
MediaTracker

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Since there is no official Nadeo documentation of the Media Tracker, this document aims to provide an easy to reference solution.

INTRODUCTION

1.1 What is the Media Tracker

The Media Tracker is a built-in tool that allows mappers to introduce cameras, effects, fog, GPSs and more into their creations. It's an incredibly versatile and powerful tool that can make your map stand out from the rest.

1.1.1 Where to find the Media Tracker

Open a new empty map and you should see something similar to this

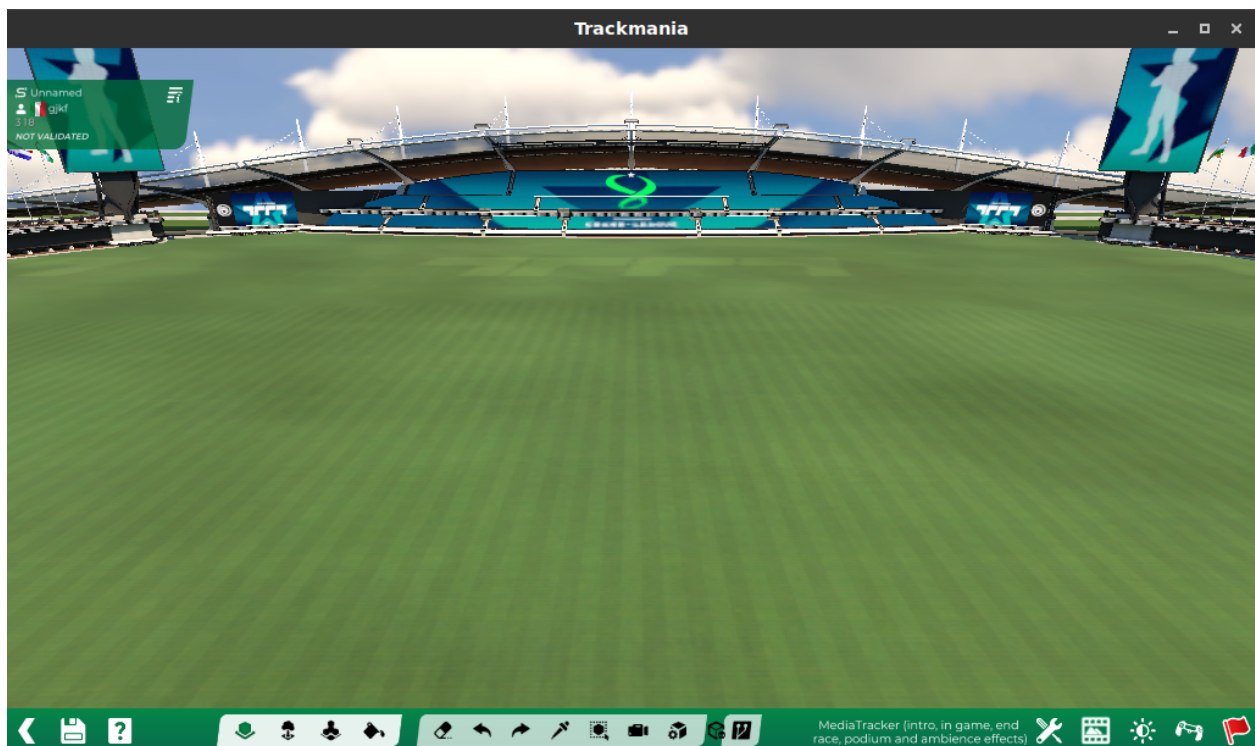
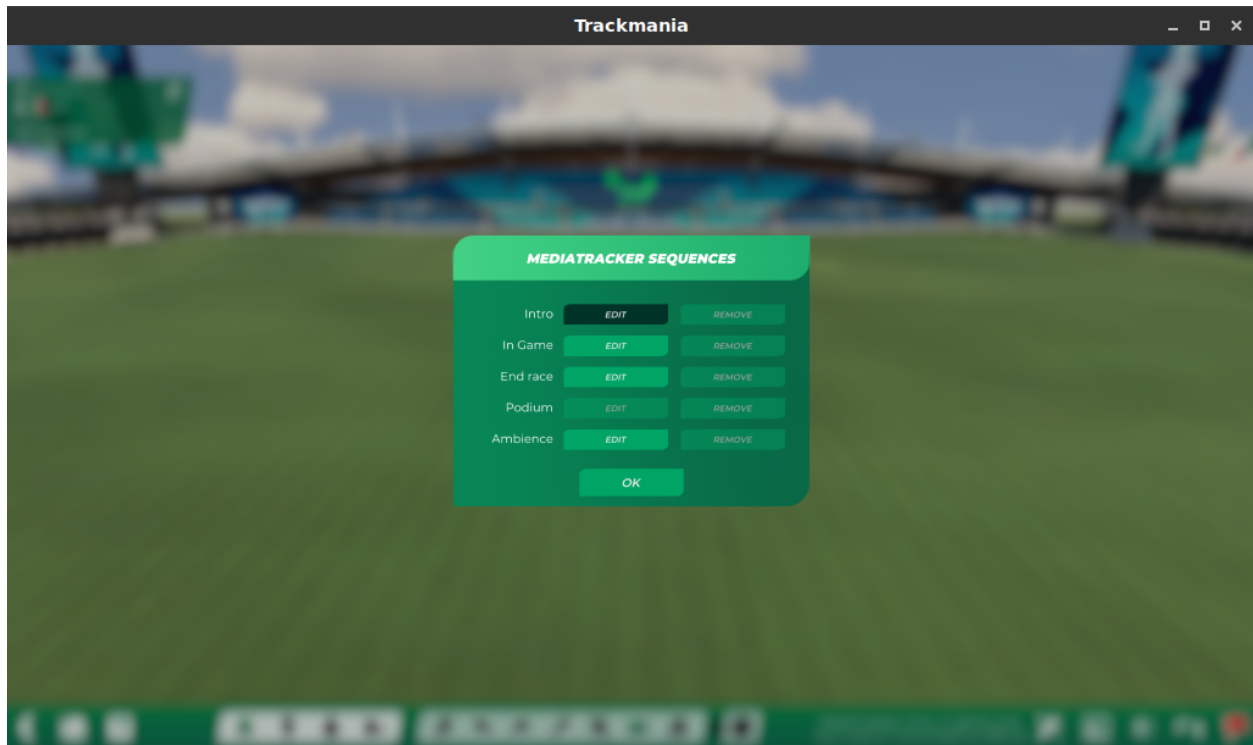


Fig. 1: The Media Tracker button is currently highlighted

On the bottom right there's the little video icon, pressing that will open the Media Tracker menu that shows the different sequences where you can apply the Media Tracker in



1.1.2 The sequences of the Media Tracker

Each of the 5 sequences relate to a different part of the map. Only the `_Podium_` will not be used, as it relates to past titles. Here's a quick rundown of what each sequence does, and what a potential use case could be:

Intro This is the cinematic that plays when the map is loaded. You can customize cameras to showcase specific parts of the map, add effects, ghosts and more, to really immerse the player

In game This is the sequence that applies during a race. It differs from the others due to the presence of triggers. GPSs, are one of the most common things that this sequence is used for

End race This is the cinematic that plays at the end of the run. Not really used often

Ambience This is general effects that apply to all other sequences. Fog, color grading and similar tweaks happen here

INDICES AND TABLES

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- `search`