has its errors, I know. I know that how many hours would take to correct this errors, but now I don't have time for all these corrections.

If a qualified person would like to correct the mistakes or just want to finish the track to 6,1km, I would not say no. I would gave him/her the complete project.

What comes next?

If I have time, I would create a famous old, but tricky Hungarian rally stage where I was for the first time in my life in 1998. And who knows, maybe I convert the Capo Di Feno to Assetto Corsa. I would do this if I earned enough money from the track creation.

Till then, I only do this in my free time just for fun and for the community.

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----- MAGYAR VÁLTOZAT -----

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= Capo Di Feno v2 =

=====

Richard Burns Rally normál formátumú szakasz, Készítette: Katona László "klacix"

- ÉDESAPÁM EMLÉKÉRE -

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+ Tartalomjegyzék +

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1. Pálya információk

2. Pálya licenz

3. Készítők

4. Felhasználási tippek

5. Támogatás/adomány

6. Elérhetőségek

7. Szakasz összefoglaló/történet

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1. PÁLYA INFORMÁCIÓK

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A szakasz a WRC Korzika 2008 shakedown szakaszának egy rövidített változata.

A szakasz hossza: 4,5km (eredetileg 6,1km volt)

Talaj típusa: 100% aszfalt

Ország: Franciaország, Korzika

A shakedown időpontja: 2008.10.09.

A szakasz kinézete a 2008. októberi állapotot tükrözi, a Google utcakép alapján készült.

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## 2. PÁLYA LICENSZ

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A szerzői jog kizárólagos birtokosa a készítő (klacix).

A pályák a jelenlegi formájukban kerülnek kiadásra. A készítő nem vállal garanciát és felelősséget a pályákra. A készítő nem vonható felelősségre az esetleges anyagi károkért, amelyek a pályák nem megfelelő használatából erednek, továbbá a használatból eredő semmilyen sérülés, adatvesztés vagy profitkiesésért.

A pálya installálása és használata a licenstszerződés minden pontjának elfogadását is jelenti.

Ha nem ért egyet a licenstszerződésben foglaltakkal vagy azok egy részével, akkor el kell távolítania a tárolóeszközöiről a pályát!

A pályák nem kereskedelmi célra történő felhasználása ingyenes.

A pályákat nem lehet újrakíadni. Az egyetlen újrakíadási lehetőség az egyes modok/plugin rendszerek frissítéseivel vagy pályacsomagjaival lehetséges a következő plugin rendszerek számára: Hungarian Plugin (rallysimfans), RealRally (RBR Italian Mod)

Ha szeretnéd használni a pályákat a saját mod-odban vagy plugin-rendszeredben, akkor kérj tőlem engedélyt (e-mailben vagy facebook-on - kapcsolati információk lentebb).

A pályák a készítő írásbeli engedélye nélkül nem módosíthatók. Ha módosítani szeretnéd, kérj engedélyt e-mailben vagy facebook-on! +Olvasd el az összefoglaló vonatkozó részét...

A pályák bármely részének módosítása, köztük a textúrák módosítása nem engedélyezett (kivéve akinek írásos engedélye van a készítőtől) a következő textúrákat kivéve:

- BANNER\_PERFORMANCE\_FRICT.dds
- BANNER\_PIRELLI\_BLACK\_ON\_YELLOW.dds
- BANNER\_RALLY\_MONT\_BLANC.dds
- BANNER\_STAND\_TEST\_BACK.dds
- spectact.dds

A pályák bármely részének, köztük a textúrák felhasználása más projektekhez, munkákhoz nem engedélyezett kivéve a következő textúrákat és pályaelemeket:

A következő textúrák szabadon felhasználhatók:

- busz\_rom.dds
- o\_betajt.dds
- o\_femdb1.dds
- o\_femdb2.dds
- o\_kapdbz.dds
- o\_kisajt.dds
- o\_kisdbz.dds
- o\_kishaz.dds
- o\_magfes.dds
- o\_tartay.dds
- o\_tblpfp.dds
- spectact.dds
- t\_ajacc1.dds
- t\_ajacc2.dds
- t\_cdcana.dds
- t\_cdfen1.dds
- t\_cdfen2.dds
- t\_cimet1.dds
- t\_cimet2.dds
- t\_kisdom.dds
- t\_pdsev1.dds
- t\_pdsev2.dds
- dmb\_ba\_m.dds
- dmb\_jo\_m.dds
- drotkeri.dds
- t2v\_uhb.dds
- t2vel\_uj.dds
- tarfullu.dds
- tc\_uj.dds
- tcln\_uj.dds
- tcln\_uj2.dds
- tvpb\_uj.dds
- tvpb12at.dds
- tvpb2uj.dds
- tvpb3uj.dds

A következő pályaelemek szabadon felhasználhatók:

- A normál irányú szakasz első nagy bal kanyarjában (bal4) baloldalon található kisház és a hozzá tartozó kerítés, oszlopok, elektronikai dobozok, kivéve a növényeket.
- A normál irány szerint a dobtetőn/hegygerincen - a pálya legmagasabb pontján, jobb oldalon található két zöld tartály.
- A normál irány szerint a dobtetőn/hegygerincen - a pálya legmagasabb pontjánál található az út két oldalán lévő táblák.
- A magasfeszültségű oszlop a normál irány szerinti bal oldalon a hegygerinc után az egyenesben.

- A raktárépület a normál irány szerinti második kereszteződés mellékútján Capo Di Fenó felé.
- Az útirány-jelző táblák a pálya teljes hosszában.
- A szürke vaskerítésajók a kerítéseken.
- A normál irány szerinti vége felé baloldalon, egy domb tetején található kiégett vörös busz egy jobb3-ban.

### =====

### 3. KÉSZÍTŐK

### =====

Pálya modellezés: klacix  
Textúrázás: klacix  
Textúrák készítése: István Hlavacsek (hlavi), klacix, others, who created the Xpacks  
Pályaelemek modelljei: klacix  
Távoli hegyek: klacix  
Konvertálás: klacix  
Itiner: Zsolt Barta, klacix  
Tesztelés: klacix, Gergő Barta, Zsolt Barta, Marcell Barta, Attila Pacsuta, Tibor Pacsuta, László Lőrincz  
Kamerák: klacix

Különös köszönet a következő embereknek, akik nélkül ez a szakasz nem készülhetett volna el:

- Pacsuta Attila (Atiwrc)
- Pacsuta Tibor (Tibi)
- Hlavacsek István (Hlavi)

Köszönet a következő embereknek, akik segítségemre voltak a szakasz készítése során:

- Barta Zsolt, Barta Gergő, Barta Marcell, Szitha Kristóf, Lőrincz László (lacka6)

### =====

### 4. FELHASZNÁLÁSI TIPPEK

### =====

- Óvatosan a beton útpadkával, mert elég magas én komolyabb sérüléseket okozhat az autón, ha áthaladunk rajta vagy csak nekiütközünk.
- A szakasz egy részén drótkerítés található az út mentén. Ezek a kerítések elkerülendők, mert falként viselkednek. Ha mégis a kerítés mögé jutna az autó, az aszfaltcsík felé haladva át lehet rajtuk menni, csak visszafelé nem (csak az aszfalt felől ütközik).
- A növények jó részének van saját ütközési modellje, olyanok, mint az eredeti francia szakaszokon. Ha lesodródsz az útról, akkor próbáld ezeket elkerülni, mert van, a kisebb növények bokorként viselkedve, nem ütköznek közvetlenül, inkább csak lelassítják az autót, de a nagyobb növények (pl. fák) úgy ütköznek, mint a villanyoszlopok. Ha lesodródsz az útról, a növények megfognak, de az is lehet, hogy akkor fognak csak meg, ha vissza akarsz térni az útra. Ilyekor csak a Call For Help segít.
- A szakaszok végénél nincs túl sok hely megállítani az autót a beíró előtt. Az időmérés a piros óra jelzéses táblánál áll le és innen kellene megállni a beíróig. A normál irányban haladva (Capo Di Fenó v2) a beíróban található mobil kerítések között kellene megállnod az autóval. Vigyázz, a kerítések falként megállíthatnak, ha nem pontosan mész be a kettő közé. A visszafelé irányban (Capo Di Fenó V2 R) a cél után egy lejtő nehezíti a megállást a beírónál. A beíró semelyik része sem ütközik, de a beíró után (a sátor után közvetlenül) van a szakasz vége szó szerint. A szakasz vége egy láthatatlan fal, az mindenképp megállít.

### =====

### 5. TÁMOGATÁS/ADOMÁNY

### =====

Ha teszik a pályám és van rá lehetőség, akkor kérlek, támogass adomány formájában a lentebb található linken!  
Rengeteg időt fordítottam a pályák elkészítésére, és ha úgy érzed, hogy megérte 7 évet dolgoznom és befejeztem a pályát, akkor kérlek, támogass a lentebb található linken!  
Ha szeretnéd, hogy még több, jobb minőségű valós kinézetű pályákat készítsék, akkor kérlek támogasd a munkámat!  
PayPal támogatási link: <https://www.paypal.me/klacix>

### =====

### 6. ELÉRHETŐSÉGEK

### =====

A következő e-mail címen érhetsz el: [klacix @ gmail . com](mailto:klacix@gmail.com)  
Megtalálasz Facebook-on is: <https://www.facebook.com/klacix>  
A pályák elérhetők a következő weboldalakon:  
<http://klacix.uw.hu/rbr>  
<http://klacix.hu/rbr>

## =====

## 7. SZAKASZ ÖSSZEFOGLALÓ/TÖRTÉNET

## =====

A pálya első változatát (Capo Di Feno v1) 2009-ben adtam ki az RX Plugin-ra. A vonalvezetése a valóságnak megfelelt, de minden más nem. A terep hasonló volt ugyan az igazához, de ennyi. Az összes fa, bokor, objektumok mind kitaláltak voltak. Amikor a pálya készült még nem volt elérhető a Google utcakép ezen a szakaszon. 2009 novemberében, a kiadása után fedeztem fel, hogy elérhető a szakasról az utcakép nézet és rájöttem, hogy a valóság teljesen más, mint ahogy én azt elképzeltem. Ekkor döntöttem el, hogy újraépítem a pályát a semmiből, csak a nyomvonalat hagyom meg.

A nyomvonalat meghagyva elkezdtem a teljes szakasz újraépítését 2010 januárjában. Ekkor BTB-ben dolgoztam és nagyon sok letöltött Xpack-et használtam fel a szakaszomhoz, hogy változatos növényvilágot hozzak létre. Ez egy nagyon rossz ötlet volt, már megtanultam a leckét. A v2 elkészítése során nagyon sok időt fordítottam arra, hogy mások hibáját javítsam (az Xpack-ekben található objektumok hibáját), néha úgy tűnt, reménytelenül. Ha ez nem lett volna még elég, a BTB-ben én is elkövettem jónéhány baklövést, amiket később szintén ki kellett javítani.

Ez alatt a 7 év alatt megtanultam, hogyan is kell korrektül megépíteni egy pályát, ami nem zabálja fel a gép erőforrásait, tehát mindenkinek jól fut. Új technikákat próbáltam ki hogyan lehet a BTB-ből RBR-be konvertálni egy pályát, hogyan lehet szebbé, élethűbbé tenni úgy, hogy közben játszható minőségben fut. Meg kellett tanulnom a pálya szerkesztését 3dsMax-ban, ahol aztán ki tudtam javítani a hibák egy részért. Amikor BTB-s projektből konvertáltam 3dsMax-ba a pályát, már egy jó része készen volt. A szakasz vége felé viszont már MAX-ban helyeztem el a növényeket.

2015-ben már túl voltam 3 sikeres exportáláson (RBR-ben volt a pálya akkori verziója) a Wallabyból az RBR-be. Az fps azonban bizonyos helyeken elég alacsony volt. A 3dsMax-ban vizsgálódva megtaláltam a lassulás okát. Egy bizonyos bokor (még valamelyik BTB-s Xpack-ből), amit jó sok helyen használtam, kb. 1000 poligonból, kis háromszögből állt (ki volt az a gyengeelméjű, aki ezt így adta ki a kezei közül??). Le kellett cserélnem minden előfordulását ennek a bokornak egy olyan bokorra, amit én készítettem és 100 poligon alatti. Így megnőtt aztán az fps, szóval ez jó döntés volt. Több alkalommal volt olyan problémám, hogy az utat jól mappingoltam, mentettem a Max fájlt és mikor újranyitottam, akkor újra a régi, hibás volt a mapping (valami nem volt OK-s akkoriban a Max-ommal).

Sok időt fordítottam a 3dsMax fájlom finomítására, hogy csak a szükséges dolgokat tárolja, és ne legyenek benne felesleges részek - köszönhetően a BTB-ből való konvertálásnak. A végeredmény így is egy kész káosz volt (17912 3D-s objektum, néha 0 poligonból, több, mint 1000 Matriál, amiből rengeteg többször is ismétlődött más-más néven a textúrák ismétlődéseiről nem is beszélve...). Ebből a káoszából kezdtem el Wallabyba az exportálást.

Összesen 107 db projekt fájlom volt (3dsMax fájl) a megfelelő exportáláshoz. A 3dsMax 2016-ból 3ds formátumban exportáltam a pálya egyes részleteit. Majd ezt 3dsMax 7-be importáltam és onnan kellett exportálni .x formátumban, hogy a Wallaby be tudja hozni. Eközben számtalanszor beleütköztem a Wallaby korlátjaiba. Túl sok vagy túl nagy objektum, túl sok vagy túl nagy textúra, egyiket sem szerette a Wallaby. Szóval nem volt egy ideális felállítás az exportálás szempontjából. A végső exportálás során 15 különböző könyvtárba exportáltam ki a pálya különböző változatait és ezeket egyesével kellett ellenőrizni, hogy minden rendben van-e a játékban is.

Sok időt töltöttem azzal, hogy a korábbi hibáimat vagy mások hibáit javítsam, amikor nem saját magam által készített anyagokat használtam fel. A konvertálás több lépcsőjét végig járva újabb és újabb hibákat kellett kijavítani vagy kiküszöbölni sokszor olyan munkakódzerekkel, amelyek még soha sehol nem voltak leírva, dokumentálva. A munka folyamán igyekeztem a leoptimalisabb megoldásokat megkeresni, de néha a programok, néha a tudásom limitációjába ütköztem vagy csak azért nem optimalizáltam dolgokat, mert effektív sok munkát igényelt volna és nem lett volna akkora haszna.

A teljes projekt több, mint 28GB-ot foglal.

Miután a teljes exportálás megvolt, megpróbáltam egy olyan Max fájlt csinálni, amiből tudok renderképeket készíteni, csak mert ezek jól néznek ki. Ehhez a projekthez kipróbáltam néhány új ötletet és végül elértem azt, hogy olyan verzióban van meg Max-ban a pálya, ami még exportálás előtt kellett volna nekem. Ebből sokkal könnyebb lett volna exportálni, mint bármely korábbi verzióból és még sok hibát is javíthattam volna.

A szakasz építéséről 2012 óta egy naplót írtam. Csak ebben a naplóban 196 munkanap adatait rögzítettem, amiben a 2012 előtti munkáim benne sincsenek. Nagyjából több, mint 1000 munkaórám fekszik a szakaszban, amit 7 év alatt tettem bele.

Miért tartott 7 évig megépíteni?

Mert tanárként a munka nem ér véget akkor, amikor kijövünk az iskolából. Folyamatosan hazahordjuk a munkát.

Mert középiskolai osztályfőnök voltam 2 évig közben, ami még több munkát eredményezett. Én készítettem az osztályom tablóját és szalagavató videóját is.

Mert a 7 évből 2 évet egyetemen tanultam.

Mert menet közben több kísérleti projektem is volt a tanítványaimmal (pl. megtanultam Quake3 pályát építeni és a tanítványaimmal közösen megépítettük az iskolánkat Quake-ben, vagy lemodelleztem egy komplett kiállítótermet egy képkiallításról 3dsMax-ban, amiből interaktív DVD-t is készítettem, több (3-4) weboldalt is csináltam közben, és más egyéb apróbb projektekkel egyetemben).

Mert édesapámnál daganatot diagnosztizáltak és rendszeresen én hordtam kórházba kb. 8 hónapon keresztül.

Mert ez volt az első normál formátumú RBR pálya, amit építettem és meg kellett tanulnom azt a bonyolult konvertálási procedúrát (ezúton is szeretném megköszönni az óriási segítséget, ötletet, tippet Atinak (Pacsuta Attila) és Tibinek (Pacsuta Tibor), mert nélkülük biztosan nem készült volna el ez a pálya.

És igen, tudnám én szebbé is tenni a pályát (van is rá teszt projektem), jobba, kisebb méretűvé. Ki tudnám javítani a hibákat, de nem most. Jelenleg nincs rá időm, pedig szívesen csinálnám.

Tudom, hogy vannak hibái a pályának és tudom, hogy mik azok. De azt is tudom, hogy ezek kijavításához mennyi idő kell, de jelenleg ez nekem nincs.

Ha valaki mégis szeretné esetleg kijavítani a hibákat vagy szeretné befejezni helyettem a szakaszt, hogy az eredeti 6,1 km hosszúság meglegyen, azt mondanám OK. Megadok minden segítséget és csinálhatod.

Mi jön ezután?

Ha lenne rá majd időm, egy híres, régi, trükkös magyar rallyszakaszt szívesen építenék, egy olyan szakaszt, amelyen életemben először voltam rallyversenyen 1998-ban (nézőként). És ki tudja, lehet, átkonvertálom a Capo Di Feno-t Assetto Corsa-ba is. Szívesen csinálnám ezt főállásban, ha lenne belőle elég jövedelmem. De addig, csupán szabadidőmben csinálom ezt és tisztán szórakozásból, a közösségért.

## **WHC-SICILY Rally Tracks**

**Special Stage Aragona** - Fabaria Rally , Rally of the Temples 2011 - for Richard Burns Rally  
USE FREE AND PERMITTED TO ALL USERS OF Richard Burns Rally from January 2014.

Surface : Asphalt  
Length: 6.4 km  
Version: BETA 002

### CREDITS:

Documentation ALFONSO SPOTO  
3D Model - ALFONSO SPOTO  
Textures - ALFONSO SPOTO and Giovanni Sciacca - A sincere thanks to Miro Kurek and Vaclav Sourek  
Changes and Conversion to RBR - Giovanni Sciacca  
Objects and Collisions - ALFONSO SPOTO and Giovanni Sciacca  
Animations - GIUSEPPE GAETANI  
Cameras - GIUSEPPE GAETANI  
Pacenotes - GIUSEPPE GAETANI

A sincere thanks to Miro Kurek and Vaclav Sourek for allowing the use of some of their objects and textures in our project. :)  
The PS Aragona has been tested by WHC SICILY RALLY TRACKS , and users of REAL RALLY MOD ( [www.realrally.it](http://www.realrally.it) ) .  
Please , whereas there are some objects that were not created by the WHC Sicily Rally Tracks,  
please do not use the files in this project and the objects without our permission !

For any questions you can contact the creators of the track --- > WHC Sicily Rally Tracks - [whcrallytracks@gmail.com](mailto:whcrallytracks@gmail.com) -  
<http://whcsicilyrallytracks.blogspot.it/>

W.H.C. - SICILY Rally Tracks

January 2, 2014

**Special Stage MUXARELLO** - Fabaria Rally , Rally of the Temples 2009 - for Richard Burns Rally  
USE FREE AND PERMITTED TO ALL USERS OF Richard Burns Rally from January 2014.

Surface : Asphalt  
Length: 15.4 km  
Version: BETA 002

### CREDITS:

Documentation ALFONSO SPOTO  
3D Model - ALFONSO SPOTO  
Textures - ALFONSO SPOTO and Giovanni Sciacca - A sincere thanks to Miro Kurek and Vaclav Sourek  
Changes and Conversion to RBR - Giovanni Sciacca  
Objects and Collisions - ALFONSO SPOTO and Giovanni Sciacca  
Animations - GIUSEPPE GAETANI  
Cameras - ALFONSO SPOTO  
Pacenotes - ALFONSO SPOTO

A sincere thanks to Miro Kurek and Vaclav Sourek for allowing the use of some of their objects and textures in our project. :)  
The PS MUXARELLO has been tested by WHC SICILY RALLY TRACKS , and users of REAL RALLY MOD ( [www.realrally.it](http://www.realrally.it) ) .  
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<http://whcsicilyrallytracks.blogspot.it/>

W.H.C. - SICILY Rally Tracks

January 2, 2014

## **Napa RBR Cup**

**SS Komarov I + II** for "Richard Burns Rally"

Version: 1.2

Created By: Miro Kurek, Myra43, Napa RBR Cup  
Release date: 14.02.2021

Track Statistics :  
Length : 7.39 km

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(c) 2021 Napa RBR Cup

**SS Komarov Snow + Komarov II Snow** for Richard Burns Rally

Version: 1.1

Created By: Miro Kurek, Myra43, Napa RBR Cup  
Release date: 14.02.2021

Track Statistics :  
Length : 7.39 km

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**Jan Kaderabek**

## **Biskupice SSS for Richard Burns Rally**

Version: 1.1

Created By: Jan Kaderabek, Lorenzo Clerici, Silvio Kuhm

Release date: 13.04.2021

Track Statistics :

Length : 2.3 km

Surface : Tarmac

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## **Justup and BTBfin**

**Aittajärvi** 22,47km 1.0.1 2021-03-29 - Arctic Rally Rovaniemi 2021

Richard Burns Rally RX-plugins -track.

<https://btbfin.blogspot.com/>

Track type is Snow.

The track is located in Rovaniemi Finland.

**<https://www.rally-maps.com/Arctic-Rally-Finland-2021/Aittajärvi>**

The track is made by Justup, BTBfin and tested and pacenotes by Leka.

- objects, textures and Lidar-objects Justup, BTBfin, Jukka Gee.

You may modify or alter this project only for personal use.

The project should not be used commercially.

For using objects and/or textures is only my permission.

Thanks to all who have given me the textures and objects for this project.

Special thanks to the BTBfin and Jukka Gee because they had been a great help to me.

And special Thanks to Piddy aka Brendon and his great software BobsTrackBuilder!

- Justup

Btbtrack(miumau)gmail.com

SM Rally sprint track **Hokkara** 23.12.2020

Richard Burns Rally RX-plugins -track.

**<http://btbfin.blogspot.com/>**

Track type is Gravel.

The track is located in Villähde, Lahti, Finland.

Hokkara Sprint : **<https://www.rally-maps.com/Top-Building-Rallisprint-2019/Hokkara>**

Hokkara Sprint : **<https://www.rally-maps.com/Top-Building-Rallisprint-2018/Hokkara>**

Thanks to Ari-Petteri Pohjanniemi/A-P Motorsport how gave an idea for making this track and took a few pictures.

The track is made by Justup, BTBfin and tested and pacenotes by Leka.

- objects, textures and Lidar-objects Justup, BTBfin, Jukka Gee.

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And special Thanks to Piddy aka Brendon and his great software BobsTrackBuilder!

- Justup  
Btbtrack(miumau)gmail.com

#### SM Rally sprint track **Hokkara** 23.12.2020

Richard Burns Rally RX-plugins -track.

<http://btbfin.blogspot.com/>

Track type is Snow.

The track is located in Villähde, Lahti Finland.

Hokkara Sprint : <https://www.rally-maps.com/Top-Building-Rallisprint-2018/Hokkara>

Hokkara Sprint : <https://www.rally-maps.com/Top-Building-Rallisprint-2019/Hokkara>

Part of stage : <https://www.rally-maps.com/Lahti-ralli-1994/Hokkara>

Thanks to Ari-Petteri Pohjanniemi/A-P Motorsport how gave an idea for making this track and took a few pictures.

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And special Thanks to Piddy aka Brendon and his great software BobsTrackBuilder!

- Justup  
Btbtrack(miumau)gmail.com

#### **Kaihuavaara** 19,9km 1.0.1 2021-03-29 - Arctic Rally Rovaniemi 2021

Richard Burns Rally RX-plugins -track.

<https://btbfin.blogspot.com/>

Track type is Snow.

The track is located in Kemijärvi Finland.

<https://www.rally-maps.com/Arctic-Rally-Finland-2021/Kaihuavaara>

The track is made by Justup, BTBfin and tested and pacenotes by Leka.

- objects, textures and Lidar-objects Justup, BTBfin, Jukka Gee.

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Thanks to all who have given me the textures and objects for this project.

Special thanks to the BTBfin and Jukka Gee because they had been a great help to me.

And special Thanks to Piddy aka Brendon and his great software BobsTrackBuilder!

- Justup  
Btbtrack(miumau)gmail.com

#### **KUOHU** 9km 1.0.1 2012-01-16

Richard Burns Rally RX-plugins -track.

<http://btbfin.blogspot.com/>

Track type is Gravel.

The track is located in Kuohu, Jyväskylä, Finland.

<https://www.rally-maps.com/Rally-Finland-2006/Kuohu>

Results : <http://www.ewrc-results.com/results.php?e=10&s=251&t=Neste-Oil-Rally-Finland-2006>

The track is made by MadMike, BTBfin and pacenotes by Antti H.

- objects, textures Jukka Gee and 2010's BTB xpacks.

You may modify or alter this project only for personal use.

The project should not be used commercially.

For using objects and/or textures is only my permission.

Thanks to all who have given me the textures and objects for this project.

Special thanks to the BTBfin and Jukka Gee.

And special Thanks to Piddy aka Brendon and his great software BobsTrackBuilder!

Contact us :  
savo.stage.team.finland (miumau) gmail.com

former SSTF and  
Present BTBfin RALLYsim

### **Myttäälä Gravel** 5.0km 1.2.0 2021-01-08

Richard Burns Rally RX-plugins -track.

<https://btbfin.blogspot.com/>

Track type is Gravel.

The track is located in Pälkäne, Finland.

<https://www.fonecta.fi/kartat?lon=24.201325178146362&lat=61.33817138733064&z=16&from=Mytt%C3%A4%C3%A4ntie+190+P%C3%A4lk%C3%A4ne&to=Perki%C3%B6ntie+10%2C+36600%2C+P%C3%A4lk%C3%A4ne&wp=Seitsyentie+30%2C+36600%2C+P%C3%A4lk%C3%A4ne&wp=Seitsyentie+100%2C+36600%2C+P%C3%A4lk%C3%A4ne&wp=Perki%C3%B6ntie+226%2C+36600%2C+P%C3%A4lk%C3%A4ne&wp=Perki%C3%B6ntie+200%2C+36600%2C+P%C3%A4lk%C3%A4ne&rt=fastest>

The track is made by Justup and BTBfin and tested by Leka.

- objects, textures and Lidar-objects Justup, BTBfin, Jukka Gee.

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And Thanks to all who have given me the textures and objekts for this project.

Special thanks to the BTBfin and Jukka Gee because they had been a great help to me.

And special Thanks to Piddy aka Brendon and BobsTrackBuilder!

- Justup

Btbtrack(miumau)gmail.com

### Special Stage 22 1000 Lakes Rally 1986 **Pengonpohja** 2021-01-14

Richard Burns Rally RX-plugins -track.

<https://btbfin.blogspot.com/>

Track type is Gravel.

The track is located in Ylöjärvi, Finland.

<https://www.rally-maps.com/1000-Lakes-Rally-1986/Pengonpohja>

The track is made by Justup and BTBfin and tested by Leka.

- objects, textures and Lidar-objects Justup, BTBfin, Jukka Gee.

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Thanks to all who have given me the textures and objects for this project.

Special thanks to the BTBfin and Jukka Gee because they had been a great help to me.

Thanks to Vileska for giving good tips on object properties.

And special Thanks to Piddy aka Brendon and his great software BobsTrackBuilder!

- Justup

Btbtrack(miumau)gmail.com

### Special Stage 40 **Pirttijärvi** 1000 Lakes Rally 1986 Stage 2021-01-07

Richard Burns Rally RX-plugins -track.

<https://btbfin.blogspot.com/>

Track type is Gravel.

The track is located in Tampere, Finland.

<https://www.rally-maps.com/1000-Lakes-Rally-1986/Pirttijarvi>

1986 Rally Finland Results :

<https://www.ewrc-results.com/results/8671-rally-of-the-1000-lakes-1986/?s=35370>

The track is made by Justup and BTBfin and tested by Leka.

- objects, textures and Lidar-objects Justup, BTBfin, JukkaGee.

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For using objects and/or textures is only my permission.

Thanks to all who have given me the textures and objects for this project.

Special thanks to the BTBfin and Jukka Gee because they had been a great help to me.  
And special Thanks to Piddy aka Brendon and his great software BobsTrackBuilder!

- Justup  
btbtrack(miumau)gmail.com  
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Special Stage 23 **Sarvana** 1000 Lakes Rally 1986 Stage 2021-01-08

Richard Burns Rally RX-plugins -track.

<https://btbfin.blogspot.com/>

Track type is Gravel.

The track is located in Ruovesi Finland.

<https://www.rally-maps.com/1000-Lakes-Rally-1986/Sarvana>

1986 Sarvana Results

<https://www.ewrc-results.com/results/8671-rally-of-the-1000-lakes-1986/?s=35353>

The track is made by Justup and BTBfin and tested by Leka.

- objects, textures and Lidar-objects Justup, BTBfin, Jukka Gee.

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And special Thanks to Piddy aka Brendon and his great software BobsTrackBuilder!

- Justup  
Btbtrack(miumau)gmail.com  
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**Vennivaara** 5,69km SD 2021-02-28 Arctic Rally 2021

Richard Burns Rally RX-plugins -track.

<https://btbfin.blogspot.com/>

Track type is Snow.

The track is located in Rovaniemi Finland.

<https://www.rally-maps.com/Arctic-Rally-Finland-2021/Shakedown-Vennivaara>

<https://www.rally-maps.com/Arctic-Lapland-Rally-2021/Shakedown-Vennivaara>

<https://www.rally-maps.com/Arctic-Rally-1992/Vennivaara>

The track is made by Justup, BTBfin and tested and pacenotes by Leka.

- objects, textures and Lidar-objects Justup, BTBfin, Jukka Gee.

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Thanks to all who have given me the textures and objects for this project.

Special thanks to the BTBfin and Jukka Gee because they had been a great help to me.

And special Thanks to Piddy aka Brendon and his great software BobsTrackBuilder!

- Justup  
Btbtrack(miumau)gmail.com

**PIRTTIKULMA** 6,2km 1.0.1 2021-07-02

BTBfin Original Download Source :

<https://btbfin.blogspot.com/2021/07/>

Richard Burns Rally RX-plugins -track.

Track type is Gravel.

The track is located in Kuhmoinen, Finland.

<https://www.rally-maps.com/Kuhmoisten-Sora-Ralli-2019/Pirttikulma>

The track is made by Justup and BTBfin and tested by Leka.

- objects, textures and Lidar-objects Justup, BTBfin, Jukka Gee.

- Pacenotes by BTBfin

You may modify or alter this project only for personal use.

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Thanks to all who have given me the textures and objects for this project.  
Special thanks to the BTBfin and Jukka Gee because they had been a great help to me.  
And special Thanks to Piddy aka Brendon and his great software BobsTrackBuilder!  
- Justup  
Btbtrack(miumau)gmail.com

### **Gränbäcken** 21.7.2021

Midnattssolsrallyt 2019, SS 5 Gränbäcken, 9,93 km.

Richard Burns Rally RX-plugins -track.

Track type is Gravel.

The track is located in Örebro, Sweden.

<https://www.rally-maps.com/Midnattssolsrallyt-2019/Gr%C3%A4nb%C3%A4cken>

<https://youtu.be/qvBfXNhJiSs?t=11>

The track is made by Justup, BTBfin and tested and pacenotes by Leka.

- objects, textures and Lidar-objects Justup, BTBfin and Jukka Gee.

You may modify or alter this project only for personal use.

The project should not be used commercially.

For using objects and/or textures is only my permission.

Thanks to all who have given me the textures and objects for this project.

Special thanks to the BTBfin and Jukka Gee because they had been a great help to me.

And special Thanks to Piddy aka Brendon and his great software BobsTrackBuilder!

- Justup

Btbtrack(miumau)gmail.com

### **MATTILA** 13,0km - 1985 SS26 Rally Finland - 2021-12-06

BTBfin Original Download Source :

<https://btbfin.blogspot.com/>

Richard Burns Rally RX-plugins -track.

Track type is Gravel.

The track is located in Kuhmalahti (Kangasala) and Orivesi, Finland.

<https://www.rally-maps.com/1000-Lakes-Rally-1985/Mattila>

The track is made by Justup and BTBfin and tested by Leka.

- objects, textures and Lidar-objects Justup, BTBfin, JukkaGee.

- Pacenotes by BTBfin

You may modify banners but not other parts of this project.

The project should not be used commercially.

For using objects and/or textures is only my permission.

Thanks to all who have given me the textures and objects for this project.

Special thanks to the BTBfin and Jukka Gee because they had been a great help to me.

And special Thanks to Piddy aka Brendon and his great software BobsTrackBuilder!

- Justup

btbtrack(miumau)gmail.com

### **Vileska**

Rally stage **Vyskala SS1**

=====

Stage made by Vileska

homepage: [vileska.blogspot.com](http://vileska.blogspot.com)

Special thanks to FiSU Rally Team members Onza, PetriH and kadetontoukka for test driving and feedback.

Thanks to Justup for advices and help with BTB and stage making basics.  
Thanks to Vauhtimurot (vauhtimurot.blogspot.com) for all-you-need info site.

### Erikoiskoe Vyskala SS1

=====

Tämän erikoiskokeen sinulle tarjoaa Vileska  
Kotisivut: vileska.blogspot.com

Eriyiskiitokset FiSU Rally Teamin Onzalle, PetriH:lle and kadetontoukka:lle testikuskina toimimisesta ja saamastani palautteesta erikoiskokeen parantamiseksi.

Kiitokset Justup:lle neuvoista ja kannustuksesta erikoiskokeen teon aikana.

Kiitokset Vauhtimuroille (vauhtimurot.blogspot.com) mahtavista sivuista!

#### Update 1.0.2:

=====

- Rallysimfans.hu -version.
- New splashscreen (Map deleted, not needed with new version of NGPCarMenu).

#### Update 1.0.1:

=====

- New metadata & picture for NGPCarMenu plugin. (<https://github.com/mika-n/NGPCarMenu>) Tested with version 1.13.6.

©Vileska 2020

### Rally stage **Vyskala SS2**

=====

Stage made by Vileska  
homepage: vileska.blogspot.com

Special thanks to FiSU Rally Team member Onza for test driving and feedback.

Thanks to Vauhtimurot (vauhtimurot.blogspot.com) for all-you-need info site.

### Erikoiskoe Vyskala SS2

=====

Tämän erikoiskokeen sinulle tarjoaa Vileska  
Kotisivut: vileska.blogspot.com

Eriyiskiitokset FiSU Rally Teamin Onzalle testikuskina toimimisesta

ja saamastani palautteesta erikoiskokeen parantamiseksi.

Kiitokset Vauhtimuroille (vauhtimurot.blogspot.com) mahtavista sivuista!

#### Update 1.0.2:

=====

- Rallysimfans.hu -version.
- New splashscreen (Map deleted, not needed with new version of NGPCarMenu).

#### Update 1.0.1:

=====

- New metadata & picture for NGPCarMenu plugin. (<https://github.com/mika-n/NGPCarMenu>) Tested with version 1.13.6.

©Vileska 2020

### Rally stage Vyskälä SS3 (v1.1)

=====

Stage made by Vileska  
homepage: vileska.blogspot.com

Special thanks to stage official test driver Onza for test driving and feedback.

Thanks to Keeb, Joonas, Jyrki and Aleksu for feedback (update v1.0.2 -> v1.1)

Thanks to Midi^ for pictures from Rally Sweden 2019.

#### Lisence:

- Sharing this stage elsewhere without permission is forbidden. Please share only link to official download page (<https://vileska.blogspot.com/p/vyskala-ss3.html>).

- Commercial use without permission is forbidden.
- It is NOT allowed to use any textures on your own projects.
- It is NOT allowed to share modified textures.

### Erikoiskoe **Vyskälä SS3 (v1.1)**

=====

Tämän erikoiskokeen sinulle tarjoaa Vileska  
Kotisivut: vileska.blogspot.com

Erityiskiitokset Onzalle testikuskina toimimisesta ja saamastani palautteesta erikoiskokeen parantamiseksi.  
Kiitokset Keeb, Joonas, Jyrki ja Aleksi palautteesta päivitysversiona (päivitys v1.0.2 -> v1.1)  
Kiitokset Midi^lle Ruotsin rallin 2019 kuvista.

#### Lisenssi:

- Erikoiskokeen jakaminen ilman lupaa on kielletty. Sen sijaan voit jakaa linkkiä viralliselle lataussivulle (<https://vileska.blogspot.com/p/vyskala-ss3.html>).
- Erikoiskokeen kaupallinen käyttö ilman lupaa on kielletty.
- Tekstuurien käyttö omissa projekteissa kielletty.
- Muunneltujen tekstuurien jakaminen kielletty.

#### Update 1.1:

=====

- Collision fixes. Thanks to Keeb for bug report!
- Added "road markers" to roadside at split 3.
- Some smoothing on few places (road).
- Some fine tuning on textures.
- Added some road before start & after finish.

Times are Not comparable between different versions!

#### Update 1.0.2:

=====

- First Rallysimfans.hu -version.
- New splashscreen (Map deleted, not needed with new version of NGPCarMenu).
- Small updates to textures.

#### Update 1.0.1:

=====

- New metadata & picture for NGPCarMenu plugin. (<https://github.com/mika-n/NGPCarMenu>) Tested with version 1.13.6.

©Vileska 2020

### Rally stage **Vyskälä SS4 (v1.0)**

=====

Stage made by Vileska  
homepage: vileska.blogspot.com

Special thanks to stage official test driver Onza for test driving and feedback.  
Thanks to Midi^ for pictures from Rally Sweden 2019.

#### Lisence:

- Sharing this stage elsewhere without permission is forbidden. Please share only link to official download page (<https://vileska.blogspot.com/p/vyskala-ss3.html>).
- Commercial use without permission is forbidden.
- It is NOT allowed to use any textures on your own projects.
- It is NOT allowed to share modified textures.

### Erikoiskoe Vyskälä SS4 (v1.0)

=====

Tämän erikoiskokeen sinulle tarjoaa Vileska  
Kotisivut: vileska.blogspot.com

Erityiskiitokset Onzalle testikuskina toimimisesta ja saamastani palautteesta erikoiskokeen parantamiseksi.

Kiitokset Midi^lle Ruotsin rallin 2019 kuvista.

Lisenssi:

- Erikoiskokeen jakaminen ilman lupaa on kielletty. Sen sijaan voit jakaa linkkiä viralliselle lataussivulle (<https://vileska.blogspot.com/p/vyskala-ss3.html>).
- Erikoiskokeen kaupallinen käyttö ilman lupaa on kielletty.
- Tekstuurien käyttö omissa projekteissa kielletty.
- Muunneltujen tekstuurien jakaminen kielletty.

Version 1.0:

=====

- First version.
- Includes Noon and Evening versions.

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### **WorkerBee FixUp Patch for RBR 1.02 SSE:**

Disclaimer of Warranty

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### **WorkerBee Next Generation Physics (NGP) Plugin (PhysicsNG) for RBR 1.02 SSE**

Disclaimer

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You may use this plugin in online plugins as long as you distribute all the files being initially contained in the PhysicsNG installation package, especially the readme and documentation files.