

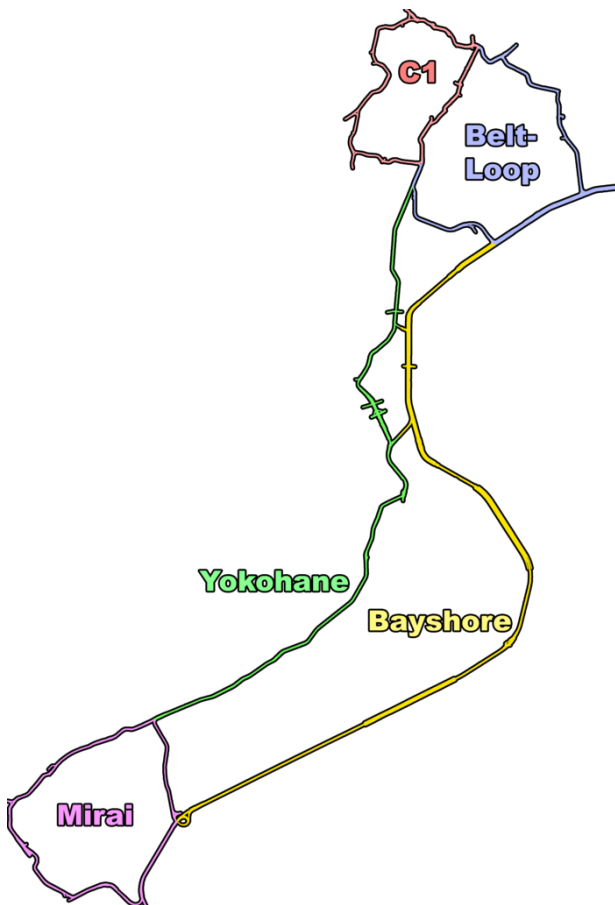
# Tokyo Shutoko Expressway (Beta)

By Echo WORK (ArvinJM、Alonzo\_Max)

I really hope you read all of it. thank you!

Beacuse I am Chinese, maybe the article will make you uncomfortable to read, but please read it first, sorry for the trouble!

#####Map#####



We got this **image** from Assetto Corsa's **Shutoko Revival Project**. If the behavior involves infringement, please tell us to delete it.

#####About the mod#####

- This Mod converts the main lines of Shutoko, including: C1, Belt-Loop, Yokohane, Bayshore, Mirai. Also, we deleted the original Daikoku and spliced the complete Daikoku onto Shutoko (from Dubai Drift Game).
- The model is from the PS3 version of Wangan Midnight (we have the model from Bandai Namco's WMMT, but we didn't make the version from the WMMT model because the model poly count of the building part is too high)
- Due to various factors such as time constraints, we only let him mostly work in the game. In fact, there are still quite a few problems that have not been resolved.

- Specially made for SAMP. Haven't tested it in single player game, but it's not recommended to play it alone (it's boring to play this map mod alone)
- We used Fastman92 Limited Adjuster to remove some restrictions in the game. Therefore, the mod can be made to work in GTASA. So, please make sure you don't have other map mods installed before installing this mod.

#### #####About install#####

1. Read all the content of the document first.
2. Make sure you do not have other map mods installed before installation.
3. Make sure you are playing in SAMP and not single player.
4. Open the "Mod Files" folder, and copy all the files in it to the GTASA folder. If there is a prompt whether to overwrite, please overwrite.
5. Open the game
6. You can see the map above Los Santo or anywhere, just use something to fly up. If the server you play supports new teleportation points, you can create a new teleportation point on it

#### #####Problems#####

- Some building vistas are not displayed normally.
- Textures for some building vistas were not fixed correctly.
- Prospect building models disappear when you get close to some places.
- Daikoku only has colliders in the parking lot, but not in other places (be careful not to fall), because it is only a test version.
- Since GTASA itself has an upper limit on the number of rendering models, when you run far enough (for example, driving from the starting point of Bayshore to Mirai, a whole Wangan route) the model will not be able to continue rendering. If anyone knows how to solve this problem, please also contact me via Discord, and I will improve it in the process of remaking in the future.
- At night, the building is not lit. The street lights will not be on (because we didn't make it, this is just a trial version)

#### #####If you can.....#####

- We also thought about converting WMMT's Shutoko to GTASA (because it has the Yaesu line and the C2 lines in Shibuya and Ikebukuro), but when we prepared the model, we found that the model reached 20 million faces. So we need to tune the upper limit on the number of DFFs that can be read much higher in order to load its potentially 1000+ dff files in place. But in SAMP, we cannot use FLA to edit the limit on the upper limit of the number of DFFs that can be loaded. Once this option is turned on and the value is adjusted, the game cannot be entered and loaded. We've tried posting requests on GTA Forums, but no one has answered. Even when we emailed Fastman92 himself, he never responded to me. So, if anyone knows how to solve this problem, I hope you can share it with us, it will help us a lot.

- Because GTASA itself has an upper limit on the number of models that can be rendered, you cannot fully play the entire map (unless you restart the game, the game will not load). We've tried tweaking the value of the option most likely to control this limit in the FLA's ini file, but it didn't work. Because we are Chinese and we are not proficient in

English, it is difficult for us to read the help files of FLA correctly (because the meaning often expressed may not be the meaning we translated, which will lead us to look for solutions as if there is no goal ). If you know how to solve this problem in SAMP, please do let us know, it will help us a lot.

- If possible, we hope you can give us some help with the above problems. We've always wanted to get Shutoko up and running in a game. If possible, I also hope to open a SAMP server to simulate passersby and vehicles and provide everyone with a racing environment similar to Shutoko. It's a pity that due to the limitations of the game, we can't do much for the time being. If you have a solution to our problem above, we really hope you can share it with us so that we can complete this ambitious project. Not only the PS3 version of Shutoko, we also hope to convert the WMMT version of Shutoko into GTASA.

#### **#####Contact us#####**

Discord: <https://discord.gg/ZQQ46QMEWM>

QQ 频道: <https://pd.qq.com/s/9k4j45dru>

Website: <https://echo-work.ltd/>