

## ReadMe

Put these maps to Resources folder of your server. Also, check the meta.xml of the maps, if they pull up some errors. Some maps might not have script attached to them, so if they'll have in meta.xml line like: include resource>blablabla, then just remove that line and you will be good to go. If that will not cause a problem, the explanation will be that map is too old to play on newer servers so just remove it. All of these maps also have 1 spawnpoint, so if you would run it without any other scripts it would most likely pull up a error on the server saying that "It can't start the map" - Solution is, you either install one\_spawn, carhide and carfade script from the resources pack, or you add more spawns in the .map file (open it with notepad, and search for spawnpoints, then just duplicate. If map doesn't have ghostmode, enable it or add it to meta.xml and you're good to go)

These maps aren't MTA community website maps, 97% of the maps are straight from private servers, made by various authors that never published these maps anywhere, besides some racing servers.

Resource Pack has some scripts, that already exist in some MTA servers, like race\_ghost for example – this however, it's a fixed version of race\_ghost that doesn't pull up errors anymore, and other scripts are commonly used across all MTA Racing servers on Vanilla maps.

Message me if you'll place them on your server I would love to see them on your server, message me your ip if you can in the PM on the website that you downloaded maps from 😊

Thanks!