PODSwap
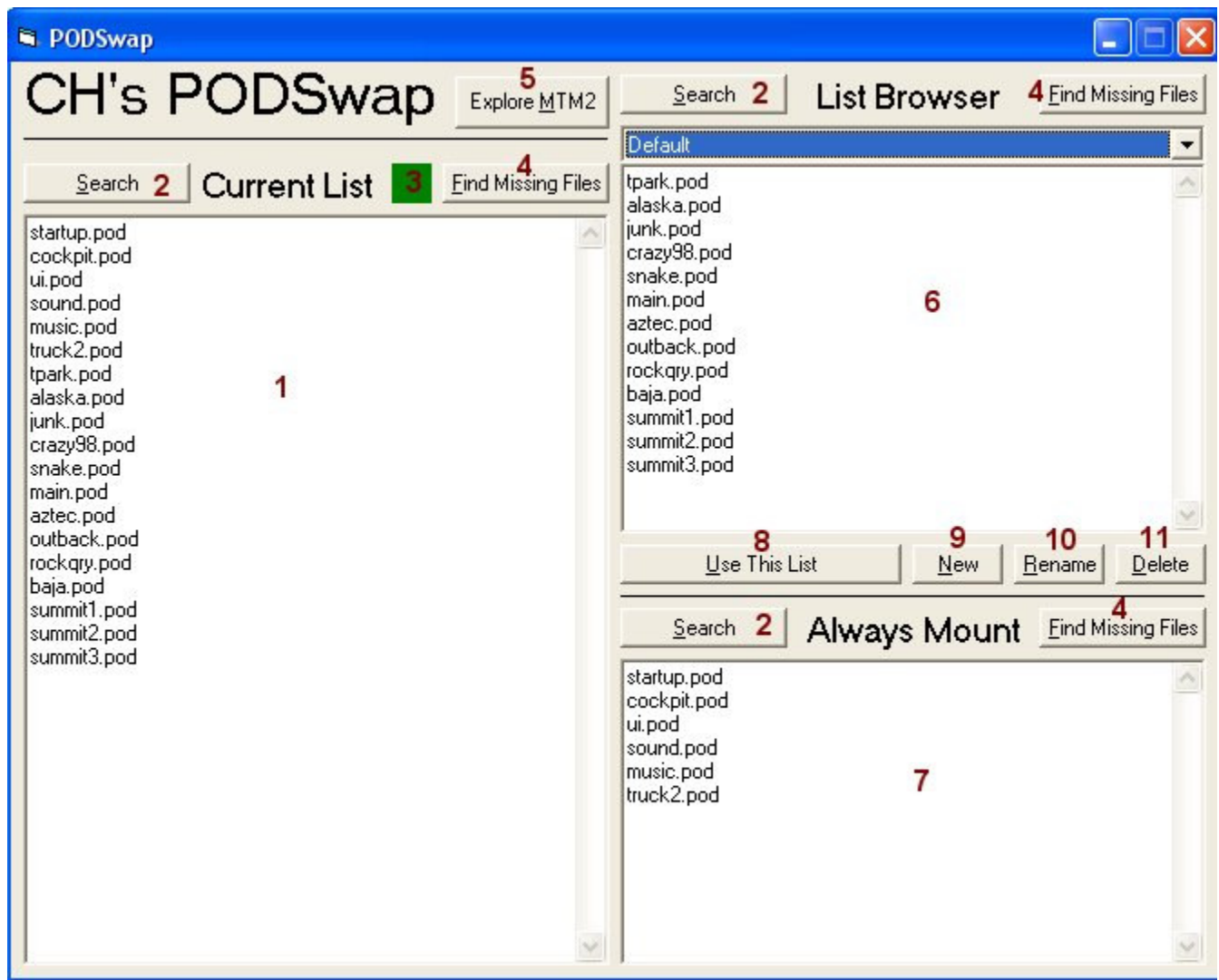
Podswap was created by CH_2005, and as its name implies, it facilitates changing or "swapping"

between multiple pod.ini files. The pod.ini file pod dictates what tracks/trucks (.pods) are loaded to the game. This utility incorporates multiple pod.ini's (track lists) into a single text file, then mounts whichever one is selected. Functionally it's comparable to MTM Starter minus quite a few of the bells & whistles. It's an excellent track list swapping utility that's easy to install, very simple to use, and is quickly gaining popularity around the Zone.
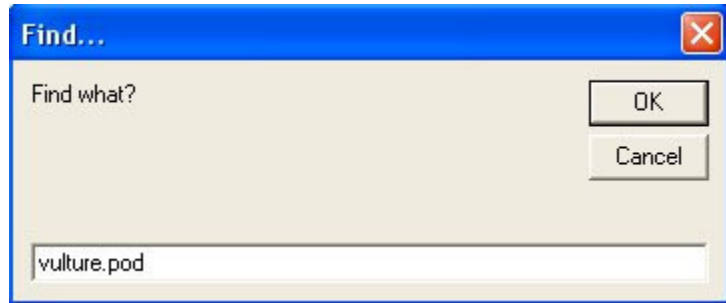
A. Getting Started

• Download **Podswap** and extract it to your desktop. The program will find your MTM 2 directory regardless of where it's placed on the computer, but for the purpose of this tutorial extract it to your MTM 2 directory, then create a shortcut to it on your desktop. Now double-click on the icon to open. Below is a picture of what you should see.

• The following is a breakdown of each section and its function:

- **Current List** (**1**): Displays the list currently mounted to the game.
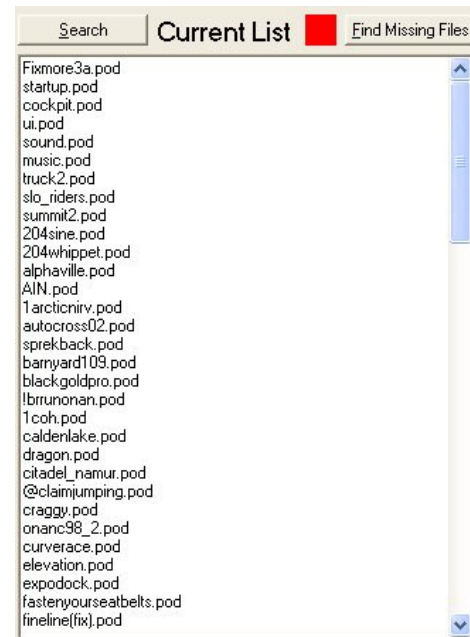
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- **Search** (**2**): You can locate a specific pod in any list by clicking the search button. Type the pod name (not case sensitive) in the **pop-up** and click "OK".
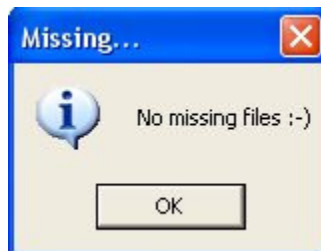
- If Podswap locates the pod, it highlights it as shown **here**.

If it fails to locate the pod file, it gives you a "Not found" prompt.

- **"All Systems Go" Indicator** (**3**): A green light means your game hasn't exceeded the maximum number of pods (99). If you inadvertently exceed the maximum number of pods, it changes to **red**.
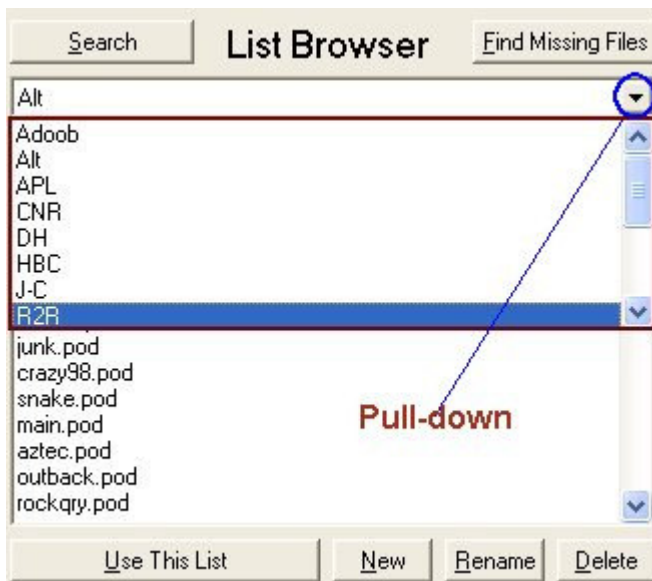
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- **Find Missing Files** (**4**): This feature allows you to verify the integrity of your lists. You'll either get a "No Missing Files" **pop-up**

  or an **itemized list** of exactly which pods are not available. Bear in mind that if you add tracks individually by typing them in PODSwap, misspelling a track name also yields a missing pod indication.

- **Explore MTM** (**5**): (Screen shot to right) The Explore MTM 2 button is a direct link to your MTM 2 directory. It's primary function is to allow the user to add tracks to a list by dragging & dropping them into the <u>List Browser</u> as an alternative to typing.

Search	List Browser	Find Missing Files

Default

```
tpark.pod
alaska.pod
junk.pod
crazy98.pod
snake.pod
main.pod
aztec.pod
outback.pod
rockqry.pod
baja.pod
summit1.pod
summit2.pod
summit3.pod
```

Use This List	New	Rename	Delete

Search	List Browser	Find Missing Files

Alt

```
Adoob
Alt
APL
CNR
DH
HBC
J-C
R2R
```
```
junk.pod
crazy98.pod
snake.pod
main.pod
aztec.pod
outback.pod
rockqry.pod
```

Pull-down

Use This List	New	Rename	Delete

- **List Browser** (**6**): (Screen shot to left) This area displays the selected list based on what's available in the **pull-down**. This section is used to make changes to specific lists by either typing in the name of the pod or dragging & dropping it into the open area. You can also drag and drop entire pod.ini files into this area.

Always Mount (**7**) Just as the name implies, this section is used for mounting specific tracks/trucks which will be loaded to the game regardless of what list is selected. This section is ideal for utilities like Fixmore3a or merged truck pods.

- **Use This List** (**8**) After selecting a desired list, pressing this button loads the tracks for that list to the game.

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- **New** (**9**) Used to create new lists.

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- **Rename** (**10**) Used to rename lists.

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- **Delete** (**11**) Used to delete lists.

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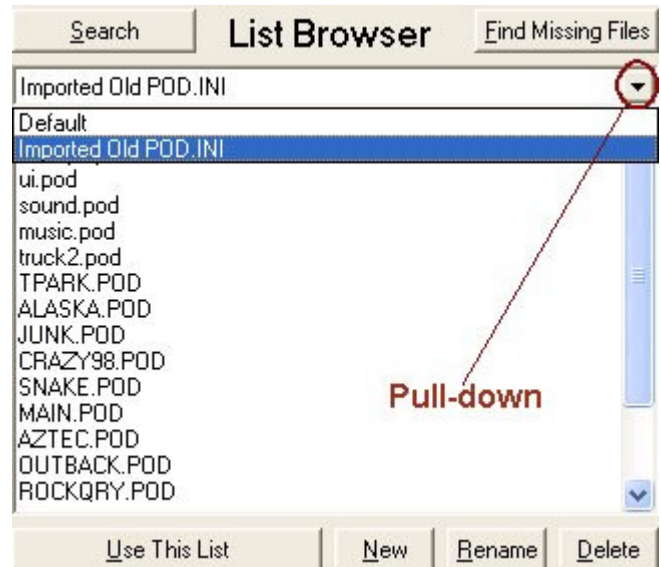**B**. **Setting Up Track Lists Using Podswap**

Download **Fixmore.3a** & the track lists zips of your choosing (to include the corresponding pod.ini files) to your desktop. Extract Fixmore3a and all track list zips to your MTM 2 directory. The pod.ini zips will be handled one at a time.

• Using the pull-down in the List Browser area, select the list named **Imported Old POD.INI**. Click "Use this list". Now extract <u>one</u> of the pod.ini files to your desktop, then drag and drop it into the List Browser area. Click "Rename" and create a new name for your list.

• Verify its integrity by clicking the "Find Missing Files" button. If everything is intact, the program will give you a **No files missing** pop-up.

If not, a pop-up detailing exactly which pod(s) were not found in the directory will be **displayed**. Pop-ups of this kind can result from typographical errors, but more often than not the pod is actually missing from the game's directory.

• To add additional lists, begin by clicking "New". In the pull-down list box you'll see **New Copy of XXXX**. Now extract the pod.ini for the new list to your desktop, drag & drop it into the List Browser area, then click "Rename", and name it accordingly. Again, verify that the list has no missing pods by clicking "Find Missing Files". Repeat for all remaining track lists.

• After all lists have been installed, select one to play, then click "Use This List", and you're ready to go. You can leave the PodSwap window open or close it.
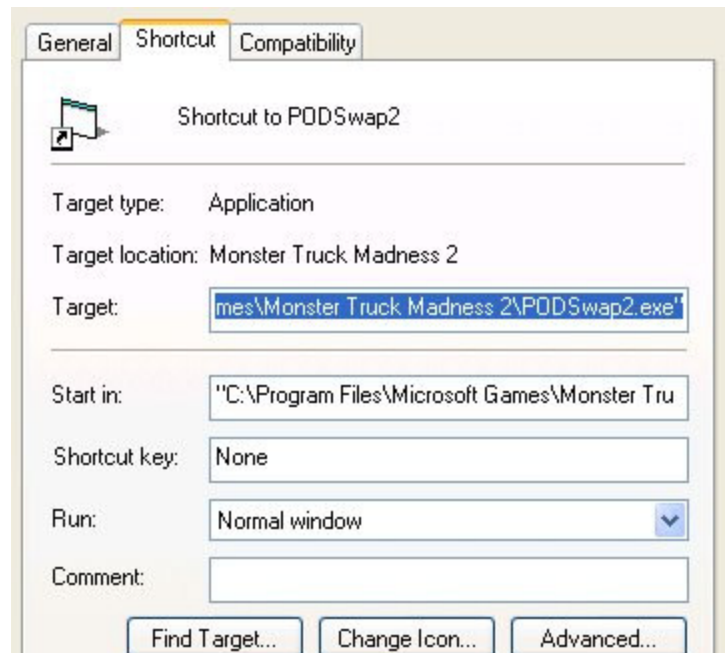
C. **Command Line Swapping -** Command line swapping allows you to swap lists with one (or two) clicks of your mouse button. It's not necessary to enable this feature since PODSwap allows you to effectively swap lists via its control panel, but if you're partial to hassle-free list swapping, this is indeed the way to go!
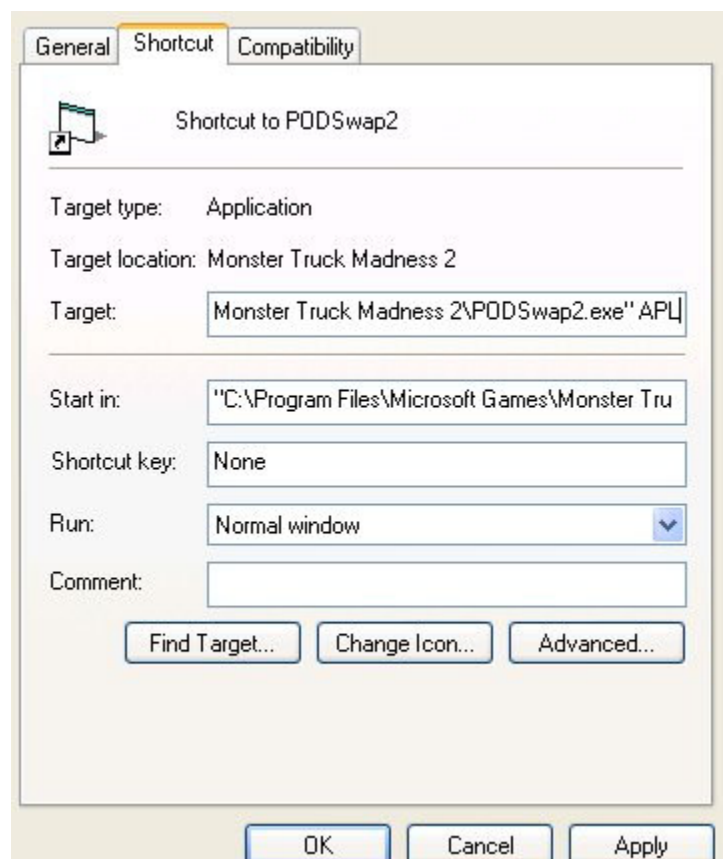
• Make a new shortcut on your desktop using the one that's already there. Right-click on the icon and rename the new shortcut to correspond to the list it's intended for (i.e. Adoob, APL, J-C, etc.)

• Now right-click on the newly named icon and select Properties. In the "Target" box you'll see a **command line** for that icon.

• Click your mouse once in the target box area to clear the blue highlight. Now place your cursor at the end the command line, just to the right side of the quotation mark, press the spacebar once, then type the name of the track list you want the command line to point to.
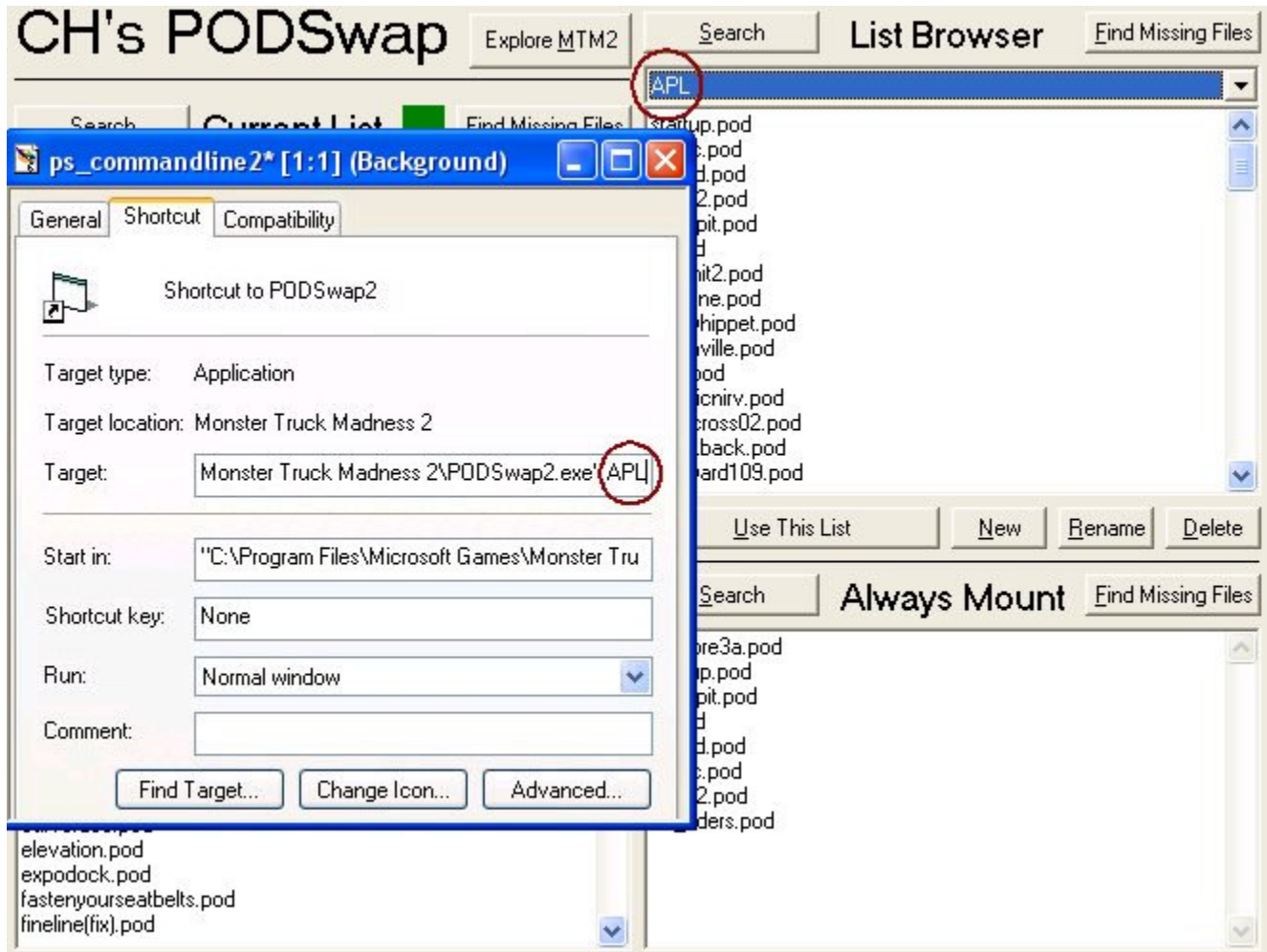
Example. (Screen shot to bottom right.)

NOTE: *The command line is case sensitive. Be sure to type the track list name exactly the way you did in PODSwap when you were setting up the track lists. **Example** below*

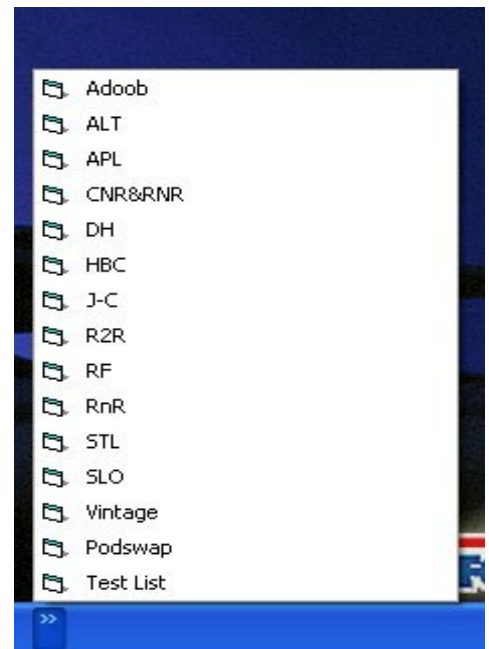• Repeat the aforementioned steps for the remaining track lists. When done, place the icons in a location that allows for quick, easy access, such as your quick-launch bar like screen shot to right.
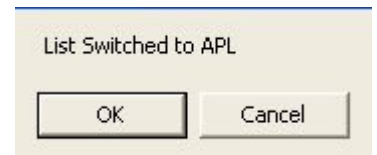
Another method that works well is shown below.

For instructions on how to use toolbars and taskbars, SLO_PaPa has easy-to-follow instructions on his site at *http://howeasyisthat.com/html/handy_toolbars.html*
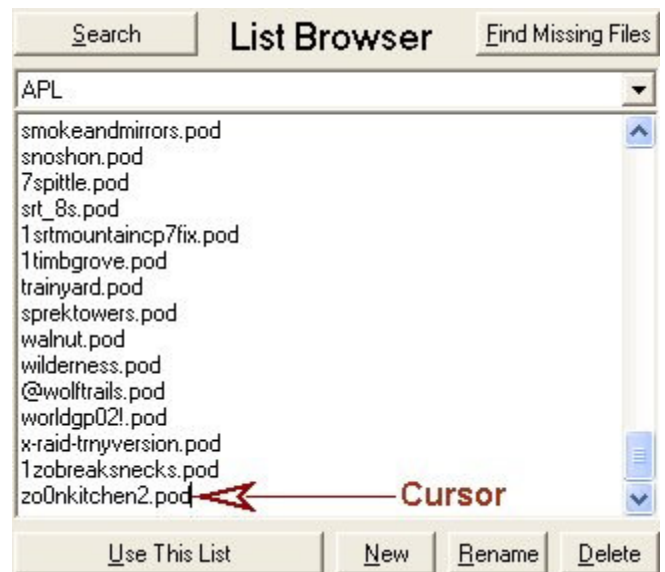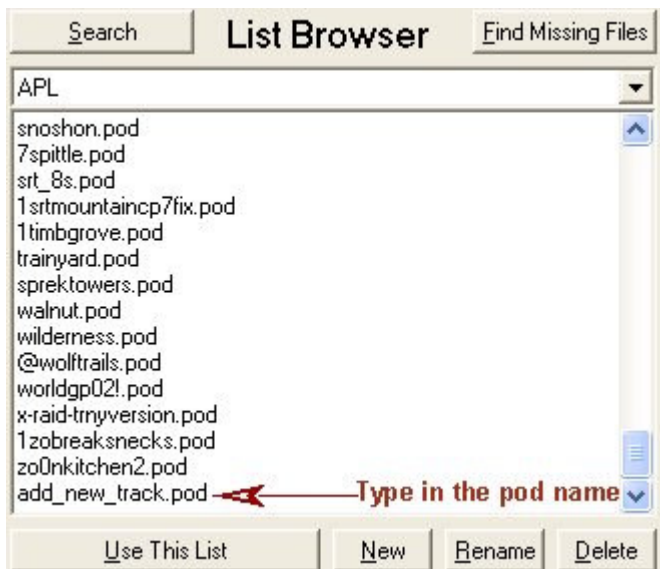
• When placed in the quick-launch bar, pressing a PODSwap icon once with your mouse button gives you a **List Switched to XXX**. The pop-up merely confirms what list you selected. The swapping action takes place as soon as you press the icon, so you can click "OK", "Cancel", or just leave the pop-up in place.
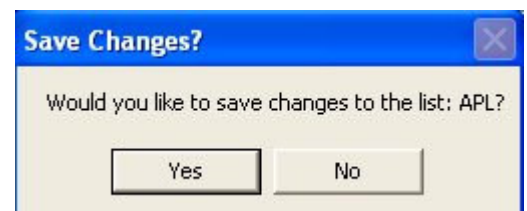
D. **Adding/Deleting Individual Tracks/Trucks**

• To add individual tracks or trucks to the game, open PODSwap, locate the list you want to edit, then press "Use This List"

• Now move your cursor to the last track in that **list**, press Enter on your keyboard to create another line, then type in the name of the **pod**.

Search   List Browser   Find Missing Files

APL

smokeandmirrors.pod
snoshon.pod
7spittle.pod
srt_8s.pod
1srtmountaincp7fix.pod
1timbgrove.pod
trainyard.pod
sprektowers.pod
walnut.pod
wilderness.pod
@wolftrails.pod
worldgp02!.pod
x-raid-trnyversion.pod
1zobreaksnecks.pod
zo0nkitchen2.pod ◄———————— Cursor

Use This List   New   Rename   Delete

Search   List Browser   Find Missing Files

APL

snoshon.pod
7spittle.pod
srt_8s.pod
1srtmountaincp7fix.pod
1timbgrove.pod
trainyard.pod
sprektowers.pod
walnut.pod
wilderness.pod
@wolftrails.pod
worldgp02!.pod
x-raid-trnyversion.pod
1zobreaksnecks.pod
zo0nkitchen2.pod
add_new_track.pod ◄——— Type in the pod name

Use This List   New   Rename   Delete

If you want to add multiple tracks, simply press enter after you complete a pod name to create a new line, then type in another pod name, repeating the process as many times as needed. When done, press "Use This List".

Then press "Yes" to complete the step when prompted to **save** or discard your changes. Close PODSwap.

Save Changes?

Would you like to save changes to the list: APL?

Yes   No

• **Alternate method of adding individual tracks:** after selecting the list you wish to edit and pressing "Use This List", press the "Explore" button, which opens your MTM 2 directory. Now locate the pod file you wish to add to the list, then drag and drop it in the List Browser area. When done, press "Use This List", then press "Yes" to complete the step when prompted to save or discard your changes. Close PODSwap.

• To remove individual tracks or trucks from the game, open PODSwap, locate the list you want to edit, then press "Use This List".

• Locate the track you want to remove, highlight it using your mouse (or keyboard), then press delete. If deleting a track/truck leaves a **space** in the list, (as shown between walnut.pod and wilderness.pod) close it by pressing the delete key, then press "Use This List". Once again you'll be prompted to save or discard your changes.

That's it--that's all there is to PODSwap. If you follow the directions verbatim, you shouldn't have any trouble with the installation. If you do, however, feel free to drop us a **line**.

Search   **List Browser**   Find Missing Files

APL

smokeandmirrors.pod
snoshon.pod
7spittle.pod
srt_8s.pod
1srtmountaincp7fix.pod
1timbgrove.pod
trainyard.pod
sprektowers.pod
walnut.pod

wilderness.pod
@wolftrails.pod
worldgp02!.pod
x-raid-trnyversion.pod
1zobreaksnecks.pod

Use This List   New   Rename   Delete