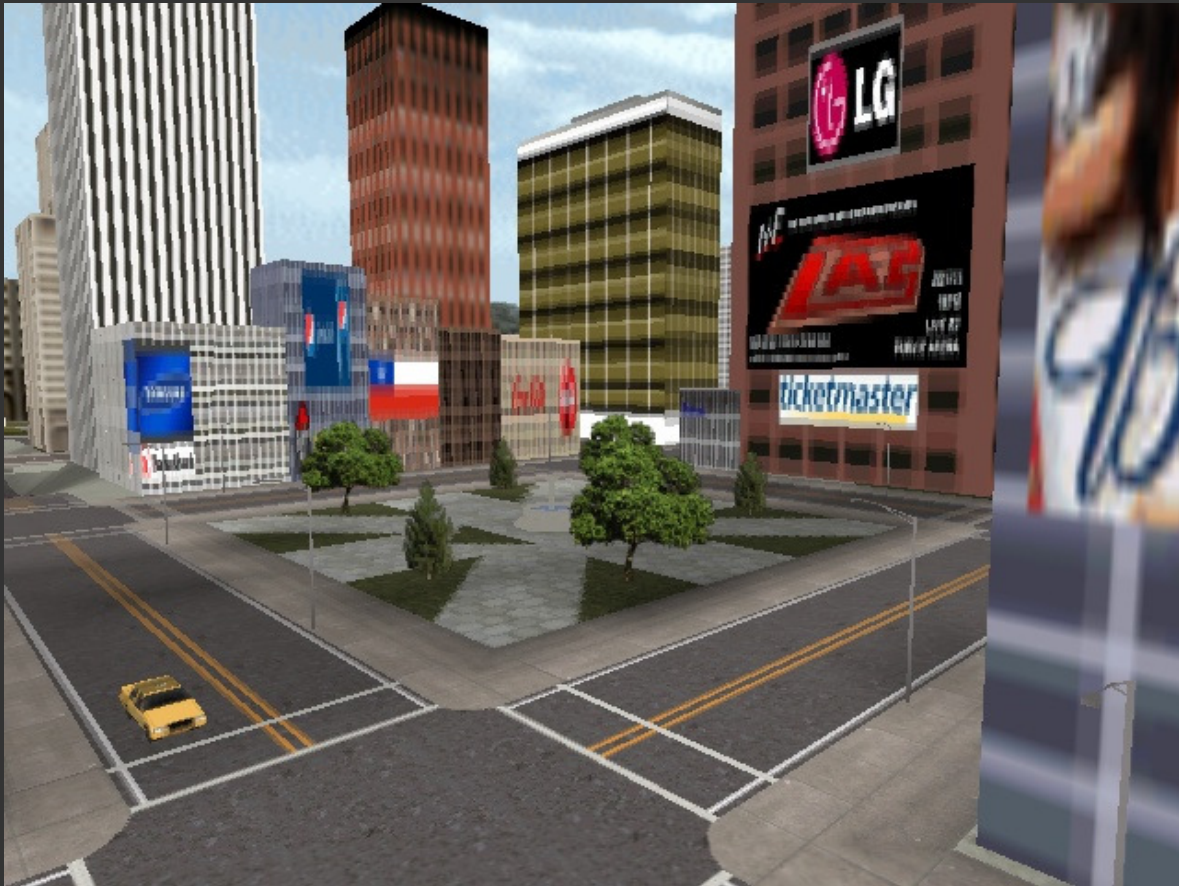# ENOCELLCITY2

A Monster Truck Madness 2 track by Juan Pablo "Kmaster" Meza

A tribute to one of the best track makers in MTM2 history,

whose tracks inspired my to create add-ons for this game.

Created with Traxx.

Finally, the biggest city track ever made for MTM2 is released! A new version of enocell city with tons of new custom textures, realistic new landmarks and new real life buildings. Using as much terrain as I could with the MTM2 software limitations, this is my biggest track made, and officially the biggest city track ever made. There are probably bigger tracks than this one (could you imagine that?) but none as detailed as enocity 2. I literally took care of every grid in the 256x256, 30.9375 ft terrain available. You probably may notice inspiration from such amazing tracks like Perkane City, Whatsit? and Godzilla vs Bigfoot, but trust me, nothing has been made compared to the huge layout and detail of this track. Being 6 months in the works, it is my biggest project ever made for Monster Truck Madness.

STATS:

- 342 textures
- 172 models
- 158 model textures
- 19 course segments
- 2048 ground boxes
- 541 objects

SPECIFICATIONS

Enocell City 2, version 2.0
Version 1 is the original "Enocell City" track, available for download in mtm2.com

Track type: cops and robbers (CNR) rumble
I decided to set the track to CNR because of many reasons. First of all, city tracks are very popular in CNR tournaments, and you don't need to set any kind of checkpoints (which gives me more models I can use for the city landscape). Also, in rallies, there's just one way to go, and by doing that you will miss some important landmarks of the city. That doesn't happen in CNR tracks, where you need to full explore the city in order to chase or run away from your opponents. You can try the track offline using SLEW MODE (in game type GOLD, then Y, then Z, then ctrl+L and type ENOCELL2.SIT)

Suggested garage settings: 2000 s/s
If you're planning to go offroad or just outside the urban zone, you might consider lowering the trans. gear and trying a m/s setup.

Music: Breakneck (stock)

CREDITS

Textures

The original road textures (OH*) were made by Enocell from the original Junkyard textures. They were heavily modified by me (KRD*)
The terrain textures were made by TRI
Buildings were converted by me from Grand Theft Auto and CGTextures. Some of them were made by TeamDeath
Vegetation textures were converted by me from CGTextures.

Models

Most of the buildings were made by TRI, they were converted from Fly by METH and Phineus. Some of them were modified by me.
The McDonald's, Enocell City Hall, Shell gas pumps, Bill Purvis Arena, Phin 10ft statue and Saukkonen Plaza fountain models were textured and modeled by me. Plane, satellital antenna and radio tower by Malibu350. Bus terminal by Monster Mora & me. Fences by Inky. Vehicles by enocell and Malibu350 (converted from Evo). Pine tree by HotShoe, the rest was made by Crankshaft.
Backdrop (Laguna Seca) by TRI converted by Phineus, from the game CART. The Azure raceway grandstands were made for a drag track, the author remain unknown. Presicion Racing. Lightpost from Evo, modified by me.

This track was made with Traxx 1.5.12, Paint Shop Pro 6, Google SketchUp 8, BinEdit 2.2, TrackviewGL and WinPOD32 and C-POD, between August 2009 and February 2011.

http://www.mtm2.com/~mtmg
http://www.malibu350.com
http://www.binedit.com
http://www.mtm2.com/~traxx
http://www.cgtextures.com

CONTACT INFO

My website, Kmaster's House of Wicked Awesomeness is hosted by MTM2.com thanks to Phineus.

http://kmaster.mtm2.com

Alternatively you can send your greetings, comments, suggestions and hate mail to my gmail account: jpkmaster@gmail.com

Don't forget to be my fan, err, friend on facebook!

http://www.facebook.com/jpkmaster

Many thanks to the Monster Truck Madness 2 community, the Monster Truck Madness Guild, Phineus Gage for all of his words of wisdom, Trevor Dola aka Slayer for all his suggestions, Malibu350, Jake Brake aka Dkridergz for being a just a good friend and helping me and always giving me a good laugh, Dave "dRod" Rodriguez for his support, Eduardo Mora, Wint, ShadowPrincess for her support, Jammer, John Dayhoff aka Yomega, Karen for her support back in 2009 and all the times she had to stand me when I was making the track, model and textures (lol), all my MTMer friends; Mat Allum (Tarres), Anarchy, PM customs, Nome, CH, Cale Putnam, Corpse Razer, Rep Fan, Larry Copeland, Shawn Duffy, Matt Tibold (EB), Andreas Bley, David Carr (D2S), Duane Blakeslee (BC), Shawn James (Noct), Resi Respati, HotShoe, Scatter, Larry, Nick and ALL my friends at MTMG/SLO/Draggers/MTM2tournaments. Oliver Pieper for all his programs and of course, Bill "GuitarBill" Purvis for one of the best programs ever made for Monster Truck Madness 2, Traxx. You will never be forgotten.

And of course, Teemu Saukkonen, also known as enocell.

For those of you who wanted to pull the plug on the community with their actions, who want to make profit out of other people's works, who tried to steal what is ours… well, you don't want to know what I think about them.

Juan Pablo Meza