



# **PROJECT MC**

## **GUIDEBOOK**

### **CONTENT**

<b>1</b>	<b>INTRODUCTION</b>
<b>2</b>	<b>ITEMSET</b>
<b>3 - 3.1</b>	<b>TEXTURE MOD</b>
<b>4 - 4.1</b>	<b>DOWNLOAD &amp; SET UP</b>
<b>5 - 5.1</b>	<b>MAPPACK</b>
<b>6 - 6.3</b>	<b>TIPS &amp; TRICKS</b>
<b>7</b>	<b>LIMITATIONS</b>
<b>8</b>	<b>PMC FORUM</b>
<b>9</b>	<b>PLANS</b>
<b>10</b>	<b>EVENTS</b>
<b>11</b>	<b>LINK COLLECTION</b>



# INTRODUCTION

## WINKE

Welcome to Project MC!

At the core of this initiative is the Itenset and Texture Mod, which Andone and I (Everios96) began developing in February 2023. Throughout the journey, we enlisted talented mappers from the community to collaborate on creating a comprehensive map pack, to showcase the potential of the assets. We are excited to announce that everything is now officially released!

## GOAL

Our goal for Project MC is to enable you to create any Minecraft build you can imagine within the Trackmania editor. Constructing your map is similar to playing Minecraft in creative mode, and there is no need for any 3D software.

## COPYRIGHT

We do not own any of the assets or textures and all rights belong to Mojang/Microsoft.

We want to make that very clear and we are aware that legally this is a grey area.

We do not want to make any profit by sharing this with the community, we just want to combine our love for Minecraft and Trackmania and offer the community a fun experience along the way.

Furthermore, the original textures were altered by upscaling them or by other means.

The music used on the maps was created by C418 and the rights still remain with him.

We hope that he will appreciate that we feature his art.

If there are any questions feel free to contact me directly.

## IMPORTANT

For the optimal experience of the map pack please enable **mod downloads** and **music**!

You may need to adjust your settings, music is very quiet by default in a mapfile sadly.

**VERY IMPORTANT:** The plugin **"No Whoosh Sound"** can save a lot of fps on the maps. Please enable it!





## **INCLUDED:**

- + All blocks, slabs, stairs, fences and walls
- + All transparent blocks and items for decoration
- + All mobs
- + WEEM textures
- + Moving blocks
- + Default models, to create your own unique blocks
- + Physics blocks
- + Lights
- + VFX blocks
- + a lot more

The itemset for PMC is massive with a total of over 6000 unique blocks.

It features most of the vanilla Minecraft items and allows you to build anything you want in Trackmania.

This is how it was achieved:

At the beginning andone created a blender script, that allowed us to automatically texture all one sided blocks, meaning a block where every side is the same. All the other blocks we had to manually texture in blender.

Many of the minecraft meshes were available, but many of them had to be modeled from scratch.

This whole process took over a year to complete.

I want to thank Dartel and Branko here.

Dartel helped me a lot with texturing the mobs, and Branko created the moving blocks for the set. They saved me a lot of time in the last month before release.



# TEXTURE MOD

3

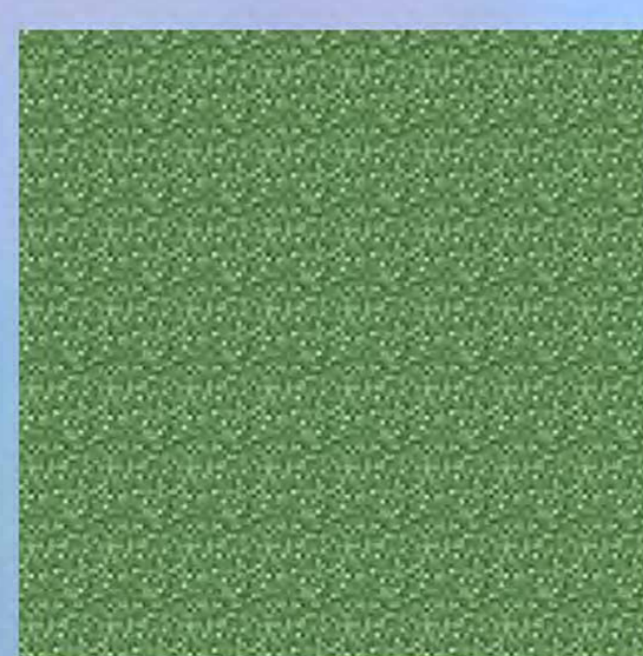
A texture mod replaces the default trackmania textures

## STRUCTURE OF THE MOD

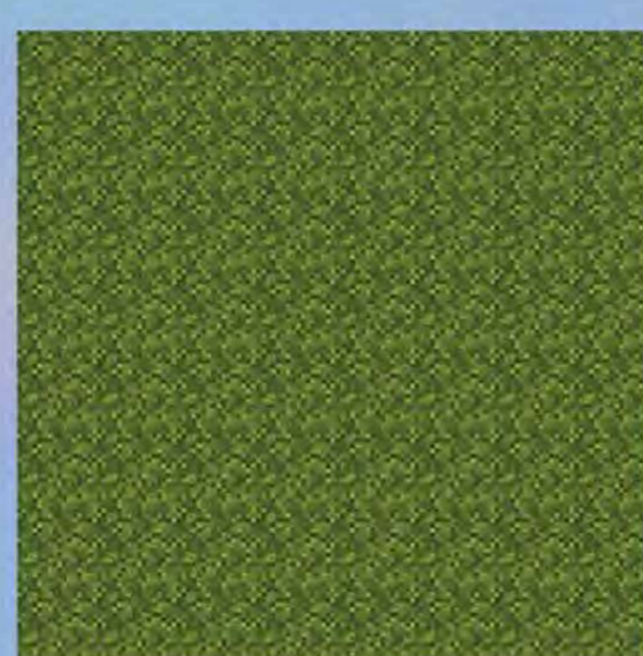
Here are the core textures of all mods. Every texture is linked to the itenset:



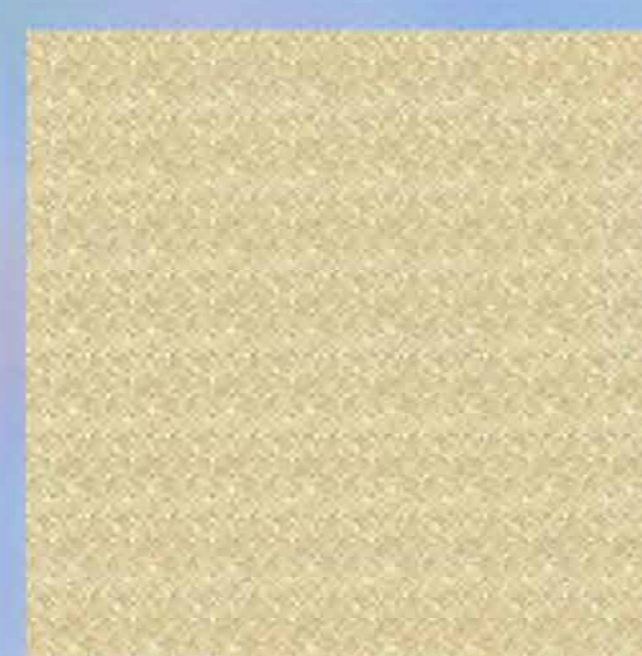
The mod also changes the road textures to help blend them in with the trackmania blocks. Those can change when using different versions of the mod:



**PlatformGrass**  
(Minecraft Grass)



**Grass**  
(Minecraft Moss)



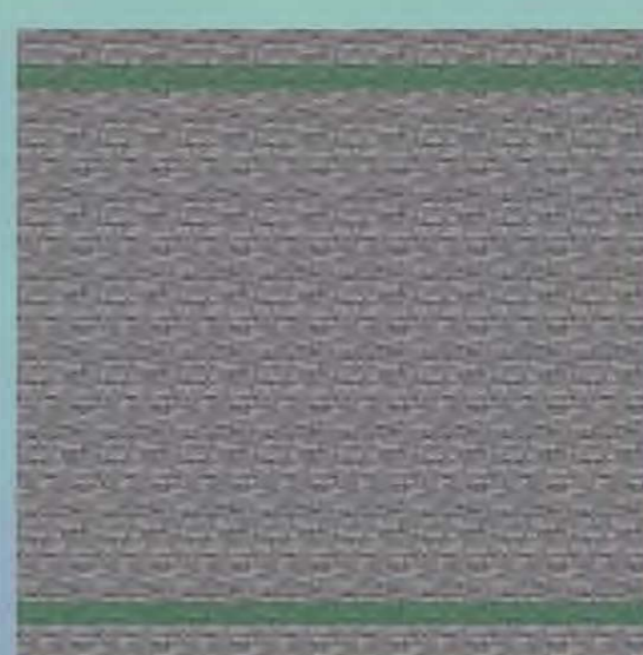
**DecoHillSand**  
(Minecraft Sand)



**PlatformDirt**  
(Minecraft Dirt)



**PlatformTech**  
(Minecraft Stone)



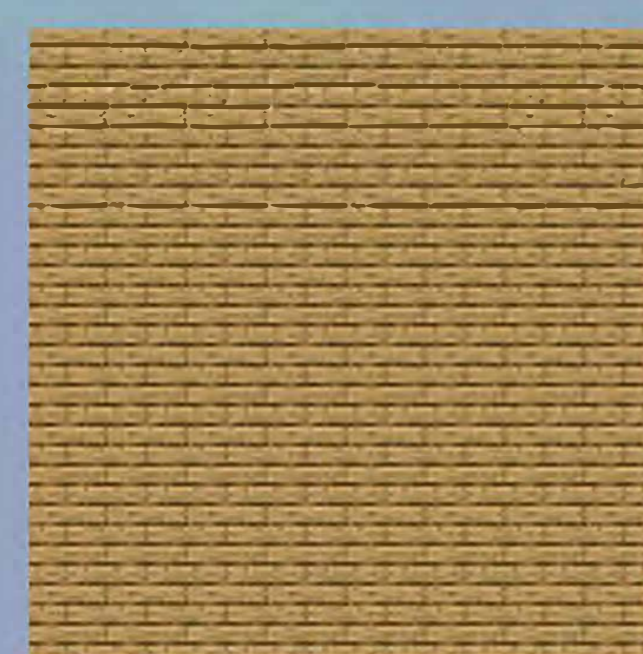
**RoadTech**  
(Minecraft Stone)



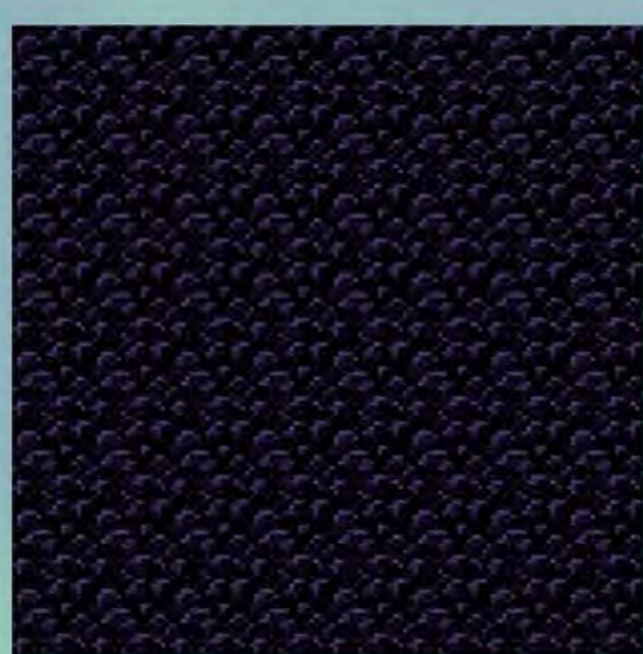
**PlatformIce**  
(Minecraft Ice)



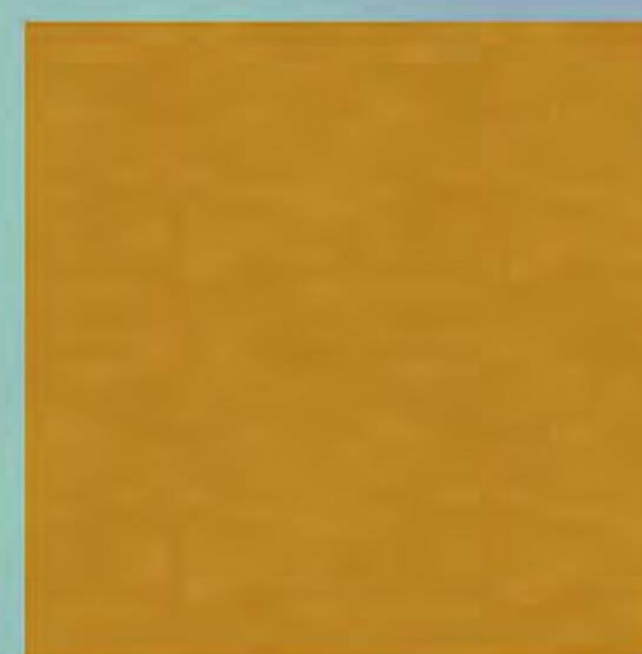
**RoadDirt**  
(Minecraft Dirt)



**Trackwall**  
(Minecraft Oak Planks)



**Blackroad**  
(Minecraft Obsidian)

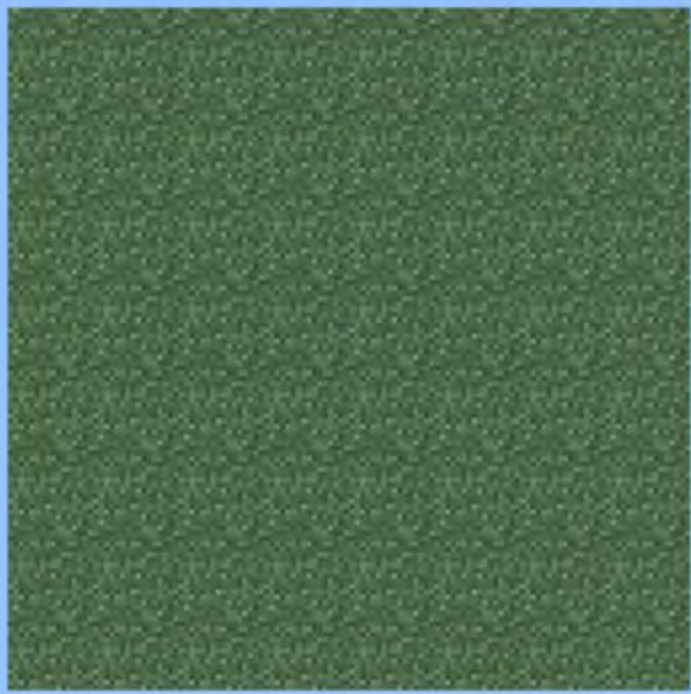


**Plastic**  
(Minecraft Yellow Teracotta)

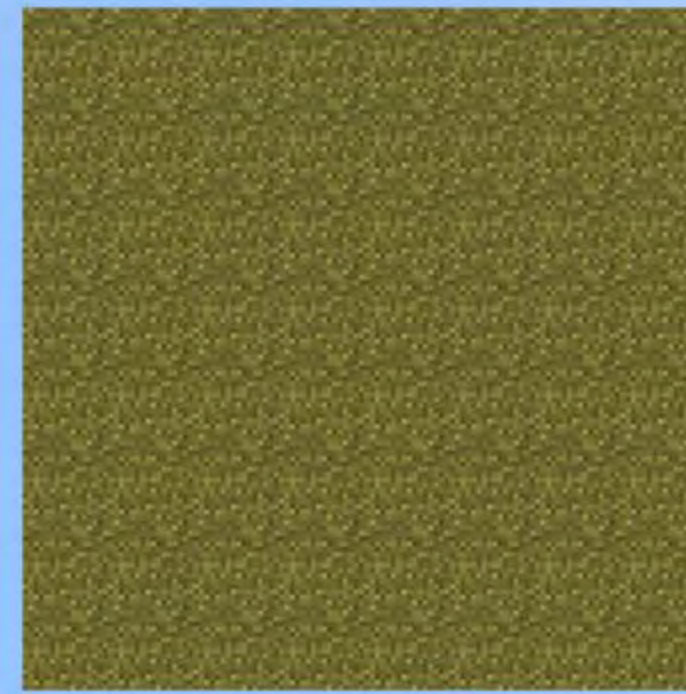


## ALTERNATE MOD CHANGES:

### TUNDRA:



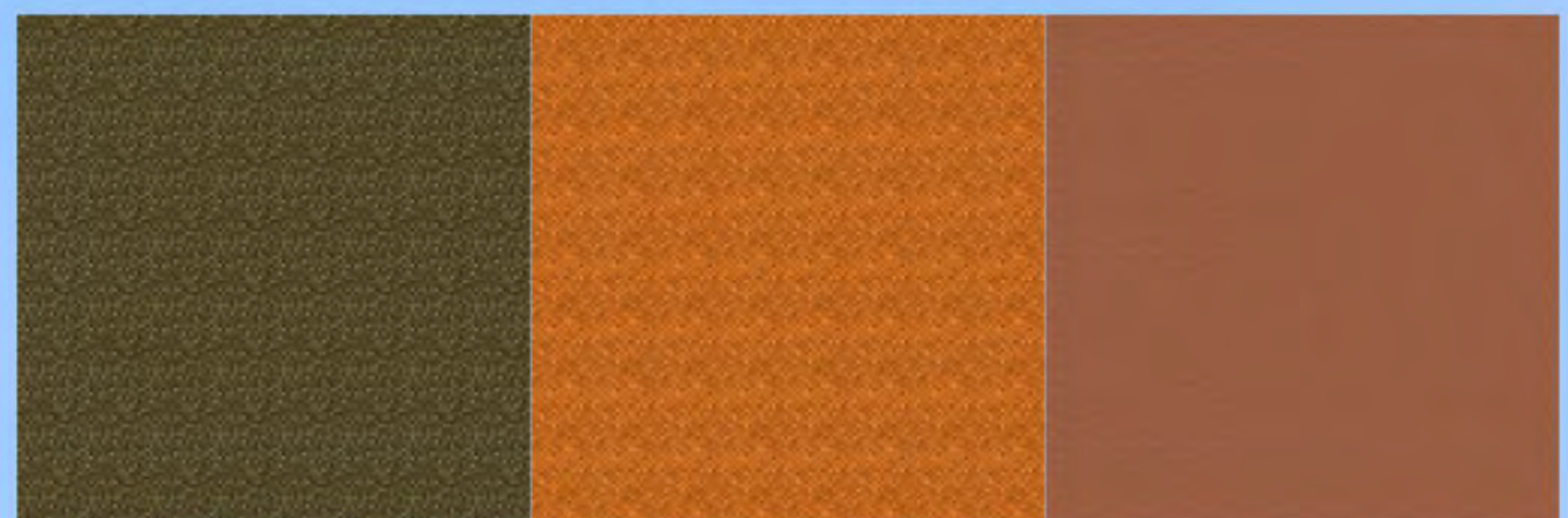
### SAVANNAH:



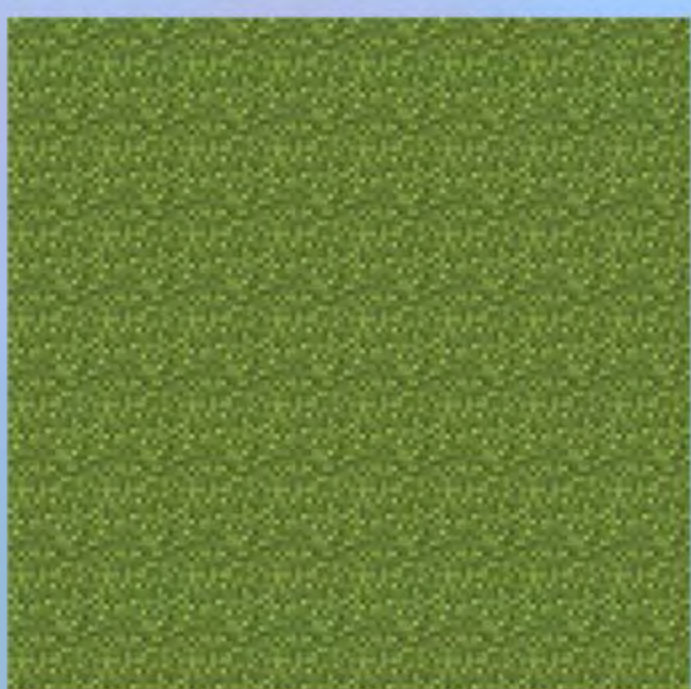
### SWAMP:



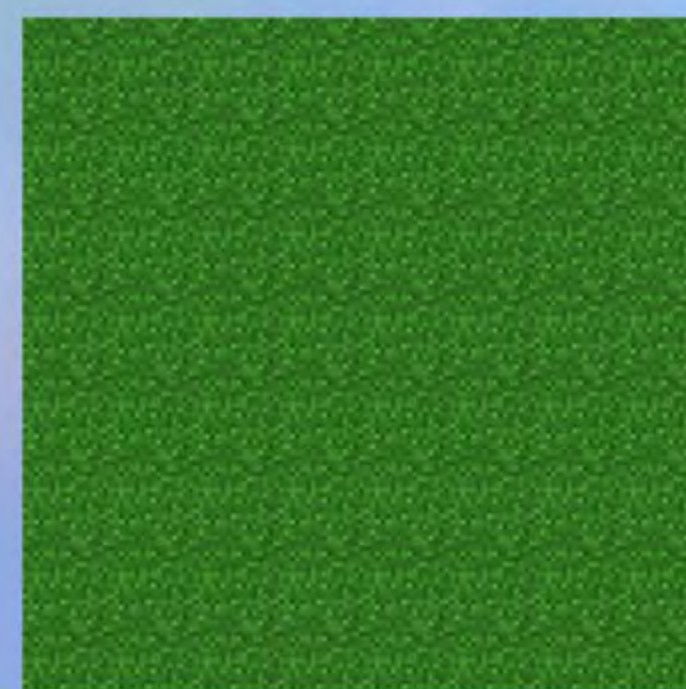
### BADLANDS:



### BLOSSOM:



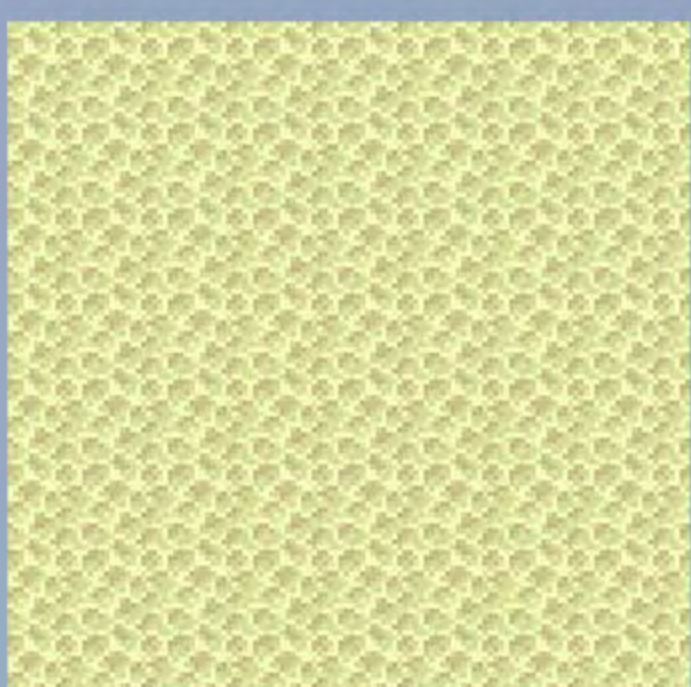
### JUNGLE:



### NETHER:



### END:





# DOWNLOAD & SETUP

4

If you use the **itenset & mods**, please give credit!

## STEP BY STEP:

- + Download the itenset: **Click here!**
- + Extract the ZIP File
- + Navigate to:  
**documents/trackmania/items**
- + Put the file into /items folder  
and restart Trackmania

To apply the mod, navigate to the edit map section in Trackmania.

Now hold down ctrl while you open your map. It should open up a window, that allows you to set the time for your map.

Once you selected your time, you can add a URL. Copy & paste the Mod URL below.

This is it! You can now start to build your map. Good luck:)

The following Mods are available.  
Right click -> copy link adress

**Default:** [PHC\\_Mod\\_Default.zip](#)

**Plains:** [PHC\\_Mod\\_Plains.zip](#)

**Tundra:** [PHC\\_Mod\\_Tundra.zip](#)

**Badlands:** [PHC\\_Mod\\_Badlands.zip](#)

**Jungle:** [PHC\\_Mod\\_Jungle.zip](#)

**Nether:** [PHC\\_Mod\\_Nether.zip](#)

**Savannah:** [PHC\\_Mod\\_Savannah.zip](#)

**Blossom:** [PHC\\_Mod\\_Blossom.zip](#)

**Swamp:** [PHC\\_Mod\\_Swamp.zip](#)

**End:** [PHC\\_Mod\\_End.zip](#)



## CARSKINS

Drunub created 3D car skins for the project!

Here is how you can install them:

+ Download the zip file here:

Endernite

Minecart

Silverfish

Boat

Boat 2 (moving paddles+skidmarks)

+ Extract the ZIP File

+ Navigate to:

**Documents/Trackmania/Skins/Models/CarSport**

+ If you dont have any of the folders, create it

Put the file into /CarSports

and restart Trackmania

Now go to my Club Everios96

and look for the skins.

There you can apply your 3D skin now!

Have fun



## WHERE TO PLAY

There are 8 Maps in the official PMC Mappack.  
You can find the full campaign here:

**Clubname:** Everios96

**Room:** Project MC (PMC)

**Campaign:** Project MC (PMC)

Dont forget to award all of the maps at  
Trackmania exchange. [Click here for the full mappack!](#)

### PMC: CAVES

Route: Neon1990

Scenery: Everios96

### PMC: TUNDRA

Route: Ealipse

Scenery: Everios96

### PMC: BADLANDS

Route: Bax22c

Scenery: Speq

### PMC: JUNGLE

Route: Ven

Scenery: Laku

### PMC: NETHER

Route: Deadfish

Scenery: 5314ke (also Laku & Berzerk)

### PMC: BLOSSOM

Route: Agrabou

Scenery: Berzerk

### PMC: SWAMP

Route: Osoguineapig

Scenery: Oclavukixus

### PMC: END

Route: Tona

Scenery: Oclavukixus



**MUSIC** **The Music is too quiet by default in Trackmania.**  
**Click the mapnames if you want to download them!**

All maps of the mappack feature a unique playlist of music composed by C418 from Volume Alpha and Beta of the Minecraft Soundtrack.

Here is all the music:

## PMC: CAVES

Sweden - Thirteen - Wet Hands - Minecraft - Beginning 1&2

## PMC: TUNDRA

Key - Haggstrom - Equinoxe - Danny - Flake

## PMC: BADLANDS

Hoog City - Haunt Muskie - Living Nice - Bione Fest

## PMC: JUNGLE

Door - Taswell - Blind Spots - Chirp

## PMC: NETHER

Dead Voxel - Hoog City 2 - Ward - Clark

## PMC: BLOSSOM

Kyoto - Ki - Aria Math - Dreiton

## PMC: SWAMP

Dry Hands - Subwoofer Lullaby - Chris - Nice on Venus - Mutation

## PMC: END

The End - Concrete Halls - Ballad of the Cats - Intro

## AT, GOLD MEDAL & GPS

**ALL AT-MEDALS WERE HUNTED BY SHCRTM & BRINKENN**  
**ALL GOLD MEDALS WERE HUNTED BY THE MAPPERS**  
**{GOLD=GPS}**

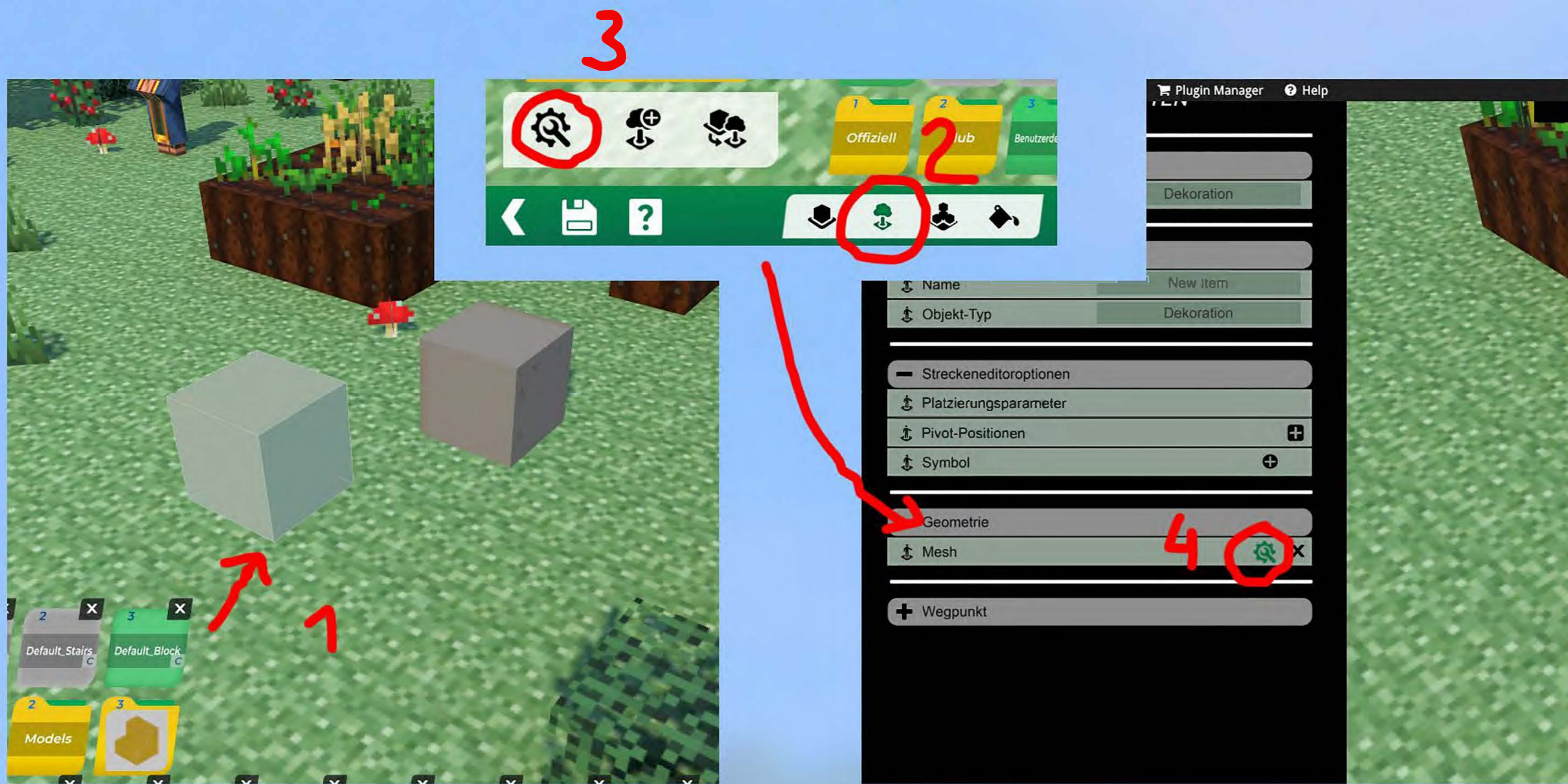
	<b>AT-MEDAL</b>	<b>GOLD MEDAL</b>
Caves:	43.867 (ShcrTM)	44.348 (Neon1998)
Tundra:	42.812 (Brinkenn)	43.587 (Eclipse)
Badlands:	36.381 (ShcrTM)	36.983 (Speq)
Jungle:	49.154 (ShcrTM)	49.524 (Laku)
Nether:	38.841 (ShcrTM)	38.953 (Deadfish)
Blossom:	33.878 (Brinkenn)	34.381 (Agrabou)
Swamp	38.925 (ShcrTM)	39.968 (Oso)
End:	46.646 (ShcrTM)	47.795 (Tona)



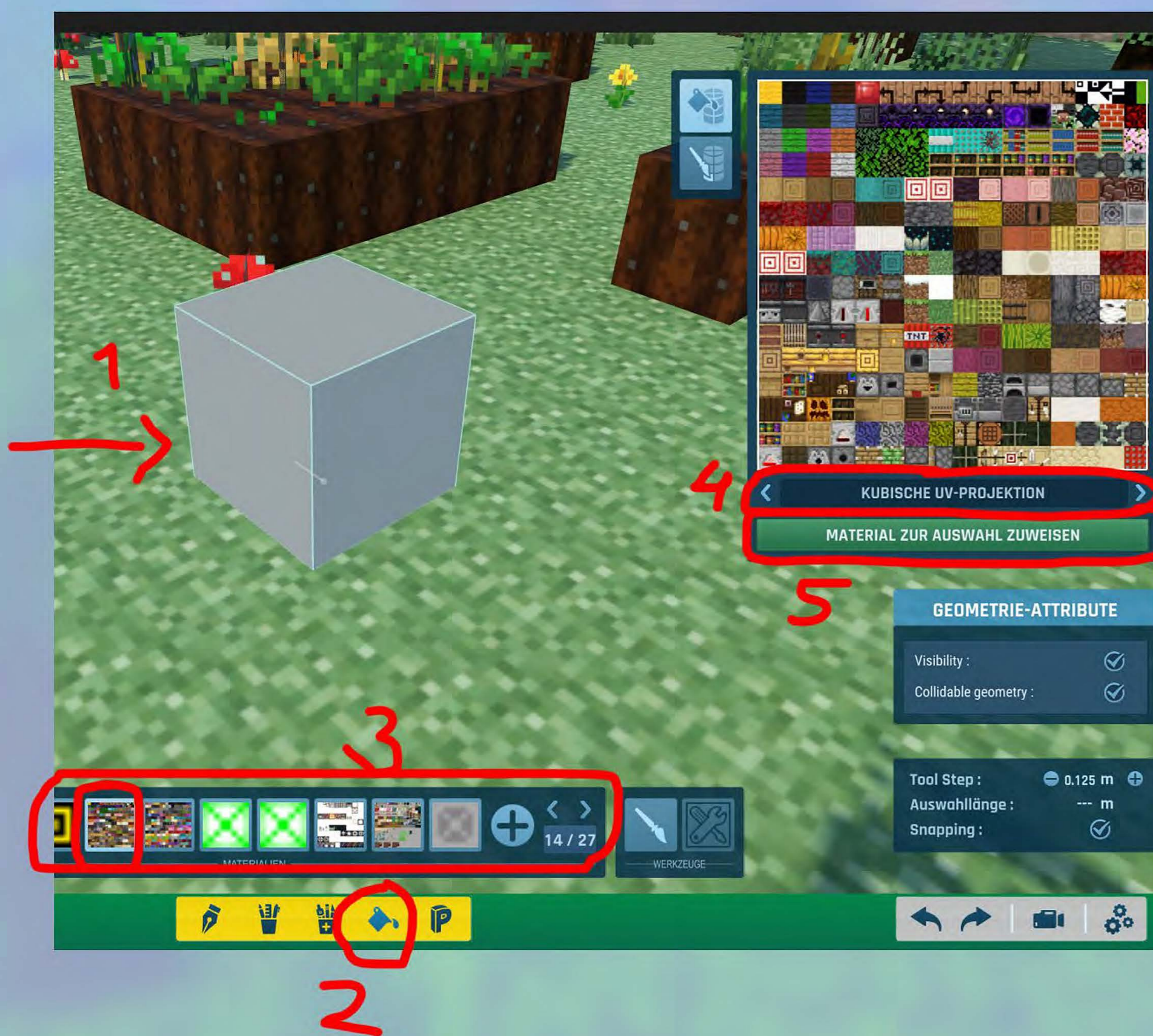
## CREATE YOUR OWN BLOCKS:

This is a guide for everyone who wants to experiment with blocks using the mesh modeler.

First locate the "CreateYourOwnBlock" folder. Then, place down the model you want to work with.



Go into the item mode and select edit item. With this, click on your block to open up mesh modeler and select the cogwheel next to mesh.



Click on the model once, to select it.

Navigate to materials at the bottom.

Find the texture with the block you want.

Select "keep UVs" and apply.

NEXT PAGE ->



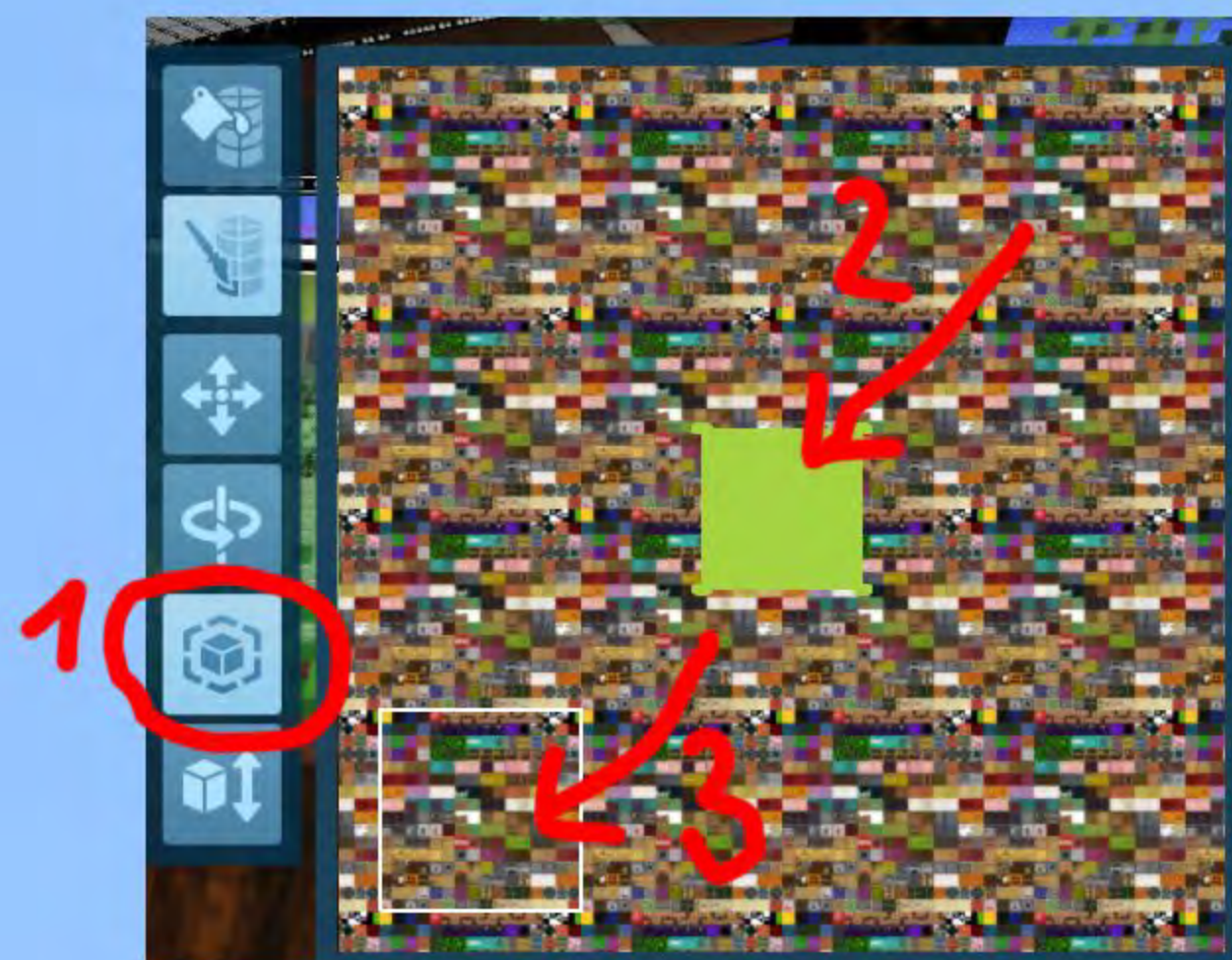
# TIPS & TRICKS

## 6.1

Select the UV Mode, and find your UV.



Hold leftclick, and move your mouse to select an area. You want to make sure you have all 4 corners of the UV selected.



Select the UV scaling tool. Scale down your selection, and put it into the white box, at the bottom left.

**TIP:**  
You can zoom in and out with alt+mousewheel. Move around with alt+leftclick.

Scale down the UV until it fits the wanted texture.

Now you created your own block!

Of course you can change each side individually by selecting each face of the model and applying textures to it. Hopefully this helps!



Dont forget to save your item!

You can also edit mobs, for example use the scale tool to create baby versions. (They will be added with future updates)



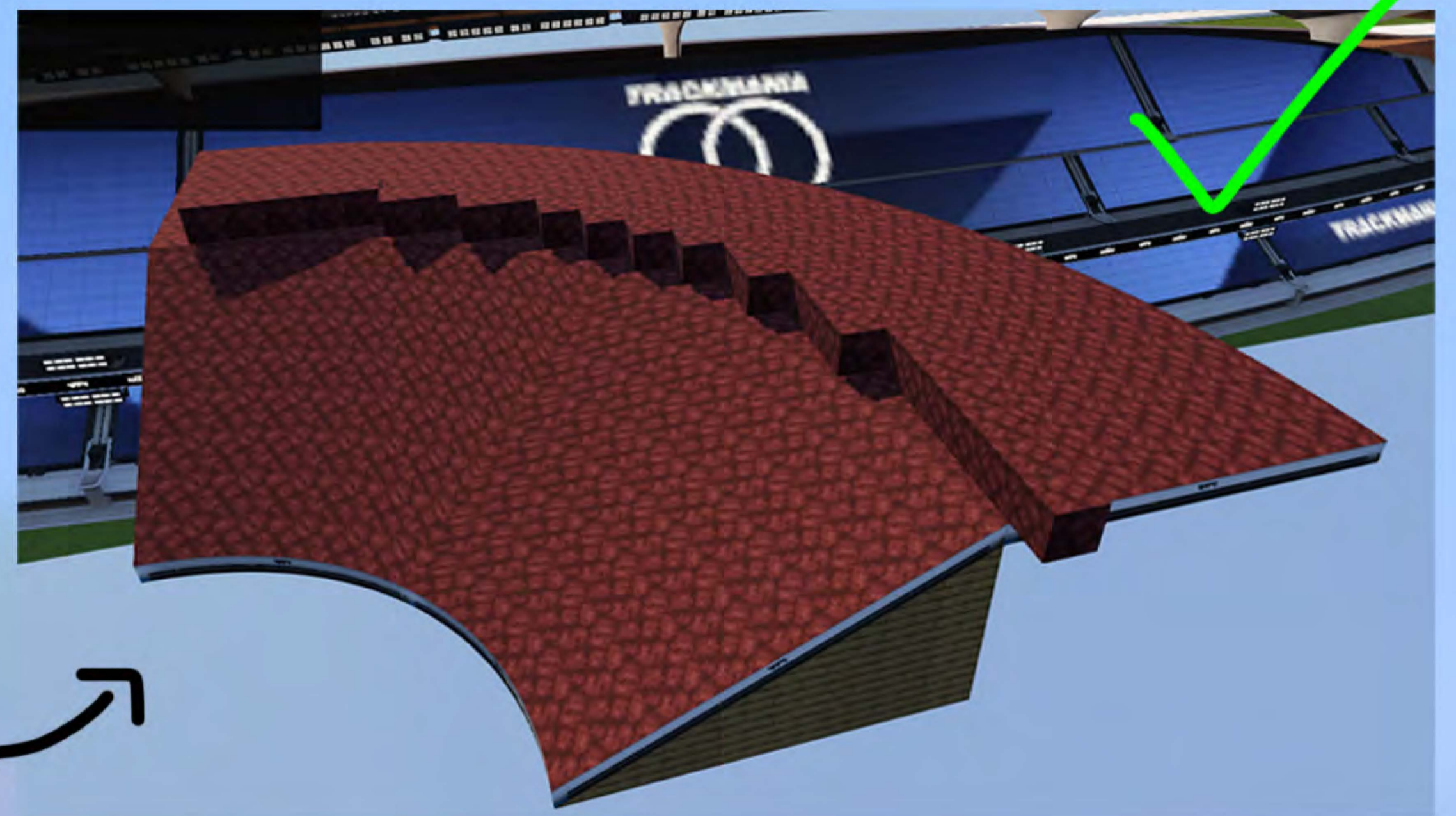
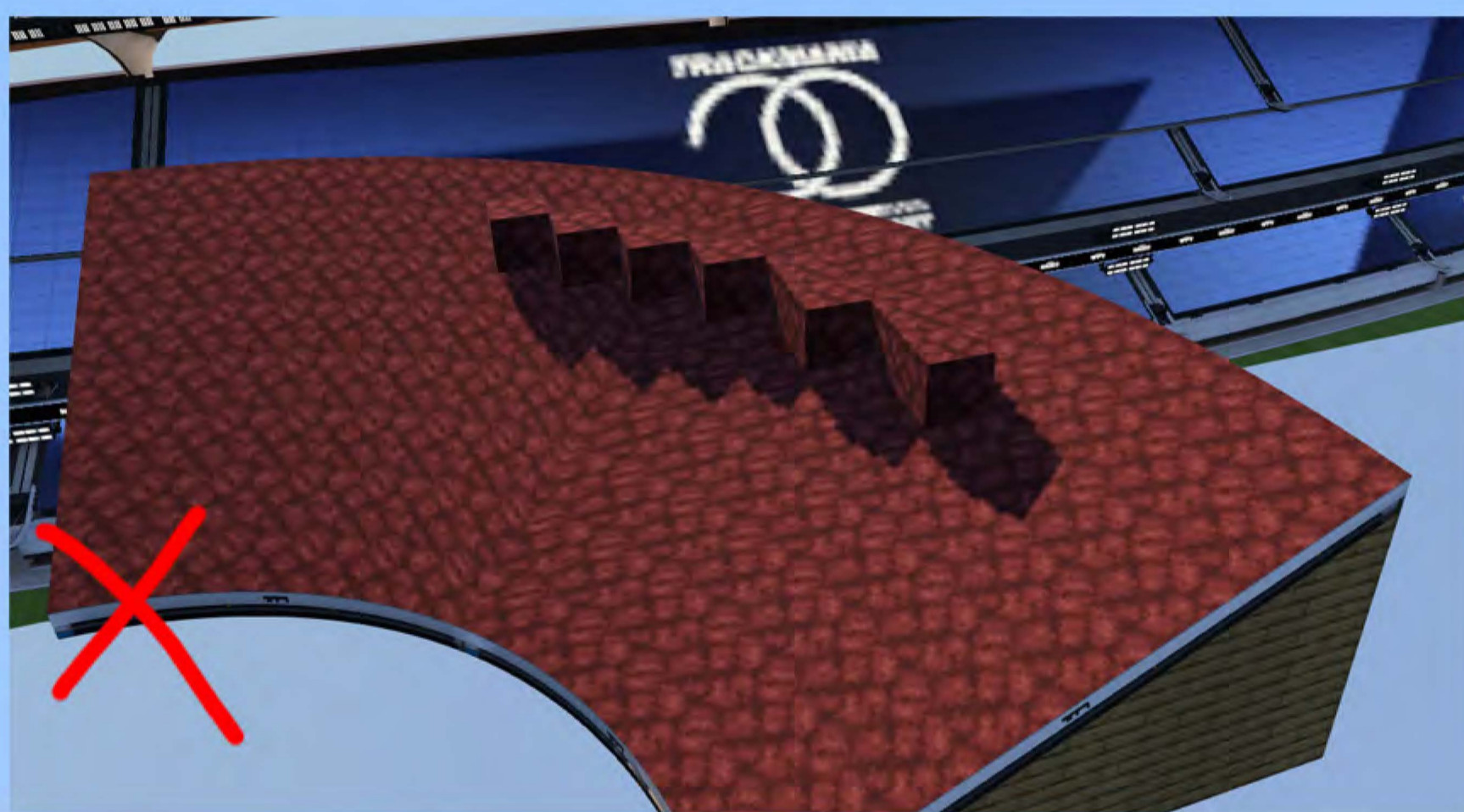
## BLOCK PLACEMENT

To create an immersive experience, it is best to stay in the grid. The blocks are designed in a way to be in the same grid as trackmania blocks.

When placing your first blocks, make sure to use the normal item node, and not the free item node.

When building your route, stay in the grid and avoid using the free node here as well.

The most difficult thing of course is to cover up curves and edges from Trackmania road blocks. Here are a few ways you can achieve this:



Extend curves like this



Always try to build the route with scenery in mind. Many spots can be seamless if you extend the roads in the right way.



## LAST TIPS

### Physics Blocks:

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All blocks from the set have concrete physics. If you want to have blocks with different physics, like dirt, sand, grass, and so on, look for the "Physics Blocks" folder in the itenset and pick blocks from the 1x1 folder.

### Landing Bugs:

---

Also located in the "Physics Blocks" folder you have invisible planes to prevent landing bugs. Because of the nature of the blocks, when your car jumps and lands on the edge of 2 blocks, you can get a random slow down. Just place the appropriate physics plane on top of the area!

### Remove Stadium:

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When you use a Mod on a base without stadium, the stadium may appear again. You need the plugin "Unlock all decorations" and have it enabled when applying the mod to your map.

### Create invisible Start, CP and Finish

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I made a quick Youtube video for you. Here is the link: [Click](#)  
Create invisible Checkpoint and Finish

### Color FX

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You can add Color FX in the media tracker, and set contrast to -0.20/-0.30, and saturation to +0.1. This will make it look more minecrafty!

### Dont get frustrated!

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The Itenset is not easy to navigate at first and sometimes it will take time to find something. You will get used to it!  
If you have questions just send me a message.



## INTERPOLATION

Trackmania uses an interpolation method for every texture in the game.

This means, it gets blurry at the edges of textures, more noticeable with small textures.

We adjusted the size of the textures accordingly.

Sadly this can not be turned off and is unavoidable.

If it was possible to turn it off, the mod could be very small in size.

## VIDEOS IN TRACKMANIA

There are 4k WEBM video files included in the texture mod for specific effects and blocks.

The way Trackmania handles WEBM Textures

is by unzipping the Mod for every frame of the video.

This causes massive FPS drops when approaching them. I would suggest not using them at all.

Use them at your own risk.

## TEXTURE BLEEDING

You may notice lines appearing on the edges of blocks, the further you are away from them.

This is caused by texture bleeding, and basically means that textures around it are bleeding into it.

If we wanted to fix this entirely, the entire Mod would have to be much larger in size. We decided to go with the smaller Mod size and optimized it as best as we could.

## LIGHT MAP

The light map in TM is limited. If you add too many blocks to a map, shadow issues start to appear.

A lot of factors play into it, but I would suggest you keep maps below 40k-60k total blocks placed to avoid running into any issues!

You can check that with the plugin "Item Counter"

## CONSOLE

Right now it might not be possible for all console players to enable the mod when playing.

Nadeo needs to whitelist the host platform Dashmap.

This can and hopefully will change soon!



## TMX FORUM LINKS FOR PMC

[Project MC – Central Hub](#)

Main Forum thread for Project MC.

**Other threads:**

[Project MC – Texture Mod](#)

[Project MC – Itenset](#)

[Project MC – Tools](#)



## PLANS FOR THE FUTURE

First of all, the texture mod and itenset can and will be updated over time. Due to the massive scale of PMC, some blocks and features might be missing, but we can add them later. Additionally, Minecraft receives updates too.

We will listen to community feedback, so let us know if there's anything you'd like to see in future updates! If anyone is interested in helping out with PMC, feel free to send me a message on Discord!

Discord: [Click!](#)

I am also hoping for the openplanet community to get involved and create new plugins and scripts.

Here are some ideas:

- Script that has basic world edit functions
- Script that deletes faces that are connected to another block (face culling)
- Random World Generation (Hollow)
- Pixelart Generator

- This Guidebook will also receive updates whenever needed! (Last updated: 14th of June, 2024)



I am happy to announce I am hosting 2 events starting 14th of June!

The fundraiser is for both events and the collected money will be split in half.

Consider donating to the prize pool:

[Click](#)

## HUNT COMPETITION:

The hunt competition for the official Mappack:  
[14th of June to 14th of July!](#)

Link to forum: [Click](#)

You can win by being in the top 3 of the official mappack leaderboard after 1 month!

## MAP CONTEST:

Map Contest:

[14th of June to 14th of August!](#)

Link to forum: [Click](#)



## ALL LINKS FROM PDF:

Project MC Central Hub (TMX)  
Project MC Texture Mod (TMX)  
Project MC Itenset (TMX)  
Project MC Tools (TMX)

Discord

Trailer #1  
Trailer #2

PfMC\_Itenset (IX)

PfMC\_Mod\_Default  
PfMC\_Mod\_Plains  
PfMC\_Mod\_Tundra  
PfMC\_Mod\_Savannah  
PfMC\_Mod\_Badlands  
PfMC\_Mod\_Jungle  
PfMC\_Mod\_Nether  
PfMC\_Mod\_Blossom  
PfMC\_Mod\_Swamp  
PfMC\_Mod\_End

Official Mappack

PfMC\_Caves (TMX)  
PfMC\_Tundra (TMX)  
PfMC\_Badlands (TMX)  
PfMC\_Jungle (TMX)  
PfMC\_Nether (TMX)  
PfMC\_Blossom (TMX)  
PfMC\_Swamp (TMX)  
PfMC\_End (TMX)

Map Contest  
Hunt Competition  
Fundraiser

Tutorial\_Invisible CP & Fin



**PROJECT MC**  
**EVERIOS96 & ANDONE**