

# 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

*Startup.txt*

```
# Spawning on squad members leads to all sorts of issues, so disable that
vu.SquadSize 1

# Recommended but not required
vars.roundStartPlayerCount 1
vars.roundRestartPlayerCount 1

# Not strictly necessary, but why not
vars.3pCam true
```

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.