

VU-Racing

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About

This is a [Venice Unleashed](#) mod for Battlefield 3.

Players compete for the fastest times on race tracks across several maps.

Regular combat has been disabled as players cannot leave their vehicles.

Source Code/Issue Tracker: <https://github.com/Rylius/VU-Racing>

Requirements

The End Game expansion (**XP5**) is required for this mod.

Server Configuration

No special configuration required!

Not all maps have tracks available.

Recommended **MapList.txt** (feel free to change the order):

```
MP_007 TeamDeathMatch0 1
XP5_003 TeamDeathMatch0 1
XP3_Alborz TeamDeathMatch0 1
MP_017 TeamDeathMatch0 1
MP_018 TeamDeathMatch0 1
MP_011 TeamDeathMatch0 1
MP_013 TeamDeathMatch0 1
XP5_004 TeamDeathMatch0 1
```

TDM is strongly recommended. Other game modes are likely to cause problems or even crash.

Compatibility

This mod should be compatible with most other mods. Keep in mind players will not be able to leave their vehicles and modifications of maps may interfere with tracks.

- Additional loaded bundles: `xp5chunks`, `levels/xp5_002/xp5_002`, `Levels/XP5_002/CQL`
- `CombatAreaTriggerEntityData` and `FriendZoneEntityData` will not spawn
- The locations of all `AlternateSpawnEntityData` instances will be changed
- TDM-specific `StaticModelGroups` will be prevented from loading
- Some `VehicleEntityData` properties on `Vehicles/XP5/KLR650/KLR650` will be changed

If you're trying to change the vehicle used in this mod, either modify `Vehicles/XP5/KLR650/KLR650` in another mod or pick another instance in `ext/server/__init__.lua` (`RacingServer:SpawnPlayerVehicle`). Some vehicles may require additional bundles.

Development

Lua

See `__init__.lua` in each module to get started.

Tracks are placed in `ext/shared/tracks` by map and registered in `ext/shared/__init__.lua`.

WebUI

1. `npm install`
2. `npm run build`

Entry points are `webui/index.html` and `webui/webui.ts`. Uses [Vue.js](#) and [TypeScript](#).

[Parcel](#) is used to bundle the sources.